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COMPATIBLE



SINCLAIR'S ALMANAC

SINCLAIR'S LIBRARY

A Message From The Creative Director

It is finally here. Sinclair's Almanac, the first official release of Sinclair's Library. The whole project was ambitious, but we were committed. It was hard, and the hours were long. We made some mistakes. I made some mistakes. We had some bad luck. But amidst the many crises, people came through. My good friend and partner Brogan "Nonat" Kelley, who put his name, reputation, and community on the line for this project. He provided help, support and wisdom, but more importantly, he never lost faith in the team and stood by us, even when it would have made sense not to. Nathaniel Himawan, our Art Director, who shaped the visual identity of both this book and Sinclair as a whole, as well as sourcing, managing and guiding all our freelance artists. Matthew C. Ninness, who's been at my side since the very beginning, took every responsibility given to him and then some. When damage control kept me busy, he made sure the project kept moving forward. Shawn "Eldritch Dream" Pommier, who started as a freelance writer, quickly rose to full time lead designer through dedication, initiative and creativity. When times got hard, when mistakes were made, when project fatigue kicked in, they never wavered, they stood tall and pushed this book past the finish line. There isn't a single page of this book that would have been possible without these people, and I cannot understate how lucky I have been to be part of a team of this caliber.

With my deepest gratitude,

—Natthan Senteni

To All Our Backers

To all our Kickstarter backers who financed this project, who allowed a team of people to make a living doing what they deeply love. You have been better to us than we have been to you. We struggled with communication, we made you wait and we refused to compromise on quality at the expense of your patience. And yet, an overwhelming majority of you have been nothing but compassionate, understanding and supportive. The Discord community provided feedback and insight but also held us accountable. The Nonat1s community has provided hype and enthusiasm during the livestreams which reminded us why we do what we do and renewed our convictions in times of doubt. For some of you, the trust cannot be repaired, and for this, we can only apologize. For others, this is only the first of hopefully many projects of passion. But no matter which one you are, your feedback made the content better, your support made our hearts lighter, and your excitement for the content made every minute of hardship worth it, and for this we can only be eternally grateful.

—The Sinclair's Team

Content Warning

This book contains themes of blood magic and game mechanics involving sacrificing your own health to benefit yourself or others. Some may find the language, writing, and illustrations involved with these themes to be disturbing. Reader's discretion is advised.

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CHAPTER I - ANCESTRIES

So many species around the world. So many creatures. Some hidden, others few and far apart. But one gains greatly at seeking them. There is not a thing which can replace the experience of talking with another intelligent being from an origin you didn't know existed. I was fortunate enough to learn this lesson in my travels, and will never cease to preach its virtue.

RARITY

Uncommon

HIT POINTS

10

SIZE

Medium

SPEED

25 Feet

ABILITY BOOSTS

Wisdom

Free

LANGUAGES

Bovian

Common

Additional languages equal to your Intelligence modifier (if it's positive).

TRAITS

Bovian

Humanoid

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

HOOVES

Thanks to your muscular legs and heavy hooves, you are never without a weapon. You have a hoof unarmed attack that deals 1d6 bludgeoning damage. Your hooves are in the brawling weapon group and have the finesse and unarmed traits.

Bovian

The proverb "A meal for a story is a trade you always take" probably describes best the bovia culture. Peaceful people living in large communities, they value the art of craft, the beauty of nature, and the love shared around a fire. But peaceful and harmless are not the same, and one would be wise to know the difference before angering a Bovian.

Bovians are strong in body and heart and while minotaurs' predisposition to violence gives a bad reputation to bovians around the world, these assumptions do not reflect reality in the slightest. Bearing a strong sense of community, they tend to be friendly to outsiders as well as each other. Bovians tend to make fast friends and love nothing more than a good conversation about the wonders of nature.

If you want to play a character who is a gentle giant, loyal to a fault, and a team player in a party of adventurers, with a combination of strength and towering willpower, you should play a bovia.

You Might...

- Like to make friends, and perhaps give a little too much of yourself to keep them happy.
- Grow your own food or craft things out of glass for yourself and your friends.
- Have features or fur colorations similar to those of bovines.

Others Probably...

- Are intimidated by your stature or afraid of your strength.
- Assume you're a vegetarian, farm all the time, or use your strength to get your way.
- Think of you as a lowly beast of burden, or an overly friendly fool.

Physical Description

Bovians are tall and powerful, with thick builds and fur of various natural shades and patterns, usually sporting small horns and hoofed feet. With the exception of the much smaller Sapiutan, the shortest bovia tends to be around 6 feet, most growing to the impressive height of about 8 feet. Traditional clothing tends to favor natural materials and incorporate their famed glasswork, in which they take great pride.

Bovians reach physical maturity around the age of 15, often accompanied by a massive community celebration, and a typical bovia lives to be around 100 years old.

Society

The bovia people have a largely peaceful history, never conquering land, holding an empire or eschewing dreams of world conquest, albeit with one notable exception (see The Great Conquest, below). Today bovians cling to the same traditional qualities of peace, loyalty and community, very rarely wishing harm upon each other or outsiders.

This is generally reflected in their largely gregarious nature and it's not unusual to see Bovians living together in large groups. Although they believe in a concept of family, it has less to do with direct relations, and more to do with the community they live in. Child rearing, for instance, is treated as the responsibility of the whole group, not just those who gave birth to the child. This is often confusing to outsiders where terms like mother or father are more akin to blending into parent or someone who looks after children.

This communal existence is reflected in their work as well, as much with Bovians is shared amongst them, individuals will work towards a shared goal. It is a common belief held amongst them that although "one can do much, many can do more". Because of this many will simply do the work where needed and be solution oriented as opposed to looking to individuals to do it for them. As such they look to societies that are led by monarchies or other singular positions of authority with skepticism. A lot of this belief is rooted in their troubled history when one tried to rule them all, some to the point of fear. For the Bovians, living as a community is not just the best way to live but a way to prevent the mistakes of the past from repeating

Living in communal halls with plenty of space and easy access to the exterior, it is not uncommon for them to live the majority of their lives outside. Even their architecture is a testimony of this love of open space, as most bovia structures are made of glasswork infused with magic, a proud and unique tradition of their people. The practitioners of this unique art are often highly regarded bovia society, and it is not unusual to see their cunning glasswork incorporated into their clothing, musical instruments and tools.

"Speaking on the Bovian's much of what I said before is true, they remain a peaceful people and even the few Minotaur I have had the pleasure of meeting turned out to be pleasant affairs, despite their reputation. To expand upon what I said earlier, although they do tend to be peaceful, and their history makes them hesitant to go to war, they do make for exceptionally strong allies

and fearsome enemies. I have been fortunate enough in my travels to have never made an enemy of one but I would be lying if I said there weren't moments in the caverns of the world where I heard the stomping of hooves and thought my life was through. I am thankful to have been proven incorrect as they were coming to my rescue but that fear remained. Perhaps the day will come where a danger will rise that will push the Bovians to war once more, if it ever happens I fear for whoever has to look across to them on the field of battle."

-Sinclair

The Great Conquest

A dark shadow stains the bovians' otherwise peaceful history. The bovia society was once one and only a united community occupying one of the largest territories known to peaceful nations. None knows where or even precisely when this nation of bovians existed all that is known is that a terrible blight infected their land. Grass dying, rivers turning sour, even the storms seemingly abandoning them... their beloved land was becoming uninhabitable.

The bovia leaders, family chiefs and clan representatives, argued endlessly over the best course of action. Some favored trusting the druids and the clerics to heal the land, while others advocated asking for outside help from other societies. A few suspected the blight to be the responsibility of an individual and suggested finding them. But one was having none of it, and was growing impatient with the endless discussions of his peers. Asterion, leader of the Peacekeepers, eventually burst into a rage. Convinced that any of these solutions would lead the bovians to extinction—if the inaction caused by the unending negotiations didn't in and of themselves—he took action.

Taking to the pastures, Asterion started an uprising and convinced a few of the clans to mobilize and start a mass migration, taking the new territory by force if necessary. The crusade that followed made up in savagery what it lacked in persistence. Asterion waged war against neighboring nations, trying to claim any piece of grassland he could find in the name of the bovia people's survival. Lacking the support of most of the herd, he was quickly defeated, executed, and his warriors exiled, their lineage cursed for eternity. To this day, descendants of the bovians who once lost their way are filled with visions of mazes and labyrinths and develop a fear of once beloved open spaces, leading many among them to fits of rage and

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violence, unable to find peace. Around the world, these cursed bovians terrorize communities and put an end to over ambitious adventurers, known by many as minotaurs.

Unfortunately, Asterion's fears proved valid and the bovians who remained behind argued until the blight took more than half the herd. In desperation, they launched an unprepared exodus from their cursed lands, and most clans went their separate ways. Some clans took to the mountains, others to the forest. Knowledge was lost, families broken, wonders abandoned, and the once united and prosperous bovia nation became but a constellation of tribes scattered across the land, forgotten in history.

Bovian Glassblowing

Other folk often balk at the idea of bovia glasswork. To look at their cow-like mighty stature, it is easy to assume they couldn't possibly master an art as delicate

and intricate as glassblowing. Looks are deceiving in this case, as bovia glasswork is among the best in the world from the strongest of building materials, to the most beautiful of sculptures.

Historically speaking, the traditions of bovia glassblowing date back to their earliest tales. The first masters of the craft discovered glassy fulgurites left behind by thunder strikes and considered them to be gifts from the storm itself. Through patient and diligent efforts, they refined the material, crafting all manner of goods in honor of the powers which gifted to them the precious glass.

Since then, the bovians' techniques have grown ever more delicate and wondrous, and although thunderglass is still considered its purest and most potent form, they have developed numerous other means of crafting glass even making it from raw material, using various blends of sand and dirt to create the desired result. Despite more modern means of glassblowing at their disposal, it is not unusual for a master glassworker to favor the traditional bovia way by using their naturally impressive lungs to perform the work. Such an act is often considered spiritual, with the artisan imbuing their own life into the glasswork.

Today glass saturates every part of the bovia life, from architecture and homewares to armaments. While the primary goal of bovia glasswork is often purely functional, the bovians' desire to instill beauty in everything they make has made their crafts commonly multicolored, capable of catching light to create the most amazing of patterns. Using the same techniques, the bovians produce storyshards, pieces of shaped and colored glass that tell tales of significance to their people.

It was this strange means of telling tales which initially drew the attention of the dwarves who, knowing good work when they saw it, sought to trade with the bovians. Although negotiations were somewhat bumpy to begin with, dwarves and bovians found common ground on their shared love of crafting. The trading of craft secrets lead to friendships being forged, and it is now fairly common to find a bovia in the halls of a dwarven citadel, or a dwarf sitting by a bovia communal fire sharing drinks and stories.

On the Plains

Most bovians find their happiest home on the vast plains and fields of the world, savoring the freedom of



the open road and the surrounding nature. This leads many to live nomadic lifestyles always on the move and wandering, seeking new sights and sensations to absorb. Although this description might conjure images of tents and wagons among other peoples, in bovia lands it's not unusual to see the landscape dotted with more permanent structures. Considered not to belong to an individual but to all bovians, these buildings often take the form of long halls capable of housing entire families. Quite often, family units will travel from one of these buildings to the next, teaching the various lessons and stories the architecture has to tell before cleaning the building, leaving gifts for whomever may come next, and moving on.

In the Forests

Home to the Sapiutan—an ethnic group of bovians that frequently possess the sapiutan bovia heritage—the dense forests of sub-tropical regions provide well for these often-diminutive bovians, whose frequently-smaller stature makes them better equipped to navigate the thick vegetation. In contrast to the more roving lifestyle of plains-dwellers, Sapiutan forest villages frequently spend an entire season in the same area, gathering food and preparing resources before moving on. This rotational migration pattern keeps them in balance with their forest homes, which they value for their personal survival and preserve for the generations to come such preservation is considered of the utmost importance to the Sapiutan culture.

In the Mountains

Some Bovians clans sometimes make their homes on the cold heights of mountains, where their thick fur protects them from the worst of the cold. Many of these bovians have adapted to the colder climates with the shaggy bovia heritage, and their benevolent nature makes these thickly-furred bovians a welcome sight to lost mountain climbers. These bovians are the most commonly found trading with dwarven cities, and have more heavily integrated traditional forging techniques within their glassblowing art, leveraging the heat of the forge to grant warming properties to their unique art. While being remote mountainous clans of bovians are often the most open to outsiders and, they will happily trade with them their access to precious ores and minerals puts them in an excellent economic position, reinforced by their knowledge of those materials and how to work them to perfection.

In the Cities

Bovians often find city life uncomfortable, as most buildings in metropolitan areas are built with smaller creatures in mind, and navigating streets and alleyways can be difficult, if not claustrophobic. The bovians' large stature often has them ducking to enter doorways, while furniture not built to accommodate them may be unusable due to their stature. This has led many bovians to feel unwelcome in dense cities, further reinforcing their love of nature—and their distrust of anyone too attached to the trappings of cities. That's not to say all bovians hate cities: many amongst the minotaur lineages love cities, their natural instincts for traversing tunnels and subterranean caverns translate well to narrow alleyways and densely packed buildings. Home of both morally questionable citizens and more open minded and tolerant movements, cities tend to provide a certain level of anonymity to minotaurs, and the most socially adapted members of the cursed lineage are often found in the heart of the most populated cities.

Alignment and Religion

Despite their imposing stature, bovians tend to be a peaceful people, of a happy and benevolent nature. They don't like to be restricted or restrained too much, whether the binds be literal, legal, or metaphoric and as such, many tend to lean towards neutral or chaotic good.

Religiously, bovians favor deities which relate to nature and to the values of freedom and community these gods of nature are often featured alongside gods of beauty and creation, in honor of their love of the arts and craft. Most bovians have been raised to at least respect, if not worship, at least one deity and to be grateful for their gifts.

Names

Bovians lean toward simple names easy to bellow and understand over long distances. As such, two-syllable names easy to elongate are often favored. The strong community nature of bovia society, and their very literal interpretation of the words "it takes a village to raise a child" keeps them away from last names based on family lineage. Instead, last names, when used at all, often refer to the herd or group they travel with. This practice imported into the outside world has led to bovians taking on the names of a caravan company or a mercenary band. For the same reasons, bovians

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assign very little permanence and importance to last names, changing it several times over a lifetime as they find new company.

Sample Names

Kaltaar, Kisa, Quron, Radoom, Vatu

Bovian Heritages

Minotaur

UNCOMMON

You are one of the minotaurs those that carry the legacy of Asterion the Conqueror, who once tried to rally the bovians into conquering new lands. His misguided ambitions only led to his army becoming cursed and exiled to the tangled caverns of the world. Over time, such bovians developed a natural instinct for surviving these tunnels. You gain darkvision, allowing you to see in total darkness. Additionally, whenever you roll a success on a Survival check to Sense Direction, avoid becoming lost, or to find your way, you get a critical success instead these benefits apply only while underground or in a labyrinthine location.

Sapiutan Bovian

Known for your straight horns and small stature, you have the understated build of a boviaan adapted to forest life. Though others might often mistake you for something else, you are still a boviaan through and through. Your size is Small instead of Medium, and you gain Feather Step as a bonus feat even if you do not meet the prerequisites.

Shaggy Bovian

You possess a thick pelt, grown out and decorated in celebration of life, which protects you from colder climates. This grants you cold resistance equal to half your level (minimum 1), and you treat environmental cold effects as if they were one step less extreme.

Stormborn Bovian

UNCOMMON

You were born in a mighty storm, a sign of the gods' blessing, and your steps echo with thunderous power. Your hoof attack has the shove trait and deals an additional 1 sonic damage per weapon damage die. If you have access to the critical specialization effect for brawling weapons, on a critical hit with your hoof, you can knock the foe prone instead.

Trueheart Bovian

You are a paragon of the herd, most at home in the company of others. Such bovians often become leaders in their communities, their peaceful and gregarious nature making them natural peacemakers and calming presences. You become trained in Diplomacy and gain the No Cause for Alarm skill feat as a bonus feat.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a boviaan, you select from among the following ancestry feats.

1st Level

BEAST OF BURDEN

FEAT 1

BOVIAN

Prerequisites trained in Athletics

Your massive stature allows you to carry weights that would grind others to a halt. You gain Hefty Hauler as a bonus feat. When encumbered, you only take a 5-foot penalty to your Speed this does not stack with other abilities that reduce this penalty. If you are a master in Athletics, you no longer take a penalty to Speed when encumbered.

BOVIAN LORE

FEAT 1

BOVIAN

Raised around the campfires and the halls of your people, you dutifully absorbed the lessons taught there. You gain the trained proficiency rank in Crafting and Nature. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Bovian Lore.

BOVIAN WEAPON FAMILIARITY

FEAT 1

BOVIAN

Raised from a young age to wield the traditional weapons of your people, you've learned how to use them effectively. You are trained with the blowgun, light hammer, main-gauche, and maul.

In addition, you gain access to all uncommon boviaan weapons. For you, martial boviaan weapons are simple weapons, and advanced boviaan weapons are martial weapons.

BULLHORN

FEAT 1

BOVIAN

Leveraging your massive lungs, your bellowing can be heard for miles around. You can cast the *bullhorn* cantrip (*Secrets of Magic*) as a primal innate spell. A

cantrip is heightened to a spell level equal to half your level rounded up.

In addition, while under the effects of *bullhorn*, you gain a +1 circumstance bonus on checks to Demoralize if the action has the auditory trait.

CLEAR SKIES FEAT 1

BOVIAN

Nothing brightens your heart like a clear sky above and grass beneath your hooves. When in plains or lightly wooded terrain, you gain a +1 circumstance bonus on saving throws against effects with the cold, emotion, or water trait, and if you roll a success on a save against an emotion effect, you get a critical success instead.

DEEP BREATHING FEAT 1

BOVIAN

You've practiced the deep breathing techniques of bovians to great effect. You gain *Breath Control* as a bonus feat.

GLASSWRIGHT FEAT 1

BOVIAN

Prerequisites trained in Crafting

Well-versed in the techniques of glassblowing taught by your fellow bovians, you have become quite adept at making things of glass, even able to create battle-ready weapons and armor from specialized glass. You gain the *Specialty Crafting* feat for glassmaking. You may create weapons and armor made of glass, applying the bonus granted by Specialty Crafter. When you Craft an Item of light or negligible bulk that would normally be crafted out of wood or metal, you can use glass as the material instead, applying the bonus granted by Specialty Crafter. Glass items you create have a Hardness of 2 plus an additional 2 for every rank in Crafting you had when creating the item (to a maximum of 10 Hardness for legendary) but otherwise have standard statistics for an item of their type you can spend one day of Downtime to increase the Hardness of a glass item you created to match your present proficiency level.

LANDWALKER FEAT 1

BOVIAN

At home in your native clime, your steps are steady even on the slipperiest ice or roughest stone. Choose ice, rubble, or foliage and undergrowth. You ignore difficult terrain and uneven ground caused by naturally occurring stone or ice terrain.

LONGHORN FEAT 1

BOVIAN

Your horns grow long and thick, and you keep them sharp. You gain a horn unarmed attack that deals 1d6 piercing damage. Your horns are in the brawling weapon group and have the deadly d6 and unarmed traits.

5th Level

ASTERION'S GUIDANCE FEAT 5

BOVIAN

Prerequisites minotaur heritage

Your ability to find your way is more refined than ever. While underground or in a labyrinthine location, you treat Survival checks to Sense Direction, to find your way, or to avoid getting lost as one degree of success better.

BOVIAN WEAPON STUDY FEAT 5

BOVIAN

Prerequisites Bovian Weapon Familiarity

Your skills with bovia weapons improve. Whenever you critically hit using one of the weapons listed in Bovian Weapon Familiarity or with an unarmed attack granted by a bovia ability, you apply the weapon's critical specialization effect.

PATIENT STRIDE FEAT 5

BOVIAN

A life of walking has bolstered your endurance. You gain *Pick Up The Pace* (Advanced Player's Guide) as a bonus feat, and you gain *Caravan Leader* (Advanced Player's Guide) as a bonus feat as soon as you meet its level prerequisite. In addition, when attempting saving throws against effects that would make you fatigued, treat your result as one degree of success better.

STRONGER TOGETHER ◆ FEAT 5

BOVIAN

Requirements You are adjacent to the chosen ally.

A true member of the herd, you believe in strength in unity. Until the start of your next turn, you and one ally of your choice aren't flat-footed to flanking creatures of your level or lower (though such creatures can still help their allies flank). If you are using a shield, you may Raise a Shield as part of this action.

VISION IN GLASS FEAT 5

BOVIAN

You wield glass as not only art or arms, but as a window to the future. You may cast *augury* as an occult innate spell once per day, but you must use a piece of glass as the focus.

9th Level

BULLHORN SHOUT FEAT 9

BOVIAN

Prerequisites ability to cast the *bullhorn* cantrip

Your shouting invokes not only fear, but pain as well. When

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you cast *bullhorn*, you may attempt to Demoralize a creature within 30 feet as part of casting the spell; this check does not suffer the penalty for not speaking a language. On a success, the target also takes sonic damage equal to the level of your *bullhorn* cantrip. On a critical success, the target is also stunned 1.

COLD RESILIENCE

FEAT 9

BOVIAN

Prerequisites shaggy bovian heritage

Your fur grows even thicker and stronger than that of your kin, allowing you to survive in the harshest of climates. Your cold resistance is now equal to your level. Whenever you critically fail a save against a cold effect, you get a failure instead.

STAMPEDING RUSH ◆◆◆

FEAT 9

BOVIAN

With a rush of fury, you charge toward your opponents, intent on crushing them under your hooves. You Trample, as the monster ability (*Bestiary*). You can Trample creatures that are smaller than your present size, the damage dealt is equal to your hoof damage, and the DC is equal to your class DC or your spell DC, whichever is greater.

TERROR OF THE HUNT ◆

FEAT 9

BOVIAN

Prerequisites minotaur heritage

You know how to project the sound of your snorts and clomps, maximizing terror in the hearts of the foes you stalk. Attempt an Intimidation check to Demoralize all creatures within 60 feet that can hear you but not see you, rolling once and applying the result to all targets. If the targets are in a maze or similarly difficult-to-navigate structure, you gain a +2 circumstance bonus to this check. Creatures that become frightened as a result also take a -2 circumstance penalty to Survival checks to avoid getting lost for 1 minute. This use of Demoralize doesn't take the penalty for not using a language.

13th Level

ASTERION'S LIBERATION

FEAT 13

BOVIAN

Prerequisites Asterion's Guidance

Your ability to find your way is unparalleled. While underground or in a labyrinthine location, you automatically critically succeed at Survival checks to avoid becoming lost or to find your way, including to escape from a *maze* spell.

BONECRUSHER

FEAT 13

BOVIAN

Prerequisites hoof unarmed attack

You crush fallen foes beneath your mighty hooves. Whenever you succeed at a hoof Strike against a prone creature, that creature must attempt a Fortitude save against the higher of your class DC or spell DC; on a failure, it becomes enfeebled 1 (or enfeebled 2 on a critical failure) until its Hit Points are restored to their maximum, as you crush limbs and break bones. Additionally, if you have the Stampeding Rush feat, prone creatures you Trample that fail or critically fail their saves are likewise enfeebled.

BOVIAN WEAPON EXPERTISE

FEAT 13

BOVIAN

Prerequisites Bovian Weapon Familiarity

Your skill with your ancestral weapons is among the best your folk have ever produced. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency for the weapons listed in Bovian Weapon Familiarity.

IMPALING GORE

FEAT 13

BOVIAN

Prerequisites horn unarmed attack

Grown especially strong, your horns can now impale your foes. Your horn unarmed attack gains the grapple trait. Whenever you critically hit with a horn unarmed attack, the creature automatically becomes grabbed by your horns.

17th Level

HERD IMMUNITY ◆

FEAT 17

BOVIAN CONCENTRATE DIVINE

Requirements You resist one or more types of damage.

A herd is most protected when they stick together. Until the beginning of your next turn, allies within 30 feet of you gain each type of resistance you possess, with a value equal to half your value in that resistance rounded up.

Special If you have access to the Rage action, this action gains the rage trait.

HERD STAMPEDE

FEAT 17

BOVIAN

Prerequisite Stampeding Rush

You lead your herd into a charge. When you Trample with Stampeding Rush, allies within 15 feet of you may use their reaction to Stride up to their speed, ending their movement within 15 feet of you. If they are slower than you, they move as far as they can in the same direction ending within 15 feet of the path you took. During this movement, your allies can move through the spaces of any creature you trample without penalty, even if they are smaller than that creature.

Gnosite

Roaming the world in search of new experiences and knowledge, gnosites make for great traveling companions. Their many lifetimes of experience provide excellent stories, and gnosites are always happy to share. Despite their cultural tendency toward pacifism—gnosites prefer to resolve conflicts through understanding and compromise—their nigh-impenetrable skin and strong connection to elemental earth makes them dangerous adversaries and powerful allies.

Gnosites are earthen beings living through a cycle of reincarnation, roaming the world one lifetime after another. They wander for millennia, discovering new societies and cultures through each incarnation. Gnosites despise traveling alone, and so often seek to join adventuring groups or merchant caravans, whom they delight with endless fireside stories. Their natural empathy, bolstered by the wisdom of many lifetimes, and their stoicism in the face of physical danger combine to make them valuable and beloved companions of any group living on the road.

If you want to play a character who inspires respect and is dedicated to protecting the lives of others, you should play a gnosite.

You might...

- Seek new adventures and experiences unfelt by past incarnations.
- See a situation from every point of view or a conflict from multiple perspectives.
- Consider violence a last resort.

Others probably...

- Assume you are simple-minded or mistake you for an artificial construct or earth elemental.
- Both appreciate and be alienated by your ability to understand anyone's perspective, regardless of morality.
- Appreciate your endless source of fantastic stories.

Physical description

Despite being living rocks, not all gnosites are hulking, moving mountains. At the moment of reincarnation, a gnosite's essence melds with clay and stone to form a new body of a shape and morphology best suited for its mineral composition, allowing their structure and appearance to vary widely. They most frequently adopt the form of average size humanoids to facilitate social integration. Being mostly made of non-organic material, gnosite's bodies do not age in the conventional sense of the term, giving little indication of the time that has passed since their last incarnation however, someone with an eye for stonework would be able to estimate the age of a gnosite's body as they would any other structure.

RARITY

rare

HIT POINTS

10

SIZE

Medium

SPEED

20 feet

ABILITY BOOST

Constitution

Wisdom

Free

ABILITY FLAW

Intelligence

LANGUAGES

Common

One uncommon language work with your GM to determine which languages might be most appropriate.

Additional languages equal to your Intelligence modifier (if it's positive).

Choose from the list of common languages and any other languages to which you have access.

TRAITS

Earth

Gnosite

Humanoid

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

ENVIRONMENTAL RESISTANCE

Gnosites' stone bodies, while still being damaged by the elements, do not feel them as harshly as flesh might. While in the Material Realm, you treat environmental heat and cold effects as if they were one step less extreme.

(Cont'd)

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SPECIAL

Gnosites cannot be resurrected by any magical means, nor can any effect cause them to rise as undead.

Origins

While many assume gnosites originated from the Plane of Earth as kindred of earth elementals, evidence suggests otherwise. Testimonies of gnosites who traveled to this elemental plane talk of feelings of discomfort and unease, as if their connection to the material plane was pulling them back—calling them home. Additionally, archaeological evidence shows the presence of gnosites among the oldest empires known to the Material Realm, scholars and gnosites alike have mostly accepted their native status. Any search for further details, however, leads the seeker into an ancient debate. Of the generally accepted theories, two stand out the most. The first, born from simple deduction, pins gnosites as divine creations (like most of the ancestries roaming the Material Realm), possibly by a dead or lost deity. However, what this theory offers in simplicity, it lacks in evidence. The second theory, highly contested by scholars but widely accepted among druids, claims the gnosites to be a living manifestation of

primal forces—siblings, perhaps, to the creatures known as leshies—or even an extension and necessary part of the Material Realm's own magical ecosystem.

Lifecycle

Gnosites exist in a state of endless reincarnation. When their physical body is destroyed, their essence returns to the earth, there to search for a new location and mineral composition from which to progenerate. How the essence of a gnosite chooses where, when, or what kind of body to rebuild is still a mystery, as the time between their incarnations is the only span of which they possess no memory. The only apparent pattern seems to be a distance, either in time or space, between each incarnation meaning that each new life starts within a vastly different culture. Even so, stories proliferate of gnosites taking a new body mere days and miles from their previous death, especially when they leave unfinished business. This suggests gnosites may have some kind of agency in their reincarnation, as though the need for completion or sense of responsibility can overtake their curiosity for new experiences and prompt a faster, closer rebirth. Rare legends tell the story of a gnosite going so far as to reincarnate multiple times on the same battlefield, each time within seconds of its destruction, like an immortal warrior of the earth itself. Although these legends have never been confirmed, no gnosite questioned about this notion has ever expressed a reason to doubt them, thinking the phenomenon possible (if unusual) given the mysterious nature of their rebirth.

Eventually, a gnosite will decide its essence has experienced as much as there is to offer and will elect not to form a new body once destroyed, returning to the earth

and, for all intents and purposes, passing on. As no undead gnosites have ever been sighted, nor the essence of a gnosite ever seen in another plane of existence, it is largely accepted that a gnosite who stops reincarnating, rather than being drawn toward any form of afterlife, simply melds with the spirit of the world or dissipates into the aether.

Overflowing Memories

Those lucky enough to travel with a gnosite might develop the impression that they have a vast but muddled memory. Gnosites seem to blend eras and empires together, seeming so mixed up in their own lives that they cannot provide reliable information about any age. This couldn't be further from the truth. Gnosite memories are flawless, by and large they simply store information in an unusual fashion. Most gnosites remember stories to perfection, but are terrible with out-of-context information. A gnosite could read half a book filled with runes and not remember a single one of them, but maintain a flawless image of the single rune that caused a friend's death centuries ago. The name of the conqueror leading an opposing army would be wholly foreign to them a mere week after the war, but they would remember the faces of every soldier they exchanged blows with, even a millennium later. This peculiar quirk of memory makes gnosites incredible bards, capable of remembering an infinity of stories and legends, lived or heard but atypical arcane users or engineers, crafting stories as mnemonic devices around each rune or formula in order to remember it.

Limitless Empathy

Living through endless lifetimes, traveling with people of all cultures and origins, gnosites' unique lifespan can lead to deep and persistent empathy. Capable of placing themselves in the position of almost anyone, and of looking at situations from many different perspectives, they make excellent devil's advocates—unfortunately, sometimes all too literally. Seeing value in almost any perspective, peacemaking gnosites sometimes clash with more violently righteous allies as their understanding of their foes' perspectives increases, eventually seeking to make peace between the two sides and find equitable solutions. In some cases this ends in redemption and peace, as contentious issues are resolved without further bloodshed. In rare instances, however—particularly where cunning and wily evildoers can hide the grim results of their deeds from the gnosite—these peacemakers may be deceived into taking the wrong side, keeping the peace and preaching tranquility as cover for their allies' cruel oppression.

Society

Gnosites being few and widely scattered, most never encounter another one of their kind, even over their many lifetimes. This solitude manifests itself in varied ways among individual gnosites. Some desperately crave connection with other peoples, trying to fill the void left by the lack of kindred, while others develop a certain detachment towards the world, as if they are but an observer sent to collect and share knowledge. Some even take great pride in this purpose. Though rare, history tells of a few gnosites

GNOSITE ADVENTURERS

Gnosites are born adventurers, always looking to discover something, whether new or old, and often caring very little for treasures compared to their companions. Nobody knows better than a gnosite that you can't take it with you.

Typical gnosite backgrounds include archeologist, courier, field medic, merchant, and nomad. Gnosites' connection with the earth makes them excel as druids and rangers, while their storied memories often guide gnosites to become bards or to develop sorcerous or oracular abilities. Some decide to commit a lifetime to an otherworldly cause, becoming champions or clerics.

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tragically twisted by solitude, unable to relate to living or dead alike. These traumatized gnosites often become agents of chaos and destruction, their empathy having devoured itself in the silence.

While it is impossible to tell how many lives a gnosite has lived, their self-perception, particularly as it relates to their own nature and mysterious origins, often reveals their age in the roughest sense. Younger gnosites tend to express their curiosity the way ancestries of shorter life span do they rove out with excitement and eagerness, neglecting to ponder upon their own existence or purpose in favor of the here and now. Older gnosites, however, often possess a temperament familiar to elves and dwarves they ponder existential questions or strike a curious balance between conviction and uncertainty, one characteristic of centuries-long lives.

Being near-timeless and with no cultural or biological imperative, it is somewhat unusual for a gnosite to engage in conventional romantic relationships. It is, however, quite frequent for them to find a bonded companion without equal, resulting in a deep and fulfilling platonic friendship.

Alignment and religion

Gnosites aren't known to favor any specific deity, and when they do, they often worship in curious or atypical ways many are older than the religions of the present era, after all. However, the appropriate context and circumstances can lead a gnosite to worship a particular deity or pantheon, or practice a specific philosophy, over the course of a single lifetime. Their unusual empathy typically guides gnosites to neutral alignments, but otherwise they can be found anywhere on the ethical and moral spectrum.

Names

A gnosite name is often a common name of the region in which it most recently reincarnated, as they often take a new name when forming a new body. This is often simply a nickname given to them by their first traveling companion. A gnosite will answer to the name of a previous body, provided it remembers it—some of its lives may have been particularly uneventful, leaving it with few (if any) related tales to tell.

Sample Names

Arcos, Boulder, Crag, Daev, Dagur, Kito, Koko, Krog

Gnosite Heritages

Ancient Gnosite

Your essence is ancient. You've decided this life will be your last before returning to the earth, whether due to fulfillment, weariness, or perhaps a desire to finally experience the fervor of someone with everything to lose. You gain the **Diehard** feat, and you gain 12 Hit Points from your ancestry instead of 10.

Caldera Gnosite

Your latest reincarnation arose from volcanic rock or nearby to flowing magma, giving you the look of a cooled lava flow. You gain the Inner Fire action.

INNER FIRE ♦

FIRE | GNOSITE | PRIMAL

Frequency once per minute

You focus on the intense heat within your body's core, returning it to its primal state. Your exterior cracks to make way for the molten stone within, granting you an additional 1 fire damage per weapon damage die on your unarmed Strikes until the end of your next turn.

Earthbound Gnosite

Your many reincarnations have reinforced your connection to the earth. Select a cantrip from the primal spell list. You can cast this cantrip as an innate primal spell at will, heightened to half your level.

Granite Gnosite

Your current body is made from solidified magma forged deep beneath the earth. You gain resistance to slashing damage (except magical) equal to half your level (minimum 1).

Schist Gnosite

Glistening with tiny crystals along densely layered bodies and gleaming in a way no portrait could ever capture, schist gnosites are spectacular marvels in person. Against creatures that can see you, you gain a +1 circumstance bonus on skill checks to Make an Impression and to Perform.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a gnosite, you select from among the following ancestry feats.

1st Level

ALL THAT GLIMMERS ◆

FEAT 1

GNOSITE LIGHT

Either via the gems inside your composite or the molten seams that run within you, your body can glow. You can cause your body to shine as if it were a torch, shedding light out to 20 feet and dim light to a further 20 feet. you can Dismiss this effect.

CAPTIVATING STORYTELLER

FEAT 1

GNOSITE

You've got a knack for telling stories in a way that draws people in a time-honored tradition, if ever there was one among the gnosite. You become trained in Performance (or another skill if you are already trained in Performance), and you gain the [Fascinating Performance](#) skill feat.

LIVING ARMOR

FEAT 1

GNOSITE

Your stone body is armor in and of itself. Your living armor is medium armor in the composite armor group that grants a +3 item bonus to AC, a Dex cap of +2, a check penalty of -2, a speed penalty of 0 feet, a Strength value of 14, and the comfort trait. You can never wear other armor, nor can you remove your living armor. Finally, you can etch armor runes onto your living armor as with any other armor of its type.

LORE BREADTH

FEAT 1

GNOSITE

Thanks to your many lifetimes, you didn't learn about history, you lived it. You become trained in Society, and you gain the [Additional Lore](#) skill feat, even if you don't meet its prerequisites.

MAGMA GNOSITE

FEAT 1

GNOSITE

Prerequisites caldera gnosite heritage

Your magmatic body easily withstands heat and flames. You gain resistance to fire equal to half your level.

MAINSTAY

FEAT 1

GNOSITE

Through your many incarnations, there is something you have always gravitated towards a comfortable groove your essence fits into with ease. You become trained in a skill of your choice and gain the [Assurance](#) skill feat for a skill of your choice in which you are trained. When you use Assurance with this skill, you get a result of 11 plus your proficiency modifier, instead of 10 plus your proficiency modifier.

PALEOGLOT

FEAT 1

GNOSITE

One of your past incarnations had an unmatched love for

languages. You begin play knowing one additional language, chosen from common languages and others you have access to, and gain a +1 circumstance bonus to Decipher Writing when deciphering ancient versions of languages you know.

STONEFRIEND

FEAT 1

GNOSITE

Your own connection with the earth has formed a bond with a kindred spirit, which you can guide into a physical form. You gain a familiar, in addition to its other traits it has the earth trait. It also benefits from your environmental resistance ability and has a rocky appearance similar to your own.

STONE FIST

FEAT 1

GNOSITE

Your impressive stone fists strike like pounding hammers. The damage die for your fist unarmed Strike increases to 1d6, and you do not take a penalty when using your fists to make lethal attacks.

5th Level

EARTH MAGIC

FEAT 5

GNOSITE

The last time you reincarnated, you took a bit of primal magic with you, giving your new body some of those abilities. Select a common 1st-level spell with the earth trait from the primal spell list. You can cast this spell as a 1st-level primal innate spell once per day.

HANDCARVER

FEAT 5

GNOSITE

You are able to coax stone into new shapes with your bare hands as though carefully shaping clay. You can Craft stone items without tools at no penalty, and when you successfully Force Open a stone object, you critically succeed instead. If you roll a critical success, you can Force Open the object without damaging it, and can return it to its sealed state without leaving evidence of tampering.

IMPENETRABLE SKIN

FEAT 5

GNOSITE

Prerequisites granite gnosite heritage

Made of pure granite, your skin cannot be pierced easily. You gain resistance to piercing damage (except magical) equal to half your level (minimum 1).

LIVING JUGGERNAUT

FEAT 5

GNOSITE

Prerequisites Living Armor

The stone your body is made from is so thick and strong it rivals the best crafted armors. Your living armor item bonus increases to +5, its maximum Dexterity bonus

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decreases to 1, and it becomes heavy armor. If your proficiency in heavy armor increases to expert or greater, you gain the armor specialization effect of your rocky body.

MAGMA STRIKE FEAT 5

GNOSITE

Prerequisites caldera gnosite heritage

Your fist swells and cracks open, revealing a bright magma core. Make a melee unarmed Strike this Strike deals an additional 1d12 fire damage. If you are at least 13th level, you deal an additional 2d12 fire damage instead.

Special The fire damage from Inner Fire is doubled when using Magma Strike. Combine the damage from inner fire and magma strike for the purpose of weaknesses and resistances.

MOUNTAIN AFFINITY FEAT 5

GNOSITE

Your deep understanding of stone's true nature allows you to climb easily. You gain a climb Speed of 15 feet while Climbing unworked rock or stone.

STONE COLD LOGIC FEAT 5

GNOSITE

Prerequisites trained in Diplomacy

Your words are firm and direct, but reasonable in their cold logic. You may Coerce someone using a Diplomacy check instead of Intimidation. If you do, the target does not become unfriendly nor feel compelled to act against you on a success or a critical success.

You may use your Diplomacy proficiency instead of Intimidation as your prerequisite for feats and features that grant bonuses to, or affect Coersion, but you may only use those effects when using Diplomacy for the check; you cannot use Intimidation with them unless you have sufficient proficiency in it as well.

9th Level

INDESTRUCTIBLE GNOSITE FEAT 9

GNOSITE

Prerequisites granite gnosite heritage

Your body is so solid you are practically indestructible. Your resistance to slashing (and to piercing if you have the Impenetrable Skin feat) no longer exempts damage with the magical trait.

ROCK MANIPULATOR FEAT 9

GNOSITE

Prerequisites Earth Magic

The spark of primal magic within you grows stronger. Select a common 3rd-level spell with the earth trait from

the primal spell list. You can cast this spell as a 3rd-level primal innate spell once per day.

WHISPERS OF THE STONE FEAT 9

GNOSITE

Your connection to the earth allows you to feel your surroundings. You gain tremorsense as an imprecise sense with a range of 30 feet.

SCINTILITE SCHIST FEAT 9

GNOSITE LIGHT VISUAL

Prerequisite schist gnosite
Frequency once per day

Your gems shift light in strange ways, casting fantastic caustics around you. For 1 minute you are surrounded by a 10-foot emanation of dancing light, potentially fascinating nearby creatures. This otherwise functions as *hypnotic pattern* using your Class DC or spell DC, whichever is higher.

SUDDEN RECOLLECTION FEAT 9

GNOSITE

You reach into your endless memory, dredging up old stories to expand your horizons. Once per day, you may cast *hypercognition* as an innate occult spell. When you do so, you gain a +1 circumstance bonus to Performance checks for the next minute, as you are inspired by the tales rushing back into your mind.

13th Level

ONE WITH THE MOUNTAIN FEAT 13

GNOSITE

Prerequisites Mountain Affinity

You are one with the mountain and the mountain is one with you for you, climbing is just like walking. Your climb Speed when Climbing on rock surfaces becomes equal to your Speed. In addition, you can Climb using only your feet.

STONE COMMANDER FEAT 13

GNOSITE

Prerequisites Rock Manipulator

Earth and stone follow your commands, as if they were extensions of your body. Select a common spell of 5th level or lower with the earth trait from the primal spell list. You can cast this spell as a 5th-level primal innate spell once per day.

STONE TALKER FEAT 13

CONCENTRATE DIVINATION GNOSITE PRIMAL

You have a connection with stone and earth that allows you to gather echoes of their surroundings. Once per day, by touching an unworked stone surface of your size or larger for ten minutes, you may ask a single question of the

stone and receive answers from it, allowing you to learn about the surrounding area with clear line of sight or within 60 feet as though the stone had tremorsense as a precise sense. The stone is not able to tell you things that would require a Recall Knowledge check on its part, but its descriptions are adequate to allow you to attempt your own checks regarding creatures or events it tells you about.

TECTONIC DRIFT

FEAT 13

GNOSITE

You meld into the stone as if you were a part of it, allowing you to move through it. You gain a burrow Speed of 15 feet. You can only burrow through solid stone. You cannot burrow through stone created by magic, like a *wall of stone* spell, nor can you burrow while outside the Material Plane.

17th Level

EARTHWALKER

FEAT 17

GNOSITE

Frequency Once a week

You learn to travel the earth the same way your soul does during reincarnation. You may cast *earth warp* (see below) once per week as a 7th-level primal innate spell.

EARTH WARP

SPELL 7

RARE TRANSMUTATION EARTH

Traditions primal

Spell List elemental

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** you and up to 5 willing creatures touched

Duration 8 hours

Touching a natural stone surface connected to the earth, like the side of a mountain or the wall of an underground cavern, you and the spell's other targets melt into the stone and can travel through the earth at breakneck speeds so long as you remain in physical contact with one another. As a group, you have a burrow Speed of 60 feet while navigating spaces that require fine control of your movement, or a travel Speed of 100 miles per hour over wider areas. Though blind, you and any creatures you bring with you have a general sense of direction, knowing which way is magnetic north (if applicable), which way is down, and how far away and in what direction the nearest surface is. While in this state, you do not need to breathe, cannot speak, and may communicate telepathically with the creatures you brought along with you. If at any point you or one of the creatures accompanying you exit the earth, the spell ends, placing all affected creatures in the nearest unoccupied space to the creature that exited first.

If a creature breaks physical contact or the duration of the spell ends before a

creature willingly exits the earth, they take 10d6 force damage and are shunted out of the earth into the nearest unoccupied space. If a target of the spell is carrying a creature in an extradimensional space, the spell fails.

EMBODIMENT OF THE EARTH ◆◆◆ FEAT 17

CONCENTRATE MANIPULATE GNOSITE PRIMAL

TRANSMUTATION

Frequency Once per day

You become a conduit of the stone and earth of the Material Realm, turning into a powerful juggernaut. You transform into a Large earth elemental battle form, as if affected by 7th-level *elemental form*. This effect lasts for 1 minute or until you Dismiss it.

TECTONIC SHIFT

FEAT 17

GNOSITE

Prerequisites Tectonic Drift

Rock offers you little resistance, and you navigate through it with ease. Your burrow Speed when Burrowing through stone becomes equal to your Speed.



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The breadth of abilities people possess in this world will always astonish me. I have spent nearly two centuries studying the arts of bending reality to my will through the arcane, and yet every week Balate reports something to me I can hardly explain.

Shaman

Where some find power in books, the divine, or magical performance, you draw your power from the primal forces of life. Represented by your shamanic emblem, your control over necromantic energy has a very precise field of expertise, from bonding with mythical beasts, manipulating the life source of your enemies or even reanimating the dead to fight for you. But your powerful magic comes at a high cost: your own life force.

KEY ABILITY

CONSTITUTION

At 1st level, your class gives you an ability boost to Constitution

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...

Your understanding of the everflowing forces of life has probably shaped your thought pattern, pushing you to embrace change and favor making the best of circumstances rather than try to control the outcome of events. This adaptable nature, paired with a strong sense of perception, allows you to see situations for what they truly are and offer creative ways of dealing with them.

During Social Encounters...

Your understanding of natural energies, specifically of life forces and necromancy, allow you to bring insight to the party. You often lean toward solutions who go with the flow of events rather than oppose them directly.

While Exploring...

Your relationship with wildlife and perceptive eye make you remarkably effective at searching, tracking or scouting for your traveling companions.

In Downtime...

You might further meditate and develop your ability to channel your vital essence or work to enhance your emblem more. You might also work to Craft magic items for yourself and allies to make them better, or conduct research into rituals and traditions.

You Might

- Assume everything has a cost and be willing to make sacrifices.
- Put the well-being of your friends and allies before your own.
- Find strength in numbers and value the importance of teamwork.

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

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Nature

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

SPELLS

Trained in primal spell attack rolls

Trained in primal spell DCs

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Table A-1: Shaman Advancement

Your Level	Class Features
1	Ancestry and background, emblems, initial proficiencies, shaman spellcasting, spell repertoire, vitamancy
2	Shaman feat, skill feat
3	2nd-level spells, alertness, general feat, internal vitality, unlimited signature spells, shamanic rituals, skill increase
4	Shaman feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Shaman feat, skill feat
7	4th-level spells, expert spellcaster, general feat, skill increase, vital casting, vital fortitude
8	Shaman feat, skill feat
9	5th-level spells, ancestry feat, emblematic willpower, skill increase, vigilant senses, vitamancy expert, weapon expertise
10	Ability boosts, shaman feat, skill feat
11	6th-level spells, general feat, light armor training, skill increase
12	Shaman feat, skill feat
13	7th-level spells, ancestry feat, lightning reflexes, skill increase, vital sustain, weapon specialization
14	Shaman feat, skill feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Shaman feat, skill feat
17	9th-level spells, ancestry feat, legendary fortitude, light armor master, skill increase
18	Shaman feat, skill feat
19	Efficient vitamancy, General feat, skill increase, weapon master
20	Ability boosts, shaman feat, skill feat

Others Probably...

- Appreciate your dedication to the group and your support on the battlefield.
- Assume you know and understand every style of obscure magic.

- Are wary of your unusual practice, or feel uneasy when you use vitamancy.

Class Features

You gain all of the following abilities as a shaman. Abilities gained at higher levels than 1st always 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.

Initial Proficiencies

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

Vitamancy

You are a practitioner of the unconventional art of vitamancy, allowing you to use vital essence as a resource. You gain the Vital Heal action. Your vitamancy actions have the primal trait.

VITAL HEAL

CONCENTRATE HEALING VITAMANCY

You trade your own life force to heal your friends. An ally within 20 feet of you regains a number of hit points equal to your vitamancy cost.

NEW TRAIT

Vitamancy To use an action with the Vitamancy trait you must spend a number of Hit Points depending on your level listed on the Table A-2: Vitamancy Cost (page 21). This is referred to as your vitamancy cost and cannot be mitigated in any way. You can only use one action and one reaction with the Vitamancy trait each round. Actions with the vitamancy trait also have the necromancy trait unless another magical school trait is present.

Table A-2: Vitamancy Cost

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
HP	3	5	8	10	13	15	18	20	23	25	27	28	30	31	33	34	36	37	39	40

Shamanic Emblems

As a Shaman, you select one emblem at 1st level. The type of emblem you wield represents how you use your vitamancy and how it manifests itself.

Emblem of Blood

Your emblem is something written upon your body, typically a tattoo, a face paint, scarification, or some other permanent body marking. You gain the Blood Manipulation vitamancy action and the Blood Bolt shaman feat. You also add the *grim tendrils* spell to your repertoire as a primal spell.

BLOOD MANIPULATION ♦

MANIPULATE SHAMAN VITAMANCY

You manipulate the blood flow of your enemies to hinder their movements. A creature within 20 feet of you becomes either enfeebled 1 or clumsy 1 until the beginning of your next turn. Creatures immune to bleed are immune to this effect.

Emblem of Death

Your emblem is something of death, like a decayed mummy hand or a shrunken head. You gain the Reaper's Curse vitamancy action and the Grasp of the Undead shaman feat. You also add the *animate dead* spell as a primal spell to your repertoire and to your spell list.

REAPER'S CURSE ♦

MANIPULATE NEGATIVE SHAMAN VITAMANCY

You mark the final hour of a creature. A living creature within 20 feet of you becomes damned until beginning of your next turn. You and minions with the undead trait you control gain a +1 status bonus on Strikes made against damned creatures.

Emblem of the Beast

Your emblem is either a fang, a claw, a horn or something from a magical beast, engraved with runes. You gain a bonded beast, selected from the bonded beasts listed in the bonded beast section of the companions chapter (page 80). Your bonded beast functions as a young animal companion with the alterations listed in the bonded beast section and counts as an animal companion for prerequisites,

targeting, and requirements. Additionally you gain the Ferocious Bond vitamancy action and you add the *magic fang* spell to your repertoire.

FEROCIOUS BOND ♦

MANIPULATE SHAMAN TRANSMUTATION VITAMANCY

Trigger your bonded beast attempts to Strike a foe

Your bonded beast gains a +1 circumstance bonus to the attack roll and a +2 bonus to damage. If it is an expert in its attack, it gains the critical specialization effect of the brawling weapon group.

Emblem of War

Your emblem is something held aloft in battle, usually a weapon or a banner, it can be any visually recognizable item weighing at least 1 bulk and held in one hand. You gain the Emblem Strike shaman feat and the War Cry vitamancy action. You also add the *bless* spell as a primal spell to your repertoire. You can perform a bonding ritual to assign a new weapon as your emblem. This ritual takes a day to perform and requires a Nature check of standard DC for your level. If your emblem is not a weapon, you can designate one weapon you are trained with as part of the ritual to act as your emblem weapon for feats.

WAR CRY ♦

AUDITORY MANIPULATE SHAMAN TRANSMUTATION VITAMANCY

You tense and let out a mighty roar infused with strength. You and allied creatures within 20 feet of you that can hear you get one of the following until the beginning of your next turn:

- A +3 status bonus to damage rolls.
- Resistance to physical damage equal to half of your level.
- A +2 status bonus to Athletics checks.

Shaman Spellcasting

You can feel and manipulate the primal forces of nature, using your emblem as a catalyst to shape it into spells. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells.

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VITAMANCY AND BLOOD MAGIC

Contrary to popular belief, not all vitamancy is blood magic. The art of vitamancy manipulates the necromantic energy animating living and undead alike, working on forces far more primal than simple blood. This is not to say blood magic does not exist. Some necromancers, blood mages, and shamans have developed and mastered the art of blood manipulation, but it is only one niche of the vitamancy arts, one frowned upon by many practitioners of the art, who find it to be simplistic and disgraceful.

Each day, you can cast one 1st-level spell and five cantrips. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a shaman, the magical link with your emblem grants you additional, more powerful spell slots. Your total number of spell slots and the highest level of spells you can cast are shown in Table A-3: Shaman Spells per Day. Because of the way you draw magic from your emblem, you begin to lose lower-level spell slots once you reach 5th level. The maximum number of spell slots you get from the shaman class is four, starting when you reach 4th level.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Constitution, your spell attack rolls and spell DCs use your Constitution modifier. Details on calculating these statistics appear in chapter 9 of the Core Rulebook under Spell Attack Rolls.

Heightening Spells

When you gain spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

Cantrips

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a shaman. For example, as a 1st-level shaman, your cantrips are 1st-level spells, and as a 5th-level shaman, your cantrips are 3rd-level spells.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level spells of your choice and five cantrips of your choice. You choose these from the common spells from the tradition corresponding to your emblem, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a

Table A-3: Shaman Spells Per Day

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

spell slot of an appropriate spell level. Your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it doesn't give you another spell slot, and vice versa.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table A-3: Shaman Spells per Day), you add a spell of the same level to your spell repertoire. At 2nd level, you select another 1st-level spell. At 3rd level, you add the first 2nd-level spell to your repertoire. At 4th level, you gain your second 2nd-level spell and your spell repertoire reaches its maximum size of five spells.

At 5th level, in addition to adding two 3rd-level spells to your repertoire, you lose your lowest level of spell slots. Any time you lose a level of spell slots, you lose two spells in your repertoire as well. These can come from spells you already know or out of the number of new spells you're learning. On levels in which you don't change your spell slots, you can swap out multiple spells, as described below.

Swapping Spells in Your Repertoire

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. If it's a level at which you lose a set of lower-level slots, you can replace the two in either order. You can also instead swap a cantrip. You can also swap out spells by retraining during downtime.

At 6th level and every even level thereafter, you can swap out any number of your spells for different spells of a level you can cast. When you do, you must keep at least one spell you can cast with your lowest level of spell slots so you don't end up with slots you can't use. For instance, at 6th level you would need to keep at least one 2nd-level spell, but all your other spells could be 3rd level.

Shaman Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a Shaman class feat.

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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.

Alertness 3rd

Experience has made you increasingly aware of threats around you, and you react more quickly to danger. Your proficiency rank for Perception increases to expert.

General Feats 3rd

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

Internal Vitality 3rd

You gain the Internal Vitality action.

INTERNAL VITALITY ◆

CONCENTRATE **HEALING** **SHAMAN**

Requirements You have not used a vitamancy effect this turn.

You recover a number of hit points equal to your vitamancy cost. You cannot use vitamancy effects this turn and you cannot use Internal Vitality again until you've paid your vitamancy cost at least once. If you are undead, you gain the benefits of this action even though it has the healing trait.

Shamanic Rituals 3rd

Shamans are well-versed in the arts of ritual casting. You gain a +1 status bonus to all primary checks to perform a ritual. If you are master in the skill used to make the primary check, the bonus increases to +2, and +3 if you are legendary.

Unlimited Signature Spell 3rd

All of your spells are signature spells. That means that if you know a spell, you can heighten it freely by casting it from a higher-level spell slot, up to the maximum level of spell you can cast. You can similarly cast any of its lower-level versions without learning them separately.

Ability Boosts 5th

At 5th level and every 5 levels thereafter, you boost

four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Ancestry Feats 5th

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

Expert Spellcaster 7th

The connection with your emblem has strengthened. Your proficiency ranks in spell attack roll and spell DC's increase to expert.

Vital Casting 7th

Twice per day, you can Cast one of your shaman spells without using a spell slot by giving it the vitamancy trait and paying its cost. At 13th level, you can use Vital Casting three times per day and at 19th level, four times.

Vital Fortitude 7th

The constant channeling of your vital essence has strengthened your body. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Emblematic Willpower 9th

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Vigilant Senses 9th

Always keeping an eye on your surroundings your senses are enhanced. Your proficiency rank for Perception increases to master.

Vitamancy expert 9th

You can outpour your life-force even faster. You can now use two vitamancy actions per round.

Weapon Expertise

9th

Experience in battle and training have improved your skill with weapons. Your proficiency with simple and martial weapons and unarmed attacks increases to expert.

Light Armor Expertise

11th

Fighting and taking blows in battle has left you better equipped with your armor. Your proficiency rank for unarmored and light armor defense increases to expert.

Lightning Reflexes

13th

Your reflexes keep getting better. Your proficiency rank for Reflex saves increases to expert.

Vital Sustain

13th

Once per turn, when you Sustain a Spell, you may pay your vitamancy cost and Sustain the Spell as a free action.

Weapon Specialization

13th

Your ability to draw out your own vital essence has given you a knack for drawing it out of others through your weapon strikes. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Master Spellcaster

15th

You have come to a greater understanding of the magical power that you share with your emblem. Your proficiency ranks for your spellcasting traditions spell attack rolls and spell DCs increase to master.

Legendary Fortitude

17th

Your strength of body has made your essence a fortress. Your proficiency rank for Fortitude saves increase to legendary.

Light Armor Mastery

17th

You have mastered the use of light armor. Your proficiency rank for unarmored defense and light armor defenses increase to master.

Weapon Mastery

19th

Comfortable on the field of battle, you have attained masterful skill in martial weapons. Your proficiency with unarmed attacks, simple weapons, and martial weapons increases to master.

Efficient Vitamancy

19th

Your mastering of the art of vitamancy allows you to maximize the potential of your life force. Once per turn, you can use a vitamancy free action without paying its vitamancy cost.

Shaman Feats

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

1ST LEVEL

BLOOD BOLT ◆

FEAT 1

ATTACK | NECROMANCY | SHAMAN

Prerequisites emblem of blood

You crystallize your blood to use as a projectile. Make a spell attack roll against a creature within 20 feet of you. On a hit, the creature takes a number of persistent bleed damage equal to half your level (minimum 1).

EMBLEM STRIKE

FEAT 1

SHAMAN

Prerequisites emblem of war

You can add your Constitution modifier instead of your Strength modifier to attack rolls made with your emblem weapon. Whenever you use a vitamancy action, you gain a +1 status bonus to attack rolls with your emblem weapon until the end of your next turn. If you are at least 5th level you gain access to its critical specialization effect. The status bonus increases to +2 if you have the vitamancy expert class feature.

GRASP OF THE UNDEAD

FEAT 1

SHAMAN

Prerequisites emblem of death

Your undead minions are empowered by your Reaper's Curse. Whenever a minion with the undead trait you control deals damage with a Strike to a damned creature, the creature takes an additional 1d4 persistent negative damage. It remains damned for as long as it takes persistent damage. At 8th level and every four levels thereafter, the damage increases by 1d4.

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REACH SPELL ◆

FEAT 1

CONCENTRATE | METAMAGIC | SHAMAN

You can extend your spells' range. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

WIDEN SPELL ◆

FEAT 1

CONCENTRATE | METAMAGIC | SHAMAN

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Level 2

BLEEDING WEAPON ◆

FEAT 2

MANIPULATE | SHAMAN | VITAMANCY

Prerequisites emblem of blood

You imbue one weapon with a little bit of your vital essence, making it deadlier. Choose one weapon you are currently wielding or one of your unarmed attacks it deals additional persistent bleed damage equal to your level. Bleeding Weapon lasts until the start of your next turn, or until the weapon leaves your hand, whichever comes first.

CALL TO WAR ◆

FEAT 2

AUDITORY | SHAMAN | VISUAL

Prerequisites emblem of war

Trigger You roll for initiative.

You lift your emblem high and let out a cry inspiring your allies to battle. You and your allies gain a +5-foot status bonus to their speeds on their first turn. Additionally, if you rolled Intimidation for initiative, you all gain a +1 status bonus to attack and damage rolls on the first attack of your first turn.

CANTRIP EXPANSION

FEAT 2

SHAMAN

Dedication to your emblem gives you greater control over simple magic. You can add two additional cantrips to your repertoire.

FOUNTAIN OF HEALTH ◆

FEAT 2

CONCENTRATE | METAMAGIC | SHAMAN

If your next action is to Cast a Spell with the healing trait, creatures healed by the spell gain a number of temporary hit points equal to the spell level which last for 1 hour.

LIFE MANIPULATION

FEAT 2

SHAMAN

Prerequisites emblem of blood

You can use Blood Manipulation on living or undead creatures immune to bleed and incorporeal creatures. Additionally, whenever you deal persistent bleed damage to a creature, you may choose to deal persistent positive or negative damage instead.

REAP WHAT YOU SOW ↻

FEAT 2

NECROMANCY | PRIMAL | SHAMAN

Prerequisites emblem of death

Trigger A damned creature within 20 feet of you dies

You siphon the last sliver of health of a dying creature and put it to better use. A creature within 20 feet of both you and the triggering creature regains a number of hit points equal to twice the triggering creature's level.

UNIVERSAL HEALER

FEAT 2

SHAMAN

Prerequisites emblem of death

You have mastered the art of stitching up your minions. You gain the [Natural Medicine](#) and [Stitch Flesh](#) skill feats as bonus feats.

VITAMANCY DISRUPTION ↻

FEAT 2

SHAMAN | ABJURATION | VITAMANCY

Requirements You have an available spell slot of the same level or higher than the triggering spell

Trigger A creature that you can see Casts a Spell that you know

Using vitamancy, you interrupt the casting of a spell. You expend a spell slot of the same level or higher than the triggering spell and attempt to counteract the triggering spell.

Level 4

BLOOD CLOT

FEAT 4

SHAMAN

Prerequisites emblem of blood

Add stupefied 1 to the list of conditions you can inflict when you use the Blood Manipulation action.

IRON SKIN

FEAT 4

SHAMAN

Prerequisites emblem of war

You have learned to mark your skin with protective runes usually reserved for armor. Your body is considered light armor in the leather armor group that grants a +2 item bonus to AC, a Dex cap of +3, a check penalty of -1, a

speed penalty of -5 feet, and a Strength value of 12. You don't become fatigued from sleeping and you can etch armor runes onto your body as if it was regular armor. If you have magical armor invested, the runes on your body are suppressed.

LOYALTY OF THE DEAD FEAT 4

SHAMAN VITAMANCY

Prerequisites emblem of death

Trigger A creature hits you with a Strike and you are adjacent to a minion with the undead traits you control

You command your undead servant to protect you. The adjacent undead minion takes the damage instead of you.

MATURE BONDED BEAST FEAT 4

SHAMAN

Prerequisites emblem of the beast

Your bonded beast grows swiftly, gaining the adjustments of a mature animal companion, which grants it additional capabilities. See the animal companion rules for more information. Your bonded beast has grown in confidence in working in tandem with you. During an encounter, even if you don't use the Command an Animal action, your bonded beast can still use 1 action on your turn that round to Stride or Strike.

PRIMAL RESISTANCE FEAT 4

MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of the beast

Requirements Your bonded beast is within 20 feet of you

Your bonded beast gains a +1 circumstance bonus to AC and resistance to physical damage equal to 2 + half your level until the beginning of your next turn.

REAPER'S AIM FEAT 4

SHAMAN

Prerequisites emblem of death

Your spells become more potent against creatures bearing your Reaper's Touch. You gain a +1 circumstance bonus to spell attack rolls against damned creatures, and damned creatures take a -1 circumstance penalty on saving throws against your spells.

SHAMAN RITUAL SECRETS LEVEL 4

UNCOMMON SHAMAN

Delving into the deeper secrets of your abilities has taught you the secrets to a new ritual and make you better able to perform it. You learn two uncommon rituals with a level no higher than half your level you must meet all prerequisites for casting the ritual to choose it. Additionally, you gain a +2 circumstance bonus to all primary checks to perform a ritual. You can cast these as the primary caster, but you can't teach them to anyone else or allow someone else to serve as primary caster unless they know the ritual as well.

At 8th level and every 4 levels thereafter, you learn

another uncommon ritual with a level no higher than half your level and for which you meet the prerequisites.

SHARED VITALITY FEAT 4

SHAMAN

Frequency Once per minute

Requirements a willing living creature is within 20 feet

As your bond with your allies grows, you learn to borrow their essence to feed your vitamancy. If your next action has the vitamancy trait the required creature pays the cost of that action instead of you. The target becomes immune to Shared Vitality for one day.

VITAL METAMAGIC FEAT 4

SHAMAN

Prerequisites You have at least one feat with the metamagic trait.

When you use an action with the metamagic trait, you can give it the vitamancy trait (paying the cost as normal) and reduce the number of actions it takes by 1, making it a free action if reduced to 0.

Level 6

BLOOD GASH FEAT 6

SHAMAN NECROMANCY VITAMANCY PRIMAL

Prerequisites emblem of blood

Trigger A creature within 20 feet of you takes piercing or slashing damage.

The triggering creature takes persistent bleed damage equal to your level plus your Constitution modifier.

INNATE VITAMANCY FEAT 6

SHAMAN

You've learned to use your vitamancy to cast minor spells with little effort. Choose a 1st level spell from the primal spell list. You gain this spell as a 1st level primal innate spell with the vitamancy trait which you can cast once every 10 minutes. Whenever you gain a new spell level, you can change this spell for a new one, as long as it is one level lower than the lowest spell level you can cast.

NECROMANTIC OCCLUSION FEAT 6

SHAMAN NECROMANCY PRIMAL VITAMANCY

Prerequisites emblem of death

You stifle a creature's ability to connect with its life feeding plane. An enemy creature within 20 feet of you cannot gain temporary hit points and if it would regain Hit Points, it regains only half as many (minimum 0). This effect lasts until the beginning of your next turn.

RITUAL TRADITIONS FEAT 6

SHAMAN

Prerequisites Shaman Ritual Secrets

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Becoming a true student of the secret methodologies of rituals, you continue to develop new ones as you grow in power. You learn an uncommon ritual with a level no higher than half your level. Rituals granted by this feat are subject to the same restrictions as those granted by Shaman Ritual Secrets.

At 10th level and every 4 levels thereafter, you learn another uncommon ritual with a level no higher than half your level and for which you meet the prerequisites.

RESILIENT BOND FEAT 6

CONCENTRATE **SHAMAN** **VITAMANCY**

Prerequisites emblem of the beast

Trigger Your bonded beast is reduced to 0 hit points but does not die.

Frequency Once per hour

The bond you share with your beast through your emblem allows you to sacrifice your own life energy to keep it in the fight. Your bonded beast regains a number of HP equal to your vitamancy cost.

ROAR OF POWER LEVEL 6

AURA **MANIPULATE** **SHAMAN** **VITAMANCY**

Prerequisites emblem of war

Allies within 20 feet of you gain a +1 status bonus to the attack rolls they make before the beginning of your next turn.

SENSE VITALITY FEAT 6

CONCENTRATE **DIVINATION** **PRIMAL** **SHAMAN**

You focus on your connection with vital forces and extend your sense beyond yourself. You gain lifesense as an imprecise sense with a range of 30 feet until the beginning of your next turn. Lifesense allows you to sense the vital essence of living and undead creatures. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors.

VITAL RESERVE FEAT 6

SHAMAN

You've learned to store a little bit of vital essence for later. During your daily preparation, you can pay your vitamancy cost and store an equal number of hit points into your emblem. When using an action with the vitamancy trait, you can use the hit points stored in your emblem instead of paying the vitamancy HP cost. The hit points remain in your emblem until used, and your emblem can only store a number of hit points equal to your vitamancy cost.

VITAMANCY SERVANT FEAT 6

UNCOMMON **SHAMAN**

Prerequisites emblem of death

You combine your unique connection with necromancy and your knowledge of rituals to create life-bonded undead servants. You learn the *create undead* ritual for one undead

type of your choice, although the undead must be common. When you perform the create undead ritual, you can use Nature as the primary check instead of Arcana. Additionally, you can forgo its cost by losing a number of maximum hit points equal to your vitamancy cost. If you do, whenever the created undead is destroyed, you regain the maximum hit points lost in this way. You can only have one undead minion created this way at any given time.

WIDE MANIPULATION FEAT 6

MANIPULATE **SHAMAN**

Prerequisites emblem of blood

If your next action is to use the Blood Manipulation action, you can apply the penalty to up to three creatures within 20 feet of you. You must apply the same condition to all three creatures.

Level 8

AURA OF IRON FEAT 8

ABJURATION **AURA** **SHAMAN** **VITAMANCY**

Prerequisites Iron Skin

Though the runes may be inscribed on your body, your allies can benefit from them through your vitamancy. Allies within 20 feet of you gain the benefits of the runes inscribed on your body. Compatible runes appear on their armor, or on their bodies if they are unarmored. This effect lasts until the beginning of your next turn. The normal limitations and requirements for runes still apply and, if it would give their armor more property runes than its normal maximum, they can choose one of the existing property runes to be suppressed until the effect ends.

DEATH SWARM FEAT 8

PRIMAL **SHAMAN** **VITAMANCY**

Prerequisites emblem of death

Frequency Once per minute

Requirements you control at least one undead minion, it is within 20 feet of you, and you have damned a creature

You send forth your minions to swarm your mark. Each minion with the undead trait you control within 20 feet of you can Stride up to their speed towards a damned creature.

INCREDIBLE BONDED BEAST FEAT 8

SHAMAN

Prerequisites Mature Bonded Beast

Your bonded beast continues to advance. It gains the nimble or savage animal companion adjustments (your choice), gaining additional capabilities determined by the type of companion.

GIFT OF LIFE FEAT 8

CONCENTRATE **SHAMAN** **VITAMANCY**

Allies within 20 feet of you, but not you, gain a number of

temporary hit points equal to your vitamancy cost.

GNARLY GASH FEAT 8

MANIPULATE SHAMAN VITAMANCY

Prerequisites Blood Gash

Frequency Once per turn

A creature within 20 feet of you suffering from persistent bleed damage must attempt a basic Fortitude saving throw against your spell DC or take a number of slashing damage equal to twice the persistent bleed damage.

ESSENCE FLOW FEAT 8

CONCENTRATE SHAMAN VITAMANCY

Trigger An ally within 20 feet of you is reduced to 0 hit points but does not die.

The triggering ally regains a number of hit points equal to your vitamancy cost.

PLAGUE CARRIER FEAT 8

SHAMAN VITAMANCY

Prerequisites emblem of death

Frequency Once per day

Requirements an minion with the undead trait that you created or summoned is within 20 feet

You unload your physical burden on a disposable corpse. Choose one of the following conditions you are suffering from: blinded, deafened, clumsy, drained, enfeebled, stupefied, sickened, slowed, or a disease. Make a Counteract check against the source using your primal spell attack bonus. Your counteract level is half your level rounded up. A minion with the undead trait you created or summoned within 20 feet of you gains the condition or diseases you just lost. If it is immune to diseases, it is still a carrier of the disease for 1 day or until it is cured whichever comes first.

PRIMAL BEAST FEAT 8

SHAMAN

Prerequisites emblem of the beast

Your bonded beast is at one with the primal world, it gains resistance equal to half your level against spells or effects with the primal trait.

TOLL THE DEAD FEAT 8

SHAMAN NECROMANCY PRIMAL NEGATIVE

Prerequisites emblem of death

Frequency Once per minute

Requirements you control a undead minion and it is within 20 feet of you

You draw from your minions to fuel your vitamancy. A minion with the undead trait you control within 20 feet of you loses a number of hit points equal to your vitamancy cost. Your next vitamancy action this turn has no cost.

VITAL COMMAND FEAT 8

ENCHANTMENT MANIPULATE SHAMAN VITAMANCY

Prerequisites emblem of the beast

Requirements Your bonded beast is within 20 feet of you.

You Command your bonded beast.

VITAMANCY INTERFERENCE FEAT 8

SHAMAN VITAMANCY

Trigger A creature within 20 feet of you Sustains a Spell

You interrupt the energy flow of your flow, disturbing their concentration. The triggering creature must attempt a Fortitude saving throw against your spell DC.

Critical Success The creature becomes immune to Vitamancy Interference for 24 hours.

Success The creature is unaffected.

Failure The triggering spell ends. The creature does not spend the action required to Sustain the Spell.

Critical Failure As failure, but the creature spends the action to Sustain the Spell instead, and becomes stupefied 1 until the end of its next turn.

Level 10

HEALING ECHOES FEAT 10

METAMAGIC SHAMAN

Frequency Once per day

If your next action is to Cast a Spell with the healing trait, creatures healed by the spell gain fast healing equal to the spell level for a number of rounds equal to your Constitution modifier.

IMPRESSIVE VITALITY FEAT 10

CONCENTRATE METAMAGIC SHAMAN

Prerequisites internal vitality

Once per day, when you use the Internal Vitality action, you may also gain a number of temporary hit points equal to your level.

RAPID VITAMANCY FEAT 10

SHAMAN

Frequency Once per day

Trigger you use a vitamancy action.

The triggering vitamancy action does not count against your limit on vitamancy actions per turn.

VITAL QUICKENING LEVEL 10

CONCENTRATE METAMAGIC SHAMAN VITAMANCY

Frequency Once per day

If your next action is to cast a cantrip or a spell using one of your shaman spell slots of the lowest level you can cast,

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reduce the number of actions to cast it by 1 (to a minimum of 1 action).

Level 12

EXTENDED INNATE VITAL CASTING FEAT 12

SHAMAN

Requirements Innate Vital Casting

You have widened the selection of minor spells you can cast using vital casting. You gain two additional innate spells with the vitamancy trait.

GRASP OF THE UNDYING 2 FEAT 12

SHAMAN

Trigger You would be reduced to 0 hit points but not killed immediately

Frequency Once per day

Make a spell attack roll against the Fortitude DC of a creature within 20 feet of you. If the creature is willing, you get a +1 circumstance bonus to the attack roll.

Critical Success You regain a number of hit points equal to your vitamancy cost and the creature loses that many hit points.

Success You remain at 1 hit point instead of falling unconscious and the creature loses 1 hit points.

Failure You fall unconscious and begin dying as normal

Critical Failure Your begin dying and your dying condition is increased by 1 and the creature regains a number of hit points equal to your vitamancy cost.

INNATE COUNTER CASTING FEAT 12

SHAMAN

Prerequisites vital casting class feature, Vitamancy Disruption

You have learned to counteract spellcasting using your innate resources. When you use Vitamancy Disruption, you can expend one of your daily uses of Vital Casting instead of a spell slot. You do not need to pay the vitamancy cost of Vital Casting when doing so, but you still have to pay the vitamancy cost of Vitamancy Disruption.

PRIMAL RITUAL FEAT 12

SHAMAN

Whenever you are the primary caster on a Ritual, you can use Nature as the primary check instead of the skill required. If you do so, the DC increases by 7.

VITALITY DRAIN 2 LEVEL 12

SHAMAN

Prerequisites Shared Vitality

Requirements Your next action is to use an action with the vitamancy trait.

You've do not just share the vitality of your allies but to drain it from your enemies. A creature within 20 feet of you

must attempt a Fortitude save against your spell DC. On a failure, the creature pays the vitamancy cost of your next action. The creature becomes immune to Vitality Drain for 24 hours, unless they critically failed their saving throw.

METAMAGIC RESURGENCE FEAT 12

SHAMAN VITAMANCY

Prerequisites At least one metamagic feat with a frequency of once per day.

Once per day, you can use a metamagic action with a frequency of once per day that you already used by paying your vitamancy cost. You still need to spend the actions required for that metamagic feat as normal.

Level 14

ITEM SIPHON 2 LEVEL 14

SHAMAN NECROMANCY PRIMAL

Prerequisites Vital Reserve

Frequency Once per hour

Requirements You are holding a consumable with the healing trait of a level no less than your level -2

You've learned to manipulate vital essence found in magic objects around you. You drain the required item of its healing powers to fuel your vitamancy. Your next vitamancy action this turn has no cost. The item becomes inert and worthless.

LIFE AWARENESS FEAT 14

SHAMAN

Prerequisites Vital Sense

Your ability to sense the vital energies becomes effortless, allowing you to sense them constantly. You gain lifesense as an imprecise sense of 30 feet. Whenever you use the Vital Sense action, your lifesense becomes precise until the beginning of your next turn.

RHYTHM OF LIFE 2 LEVEL 14

MANIPULATE SHAMAN VITAMANCY

Frequency Once per hour

Allies within 20 feet of you gain the benefits of the *haste* spell for one minute.

Level 16

EXPANDED HEALING 2 FEAT 16

METAMAGIC SHAMAN

Frequency Once per day

You've learned to be more efficient when manipulating forces of life. If your next action is to Cast a Spell with the healing trait that has a single target, you may spend a spell slot of the same level as the spell and choose a second target for the spell.

SPELL APPROPRIATION ♦♦

FEAT 16

SHAMAN VITAMANCY

You understand how vital essence binds magic to a creature and how to sever and rebind that connection. Make a melee spell attack against a creature within reach. If the attack is a success, attempt to counteract one spell affecting the target. If your spell attack was a critical success, you gain a +2 bonus to your counteract check. Your counteract rank is half your level rounded up and your modifier is equal to your spell attack bonus. If you successfully counteract a spell on the target, you may choose to have its effects transfer to you for the remainder of its duration or to gain temporary Hit Points equal to four times the spell's level for 1 minute (or double the spell's level for 1 round if the spell was a cantrip).

VITAL INVASION ♦

FEAT 16

UNCOMMON DIVINATION PRIMAL SHAMAN VITAMANCY

Prerequisites Vital Sense

Requirements You sense a creature with lifesense

A creature you are able to sense with lifesense becomes a conduit for your senses. The creature must attempt a Fortitude save against your Spell DC to resist this invasion. Willing creatures may choose to automatically fail or critically fail.

Critical Success the creature is unaffected and is immune to Vital Invasion for 1 minute.

Success Your essences glance off each other, granting a brief moment of sensory information. Seek using the creature's location and Senses instead of your own.

Failure Your essences link, allowing you to Seek and sense using the creature's senses and location until the end of your next turn provided you can sense it with lifesense.

Critical Failure As a failure except that you can sense through, Seek, and Search using the creature's senses for 1 minute. Additionally, as a single action with the concentrant trait, you may detect vague surface thoughts of the sensed creature for the duration.

Level 18

UNSTOPPABLE DRAIN

LEVEL 18

SHAMAN

Prerequisites Vitality Drain

Your ability to drain the essence from others becomes nigh unstoppable, and only the most powerful of creatures can resist it. When you use Vitality Drain on a non-willing creature, if their level is equal or lower than yours, they treat their saving throw as one degree worse.

AURA OF EVERLIFE

FEAT 18

SHAMAN

Prerequisites Essence Flow

Essence flow becomes a free action for you and no longer counts towards your limit of vitamancy action per round.

PRIMAL REGENERATION ♦

FEAT 18

CONCENTRATE SHAMAN VITAMANCY

Frequency Once per day

Your healing abilities are unparalleled when empowered by your own life force. An allied creature within 20 feet of you gains regeneration 15 for 1 minute. If the creature takes negative or positive damage, its regeneration deactivates until after the end of its next turn.

PERFECTED VITAMANCY DISRUPTION

FEAT 18

SHAMAN

Prerequisites Innate Counter Casting

You have mastered the art of interrupting spellcasting. You no longer need to expend a spell slot or a Vital Casting usage to use Vitamancy Disruption.

VITAL ADAPTATION

FEAT 18

SHAMAN

You have tapped into the source of your vital essence, reaching beyond your mere body into an unlimited potential. During your daily preparations, you prepare a vital well within yourself that can be used to cast any primal spell you have access to. This spell gains the vitamancy trait and is cast at 7th level (or lower if you so choose). You choose the spell at the time of casting after which it remains in your repertoire as a signature spell until your next daily preparations.

LEVEL 20

DEADLY VITAMANCY ♦

LEVEL 20

INCAPACITATION MANIPULATE SHAMAN VITAMANCY

Your mastery of the flowing life forces is unparalleled, and you manipulate life at will. A living or undead creature within 20 feet of you must attempt a Fortitude saving throw against your spell DC. On a critical failure, the creature dies, or is destroyed if it's undead. Regardless of the outcome, the creature becomes immune to Deadly Vitamancy for 24 hours.

TRIPLE VITAMANCY

FEAT 20

SHAMAN

You can exude life-force at an absurd rate. You can use up to three vitamancy actions per turn.

VITAL PROWESS

FEAT 20

SHAMAN

You add a 10th level spell to your repertoire. You can only cast this spell by using vital casting.

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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

Expert in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Intimidation

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

CLASS DC

Trained in Thanator class DC

Thanator

Always in the heart of the action, you thrive on the adrenaline of combat and the cold embrace of death that terrorizes so many does nothing but invigorate you.

KEY ABILITY

CONSTITUTION

At 1st level, your class gives you an ability boost to Constitution

HIT POINTS

12 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 hurl yourself headfirst at your foes, heedless of danger, and every hit you take makes you stronger. You'll have to make yourself the center of attention and risk your life to unlock your full potential.

During Social Encounters...

Your regular near-death experiences give you a unique perspective on things. Living for thrills and excitement, you are often the one seeking new risky adventures for you and your friends.

While Exploring...

Your combat experience keeps you on your toes and alert to potential dangers. You might make yourself an obvious easy target for an ambush in order to protect the most vulnerable party members.

In Downtime...

You may go looking for a brawl in a fighting pit, engage in dangerous activities like free climbing, or even join a revolution to overthrow a tyrannical ruler.

You Might...

- Have a very unique perception of life and death.
- Be prone to boredom, seeking or even triggering exciting situations.
- Refuse to give up or back down from anything.

Others Probably...

- Are wary of your presence and your battle scars.
- See you as having some type of death wish.
- Feel both impressed and intimidated by your strong determination.

Table B-1: Thanator Advancement

Your Level	Class Features
1	Adrenaline flow, ancestry and background, blood for blood, hard to kill, initial proficiencies, manifestation, thanator feat
2	Skill feat, thanator feat
3	Adrenaline surge, general feat, morbid stoicism, skill increase
4	Skill feat, thanator feat
5	Ability boosts, adrenaline homeostasis, ancestry feat, skill increase, zone of focus
6	Skill feat, thanator feat
7	General feat, juggernaut, skill increase, weapon specialization
8	Skill feat, thanator feat
9	Ancestry feat, lightning reflexes, skill increase, thanator expertise, vigilant senses
10	Ability boosts, skill feat, thanator feat
11	General feat, light armor expertise, resolve, skill increase
12	Skill feat, thanator feat
13	Ancestry feat, balanced warrior, skill increase, weapon mastery
14	Skill feat, thanator feat
15	Ability boosts, general feat, greater juggernaut, greater weapon specialization, living on the edge, skill increase
16	Skill feat, thanator feat
17	Ancestry feat, skill increase, thanator mastery
18	Skill feat, thanator feat
19	General feat, light armor mastery, skill increase
20	Ability boosts, skill feat, thanator feat

Class Features

You gain all of the following abilities as a thanator. Abilities gained at higher levels than 1st always 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.

Initial Proficiencies

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

Adrenaline Flow

You distill adrenaline into necromantic energy using a trance-like state known as Adrenaline Flow. You gain the Adrenaline Flow action.

ADRENALINE FLOW

CONCENTRATION THANATOR STANCE

Requirements Your hit points are lower than your maximum hit points

Trigger You take damage equal to your level or higher

You enter the Adrenaline Flow stance. You gain the benefits listed in your manifestation.

Blood for Blood

You gain the Blood for Blood reaction.

BLOOD FOR BLOOD

THANATOR

Trigger An enemy within reach misses you with a Strike or a spell attack roll

Rather than trying to protect yourself or avoid the hit, you use it as an opportunity to attack. The triggering attack becomes a success instead. Make a melee Strike against the triggering creature.

Hard to Kill

Your dance with death is one that keeps you one step further from its final embrace. You gain the [Diehard](#) general feat.

Manifestation

Thanators manifest their unusual adrenaline powers in various ways, called manifestations. Manifestations often reflect the personality of a thanator, albeit sometimes a hidden one. You choose a thanator manifestation.

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THANATORS' SOURCE OF POWER

Thanathors are considered somewhat of an oddity by many scholars and martial masters alike. While the manifestation of their power is undeniably of a necromantic nature, its true source is still unknown. The most accepted theory pins thanators as natural born warriors with a predisposition for vitamancy. Often gifted with a strong survival instinct, an unshakable willpower or a love of challenges, thanators are known to be adrenaline seekers. This personality trait is believed to be so intrinsic to their psyche, it subconsciously manifests itself into magical abilities, similar to the way a practitioner of vitamancy would dig into its own life force to conjure magic.

Thanator Feats

At 1st level and every even-numbered level, you gain a Thanator class feat.

Skill Feats

2nd

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

Adrenaline Surge

3rd

The more injured you are, the more dangerous you become. As long as you are in Adrenaline Flow stance and your hit points are lower than half your maximum hit points, you gain the adrenaline surge benefits listed in your manifestation.

NEW TRAIT

Surge Feats and abilities with the surge trait only function while you are in your adrenaline surge state and actions with the trait can only be taken while in adrenaline surge.

General Feats

3rd

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

Morbid Stoicism

3rd

Interactions with death have become so mundane they leave you utterly unphased. When you get a success on a Saving Throw against an effect with the death, negative or positive trait, you get a critical success instead. If you are master in the Save and would fail, you get a success instead, and if you are legendary, you treat your degree of success as one better.

Skill Increases

3rd

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

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.

Adrenaline Homeostasis 5th

You are not afraid of death and consider it a foe to vanquish like any other. You gain the Adrenaline Homeostasis reaction.

ADRENALINE HOMEOSTASIS 2

SURGE THANATOR

Frequency Once per day

Trigger You take damage from a creature that reduces you to 0 Hit Points but doesn't immediately kill you.

The adrenaline flowing through your veins creates a perfect homeostasis of negative and positive energy. Your wounded condition increases by 1, you remain conscious at 0 hit points and you cannot gain or lose any Hit Points, including Temporary Hit Points, until the end of your next turn.

You are still taking damage for any purposes other than losing Hit Points, meaning you still roll at the end of every turn to end persistent damage, or any effect that would require you to take damage still applies if you get hit by an attack, even if your hit points do not get reduced.

If you become unconscious for any other reason, such as the effect of a spell, you begin dying immediately. At 17th level, this effect lasts for an additional turn.

Ancestry Feats 5th

In addition to the ancestry feat you started play with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Zone of Focus 5th

Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increases to expert. When you are in adrenaline flow, you gain the critical specialization effects for melee weapons and unarmed attacks you are an expert in.

Juggernaut 7th

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank with Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Weapon Specialization 7th

You deal an additional 2 damage with weapons and unarmed attacks in which you have expert proficiency. This damage increases to 3 if you're a master, and 4 if you're legendary.

Lightning Reflexes 9th

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

Thanator Expertise 9th

Your proficiency rank for your Thanator class DC increases to expert.

Vigilant Senses 9th

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

Light Armor Expertise 11th

Your proficiency for light armor and unarmored defense increases to expert.

Resolve 11th

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Balanced Warrior 13th

Feeling the grasp of death tightening, you find an unexpected strength to keep going. You gain the Balanced Warrior benefits listed in your manifestation.

Weapon Mastery 13th

Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

Greater Juggernaut 15th

Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you roll a failure on a Fortitude save against an effect that deals damage, you halve the damage you take.

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.

Living on the edge 15th

You can now use Adrenaline Homeostasis once per hour instead of once per day.

Thanator Mastery 17th

Your proficiency rank for your Thanator class DC increases to master.

Light Armor Mastery 19th

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

Manifestations

Thanators use their heightened state of adrenaline to enhance different aspects of their fighting styles. Your subclass determines the advantages your adrenaline flow grants you as well as giving access to some of the Thanator feats.

Manifestation of Alacrity

You fully embrace the frenzy of combat and let it electrify you. While in Adrenaline Flow, your multiple attack penalty is -4 (-3 with an agile weapon) on your second attack of the turn instead of -5, and -8 (-6 with an agile weapon) on your third or subsequent attacks of the turn, instead of -10.

If you have weapon specialization, your multiple attack penalty while in Adrenaline Flow becomes -3 (-2 with an agile weapon) and -6 (-4 with an agile weapon) instead.

Adrenaline Surge (Lvl 3)

Building momentum, your weapons become deadlier after each strike. Your Speed increases by 10 feet and your melee Strikes gain a circumstance bonus to damage equal to the number of successful Strikes you made this turn. This damage is positive or negative, your choice.

At 11th level, the bonus to damage increases to 2 per

successful Strike and you gain an additional reaction at the start of every turn.

Balanced Warrior (Lvl 13)

When you use the Adrenaline Homeostasis reaction, you do not apply multiple attack penalty to any rolls until it ends. You still accrue and are considered affected by the penalty for effects that require it, such as the press trait.

Manifestation of Focus

The crystallized adrenaline steadies your hands and sharpens your sight. Your melee Strikes gain the deadly d8 trait, or you increase their deadly trait to d8 if they are already deadly with a smaller die size. The damage dealt from this granted deadly trait is positive or negative damage, you may choose which damage type is used for each strike.

If you have weapon specialization, this deadly trait increases to d12 instead.

Adrenaline Surge (Lvl 3)

You gain incredible precision, dealing decisive blows to your foes. Your first attack of each turn gains a +2 status bonus to attack rolls. Additionally, you automatically succeed the flat check to Strike concealed creatures.

At 11th level, you critically succeed on melee Strikes if you roll a 19 on the die as long as that result is a success. This has no effect on a 19 if the result would be a failure.

Balanced Warrior (Lvl 13)

Your Strikes always aim true, as if they had an unnatural attraction to vital organs. While under the effect of Adrenaline Homeostasis, your first successful melee Strike each turn becomes a critical success instead.

Manifestation of Magic

Your conversion of adrenaline into necromancy is more precise and deliberate than most Thanators. You gain access to discipline spells, which are a type of focus spell. You gain a focus pool of 1 Focus Point and you can use the Refocus activity. Manifestation spells can only be used while in Adrenaline Flow. You gain the *life share* focus spell and become trained in primal spell attack rolls and spell DCs. Your spellcasting ability is Charisma. Whenever your proficiency rank for your thanator class DC increases, so does your proficiency in primal spell attack roll and spell DC.

LIFE SHARE

FOCUS 1

UNCOMMON AURA HEALING POSITIVE NECROMANCY

THANATOR

Cast ♦ somatic

Area 10-foot emanation

Duration sustained up to 1 minute

Whenever you take damage from an enemy creature, your allies in the area regain 2 hit points.

Heightened (+2) Allies regain an additional 2 Hit Points.

Adrenaline Surge (Lvl 3)

The adrenaline surging through your veins fuels your magic effortlessly. Once per turn, you can sustain a manifestation spell with the aura trait as a free action.

At 11th level, the emanation size of your manifestation spells with the aura trait increases by 10 feet.

If you have weapon specialization, when you use the Adrenaline Flow action, you can cast a manifestation spell as a reaction. You still need to pay a focus point to Cast the Spell.

Balanced Warrior (Lvl 13)

Your balance becomes unparalleled. When you use the Adrenaline Homeostasis reaction, you regain a focus point and you can cast a manifestation spell immediately as a free action.

Manifestation of Might

You crystalize adrenaline into raw strength. When in Adrenaline flow, you can add your Constitution modifier to melee damage rolls instead of your Strength modifier and your melee Strikes deal an additional 3 damage. The additional damage is positive or negative damage, your choice.

If you have weapon specialization, your adrenaline flow bonus damage increases to 6.

Adrenaline Surge (Lvl 3)

The necromantic energy within you extends to your weapons, making them more dangerous. Your weapon damage die size with non-agile melee weapons increases by one step and they gain the forceful trait.

At 11th level, your melee Strikes with non-agile melee weapons deal an additional weapon damage dice.

Balanced Warrior (Lvl 13)

Being on the edge of death makes you stronger than ever. When you use the Adrenaline Homeostasis

reaction, you can make a Strike as part of the reaction. For the duration of adrenaline homeostasis, your weapon damage die size with non-agile melee weapons increases by an additional step even though you normally cannot increase a damage die more than once.

Thanator Feats

Every level at which you gain a Thanator feat, select one of the following feats. You must satisfy any prerequisites before taking the feat.

DESTABILIZING STRIKE ♦ FEAT 1

THANATOR

You break your opponent's stance before striking. Make an Athletics check to Trip, Shove or Grapple. If it succeeds, make a Strike against the same creature.

INTIMIDATING POSTURE FEAT 1

THANATOR

Prerequisites Trained in Intimidation.

You gain the [Intimidating Glare](#) feat as a bonus feat. As soon as you meet the requirements for [Scare to Death](#), you gain it as a bonus feat and it has the surge trait for you. While you are in adrenaline flow, you gain a +1 status bonus to Intimidation checks. When you are in adrenaline surge, this bonus increases to +2.

LEG BREAKER ♦♦ FEAT 1

THANATOR

You slow down your opponents to keep them within your reach. Make a melee Strike against a creature. If the Strike hits, the creature takes a -5 status penalty to its Speed for one minute.

STRIKE THE FEARFUL ♦♦ FEAT 1

THANATOR

Striking fear into your foe's heart, you hit them when they are at their most vulnerable. Make an Intimidation check to Demoralize then make a melee Strike. If the Intimidation check was a success, you gain a +1 circumstance bonus to the Strike.

TEMPERED SCARIFICATION FEAT 1

THANATOR

While most scarification is artistic or even ritualistic, you instead embrace the disparate cacophony of your wounds, letting them heal as deep cuts in your skin and letting it become naturally toned. While unarmored, you gain a +2 item bonus to AC with a dexterity modifier cap of +3, with no check or speed penalties, strength value, or armor specialization effect.

If you wear any armor, the effects of your scarification are suppressed. You may have both armor fundamental and property runes etched to your skin as part of your

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scarification, granting their benefits as normal. You may only have property runes that don't require a certain type of armor, and cannot etch runes that require you to—or allow you to remove your armor. Runes etched onto your body are suppressed when you wear armor.

Level 2

ADRENALINE DRAW ♦ FEAT 2

THANATOR

Trigger You use Adrenaline Flow

Your body reacts instinctively to the rush of battle. You Interact to draw a weapon.

BEHIND ME! ↻ FEAT 2

THANATOR

Trigger An enemy creature you can see targets an adjacent ally with a Strike.

You take the hits so your allies don't have to. You become the target of the attack instead of the triggering ally even if you are not a valid target for the triggering Strike, such as if you are beyond the attacker's reach.

INTENTIONAL OPENING ♦ FEAT 2

EMOTION MENTAL THANATOR

Frequency Once per turn

You taunt an enemy to create an opportunity. Make an Intimidation check against the Will DC of a creature who can reach you. On a success, the creature must use its reaction to make a Strike against you and becomes flat-footed to you until the end of your turn. If you critically succeed, the creature becomes flat-footed to everyone until the beginning of your next turn.

MORBID ASSESSMENT FEAT 2

THANATOR

You become trained in Necromancy Lore. You can Recall Knowledge using your Necromancy Lore modifier to determine how close to death a creature is. Your GM determines how to convey the information (how many hit points the creature has, or that it "will fall with one more blow," etc), but it should be more precise than the information gathered at a glance. Additionally, on a critical success, you learn if the creature is under the effects of any necromancy effects and if it has regeneration or fast healing as well as the rate at which those will heal it.

SNAP OUT OF IT! ♦ FEAT 2

MENTAL THANATOR

You scare your friends straight, helping them stay composed in battle. Make an Intimidation check against the Will DC of an ally within 30 feet of you that has the frightened condition. On a success, your ally reduces their frightened condition by 1, or by 2 on a critical success.

Level 4

ADD SCAR ♦ FEAT 4

THANATOR

Prerequisites Blood for Blood, Tempered Scarification

Requirements You are benefiting from your scarification.

Trigger You use Blood For Blood and take damage

You add a scar to your collection, making it clear to your foes you don't fear their pain. Make a Demoralise attempt against the triggering creature with the visual trait instead of the auditory and linguistic traits.

Special If you have Reckless Opening or Embrace the Pain, you may use Add Scar when you take damage due to using either of those reactions.

BREAK THROUGH ♦♦ FEAT 4

SURGE THANATOR

Prerequisites manifestation of might

You deliver a powerful breaking through your enemy's defenses. Make a melee Strike. The Strike treats hardness and resistances to physical damage as your level lower.

COME HITHER! ♦ FEAT 4

EMOTION MENTAL THANATOR

You make yourself an enticing target. Make an Intimidation check against the Will DC of an enemy creature within 30 feet. On a success, the creature must use its reaction to Stride towards you. The creature can maneuver around obstacles in order to get to you. If there is an insurmountable obstacle between you and the creature, such as a wall or a cliff, this action has no effect. This counts as forced movement. Regardless of the result, the creature is immune to Come Hither! for 24 hours.

DOUBLE TAP ♦ FEAT 4

SURGE THANATOR

Prerequisites manifestation of alacrity

Frequency once per round

The momentum of your strike allows you to make a second one. Make a melee Strike. If it hits, make a second melee Strike. Your multiple attack penalty applies normally.

PROJECTED ADRENALINE ♦ FEAT 4

THANATOR

Make a ranged Strike with a thrown weapon. It counts as a melee Strike for the purpose of adrenaline flow, adrenaline surge, and Balanced Warrior.

RECKLESS OPENING ↻ FEAT 4

SURGE THANATOR

Trigger An enemy creature within reach would miss you with a Strike.

You lean into your foe's attack rather than avoiding it, taking them by surprise. The Strike becomes a success

instead of a failure. The creature is flat footed until the end of your next turn.

UNBIASED AFFINITY FEAT 4

THANATOR

You blend positive and negative energy as if they were one and the same. You can be healed by both positive or negative energy, but you are susceptible to both positive and negative damage as if you were both living and undead. If an effect would both heal you and deal damage to you, like a three action *heal* or *harm* spell, you are only affected by the healing part of the effect.

WAVES OF HURT FEAT 4

THANATOR

Prerequisites manifestation of magic

You gain the *waves of hurt* focus spell. Increase the number of Focus Points in your focus pool by 1.

WAVES OF HURT FOCUS 2

UNCOMMON AURA NECROMANCY NEGATIVE SURGE

THANATOR

Cast ♦♦ verbal, somatic

Area 15-foot emanation

Duration sustained up to 1 minute

Whenever you take damage from an enemy creature, enemy creatures within the area take 2 points of negative or positive damage. You choose the type of damage Wave of Hurt deals whenever you Cast the Spell.

Heightened (+1) The damage increases by 1.

Level 6

BRUTAL RETRIBUTION FEAT 6

SURGE THANATOR

Prerequisites manifestation of might

When you use the Blood for Blood reaction, it deals an additional weapon damage die.

CLOSE THE GAP FEAT 6

SURGE THANATOR

Prerequisites manifestation of alacrity

You can use the Blood for Blood reaction with the following trigger: "A creature within Striding distance deals damage to you." When you do so, you can Stride up to your speed before making the Strike.

EMBRACE THE PAIN FEAT 6

SURGE THANATOR

Trigger A creature you can see targets you with a spell attack roll or a Strike.

Frequency Once per minute

You willingly take the hit, making a deadly blow into a flesh wound. The creature doesn't roll for the attack, and it is automatically a success.

FATAL MISTAKE FEAT 6

SURGE THANATOR

Prerequisites manifestation of focus

You use the opening created by your foe's attack. When you use the Blood for Blood reaction, it gains the status bonus to attack roll of your Adrenaline Flow, as if it was your first attack of the turn.

IMPOSING SCARS FEAT 6

EMOTION MENTAL THANATOR VISUAL

Prerequisites Tempered Scarification

Your body is a tapestry of your combat experience acting as a warning to foes who dare approach. While benefiting from your scarification, creatures within 15 feet that see you clearly cannot reduce their frightened value below 1. If you are in adrenaline surge, they cannot reduce their frightened value below 2 instead.

PAINFUL MAGIC FEAT 6

THANATOR

Prerequisites manifestation of magic

Whenever you use the Blood for Blood reaction, you can Sustain a discipline Spell as a free action once until the end of your next turn.

TERRIFYING RESILIENCE FEAT 6

THANATOR

Prerequisites Expert in Intimidation

Trigger You use the Adrenaline Homeostasis reaction

Your resilience strikes fear in the heart of your enemies. Make an Intimidation check to Demoralize against the creature which triggered Adrenaline Homeostasis.

VERSATILE MANIFESTATION FEAT 6

THANATOR

Choose a second thanator manifestation. When you enter adrenaline flow, you gain the benefit of either one of your manifestations, your choice. You cannot change manifestation until you exit adrenaline flow.

Level 8

ACCELERATED FRENZY FEAT 8

THANATOR

Prerequisites manifestation of alacrity

While you are in Adrenaline Surge, you gain a 10-foot status bonus to your Speed. If you have a Climb, Fly, Burrow, or Swim speed, it benefits from the status bonus as well.

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COME AT ME! ♦

FEAT 8

AUDITORY EMOTION MENTAL THANATOR LINGUISTIC

Prerequisites Expert in Intimidation

You attempt an Intimidation check against the Will DC of a creature within 30 feet of you. Regardless of the outcome, the creature is immune to this effect for 24 hours.

Critical Success The creature becomes obsessed with you. It must use all the actions of its for the next minute to either move toward you, make a Strike against you, or Cast a Spell with you as a target. The creature may use other actions at the GM's discretion, so long as they facilitate this aggression against you (such as drawing or using items that will harm you, keep them in the fight longer, or interacting with doors to chase you). The creature can attempt a new saving throw against your intimidation DC at the end of every turn to shake off the obsession. If it becomes impossible for the creature to maintain its assault on you, for example if it cannot physically reach you, or does not know where you are, the effect ends immediately.

Success The creature is enraged by your provocation. As a critical success, except they are only affected for 1 round.

Failure As a success, but the duration is only for the first action or activity on the creature's turn.

Critical Failure The creature is unaffected.

MANUFACTURED CRITICAL ♦♦

FEAT 8

SURGE THANATOR

Prerequisites manifestation of focus

You maximize the efficiency of your weapon in a precise and decisive blow. Make a melee Strike. On a hit, apply the critical specialization effects of the weapon used for the Strike.

SURGING REVIVAL ♦

FEAT 8

EMOTION MENTAL NECROMANCY THANATOR

Frequency Once per day

Trigger You succeed a recovery check.

Your will to fight goes beyond your consciousness. You recover a number of hit points equal to your level plus your Constitution modifier.

TILL DO US DEATH PART

FEAT 8

THANATOR

Prerequisites manifestation of magic

You gain the *till death do us part* focus spell. Increase the number of Focus Points in your focus pool by 1.

TILL DEATH DO US PART

FOCUS 4

UNCOMMON NECROMANCY SURGE THANATOR

Cast ♦♦ verbal, somatic

Range touch

Duration sustained up to 1 minute

You connect your life force to your foe's. Make a Strike

against a living or undead enemy creature. On a hit, the creature becomes bound to you. Whenever you lose hit points, the creature loses half as many hit points. Whenever you would regain hit points, you regain only half of them and the creature regains as many hit points.

Level 10

FEROCIOUS WILL ♦

FEAT 10

THANATOR

Trigger You use the Adrenaline Homeostasis reaction

Requirements The triggering creature is within reach

The surprise to see you still standing leaves your opponent defenseless for a moment. Make a melee Strike against the triggering creature.

GUARD BREAK ♦

FEAT 10

PRESS SURGE THANATOR

Prerequisites manifestation of might

You deal a powerful blow to your enemy, emptying their lungs and shaking them under the weight of the strike. Make a melee Strike against a creature. On a hit, it becomes clumsy 1 until the beginning of your next turn. On a critical hit, it becomes clumsy 2 until the beginning of your next turn and clumsy 1 for 1 minute.

SECOND WIND ♦

FEAT 10

NECROMANCY SURGE THANATOR

Frequency Once per day

You gain a number of temporary Hit Points equal to half your maximum Hit Points until the end of your next turn. You become drained 1.

STUN WITH FEAR ♦

FEAT 10

OPEN SURGE THANATOR

Your presence is frightening enough that it can leave your foes unable to act. Make an Intimidation check against the Will DC of a creature within 30 feet of you. On a success, the creature becomes stunned 1, and stunned 2 on a critical success. Regardless of the outcome, the creature becomes immune to Stun With Fear for 24 hours.

ADRENALINE REFOCUS

FEAT 10

THANATOR

Prerequisites manifestation of magic

When you enter Adrenaline Surge for the first time during an encounter, you gain a Focus Point.

Level 12

EYE OF THE STORM ♦♦

FEAT 12

THANATOR

Prerequisites Intentional Opening

Target up to three creatures who can reach you. Each creature must attempt a Will saving throw against your Intimidation DC. On a failure, it must use its reaction to make a Strike against you and become flat-footed until the end of your turn. Make a Strike against each creature who failed their saving throw, up to a maximum of 3. Apply your multiple attack penalty as normal.

FEARSOME PRESENCE FEAT 12

AURA EMOTION MENTAL THANATOR

Prerequisites master in Intimidation.

The sight of your resilience is terrifying to your enemies. When an enemy enters or begins their turn within 10 feet of you while you are in Adrenaline Surge, they must succeed a Will save against your Intimidation DC or be frightened 1 (or frightened 2 on a critical failure). Apply the same effects as Demoralize based on the results of their save. Regardless of the outcome, they become immune to fearsome presence for 24 hours.

NECROMANTIC INJURY ♦♦ FEAT 12

SURGE THANATOR

Prerequisites manifestation of might

You deliver a powerful blow in an attempt to wound your opponent. Make a melee Strike. If the Strike hits, it also deals 4 persistent negative damage or positive damage (your choice) per weapon damage die.

RESIDUAL DAMAGE ♦ FEAT 12

SURGE THANATOR

Frequency Once per hour

Prerequisites manifestation of alacrity

Your attacks leave a little residual necromantic energy behind, which you unleash all at once. Each creature that you damaged with a Strike this turn takes 4 points of positive or negative damage (your choice) for each of your Strikes that dealt damage to it. At 15th level, the damage increases to 8.

SHATTER DEFENSES ♦♦ FEAT 12

SURGE THANATOR

Prerequisites Break Through

Make a melee Strike. On a hit, the target's hardness and resistances are reduced by half your level until the end of your next turn. This effect is not cumulative, nor can it be combined with any other effect reducing hardness or resistances. Effects ignoring hardness and resistances work normally against the target.

SURGICAL PRECISION FEAT 12

THANATOR

Prerequisites manifestation of focus

The precision of your strikes leaves lasting damage. When

you critically hit a creature, it becomes clumsy 1 and enfeebled 1 until the end of your next turn.

MOTIVATIONAL YAP FEAT 12

THANATOR

Prerequisites Snap out of it!

When you use the Snap out of it! action, you can use the following result instead. If the source of the condition is a magical effect, attempt a counteract check as part of the action. Your counteract level for this attempt is equal to half your level rounded up, and you use the result of your Intimidation check for the counteract check.

Critical Success The creature loses all of the following conditions : confused, controlled, fascinated, frightened and paralyzed.

Success As success, but the creature loses only one of the conditions. If they are affected by more than one eligible condition, they choose which one.

Failure The creature is unaffected.

Critical Failure The creature becomes stunned 1.

Level 14

LEG CHOPPER FEAT 14

THANATOR

Prerequisites Leg Breaker

When you use the Leg Breaker action, the creature's Speed is reduced by half instead of the -5 status penalty.

CRITICAL SURGE FEAT 14

SURGE THANATOR

Prerequisites manifestation of focus

When death is near, you rip and tear the ligaments of your foes. When you critically hit a creature with a melee Strike, it halves its Speeds until the start of your next turn.

INVIGORATING BREATH FEAT 14

THANATOR

Prerequisites Surging Revival

Your will to fight has grown beyond consciousness. Whenever you succeed on a recovery check and lose the dying condition, you recover a number of Hit Points equal to your Constitution score plus your level.

TERRIFYING RESILIENCE, GREATER FEAT 14

THANATOR

Prerequisites Terrifying Resilience

Seeing you take a blow that would kill others is a chilling sight for your enemies to behold. When using the Terrifying Resilience action, compare the result of your Intimidation check against the Will DC of each enemy creature who can see you within 30 feet.

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ONE MORE ◆

FEAT 14

SURGE THANATOR

Prerequisites manifestation of alacrity

Frequency Once per hour

Trigger You hit a creature you have already hit and damaged with a Strike this turn.

Make a Strike against the same creature. Your multiple attack penalty applies normally.

Level 16

CENTER OF ATTENTION

FEAT 16

AUDITORY EMOTION MENTAL THANATOR

Prerequisites Come at Me!

Felling your opponents one by one is not enough anymore: it's time to take them all on at once. When you use the Come at Me! action, it affects every enemy creature within 30 feet.

DEATH STARE ◆

FEAT 16

THANATOR

Prerequisites Intimidating Posture, Scare to Death

Trigger You use the Adrenaline Homeostasis reaction

The adrenaline filling your veins terrifies your foes. You can attempt a Scare to Death action against the creature which triggered Adrenaline Homeostasis.

FOCUSED HOMEOSTASIS

FEAT 16

SURGE THANATOR

Prerequisites manifestation of magic

When you use the Adrenaline Homeostasis reaction, you gain a Focus Point.

NECROMANTIC IMMERSION

FEAT 16

THANATOR

Prerequisites Unbiased Affinity

The constant flow of necromantic energy flowing through your body has made you completely immune to its dangers. You become immune to positive and negative damage.

Level 18

AURA OF IMMORTALITY

FEAT 18

THANATOR

Prerequisites manifestation of magic

You gain the *aura of immortality* focus spell. Increase the number of Focus Points in your focus pool by 1.

AURA OF IMMORTALITY

FOCUS 9

UNCOMMON AURA SURGE THANATOR

Cast ◆ verbal, somatic

Trigger You use the Adrenaline Homeostasis reaction

Area 15-foot emanation

Duration sustained up to 2 round

Your perfect energy balance spreads to your allies. While Aura of Immortality is active, allies within the area cannot lose or gain any hit points, including temporary hit points.

INSTINCTIVE EDGE

FEAT 18

THANATOR

You can use Adrenaline Homeostasis as a free action once per day.

PERFECTED MANIFESTATION

FEAT 18

THANATOR

Prerequisites Versatile Manifestation

Whenever you enter adrenaline flow and choose a manifestation, you also gain the adrenaline flow benefits of your other manifestation. You do not gain the adrenaline surge and adrenaline homeostasis benefits.

SECOND LIFE ◆

FEAT 18

THANATOR

Frequency Once per day

Requirements You are in Adrenaline Homeostasis

You immediately lose the effects of Adrenaline Homeostasis and regain a number of hit points equal to half your number of maximum Hit Points.

Level 20

ADRENALINE STATE

FEAT 20

THANATOR

While you are in adrenaline flow, you gain the benefits of your manifestation's adrenaline surge as well even if your Hit Points are higher than half your maximum Hit Points.

BLOODBATH

FEAT 20

THANATOR

At the start of each enemy's turn, you gain an extra reaction you can use only during that turn to perform Blood for Blood.

NATURAL HOMEOSTASIS

FEAT 20

THANATOR

When you use the Adrenaline Homeostasis reaction, your wounded value does not increase.

Shaman Multiclass

SHAMAN DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Constitution 14

You gain access to the lost arts of vitamancy and limited magic of shamans. You gain the Vital Heal vitamancy action (page 21) and a spell repertoire with two common cantrips from the primal spell list. You gain access to the Cast a Spell activity. You're trained in spell attack rolls and spell DCs for primal spells. Your key spellcasting ability for shaman archetype spells is Constitution, and they are primal shaman spells. You become trained in Nature if you were already trained in Nature, you instead become trained in a skill of your choice.

Special You cannot select another dedication feat until you have gained two other feats from the Shaman multiclass archetype.

BASIC SHAMANISM

FEAT 4

ARCHETYPE

Prerequisites Shaman Dedication

You gain a 1st- or 2nd-level shaman feat of your choice.

ADVANCED SHAMANISM

FEAT 6

ARCHETYPE

Prerequisites Basic Shamanism

You gain one shaman feat. For the purpose of meeting its prerequisites, your shaman level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another shaman feat.

BASIC SHAMAN SPELLCASTING

FEAT 6

ARCHETYPE

Prerequisites Shaman Dedication

You gain the basic bounded spellcasting benefits.

SHAMAN EMBLEM

FEAT 8

ARCHETYPE

Prerequisites Basic Shaman Spellcasting

Choose a shaman emblem. You gain the associated vitamancy action and you add the associated spell to your repertoire. You are considered as having the emblem for all purposes, but you don't gain any of the other abilities it grants.

EXPERT SHAMAN SPELLCASTING

FEAT 12

ARCHETYPE

Prerequisites Basic Shaman Spellcasting, master in Nature

You gain the expert bounded spellcasting benefits.

MASTER SHAMAN SPELLCASTING

FEAT 18

ARCHETYPE

Prerequisites Expert Shaman Spellcasting, legendary in Nature

You gain the master bounded spellcasting benefits.

Thanator Multiclass

THANATOR DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Constitution 14

You have a natural ability to materialize adrenaline, pushing on when others would perish. You gain the [Diehard](#) general feat. You become trained in thanator class DC and Athletics or Intimidation if you are already trained in both Athletics and Intimidation, you become trained in a skill of your choice.

Special You cannot select another dedication feat until you have gained two other feats from the Thanator multiclass archetype.



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BASIC THANATOR TRAINING

FEAT 4

ARCHETYPE

Prerequisites Thanator Dedication

You gain a 1st- or 2nd-level thanator feat of your choice.

ADVANCED THANATOR TRAINING

FEAT 6

ARCHETYPE

Prerequisites Basic Thanator Training

You gain one thanator feat. For the purpose of meeting its prerequisites, your thanator level is equal to half your character level. You must have the adrenaline surge class feature to select a feat with the surge trait.

Special You can select this feat more than once. Each time you select it, you gain another Thanator feat.

BLOODY REPRISAL

FEAT 6

ARCHETYPE

Prerequisites Thanator Dedication

Embracing the thanator philosophy, you are willing to take a hit to create an opening. You gain the Blood For Blood reaction (page 34).

SURGING ADRENALINE

FEAT 8

ARCHETYPE

Prerequisites Thanator Dedication

You unlock the potential of your adrenaline. You gain the adrenaline flow and adrenaline surge thanator class features and choose a thanator manifestation. You meet prerequisites of having that manifestation when choosing feats. You must make this choice when you gain this feat and cannot change it later. While in the adrenaline flow stance, you gain one of the following benefits determined by your choice of manifestation. You gain no other benefits listed in your manifestation.

Manifestation of Alacrity While in Adrenaline Flow, your multiple attack penalty with agile weapons -3 on your second attack of the turn instead of -4, and -6 on your third or subsequent attacks of the turn, instead of -8.

Manifestation of Focus Your melee Strikes gain the deadly d6 trait, unless they have a greater deadly die already. The damage dealt from this granted deadly trait is positive or negative damage, which you choose upon dealing damage.

Manifestation of Magic You gain access to the *life share* manifestation focus spell (page 37) and gain a focus pool of 1 Focus Point. Manifestation spells can only be cast while in Adrenaline Flow. You become trained in primal spell attack rolls and spell DCs. Your spellcasting ability is Charisma.

Manifestation of Might While in adrenaline flow you may add your Constitution modifier instead of your Strength modifier on melee damage rolls.

STASIS ADEPT

FEAT 10

ARCHETYPE

Prerequisites Thanator Dedication

You gain the Adrenaline Homeostasis reaction (page 35). You are only able to remain in homeostasis for 1 round and cannot extend its duration, regardless of your level.

BLOOD-BRINGER

FEAT 20

ARCHETYPE

Prerequisites Bloody Reprisal

At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only for the Blood For Blood reaction.

Alchemist Research Fields

Chef Research Field

Nothing can compare to the feeling of enjoying a hearty meal. You've taken it upon yourself to master the culinary arts and provide yourself and those around you a feast every day. From meats to spices, you're a true genius when it comes to food.

In addition to the research fields in the Core Rulebook, you can select the Chef research field to perfect recipes that tantalize the taste buds and possess near-magical properties. The chef field grants the following benefits.

Research Field (1st Level)

You start with the formulas for two common 1st-level items with the meal or snack traits in your recipe book, in addition to your other formulas. You can produce items with the meal trait during your daily preparations using advanced alchemy, even if they do not possess the alchemical trait, and items with the snack trait are always treated as alchemical items for you. Whenever you provide a meal during daily preparations using advanced alchemy, anyone who consumes the meal receives temporary Hit Points equal to your level plus your Intelligence modifier. These temporary Hit Points last until they are depleted or until your next daily preparation, whichever comes first.

Field Discovery (5th Level)

When using advanced alchemy to make snacks during your daily preparations, you can expend one batch of reagents to create three snacks in any combination, instead of just two of the same snack.

Perpetual Infusions (7th Level)

Choose two common 1st-level snacks. These snacks still grant their benefits but do not satisfy hunger.

Perpetual Potency (11th Level):

Choose two common 5th-level or lower snacks. These snacks still grant their benefits but do not satisfy hunger.

Greater Field Discovery (13th Level):

Whenever you provide a meal during daily preparations, you and your allies now receive twice as many temporary hit points. Additionally, all snacks created using infused reagents grant temporary hit points equal to their item level when used.

Perpetual Perfection (17th Level)

Choose two common 11th-level or lower snacks. These snacks still grant their benefits but do not satisfy hunger.

New Alchemist Feats

HOME-COOKED MEAL

FEAT 1

ALCHEMIST

Whenever you provide a meal during daily preparations, you and your allies also recover a number of hit points equal to twice the meal's item level. Additionally, you may roll Crafting instead of Diplomacy to Make an Impression on a creature if you provide a snack or a meal for them.

HUNGER PANGS ◆

FEAT 4

ALCHEMIST MANIPULATE OLFATORY VISUAL

Requirements You are holding an item with the snack trait.

You show off your delicious snack by waving it around and wafting its aroma toward a creature within 30 feet. The creature must attempt a Will saving throw against your Class DC to resist the temptations. If the creature cannot eat food, it is immune to this effect.

Critical Success The target ignores your food and nothing happens.

Success The target is fascinated by your food until the start of your next turn or until you drop the food.

Failure Your snack looks so appetizing that they struggle to think of anything else. They are stupefied 1 and fascinated by the snack until the start of your next turn.

Critical Failure The target can't resist anymore and must spend its next turn attempting to get to your snack. They will not willingly move into any space that would cause them harm and will attempt to Disarm you of your food if they get close enough. They are also stupefied 1 and fascinated with your snack until the start of your next turn. If their fascinated condition ends for any reason, all other effects end as well.

POISON MIXOLOGIST

FEAT 4

ALCHEMIST

Prerequisite Toxicologist research field

Your digestible poisons are near untraceable and you apply them with subtle perfection. Ingested poisons you create gain a +2 circumstance bonus to your DC to counteract attempts against them.

Additionally, you may attempt the Steal action—using Crafting instead of Thievery—to attempt to apply poison to non-magical, non-alchemical food or drink instead of attempting to take an object, and has the following success and failure effects.

Success Onlookers do not realize you are mixing in a poison and assume it's an ingredient such as a dressing, condiment, or mixer.

Failure Onlookers realize you are doing something suspicious with the meal.

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Barbarian Instincts

Stone Instinct

Your rage imbues you with the power of the underground. Through a deep kinship with the rock and stone underneath your feet, you utilize this power to protect yourself as you plow through opposition, unimpeded. For you, the [Quaking Stomp](#) barbarian feat has a prerequisite of 16th level instead of 20th level.

Anathema

If you end your turn on a surface that isn't solid ground, you lose access to all of your stone instinct powers until you end a turn on solid ground. Additionally, if you're ever in an environment with little to no rock (such as being on a boat) you lose access to all stone instinct's benefits. Willingly choosing to spend time away from the earth is anathema to you.

Instinct Ability

When you rage, a thin layer of stone covers you, acting as a second skin. You gain twice the normal amount of

temporary Hit Points from your rage, and you do not take the -1 AC penalty from raging.

Specialization Ability (7th Level)

Increase the additional damage from Rage from 2 to 4 and gain a +1 status bonus to AC while raging. If you have greater weapon specialization, instead increase the additional damage from Rage to 8 and the status bonus to AC to +2.

Raging Resistance (9th Level)

You do not gain the effects of the Raging Resistance barbarian class feature. Instead, so long as you're raging, you gain the effects of a 6th level [stoneskin](#) spell except it does not have a duration and lasts until you stop raging. This is a magical effect with the abjuration trait, using your class DC as the spell DC. At 15th level, you gain the benefits of a 8th-level [stoneskin](#) spell instead.

New Barbarian Feats

DISRUPTING STOMP

FEAT 6

BARBARIAN PRIMAL RAGE EVOCATION

Prerequisites Stone Instinct

You stomp the ground with the force of a small earthquake. All creatures currently sustaining spells within a 15 foot emanation must make a Fortitude saving throw against your class DC. If they fail, their spell immediately ends. If you also have the Impressive Landing barbarian feat, you may add the effect of Disrupting Stomp to the Impressive Landing reaction.

IRONSKIN

FEAT 12

BARBARIAN PRIMAL RAGE

ABJURATION

Prerequisites Stone Instinct

Trigger An enemy hits you with an attack or you fail a saving throw against a spell or effect.

Requirements You haven't used this reaction since you last raged.

You brace yourself against the impending impact. Triple your physical resistance against the triggering attack, spell, or effect.



Bard Muses

Demise Muse

All things end, and that's what makes them beautiful. Your muse might be death itself or the journey toward it. It might be aging, the coming of winter, or a crushing sense of ennui. On the other hand, your muse might be the subversion of death: hope, struggle, or a clinging to life that twists your very nature and keeps you trapped in a state of liminality. If your muse is a creature, it might be a spirit, a psychopomp, or an undead. You gain the Danse Macabre feat and add *animate dead* to your spell repertoire.

DANSE MACABRE FEAT 1

BARD **METAMAGIC** **NECROMANCY**

Prerequisites demise muse

Your composition crosses the veil and reaches the departed like a call to the grave. Once per turn, when you Cast or Sustain a composition spell, you can Sustain *animate dead* as a free action.

Wild Muse

As a bard, your performances have a direct connection with the creatures of the land. You are attuned to the music of nature and the songs on the wind. When you play, wildlife listens. You gain the Wild Call feat and you add the *summon animal* spell to your repertoire as an occult spell.

WILD CALL ◆◆◆ FEAT 1

BARD

Prerequisites wild muse

You call out to nature to aid you in battle. Cast the *summon animal* spell. As part of the cast, you can cast a one action composition cantrip you know as a free action. The composition only affects the creatures summoned by your *summon animal* spell.

New Bard Feats

FUNERAL MARCH ◆ FEAT 2

BARD **METAMAGIC** **NECROMANCY**

Prerequisites demise muse

Trigger You cast *animate dead*

As you sing or dance, the dead arise and follow your lead like marchers in a black parade. You Cast a one action Composition Spell.

PRIMAL EXPANSION FEAT 2

BARD

Prerequisites wild muse

Your connection to nature gives you access to simple primal spells. Add two additional cantrips from the primal spell list to your repertoire as occult spells.

WILD PERFORMANCE FEAT 2

BARD

Prerequisites wild muse

You can rely on your ability as a performer to communicate with nature and wildlife. You can use Performance instead of Nature to Command an Animal and instead of Survival to Sense Direction. You also gain either Bonded Animal or Train Animal as a bonus skill feat (your choice) and can use Performance instead of Nature when using either of those feats. You can use your proficiency rank in Performance to meet the requirements of skill feats that require a particular rank in Nature or Survival.

GRIM ACCOMPANIMENT ◆ FEAT 4

BARD **CONCENTRATE** **METAMAGIC** **NECROMANCY**

Prerequisites demise muse

Requirements You have line of effect to a mostly intact corpse or a willing undead within 100 feet.

You direct the deceased so even they can sing or dance. If the next action you use is to Cast a Spell that is an emanation or has a range, the spell uses the corpse or undead creature as its origin point.

NATURE'S REPOSE FEAT 4

BARD

Prerequisites wild muse

Frequency once per day

You spend 10 minutes playing music that resonates with nature, to help you and your allies focus, and energize their bodies. Anyone listening to the ballad for its full duration gains temporary hit points equal to half your level. In addition, you and your allies gain a +2 status bonus to Perception and Survival checks while the melody is playing.

NATURE'S TEMPO FEAT 6

BARD

Prerequisites wild muse

The tempo of nature might seem unpredictable and chaotic to most, but to your ears it is a perfectly crafted melody. You learn the *nature's tempo* composition cantrip.

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NATURE'S TEMPO

CANTRIP 3

UNCOMMON BARD COMPOSITION EMOTION
ENCHANTMENT MENTAL

Cast ◆ verbal

Area 30-foot emanation

Duration 1 round

Allies within the area gain a +5-foot status bonus to their speeds for 1 round, while your foes gain a -5-foot status penalty to their speeds.

Heightened (7th) The bonus and penalty both increase to 10 feet.

RAPTUROUS FINALE ➡

FEAT 6

BARD

Prerequisites demise muse

Requirements One of your composition spells is currently in effect.

Trigger A creature you can see dies.

Frequency Once per day

Where others see a tragedy, you find bliss and jubilation. Your composition instantly ends, and you or one ally within 60 feet recover 1 Focus Point.

REQUIEM OF FIRE AND STEEL

FEAT 6

BARD

Prerequisites demise muse

The hymn of a destroyed nation a war march from a lost battle the incomplete masterpiece of a defunct troubadour. You use the artistry of the long gone to empower your allies against spiritual threats. You learn the *requiem of fire and steel* composition cantrip.

REQUIEM OF FIRE AND STEEL

CANTRIP 3

UNCOMMON BARD CANTRIP NECROMANCY

Cast ◆ verbal

Area 60 feet emanation

Duration 1 round

You play a song of unfinished business in order to bring an end to the restless. You and all allies in the area gain the benefits of the *ghost touch* property rune on weapon attacks and unarmed strikes.

Heightened (6th) You and your allies' spells also gain the benefits of the *ghost touch* property rune.

BEAST'S ACCELERANDO

FEAT 8

BARD

Prerequisites wild muse

You learn the *beast's accelerando* composition spell, which fills your natural allies with magical might.

BEAST'S ACCELERANDO

FOCUS 4

UNCOMMON BARD COMPOSITION CONJURATION
TRANSMUTATION

Cast ◆ verbal

Area 30-foot emanation

Duration sustained up to 4 rounds

All allied minions with the animal trait gains the elite adjustment.

UNSETTLING BEAST

FEAT 10

BARD

Prerequisites wild muse

You learn the *unsettling beast* composition spell, which gives the animals around you an unsettling aura.

UNSETTLING BEAST

FOCUS 5

UNCOMMON BARD COMPOSITION EMOTION
ENCHANTMENT MENTAL

Cast ◆ verbal

Area 30-foot emanation

Duration 1 minute

All allied minions with the animal trait gain an Unsettling Aura. The aura is a 5-foot emanation. Foes within the aura are frightened 1 and considered flat-footed to the animal. They can't reduce their frightened value below 1 while they remain in the aura.

OVERRULE DEATH

FEAT 14

BARD

Prerequisites demise muse

Death can be as poetic as it is primal for you, it is a strophe that never ends. You gain a +2 status bonus to saves against haunts, psychopomps, spirits, undead, and death effects and a negative resistance equal to your level.

HYMN OF GLORIOUS PERSEVERANCE

FEAT 16

BARD

Prerequisites demise muse

As long as you keep playing, death will not come. You gain the *hymn of glorious perseverance* composition spell. Increase the number of Focus Points in your focus pool by 1.

HYMN OF GLORIOUS PERSEVERANCE

FOCUS 8

UNCOMMON BARD COMPOSITION HEALING
NECROMANCY

Cast ➡ verbal

Range 60 feet

Trigger An allied creature within 60 feet would be reduced to 0 Hit Points or dies.

Duration Sustained up to 1 minute.

As long as you keep singing, bodies will not fall. If the creature was reduced to zero hit points, it recovers 1 Hit Point and gains 50 temporary Hit Points if the creature died, it comes back to life with 50 hit points and the undead trait. Either way, it cannot benefit from any healing effects until your composition ends. When the composition ends, or when the creature reaches 0 hit points again, it goes back to dying or becomes a corpse again, depending on its status prior to the spell.

Champion Causes & Tenets

Tenets of Companionship

While the Core Rulebook establishes the rules for champions of good, and the Advanced Player's Guide establishes their opposite in the champions of evil, there are champions that do not gain their divine power from a god, but from a devotion to their allies. These champions exemplify the driving powers of rivalry, tutelage, and love, bettering themselves not for a god but for those they keep dear to their heart. A champion that follows the tenets of companionship is not bound to the tenets of good or evil, even if their alignment would overlap with one of them.

Unlike a champion of good or evil, a champion following the tenets of companionship does not choose a deity, does not become trained in their deity's divine skill, and does not have access to their deity's favored weapon if it is uncommon. Instead, a champion following the tenets of companionship becomes trained in one skill that at least one of their allies is trained in, and chooses either one culture that one of their allies is from or one organization that one of their allies belongs to. They gain access to uncommon items as if they were from that culture or a member of that organization. If such a champion follows a deity, they can still select feats that reference said deity so long as they meet the prerequisites, such as Deity's Domain.

All champions devoted to companionship must follow the following tenets.

- You must never intentionally cause harm to an ally.
- You must never put the desires of a neutral party or enemy over an ally's needs.

Challenger Cause

You are driven to push your allies past their failures, reminding them to grit their teeth, rub some dirt in it, and live to fight another day. You gain the Intensify

Drive champion's reaction and the *heart pulse* devotion spell.

After the tenets of companionship, add the following tenet:

- You must be an example for your allies to better themselves.

Instructor Cause

You are determined to share your knowledge with your peers, putting your teachings at the service of the greater good. You gain the Learning Experience champion's reaction and the heart pulse devotion spell.

After the tenets of companionship, add the following tenet:

- You must teach your allies how to tackle problems they don't know how to face.

Paramour Cause

You are both a lover and fighter, and to you, there is no cause more noble than fighting for love. You gain the Consoling Comfort champion's reaction and the heart pulse devotion spell.

After the tenets of companionship, add the following tenet:

- You must comfort your allies through defeat and celebrate them through victory.

HEART PULSE

FOCUS 1

UNCOMMON CHAMPION ENCHANTMENT

Cast ♦ somatic

Range touch; **Targets** 1 willing creature

Duration 3 rounds

You pour some of your heart's drive into your companion. The target gains fast healing 2. At the start of every turn, you can choose to lose up to 2 hit points to heal the target for an equivalent amount.

Heightened (+1) the fast healing increases by 2 and the maximum number of hit points you can lose to heal the target increases by 2.

Champion's Reactions

The special reactions for companionship causes are detailed below.

CONSOLING COMFORT 2

CHAMPION

Trigger An ally within 15 feet would take mental damage or fail a saving throw against a mental effect.

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You console your ally through their struggles. If the trigger was taking mental damage, the triggering ally gains resistance to mental damage equal to 2 + your level against the triggering damage. If the trigger was failing a saving throw against a mental effect, the triggering ally gains a +2 status bonus to the triggering saving throw, which can turn a failure into a success.

INTENSIFY DRIVE

CHAMPION

Trigger An ally within 15 feet fails (but not critically fails) an attack roll or saving throw.

You use your passion to remind your ally of what's worth fighting for. The triggering ally can add a +2 status bonus to the triggering check, potentially turning a failure into a success. You may spend a Focus Point as part of this reaction to allow them to roll the check again instead, taking the better of their two results, this effect has the fortune trait.

LEARNING EXPERIENCE

CHAMPION

Trigger An ally within 15 feet fails an attack roll or saving throw.

You let your ally's mistakes flow into a lesson on what not to do. The triggering ally gains a +1 status bonus to attack rolls and saving throws until the end of their next turn.

Divine Ally (3rd)

If you are a champion following the tenets of companionship and choose a blade ally, you can choose the following property runes: cunning, returning, or shifting.

Divine Smite 9th

Your champion's reaction improves as follows.

Consoling Comfort The triggering ally gains temporary hit points equal to half your level that last for 1 round.

Intensify Drive The triggering ally gains temporary hit points equal to half your level that last for 1 round.

Learning Experience The triggering ally gains temporary hit points equal to half your level that last for 1 round.

Exalt 11th

Your champion's reaction improves as follows when you gain the exalt class feature at 11th level.

Consoling Comfort All of your allies within 15

feet gain resistance to mental damage equal to 1 + half your level and a +1 status bonus to saves against mental effects for 1 round.

Intensify Drive All of your allies within 15 feet gain resistance to positive and negative damage equal to 1 + half your level and a +1 status bonus to saves against death and incapacitation effects for 1 round.

Learning Experience All of your allies within 15 feet gain resistance to physical damage equal to 1 + half your level for 1 round.

New Champion Feats

ADEPT LESSON

FEAT 1

CHAMPION

Prerequisites instructor cause

Your lessons serve many purposes. When you use the Learning Experience reaction, choose one skill you're trained in. The status bonus from Learning Experience also applies to checks made with that skill.

COMPOUND CONSOLATION

FEAT 1

CHAMPION

Prerequisites paramour cause

The soothing effect of your comfort knows no bounds. When you use Consoling Comfort with "An ally within 15 feet would take mental damage" as a trigger, the triggering ally gains a +1 status bonus to saving throws against mental effects for 1 round when you use Consoling Comfort with "An ally within 15 feet would fail a saving throw against a mental effect" as a trigger, the triggering ally gains resistance to mental damage equal to 1 + half your level for 1 round. Both these additional benefits apply after the triggering event is resolved.

INTENSIFY ODDS

FEAT 1

CHAMPION

Prerequisites challenger cause

When you spend a focus point to allow your ally to re-roll their failed attack roll or saving throw, they may also add a +1 status bonus to their re-roll. At 7th level, this bonus increases to +2.

STEED'S REACTION

FEAT 4

CHAMPION

Prerequisites steed divine ally, champion's reaction

The divine bond with your steed allows it to react with the powers of your faith. For the purposes of calculating the range for your champion's reaction you can treat your steed divine ally as the point of origin so long as it is within 15 feet of you. If the reaction would allow you to Strike, your mount Strikes instead.

Cleric Doctrines

Crusader

You are the arm of your deity's church, fighting for their edicts, defending their holy places and punishing those who go against their beliefs.

First Doctrine (1st)

You are trained in light and medium armor, and you have expert proficiency in Fortitude saves. You gain the Sacred Strike cleric feat.

Second Doctrine (3rd)

You become trained in martial weapons.

Third Doctrine (7th)

Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

Fourth Doctrine (11th)

You gain expert proficiency with your deity's favored weapon and unarmed attacks.

Fifth Doctrine (15th)

Your proficiency rank for Fortitude saves increases to master. When you roll a success at a Fortitude save, you get a critical success instead.

Final Doctrine (19th)

Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

Theologian

You have dedicated your time to study every manuscript and divine writing about your deity as well as its attributes and perfections. You have discovered how to get the most out of your Divine Font.

First Doctrine (1st)

The time you have spent in the exhaustive study of religions has given you knowledge that none of your fellow clerics have gained. You gain the Student of the Canon skill feat and the Divine Insight feat. Each time you obtain a new doctrine, you gain a skill feat related to Religion or to the Divine Skill of your deity. You gain the [Harmful Hands](#) cleric feat if you chose the Harmful Font as your Divine Font, or the [Healing Hands](#) cleric feat if you chose the Healing Font.

Second Doctrine (3rd)

Your proficiency rank for Fortitude saves increases to expert.

Third Doctrine (7th)

Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

Fourth Doctrine (11th)

You gain expert proficiency with your deity's favored weapon and unarmed attacks. When you critically succeed at an attack roll using your deity's favored weapon, you apply the weapon's critical specialization effect use your divine spell DC if necessary.

Fifth Doctrine (15th)

Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

Final Doctrine (19th)

Your proficiency ranks for divine spell attack rolls and spell DCs increase to legendary.

New Cleric Feats

DIVINE INSIGHT FEAT 1

CLERIC | CONCENTRATE | FORTUNE

Trigger You fail or critically fail a Recall Knowledge check using Religion or the Divine Skill of your deity.

Frequency Once per hour

Your deity whispers in your ear some knowledge that lies within you that you thought you had forgotten. Reroll the Recall Knowledge check and use the new result.

HEALING GESTURE FEAT 1


CLERIC

Prerequisites healing font

Divine power flows through you quickly to heal the wounds of your allies. You gain the *healing gesture* focus spell. Increase the amount of focus points in your pool by 1.

HEALING GESTURE FOCUS 1

UNCOMMON | CLERIC | HEALING | NECROMANCY | POSITIVE

Cast  somatic

Trigger You or an ally takes damage

Range 60 feet; **Targets** the triggering creature

With a quick gesture you fill the target with healing energy. The target regains 4 Hit Points. The target may also attempt a DC 11 flat check immediately to end a single persistent damage effect they are suffering from.

Heightened (+1) Increase the healing by 4.

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SACRED STRIKE ♦♦

FEAT 1

CLERIC

Prerequisites Crusader or Warpriest Doctrine

Requirements You are wielding your deity's favored weapon.

Cost Expend a *harm* or *heal* spell.

You channel the power of your deity through your weapon. You make a Strike using your Divine spell attack roll modifier. Your Strike deals damage of an alignment type that matches one of your deity's alignment components instead of its normal weapon damage type. This attack gains the trait corresponding to the chosen alignment.

Special If you have the Channel Smite feat, you may use your spell attack roll modifier on Channel Smite as well.

GUIDING HEALING ♦

FEAT 2

CLERIC | CONCENTRATE | METAMAGIC

Prerequisites healing font

When focused, your healing grants divine inspiration to your allies. If your next action is to cast the one- or two-action version of *heal* the target of the spell also gains a +1 status bonus to AC, saves, and attack rolls until the end of your next turn.

PRAYER FOR AID

FEAT 2

CLERIC

When you prepare to Aid an ally, you may pray to your deity to guide their hand. When you later use the Aid reaction you may roll Religion instead of the normal skill check. Aiding in this manner adds the auditory, divine, and enchantment traits to your Aid reaction and the action used to prepare to Aid. You automatically critically fail to Aid creatures that actively commit anathema to your deity or to Aid actions that your deity would consider anathema.

GUARDBREAK ♦

FEAT 4

CLERIC | PRESS

Requirements you are wielding a shield

Raising your shield high to blindside your opponent, you create an opportunity to strike true. Your next melee strike treats the target as flat-footed.

DIVINE STRIKE ♦♦♦

FEAT 10

CLERIC | METAMAGIC | NECROMANCY

Prerequisites Channel Smite or Sacred Strike, expert with your deity's favored weapon

Requirements You are wielding your deity's favored weapon

Frequency Once per day

You channel a divine spell into your deity's favored weapon to deliver a combined divine attack. You Cast a Spell that takes 1 or 2 actions to cast and requires a spell attack roll using one of your Cleric spell slots. The effects of the spell don't occur immediately but are imbued into your attack instead. Make a Strike with the required weapon. Your spell is coupled with your attack, using your attack roll result to determine the effects of both the Strike and the spell.

DIVINE CERTITUDE

FEAT 12

CLERIC

Prerequisites Divine Insight

Your extensive study of your canon is rewarded by the divine. When you roll a Recall Knowledge check using Religion or the Divine Skill of your deity, you treat failures as successes.

Druid Orders

Growth Order

You strive to return nature to its purest form. Nature, in turn, grants you the ability to close wounds, heal poisons, and restore your surroundings to wilderness.

You are trained in Medicine. You also gain the Natural Symbiosis druid feat. You gain the rampant growth order spell, and you increase the number of Focus Points in your focus pool by 1. Causing needless death and decay of the natural world or allowing such deeds to go unpunished is anathema to your order. This does not prevent you from defending yourself against aggressive flora or fauna.

RAMPANT GROWTH FOCUS 1

UNCOMMON CONJURATION DRUID PLANT

Cast ◆◆ somatic, verbal

Area 15-foot emanation

Duration 3 rounds

Calling upon the primal power of growth, you invigorate your allies' natural healing. You and all allies within range gain Fast Healing 2 for the duration of the spell.

Heightened (+1) The Fast Healing increases by 2

New Druid Feats

NATURAL SYMBIOSIS FEAT 1

DRUID

Prerequisites growth order

Just like you take care of nature, nature takes care of you. You may use Nature instead of Survival when you roll to Track, Cover Tracks, and to Subsist in the wilderness. Additionally, you gain the *tanglefoot* cantrip as a primal innate spell.

RESTORE NATURE FEAT 4

DRUID

Prerequisites growth order

You wield natural growth as a weapon. You gain the restore nature order spell. Increase the number of focus points in your focus pool by 1.

RESTORE NATURE FOCUS 2

UNCOMMON CONJURATION DRUID PLANT

Cast ◆◆ somatic, verbal

Range 120 feet; **Area** 20-foot burst

You swiftly call upon nature to reclaim a portion of land. All

creatures within the area must attempt a basic Reflex save 1d6 bludgeoning and 1d6 piercing damage as vines and roots surround and assault them. Creatures who critically fail their saving throw also become restrained by the vines until the end of your next turn.

Heightened (+2) The bludgeoning and piercing damage increase by 1d6 each.

WILD SPEAKER FEAT 4

DRUID

Prerequisite Animal or Wild Order

You constantly have the effects of *speak with animals* as a 2nd-level innate primal spell. You gain a +2 circumstance bonus to Diplomacy checks to Make a Request of animals while this spell is active.

ACCELERATE GROWTH FEAT 8

DRUID

Prerequisites growth order

Healing through growth, you cause wounds to mend faster. You gain the *accelerate growth* order spell. Increase the number of Focus Points in your focus pool by 1.

ACCELERATE GROWTH FOCUS 4

UNCOMMON DRUID HEALING NECROMANCY POSITIVE

Cast ◆◆

Range touch; **Targets** 1 willing living creature

Duration 1 minute

Whenever the target would regain hit points from any source, they regain 4 additional hit points. The target also reduces the DC to remove persistent damage from 15 to 11.

Heightened (+1) Increase the additional hit points gained by 1

RAPID SHAPE FEAT 8

DRUID

Prerequisite You can cast wild shape

You take the form of a beast with phenomenal speed. Once per day when you cast *wild shape* you may do so as a single action instead of the normal two actions.

AS MUTABLE AS NATURE ◆ FEAT 12

DRUID

Prerequisite wild shape

Requirements You are currently under the effects of *wild shape* which has an original duration of 1 minute

Your shape is as mutable as nature itself, able to shift and change at a moment's notice. You change your form to another that you have access to. When you use this action you reduce the duration of wild shape by 1 round.

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Gunslinger Ways

Way of the Screaming Gun

Gunshots are music to your ears and you use your firearm as an instrument just as much as a deadly weapon.

Slinger's Reload Screaming Reload

Deeds *Initial* Opening Scream *Advanced* Ringing Shot *Greater* Screeching Cry

Way Skill Intimidation

Slinger's Reload

SCREAMING RELOAD ◆

GUNSLINGER

You yell at a creature to stay away as you reload your weapon. You make an Intimidation check to Demoralize against a creature within 30 feet of you. You then Interact to reload.

Initial Deed

OPENING SCREAM ◆

GUNSLINGER

Requirements You have not made a Strike with a firearm or a crossbow since you rolled initiative.

Your opening shots scare even the most seasoned combatants. Make a ranged Strike with a firearm or a crossbow in addition to the normal effect of the Strike, compare the attack roll against the Will DC of the creature. On a success, the creature is frightened 1, or frightened 2 on a critical success.

Advanced Deed 9th

RINGING SHOT ◆

GUNSLINGER

Requirements You are wielding a firearm or crossbow

Your shot leaves a loud ringing sound in the ear of its target. Make a ranged Strike with a firearm or a crossbow. It deals sonic damage instead of its normal damage type. In addition, if your Strike is a critical success, the target is deafened until the start of your next turn.

Greater Deed 15th

SCREECHING CRY ◆◆◆

GUNSLINGER

You let your weapon make as much sound as possible, causing chaos on the battlefield. Make a Strike with a firearm or a crossbow. Every creature with 30 feet

who can hear the shot must attempt a Fortitude saving throw the DC for this save is equal to the attack roll of the Strike. **Critical Success** The creature is unaffected.

Success The creature is deafened for 1 round.

Failure The creature is deafened for 1 minute and confused for 1 round.

Critical Failure The creature is deafened for 1 minute and confused for 1 minute. It can attempt a new saving throw at the start of its turn to shake off the confusion.

New Gunslinger Feats

CONTINUOUS SCREAM ◆ FEAT 6

GUNSLINGER

Prerequisites way of the screaming gun

Requirements You are wielding a loaded firearm or crossbow

The sound of your weapon going off can leave a lasting impact on your targets. Make a Strike against a frightened creature. On a success, the target cannot reduce their frightened condition below 1 on their next turn. On a critical success, the creature's frightened condition also increases by 1.

WARNING SCREECH FEAT 14

GUNSLINGER

Prerequisites way of the screaming gun, Warning Shot

Your warning shots are so loud they can silence an entire crowd. When you use the Warning Shot action, you can compare the result of your Demoralize check against each creature within 30 feet who can hear the shot instead of a single creature.



New Inventor Feats

ELEMENTAL OVERDRIVE

FEAT 2

INVENTOR

Prerequisites Variable Core

After discovering the effectiveness of the adjustments you have made to your innovation, you apply the same changes to your body gizmos. During your daily preparations, select acid, cold, electricity or fire. While you are in overdrive, the additional damage you inflict is of the chosen type.

OBSCURING SMOKE ◆◆

FEAT 2

INVENTOR MANIPULATE

The internal gears of your innovation begin to create small combustions inside, producing a thick black smoke. All at once, you release the smoke in a cloud that covers a 10-foot emanation around your innovation. Every creature within the cloud becomes concealed and treats creatures outside the cloud as concealed.

Unstable Function You push your innovation to its limits by accelerating its inner gears, overheating it. The inside of your innovation begins to release a large amount of smoke. Add the unstable trait to Obscuring Smoke. The area increases to a 20-foot emanation.

Special If your innovation is a minion, it can take this action rather than you.

POWER SURGE ◆◆

FEAT 4

INVENTOR FLOURISH OPEN

Prerequisites Overdrive

Requirements You are currently in overdrive.

You accelerate your body's mechanisms to propel you towards your foe in a straight line.. Stride twice, ignoring difficult terrain. If during your movement, you move through the space of a foe, you can make an Athletics check to Shove it.

ELECTROSTATIC WAVE ◆◆

FEAT 6

INVENTOR MANIPULATE UNSTABLE

Your innovation overloads itself with static energy, pulling living creatures towards you. Creatures within a 5-foot emanation must attempt a Fortitude save against your class DC.

Critical Success The creature is unaffected.

Success The creature's Speed is reduced by 10 feet.

Failure The creature becomes slowed 1 for 1 round.

Critical Failure The creature becomes slowed 2 for 1 round and slowed 1 for 1 minute.

Special If your innovation is a minion, it can take this action rather than you.

DETONATION SYMPHONY

FEAT 8

INVENTOR

Prerequisites you can use the Explode action

Your explosions go on and on, blasting the percussive sounds of combat and mishap. When you choose to Explode and fail the unstable flat check you can have the explosion repeat. When you do so at the start of each of your turns your innovations explodes again, dealing 2d6 less damage than the previous explosion; this effect lasts until the damage is reduced to 2d6 or less.

WE SEE YOU ◆◆

FEAT 8

INVENTOR MODIFICATION

Prerequisites construct innovation

Frequency Once per hour

Your innovation anchors itself to the ground and begins to emit an echolocation pulse. It becomes immobilized and invisible objects and creatures within a 20-foot emanation appear as blurred figures, becoming concealed instead of invisible. It takes one action for the construct to free itself and regain mobility, ending the effect. If the construct takes any damage, the effect ends immediately and your construct regains mobility.

Unstable Function Your innovation's sensors are supercharged to increase their accuracy. Add the unstable trait to We See You. As part of this activity, you can use the Seek action as a free action.

Special If your innovation is a minion, it can take these actions rather than you.

COME CLOSER! ◆◆

FEAT 10

INVENTOR

Prerequisites armor or construct innovation

You implemented a core to your innovation capable of spinning fast enough to generate its own gravity field. Creatures within 15 feet of you must attempt a Reflex save against your class DC.

Critical Success The creature is unaffected.

Success The creature is pulled 5 feet towards you.

Failure The creature is pulled to a space adjacent to you.

Critical Failure As failure, but the creature is also flat-footed against your next melee Strike before the end of your next turn.

Special If your innovation is a minion, it can take this action rather than you.

REACTOR CORE ↻

FEAT 12

INVENTOR

Prerequisites Overdrive

Requirements You are currently in overdrive

Frequency Once per day

Trigger You would be reduced to 0 Hit Points but not immediately killed

You integrated an energy-storing core to your design to prepare for worst case scenarios. You avoid being knocked out and restore 4d8 Hit Points.

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Investigator Methodology

Inventors leverage the creativity of their inventions to achieve otherwise unattainable prowess. Here are a few additional options to add to your inventor.

Eldritch Methodology

You leverage mystic arts to help your investigations and specialize in detecting the unavoidable traces of magic left on crime scenes. You are trained in Arcana or Occultism, your choice, and you gain the wizard multiclass dedication if you chose Arcana or the psychic multiclass dedication feat if you chose Occultism you do not need to meet the level prerequisites for these dedications, but you must meet all other prerequisites. When you use the Devise a Stratagem action, you can make the substitution for a spell attack roll from a Cantrip instead of a Strike.

New Investigator Feats

STRATEGIC CASTING FEAT 4

INVESTIGATOR

Prerequisites eldritch methodology, basic spellcasting benefits

Your situational awareness and read of the battlefield allow you to conserve the few spells at your disposal for the most opportune moment. You can use the Devise a Stratagem action with spells which have the attack trait these spells must be cast from a spell slot granted by your Eldritch Methodology multiclass.

ANALYZE WONDERS FEAT 6

INVESTIGATOR

Your knowledge of magic extends to the identification of objects and their potential uses or dangers. Whenever you use your methodology chosen skill to Identify Magic or Recall Knowledge about an item with the magical trait, you treat your degree of success as one higher.

THE MORE YOU KNOW FEAT 8

INVESTIGATOR

Trigger You deal precision damage from your Strategic Strike class feature to a creature that can cast spells.

Being this close to your opponent, you can feel the relent of magic surrounding them. The GM rolls a secret Recall Knowledge about the triggering creature for you. On a success, instead of the usual results, you can learn about spells the creature can cast.

Critical Success You learn about three spells the creature has prepared or in its repertoire.

Success As critical success, but you only learn about two spells

Failure You do not learn anything about the spellcasting ability of the creature

Critical Failure You learn about two spells the creature does not have prepared or that aren't in its repertoire.

TRICKY ANALYSIS FEAT 8

INVESTIGATOR

Prerequisites trained in Arcana, Nature, Occultism, or Religion

Your knowledge of magical artifice grants you insights of how to use them. You gain the Trick Magic Item skill feat.

In addition, when you Devise a Stratagem, you may choose a magic item you're wearing or holding instead of a creature. When you roll for your Stratagem, you may use the result of the roll to use Trick Magic Item as a free action on the chosen item.

Once you attempt a Stratagem on a magic item, you may not do so on that item again until your next daily preparations.

ELDRITCH CALCULATION FEAT 10

INVESTIGATOR

Prerequisites The more you know

Knowledge of the casting abilities of your foes allow you to prepare for what's to come. You gain a +2 circumstance bonus to AC and saving throws against spells you have learned about using The More You Know.



Magus Hybrid Studies

Crimson Torrent

UNCOMMON

The art of blood magic—a rare form of vitamancy—is as old as folklore and as dangerous as any fiendish pact. Although most who meddle with it end up lost in dark paths, those who can seize the strength of their bodies and minds to endure its implications may end up finding more power within themselves that others could barely aspire to have. As a magus of the crimson torrent, you have learned to employ your blade as a conduit between your own life force and that of your enemies.

While in Arcane Cascade, whenever you hit a creature with a piercing or slashing melee weapon, you recover an amount of Hit Points equal to half your level (rounded up). Additionally, while in Arcane Cascade, you can use crimson torrent actions with the Vitamancy trait.

Conflux Spell *injuring strike*

Studious Spell (7th) *death knell*

Studious Spell (11th) *life connection*^{SoM}

Studious Spell (13th) *morass of ages*^{DA}

INJURING STRIKE

FOCUS 1

UNCOMMON NECROMANCY MAGUS

Cast ◆ verbal; **Requirements** You are wielding a piercing or slashing melee weapon.

With a single hit, you doom your enemy to lose its vitality continuously. Make a melee Strike with the required weapon. If it hits, it deals an additional 3 points of persistent bleed or negative damage (your choice). If it critically hits, the DC to end the persistent damage increases to 17.

Heightened (+1) The damage increases by 1.

VITAMANCY

Vitamancy actions are a special type of action reserved to practitioners of this lost art. To use an action with the vitamancy trait (page 20), you must spend a number of Hit Points determined by your level. As a magus your vitamancy actions have the arcane trait. See the full rules on vitamancy on pages 20 and 21.

Goliath's Bane

You know how to hold your ground, keeping spell and sling ready and refusing to budge against the mightiest foes. When you use Spellstrike, you can make a ranged Strike with a sling, as long as the target is within the first range increment of your sling. You can deliver the spell even if its range is shorter than the range increment of your sling. When you enter Arcane Cascade and at the start of each of your turns while you're in that stance, if you have taken no actions with the move trait since the start of your last turn, the range increment of slings you wield increases by 10 feet and they gain the deadly d10 trait.

Conflux Spell *pushback*

Studious Spell (7th) *dispel magic*

Studious Spell (11th) *slow*

Studious Spell (13th) *stoneskin*

PUSHBACK

FOCUS 1

UNCOMMON DIVINATION MAGUS

Cast ◆ somatic

Area 15-foot cone

Requirements You are wielding a sling

Make a ranged Strike with a sling against a creature within your first range increment. If the Strike hits, every creature within a 15 foot cone must succeed a Fortitude saving throw against your spell DC. The cone must include the target of the Strike, originate from a square adjacent to it, and face away from you.



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Critical Success The creature is unaffected
Success The creature is pushed back 5 feet
Failure The creature is pushed back 10 feet
Critical Failure The creature is pushed back 10 feet and falls prone

New Magus Feats

BLOOD-FUELED FOCUS ♦ FEAT 4

MAGUS METAMAGIC VITAMANCY

Prerequisites crimson torrent hybrid study
Requirements You have 0 Focus Points.

When you've exhausted your reservoir of magic, you can still exercise your power by paying with your life. If your next action is to Cast a conflux spell, you don't need to pay a Focus Point to cast it. You cannot use Blood-Fueled Focus again until you have gained a Focus Point, such as with the Refocus action.

GEODE SPELLSTRIKE ♦♦ FEAT 4

MAGUS

Prerequisites goliath's bane hybrid study, Spellstrike
Requirements You are in Arcane Cascade stance and your Spellstrike is charged.

Your sling stones might not seem like much, but they contain magical potential. Make a Spellstrike with a sling. Foes adjacent to the target take splash damage equal to 2 plus the bonus damage granted by Arcane Cascade. The damage type is the same as your Arcane Cascade damage if the spell already deals splash damage of the same type, combine the damage together before applying weaknesses or resistances.

HOLD THE LINE ♦

FEAT 4

MAGUS OPEN

Prerequisites goliath's bane hybrid study,
Requirements You are in Arcane Cascade and you have taken no action with the move trait since the beginning of your last turn.

Make a Strike with a sling against a creature within your first range increment. On a hit, the creature is pushed back 5 feet, or 10 feet on a critical hit.

GIANT KILLER FEAT 6

MAGUS

Prerequisites goliath's bane hybrid study, spellstrike

Nothing invigorates you like striking down a foe with a well placed blow. When you are in Arcane Cascade and you critically hit a creature that is Large or larger with a sling, you recharge your Spellstrike.

VITAL CASCADE ↻ FEAT 8

MAGUS VITAMANCY

Prerequisites crimson torrent hybrid study
Requirements You Cast a Spell or make a Spellstrike

You use the opportunity of your spell casting to enter your stance, expending some life force to accelerate the process. You enter Arcane Cascade.

CRUENTUS SURGE ♦ FEAT 10

MAGUS METAMAGIC VITAMANCY

Prerequisites crimson torrent hybrid study, *injuring strike* conflux spell

You can expel necromantic energy through your weapon to expand its reach into a wide slash or a deep thrust. If your next action is to Cast *injuring strike*, you can compare the Strike against the AC of every creature within the area if you are wielding a Piercing weapon, the area is a 15-foot line, if you are wielding a Slashing weapon, the area is a 10-foot cone. If your weapon has the Versatile P or Versatile S traits, you choose the area type.

GROUNDLED GUMPTION FEAT 10

MAGUS

Prerequisites goliath's bane hybrid study

Your drive to succeed keeps you sturdy. When you end your turn in Arcane Cascade and have not taken an action with the move trait since the start of your turn, you gain temporary hit points equal to 2 + your Intelligence modifier and a +2 circumstance bonus to your checks and DCs against effects that would move you against your will or inflict the controlled or prone condition.

Monk Feats

Shadow Boxing Stance

Shadow boxing is one of the core pillars of martial arts training. But some monks have mastered the art to a whole new level. Their shadow boxing is so effective it can deal some very real damage, and their actual shadow is just as much a threat as they are.

SHADOW BOXING INITIATE FEAT 4

MONK

Prerequisites Ki spells

Your shadow becomes an extension of your fists. You gain the *shadow boxing stance* ki spell. Increase the number of Focus Points in your focus pool by 1. While entering the stance is a ki spell, the shadow punch Strikes it grants are not.

SHADOW BOXING STANCE FOCUS 2

UNCOMMON EVOCATION MONK SHADOW STANCE

Cast ◆ somatic

Duration until you leave the stance

You adopt the stance of shadow boxing. You can make shadow punch Strikes. These deal 1d6 mental damage are in the brawling group and have the unarmed, grapple, reach and finesse trait. You must have a shadow to use the shadow boxing stance, meaning you cannot be in total darkness.

THROAT PUNCH ◆ FEAT 4

FLOURISH MONK

You know that a silent foe is one who can call for neither aid nor magic. Make a Strike against a creature in your reach. If you hit the creature it cannot speak above a whisper. It must succeed a DC 5 flat check (DC 15 on a critical hit) or lose any action that requires speech before the end of your next turn.

CASTING SHADOW FEAT 8

MONK

Prerequisites Shadow Boxing Initiate

You can project your shadow away from you, extending the reach of your shadow boxing. You gain the *casting shadow* ki spell.

CASTING SHADOW FOCUS 4

MONK

Cast ◆ somatic

Requirements You are in shadow boxing stance

Range 20 feet

Duration 1 minute

You throw your shadow into an unoccupied space up to 20 feet away. You can make shadow punch Strikes as though you were occupying the space of your shadow. If a creature would enter the space occupied by your shadow, your shadow retreats and this effect ends.

FLURRY OF SHADOWS FEAT 10

MONK

Requirements Shadow Boxing Initiate

Attacks with your shadow suffer no resistance, allowing you to incorporate more attacks into each combo. Whenever you use Flurry of Blows while in shadow boxing stance, you can make three shadow punch Strikes against a single target instead of two unarmed strikes. If more than one Strike hits, combine their damage for the purpose of resistances and weaknesses.

FLANKING SHADOW FEAT 12

MONK

Prerequisites Casting Shadow

Your shadow is just as dangerous as you are, and you can deliver blows from both body and silhouette indistinctly. Whenever you use the Casting Shadows action, you are threatening the space your shadow occupies as well as your own.

SHADOW SWAP FEAT 14

MONK

Prerequisites Casting Shadows

You gain the *shadow swap* ki spell.

SHADOW SWAP FOCUS 7

MONK TELEPORTATION

Cast ◆ somatic

Requirements Your shadow is in a different space than yours.

Your connection to your shadow is unparalleled. You swap spaces with your shadow. If this would bring another creature with you—even if you are carrying it in an extradimensional container—the effect fails and the action is wasted.

UNHINDERED FLURRY FEAT 20

MONK

Your attacks flurry has quickened to the point that it seems all your attacks hit simultaneously. Whenever you use Flurry of Blows, all attacks are made using your current multiple attack penalty. All Strikes made during your Flurry of Blows only count as one attack when calculating your multiple attack penalty. Additionally, before each unarmed Strike you make during your Flurry of Blows, you may Step as a free action.

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Oracle Mysteries

Catastrophe Mystery

You have been cursed to be the cause of the next apocalypse. This might be the effect of a punishment by the gods, a reward for your faithful worship of a destructive deity or simply undeserved misfortune. But one thing is certain, everywhere you go, you leave catastrophe in your wake.

How you perceive your destiny is up to you. You might be desperate to contain the catastrophe within you as best you can, or you might see it as a necessary evil for the greater good, eager to allow a new world to rise from the ashes.

Mystery Benefit You are shielded from the destruction you cause. Choose one damage type among the following: acid, bludgeoning, cold, electricity, fire, sonic or negative; this type is your catastrophe damage type. You gain resistance equal to half your level (minimum 1) to that damage type and weakness 2 to every other listed type.

Trained Skill Intimidation

Granted Cantrip *warp step*

Revelation Spells initial: *commence the catastrophe*; advanced: *inevitable catastrophe*; greater: *unleash catastrophe*

Related Domains destruction, nightmares

Curse of the Apocalypse

It may not be by your hand that the world will end, but you are a herald of what is to come should things end not with a whisper, but with a bang. Omens of dire circumstance seem to follow you everywhere, clouds that look like skulls, silent ravens perched, watching, milk sours and the earth seems to rumble a little to

often for comfort around you.

Minor Curse You engage upon the path to catastrophe. Each time you take a certain action, consult the catastrophe table for the result. If two actions would come into conflict with each other, you choose which is implemented.

Moderate Curse You can choose an additional damage type as your catastrophe damage. You gain resistance to this new damage type and whenever you would deal catastrophe damage, you can split the damage between both types however you see fit. Your mystery weaknesses increase to 4. You also gain the effects listed under moderate curse on the catastrophe table.

Major Curse You can choose a third damage type for your catastrophe damage and the weaknesses increase to 8. You also gain the effects listed under major curse on the catastrophe table.

Creation Mystery

The spark of creation is something many divine beings share, and you are one such spark run amok. Whether your power comes from a god of crafts and creations, from interplanar constructs, astral inspiration, or spirits of master crafters matters none; you are a maker in your own right, you create. You must create!

Mystery Benefit Everything you make is more substantial, illusions you create are quasi-real. The DC to identify your illusions purely through interacting with them increases by 2. This does not affect the DC when a creature actively uses Seek against your illusions. Anything you create that has a hardness, whether permanent or temporary, through Crafting or magic, increases its Hardness by 1, its BT by 2 and its HP by 4.

Trained Skill Crafting

Granted Cantrip *prestidigitation*

Revelation Spells Initial: *creator's mark*; advanced: *shed tool*; greater: *masterworks*

Related Domains change, creation

Catastrophe Table

Action	Minor Curse	Moderate Curse	Major Curse
Move	Each time you use an action with the move trait, you treat your movement as difficult terrain.	Each time you use an action with the move trait, spaces you move through become difficult terrain for 1 minute.	Spaces you move through are now greater difficult terrain.
Deal damage	When you roll damage against an object or creature, you lose a number of hit points equal to the number of damage dice rolled. This happens only once per effect, even if multiple creatures or objects are damaged.	Whenever you deal damage to a creature or an object, you deal an extra damage die. The extra damage is the same type as your catastrophe damage and the same die size as the highest die size rolled.	The additional damage from your curse becomes two dice instead.
Inflict a condition with a value	When you inflict a condition with a value to a creature, roll a DC 10 flat check. On a failure, you gain the same condition with the same value. If you inflict a condition on multiple creatures, use the greatest value you inflicted.	Conditions with a value you inflict to a creature increase their value by 1.	The DC for the flat check is reduced to 5 instead of 10.

Curse of the Creator

You are filled with the will and inspiration to create, but it can be utterly distracting at times. Acts of creation around you gain a subtle sense of beauty, the ringing of hammers becomes like a symphony of bells, pigments become more vivid, music flows around you in dancing color, and the written word becomes sharper and more evocative. However, everywhere you look, you see unfinished schemata, unlabeled measurements, and other stimuli that give you only the barest hint as to how everything is made.

Minor Curse The schemata, musical colors, and other stimuli become overwhelming, overlaying and overlapping themselves. You are fascinated by these schemata, though this condition does not end when you or your allies are threatened. However, you can spend an action to focus on the Schemata for a specific object, creature, or effect. That target becomes the subject of your fascinated condition until the end of your next turn. If the target is hidden or you are unsure of their location, you can Seek as part of this action without the penalty from fascinated. If you are harmed by a creature or other effect, you can make them the subject of your fascination as a free action.

Moderate Curse The schemata become more comprehensive, you gain a +2 status bonus on Intelligence and Wisdom skill checks against the subject of your fascination. If you roll a 19 on an attack roll against the subject of your fascination, and the result is a success, you get a critical success instead. The status penalty to Perception and skill checks from the fascinated condition becomes -3.

Major Curse The status penalty from the fascinated condition becomes -4. The schemata of larger objects begin to teeter on the boundary between real and perceived. Whenever you Cast a Spell that takes at least 2 actions to cast, you tip the balance, bringing your vision into reality. Within the range of the spell you cause a wall to extend from a solid surface adjacent to one target of the spell or the area of effect if there were no targets. This wall is 5 feet wide per spell level, 5 feet tall, 1 inch thick, and made of the same material as the surface it sprung from. Its hardness is determined by the material it is made of (GM's discretion). Each 5-foot section has 5 HP per spell level, or 2 per spell level if the spell was a cantrip. The wall lasts 1 round per spell level or 1 round if the spell was a cantrip. You can shape the wall's path, placing each 5-foot section of the wall on the border between squares. The wall doesn't need to stand vertically, so you can use it to form a bridge or set of stairs, for example. You must conjure the wall in an unbroken open space so its edges don't pass through any creatures or objects, you can spend an additional 5 feet of wall to increase the height of a section of the wall by 5 feet.

Prophetic Mystery

The future is something even deities struggle to perceive with any clarity. By some twist of fate, you can rival the frequency of their attempts, if not their accuracy, though at what cost? Is the future worth knowing if you cannot

change it? Is it the jealousy, wrath, or simply the humor of the gods which make you unheard and dismissed? Perhaps time itself fights your efforts, or is it just that those who would hear you cannot bear the truth? Regardless, the future is known; whether it is mutable or not is for you to discover.

Mystery Benefit Your ability to divine the future is pathological, infused into all of your divinations. When you Cast a Spell with the divination trait, you gain a tiny glimpse of what is to come. Until the end of your next turn, your next skill check, saving throw, or attack roll gains a +1 circumstance bonus. This is a divination and prediction effect.

Trained Skill Deception

Granted Cantrip *read the air*^{SoM}

Revelation Spells Initial: *sense futures*; advanced: *fraying fate*; greater: *sunder the weave*

Related Domains fate, time

Curse of the Wolf's Tongue

Despite your best efforts, you find it difficult to convince people of the things you have gleaned from the future. Regardless of the significance of your insight, your words feel weightless to most, wreathing you in an air of absurdity if not outright deception.

Minor Curse Your curse stabs at your words, bittering them to others. You suffer a -2 status penalty to Diplomacy checks and to any attempt to Aid others where your words play any role. All creatures automatically assume you are lying about the result of any divination you perform or information you obtain via magical means and must attempt a Sense Motive check against your spellcasting DC in order to realize you are telling the truth. If you are attempting to deceive them, they must Sense Motive against your Deception DC as normal. At the GM's discretion, allies who have spent an extended period of time with you (usually around a week) gain a +4 circumstance bonus to Sense Motive against your spellcasting DC and may do so as a reaction when you inform them of the result of your divinations.

Moderate Curse The status penalty becomes -3, and creatures attempting to Sense your Motive take a -2 circumstance penalty to do so. When you gain the circumstance bonus to your next skill check, attack roll, or saving throw from your mystery, willing allies who qualify as familiar for your minor curse in a 30-foot emanation also gain the +1 circumstance bonus to their next qualifying roll. This is a divination and prediction effect.

Major Curse The status penalty becomes -4, your senses and your mind become overwhelmed by the collision of the future and present, causing you to become stupefied 2 and dazzled. You automatically succeed on any flat checks to cast a divination spell or target a creature with a divination spell. The circumstance bonus from your mystery benefit applies to all your checks and DCs until the end of your next turn, though your allies still only receive it on the first skill check, attack roll, or saving throw they make before the end of their next turn. When you grant a status or circumstance bonus from a divination effect, increase the bonus by 1.

New Oracle Feats

MEMORIZE SCHEMATA

FEAT 1

ORACLE

Prerequisites creation mystery

You can remember with utter detail any formula you take the time to learn. You do not need a formula book to remember formulas, they are all stored in your mind. You can spend time looking at available formulas on sale, in libraries, or in other accessible places; this works as if you were using Earn Income of your level (or lower if you choose) with Crafting, except instead of gaining money, you learn the formulas for free if your earned income equals or exceeds the formula's cost.

SHARE CURSE

FEAT 16

ORACLE

You learn to unleash your curse on others if only temporarily. You gain the *share curse* revelation spell. Increase the number of points in your Focus Pool by 1.

Revelation Spells

Revelation spells are focus spells specifically used by oracles. Casting any of your revelation spells costs you 1 Focus Point.

CREATOR'S MARK

FOCUS 1

UNCOMMON CURSEBOUND ENCHANTMENT ORACLE

Cast ◆ somatic

Range touch; **Targets** one unattended non-consumable item or a non-consumable item held or worn by you or an ally.

Duration sustained up to 1 minute.

You imbue the item with the passion of the creator, or your own if the creator was lacking. The personal mark of the creator emblazons across the item. You grant the item a +1 status bonus to certain rolls or DCs depending on what kind of item it is.

- **Weapon** The status bonus applies to attack and damage rolls.
- **Armor** The bonus applies to AC and Save DCs.
- **Worn or Held Item** The bonus applies to any checks or DCs to which the item grants an item bonus or are required for—such as Medicine checks to Treat Wounds for healers tools.

Heightened (+4) The status bonus increases by 1.

FRAYING FATE

FOCUS 3

UNCOMMON CURSEBOUND DIVINATION EMOTION MENTAL ORACLE PREDICTION SECRET

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 1 round

You foresee the future and determine some action a creature will take, forcing fate to unravel around it if it defies the future.

Critical Success The future is clouded and grants you no useful information.

Success The creature's controller must state an action it intends to take, such as "I will Strike at Doreni with my shortsword" and must commit that action before the end of its next turn. The creature may state a 2- or 3-action activity instead of a single action. If it is unable or unwilling to perform the action before the duration ends for any reason, it is filled with the sense that its path has been inexorably changed and becomes frightened 1 until it uses an action with the concentrate traits to realign itself with its fated path and end the condition.

Failure As a success, but if the creature does not perform the proclaimed action or activity, it becomes frightened 1 and stupefied 1 until it realigns itself.

Critical Failure As failure, except the creature must state two actions or activity it intends to take and needs two actions to remove the conditions instead of a single action.

Heightened (7th) Instead of affecting a single target, the spell affects all enemies within a 30-foot emanation.

INEVITABLE CATASTROPHE

FOCUS 3

UNCOMMON ABJURATION CURSEBOUND ORACLE

Cast ➤ somatic; **Trigger** A creature targets you with a Strike

Saving Throw Will

You punish those who try to stop the apocalypse. The triggering creature must attempt a Will saving throw.

Critical Success The triggering creature is unaffected.

Success The creature takes a -1 status penalty to the Strike.

Failure The creature takes a -1 status penalty to the Strike. If the Strike is a success, the triggering creature takes 5 damage of your catastrophe damage's type.

Critical Failure As failure, but the status penalty becomes -2 and the damage dealt becomes 10.

Heightened (+1) The damage dealt by a failure increases by 1 and by 2 for a critical failure.

MASTERWORKS

FOCUS 6

UNCOMMON CURSEBOUND ORACLE TRANSMUTATION

Cast ◆ verbal

Area 10-foot emanation

Duration sustained up to 1 minute

Allies within range have all of their equipment unlock the potential of master craft-work. Any check or DC they have that benefits from an item bonus from a non-consumable item grants them a +1 status bonus to the same use and purpose.

Heightened 8th The emanation increases to 20 feet

Heightened 10th As 8th and the duration becomes 1 minute

SENSE FUTURES

FOCUS 1

UNCOMMON CURSEBOUND DIVINATION ORACLE

PREDICTION

Cast ♦♦ somatic, verbal

Range 30 feet

Duration Sustained up to 1 minute.

You project your senses moments ahead. When this spell is cast and when you Sustain this Spell, you may Seek as if you were in any space within the range of the spell. If the position you Seek from would automatically reveal unnoticed, undetected, or hidden creatures, they become hidden to you after your Seek concludes.

While sustaining this spell during exploration, for its duration you may Search while Sustaining the Spell. You take half as long as usual to Search a given area. This means that while exploring, you double the Speed you can move while ensuring you've Searched an area before walking into it (up to half your Speed). If you use an exploration activity other than Search, the spell ends.

Heightened (3rd) The spell's duration becomes sustained.

Heightened (8th) The spell's duration becomes 10 minutes and does not require Sustaining. You gain the effects of the spell anytime you Seek for the duration. While exploring, you are always considered to be Searching for the duration and may perform other exploration activities at the same time without ending the spell, though you do not gain the speed benefit of the spell when doing so.

SHARE CURSE

FOCUS 8

UNCOMMON CURSEBOUND ORACLE TRANSMUTATION

Cast ♦ verbal

Area 30-foot emanation

Duration sustained up to 1 minute

You shred off a portion of your accursed power, pushing it upon your enemies. Foes within range must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature suffers the effects of your minor curse for 1 round.

Failure As a success, except the duration is the duration of the spell.

Critical Failure As a failure, but they also suffer penalties caused by conditions your major curse grants.

SHED TOOL

FOCUS 3

UNCOMMON CONJURATION CURSEBOUND ORACLE

Cast ♦♦ somatic, verbal

Range touch

Duration sustained up to 1 hour

You produce a non-consumable item with a level equal or lower to *shed tool's* spell level so long as you know the formula for the item. The item disappears when the spell ends. If the item is a tool, such as healers tools, you can

Sustain A Spell as part of performing an exploration or downtime activity using the tool.

START THE APOCALYPSE

FOCUS 1

UNCOMMON CURSEBOUND EVOCATION ORACLE

Cast ♦ somatic

Area 30-foot emanation

Duration sustained up to 1 minute

You begin the apocalypse, causing catastrophe to follow you. When you cast this spell and each time you sustain the spell, choose one of the following effects.

- Creatures within the area take damage equal to the spell's level. The damage type is the same as your catastrophe damage.
- Creatures within the area must attempt a Will saving throw or become frightened 1 on a failure or frightened 2 on a critical failure.

SUNDER THE WEAVE

FOCUS 6

UNCOMMON ABJURATION CURSEBOUND ORACLE

Cast ♦♦ somatic, verbal

Range 30 feet

You spit at the flow of time and rend possibility with your words. You attempt a counteract check against all effects with the divination or time trait within range, rolling once and comparing the result to each effect. Successful Counteract checks end the effect permanently; failed checks suppress the effect for 1 round, after which it returns if it is a permanent effect or has any remaining duration. Artifacts or magic of similar power are immune to this effect.

UNLEASH CATASTROPHE

FOCUS 6

UNCOMMON CURSEBOUND EVOCATION ORACLE

Cast ♦♦♦ somatic, verbal

Area 60-foot emanation

Duration sustained up to 1 minute; **Saving Throw** varies

You unleash catastrophe everywhere, leaving desolation and ruin in its place. Whenever you Cast and Sustain the spell select one of the following events:

- **Destruction** Creatures within the emanation must attempt a basic Reflex saving throw or take 6d6 damage of the same type as your catastrophe damage.
- **Ruin** Creatures within the emanation must succeed a Fortitude saving throw or have their Speed reduced by half (rounded up to the nearest 5-foot amount) until the beginning of your next turn. If the creature critically fails, their Speed becomes 5 feet and they can no longer Step for the same duration. This effect also applies to Swim, Burrow, and Fly speeds.
- **Horror** Creatures within the area must succeed a Will saving throw or become frightened 1 or frightened 2 in case of a critical failure.

Heightened (+1) Increase the amount of damage by 1d6 and the emanation by 10 feet.

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Ranger Hunter's Edges

Wilding Edge

You have a potent connection to the land, and its primal power is yours to wield. You can cast primal spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells. Because of your bond to the land, you can replace material components with somatic components, so you don't need to use a material component pouch. You're trained in spell attack rolls and spell DCs for primal spells whenever your proficiency in ranger class DC increases, your proficiency in primal spell attack rolls and DCs increases to the same proficiency rank. Your key spellcasting ability for these spells is Wisdom, and they are primal ranger spells.

You prepare spells from the common spells on the primal spell list, or from other primal spells you gain access to. Each day during your daily preparations, you can prepare a number of spells as seen on Table A-3: Shaman Spells Per Day (page 23).

If you select the ranger's Animal Companion or Warden's Boon feats, or any other effect that would grant your hunter's edge to a creature besides yourself, that effect instead establishes the affected creature as a primal conduit for the appropriate duration. Whenever you Cast a Spell, you can cause the spell effect to originate from either yourself or one of your primal conduits within 30 feet, calculating range and cover from their space instead of your own. A spell cast through a primal conduit must include your hunted prey in its area or among its targets.

Masterful Hunter Upgrade

Your magic is enmeshed with your instincts, and you are in constant motion. Whenever you Cast a Spell of a tradition with which you have master proficiency in spell attacks and DCs, if that spell targets your hunted prey or includes your hunted prey in its area, once the Spell is resolved, you may immediately Stride as part of the action.

Warding Edge

You're under the protection of an entity from the natural world, one you can't see but only feel, always watching, whispering ... lurking.

When you use the Hunt Prey action, a Medium-sized effigy of your prey made of dry wood, cloth, or

wax appears in an unoccupied space within 10 feet of you. This effigy creates an area of eeriness in a 20-foot emanation, which has the abjuration, aura, and primal traits.

As long as both you and your prey are within the aura of your effigy, your prey gains weakness against the first successful Strike of your turn and you gain resistance against physical damage it deals to you equal to half your level (minimum 1). Additionally, the first time each turn your prey rolls for a saving throw against one of your warden spells while in the aura of your effigy, it must roll twice and take the worst result. This is a misfortune effect.

Your effigy lasts until combat ends, until your hunted prey dies, until you stop hunting your prey, until you have no prey within 30 feet of it or until it is destroyed, whichever comes first. Your effigy has an AC equal to yours, a Hardness equal to half your level, and a number of Hit Points equal to four times your level. It cannot be repaired, and if destroyed, you cannot invoke another effigy until you spend 10 minutes in communion with your entity.

Masterful Hunter Upgrade Level 17

The weakness of your prey while within the aura applies to all your Strikes and you gain resistance against all types of damage your prey deals to you.

New Ranger Feats

IMPALING THROW ◆

FEAT 1

FLOURISH RANGER

Requirements You are wielding a weapon from the dart, polearm, or spear weapon group with the Thrown trait.

You know a spear in the flank of your quarry is an easy quarry to take down. Make a ranged strike against your prey with the required weapon. If you hit the creature the weapon stays inside them instead of dropping to the ground. As long as they leave the weapon in they are clumsy 1. Removing the weapon requires a single Interact action requiring either a Athletics or Medicine skill check against your class DC.

Special You can use Impaling Throw with improvised weapons that are determined to be appropriate, or when throwing weapons without the thrown trait within the dart, spear, or polearm groups, but you suffer a -2 item penalty as normal for improvised weapons.

SPONTANEOUS IMMOLATION

FEAT 4

RANGER

Prerequisites warden spells

You've learned an ancient practice to appease the spirits of nature. You gain the *spontaneous immolation* warden

spell. Increase the number of Focus Points in your focus pool by 1.

SPONTANEOUS IMMOLATION

FOCUS 2

UNCOMMON EVOCATION FIRE RANGER

Cast ♦♦ verbal, somatic

Range 30 feet; **Targets** 1 hunted prey

Saving Throw Basic Will

You offer your prey in sacrifice to the flesh-consuming power of the flames. Your hunted prey takes 2d4 persistent fire damage.

Heightened (+1) The persistent fire damage increases by 2d4.

IMPALED TAKEDOWN ♦

FEAT 4

FLOURISH RANGER

Requirements You are adjacent to your hunted prey; they have an embedded weapon inside such as a javelin or thrown spear and you have a free hand or your most recent action was a successful melee Strike with a piercing weapon.

You can handle speared creatures with ease. Taking a hold of the required weapon if necessary, you attempt to Shove or Trip the adjacent hunted prey. For the purposes of this attack you may add any item bonus granted to the weapon via proficiency runes to the check. On a success the creature is considered flat-footed to your next strike and they're clumsy 2 until the weapon is removed.

HAUNTED HUNT

FEAT 8

RANGER

Prerequisites warden spells

You use the darker side of your connection with nature to torment your prey. You gain the *haunted hunt* warden spell. Increase the number of Focus Points in your focus pool by 1.

HAUNTED HUNT

FOCUS 4

UNCOMMON CONJURATION RANGER

Cast ♦♦ verbal, somatic

Range 30 feet; **Targets** 1 hunted prey you have seen at least once

You call forth the spirits of nature to prey on your target on your behalf. The target must attempt a Will saving throw or become haunted. If the target stops being your haunted prey, the spirits abandon their hunt and the effect ends.

Critical Success The creature is unaffected.

Success The creature becomes stupefied 1.

Failure The creature becomes stupefied 1 and its nights become haunted. It must succeed a Will save against the spell's DC every night or awaken fatigued. This effect

lasts until the creature succeeds its saving throw two consecutive nights, or critically succeeds the save.

Critical Failure As failure, but the effect does not dissipate if the creature critically succeeds its saving throw.

PRIMEVAL WILDING

FEAT 8

RANGER

Prerequisites able to cast primal spells using spell slots

You've deepened your wilding, allowing you to prepare certain basic magics in addition to your more potent spells. You gain two special 2nd-level primal spell slots each day, referred to as your primeval spell slots, which can be used only to prepare *jump*, *resist energy*, *spider climb*, or *water breathing*.

HARROWING APPARITION

FEAT 12

UNCOMMON RANGER

Prerequisites warden spells

You gain the harrowing apparition warden spell. Increase the number of Focus Points in your focus pool by 1.+

HARROWING APPARITION

FOCUS 6

CONJURATION EMOTION FEAR MENTAL PRIMAL

RANGER

Cast ♦♦ somatic, verbal

Requirements You have a hunted prey

Area 20-foot emanation centered on a hunted prey

Duration 1 minute

Dreadful chanting fills the mind, the air goes still, vines overgrow, and the shadows start moving on their own. Every creature within the emanation must attempt a Will save. Additionally, the area becomes difficult terrain for the duration of the spell.

Critical Success The creature is unaffected

Success The creature becomes frightened 1.

Failure The creature becomes frightened 2 and stupefied 1 for one round.

Critical Failure As a failure, except the creature becomes stupefied 1 for one minute and cannot reduce its frightened value below 1 for as long as it is stupefied.

POTENT PRIMEVAL WILDING

FEAT 12

RANGER

Prerequisites Primeval Wilding

Your wilding continues to deepen, strengthening your access to nature's bounty. Your primeval spell slots increase to 3rd level, increasing again to 4th level at when you reach 14th level. In addition to your other options, you can prepare *haste* and *wall of wind* as primeval spells. At 14th level, you can also prepare *fly* and *freedom of movement* as primeval spells.

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Rogue Rackets

Stalker Racket

You slip through the shadows without a sound. You make your move quickly and quietly before anyone has a chance to notice you. Cutting throats and stabbing backs are your specialties, and you're not afraid to use them.

Whenever you are in magical darkness, darkness or low-light area, you can attempt a Stealth check to Hide even if you have no cover available to you. You are still observed by creatures with darkvision when you hide this way.

You gain no skill training from the Stalker's Racket instead, whenever you deal an additional 1d6 precision damage from sneak attack when Striking a creature you are hidden from. Additionally, you can select the Spring from the Shadows rogue feat at 8th-level, instead of the normal 12th-level prerequisite.

Streetwise Racket

You know knowledge is power and none so much as that which is unexpected for you to know. Quick and informed observation and the ability to keep your own intentions close are your best tools.

Whenever you succeed in a Sense Motive against a creature or succeed a Seek check against a hidden or undetected creature, you gain a +2 circumstance bonus to Seek, Sense Motive, and Deception checks against that creature or hazard until the end of your next turn. For as long as you benefit from this circumstance bonus, you cannot be flat footed to this creature or hazard. If you have identified a threat using Sense Motive or Seek, you gain the benefit of Surprise Attack against them even if you rolled Perception for your initiative.

You are trained in Society and Deception, you can choose Wisdom as your key ability score.

New Rogue Feats

SHARED INSIGHT

FEAT 2

AUDITORY MANIPULATE ROGUE

Prerequisites Streetwise Racket

Trigger You successfully Seek a hidden or undetected creature or hazard, or successfully Sense Motive against a creature

When you see a creature intend harm to your allies, you can give them advanced warning. Allies that can see and hear you are not flat-footed against the next attack the triggering creature or hazard makes creature before the end of your next turn.

SILENT ABDUCTION

FEAT 2

ROGUE

Prerequisites Stalker Racket

Requirements You are hidden from your target.

You strike deftly, muffling the sounds of your target. Make a melee Strike against a creature from which you are hidden. On a hit, you can drag the target up to 5 feet in any direction and it becomes hidden, using your stealth DC, until the end of your next turn. Additionally, the creature cannot make any sound, preventing creatures from noticing it using hearing alone, cannot use actions with the auditory trait and cannot use sonic attacks or cast spells which include a verbal component for as long as it remains hidden this way.

VANISH

FEAT 4

ROGUE

Prerequisites Stalker Racket

Trigger An adjacent creature critically fails a melee Strike against you.

You capitalize on your opponent's fumble to make your escape. Make a Step. If you end your movement in an area where you can Hide, you may Hide as a free action.

QUICK DEBRIEF

FEAT 8

ROGUE

Prerequisites Shared Insight

When you use Shared Insight, you also Point Out the triggering creature or hazard.

OBSCURING STRIKE

FEAT 10

ROGUE

Prerequisites Stalker Racket

Your debilitations aim to impair your target's visual sense. Add the following debilitations to the list you can choose from when you use Debilitating Strike:

- The target suffers a -2 status penalty to Perception checks.
- The target becomes dazzled.

Sorcerer Bloodlines

Construct Bloodline

Within you flows the essence of constructs. Perhaps your ancestors had a close tie to the constructs of the planes or you might play host to astral thoughtforms.

Spell List arcane

Bloodline Skills Arcana, Crafting

Granted Spells cantrip: *shield* 1st: *mage armor* 2nd: *telekinetic maneuver* 3rd: *haste* 4th: *creation* 5th: *telekinetic haul* 6th: *repulsion* 7th: *true target*

Bloodline Spells initial: *calculated probability* advanced: *arcane modification* greater: *construct heart*

Blood Magic Your connection to constructs allow you to make and unmake their defenses easily. You gain Hardness equal to the level of the spell for 1 round or the target's Hardness is reduced by the spell's level for 1 round. This Hardness reduces any damage you take by an amount equal to the Hardness.

CALCULATED PROBABILITY

FOCUS 1

UNCOMMON DIVINATION FORTUNE SORCERER

Cast ♦ - ♦♦ somatic, verbal

Duration 1 minute; **Targets** 1 willing creature or 1 unwilling creature (see description)

You use your mechanical mind to make a set calculation, reconfiguring probability to work in or against someone's favor. Target a willing creature; for the spell's duration, it may use the Recalibration reaction. Once it uses the Recalibration reaction, it becomes immune to *calculated probability* for 1 hour.

Recalibration ↻ **Trigger** You are about to roll a skill check, saving throw or attack roll; **Effect** You do not roll the triggering roll and treat it as if you rolled a 10 on the dice, adding all relevant modifiers to the result.

- ♦♦ You may choose an unwilling creature within 30 feet instead and it must attempt a Will saving throw to resist the effect. If the creature fails, you can use the Recalibration reaction to affect one of their rolls instead. Whenever you do so, the spell ends and the creature becomes immune to it for 1 hour as normal. The spell loses the fortune trait and gains the misfortune trait when used in this way.

ARCANE MODIFICATION

FOCUS 3

UNCOMMON MORPH SORCERER TRANSMUTATION

Cast ♦♦ somatic, verbal

Duration 1 minute

You augment your body with magitechnical adjustments. Choose one of the following effects when you cast the spell. You can only benefit from one magitechnical

adjustment at the time from this spell, replacing the previous one if a new one is acquired.

- Your eyes are augmented to see the unseen. You gain darkvision, and invisible enemies become concealed to you instead of undetected.
- Your arms become mechanical in nature, extending through magnets and pneumatic pistons. Their reach increases to 20 feet you may only use this extra reach to deliver touch spells, or to move items of light bulk.
- Your calves turn to spring filled steel. You gain a +10 status bonus to your speed, and gain a +1 circumstance bonus on checks to High Jump and Long Jump.

Heightened (5th) Add the following option to the list of magitechnical adjustment available:

- You grow mechanical wings, or gain jet or anti-gravity propulsion. You gain a fly speed equal to your move speed.

Heightened (7th) You choose two magitechnical adjustment to benefit from instead of one.

CONSTRUCT HEART

FOCUS 6

UNCOMMON TRANSMUTATION SORCERER

Cast ↻ verbal

Trigger You would be reduced to 0 hit points but not immediately killed.

The constructed essence within you surges forth, changing the organic to the constructed. You avoid being knocked out, regain a number of Hit Points equal to the spell level, and your wounded condition increases by 1.

New Sorcerer Feats

CROSS-HERITAGE BLOODLINE

FEAT 12

SORCERER

Prerequisites a bloodline that has multiple influence options to choose from (such as draconic, elemental, or genie)

Your bloodline is multifaceted and you have begun to manifest another part of your heritage; perhaps you were descended from a pairing of dragons of different colors or imbued with two elemental confluences instead of one. Choose a different influence option from your bloodline than the one you initially selected. You gain the following options from the chosen influence, if it has the appropriate effect:

- If the influence option changes the effects your bloodline spells or granted spells—such as changing damage type or spell area—or alters your blood magic effect you may select either your initial or second influence's effects when you cast those spells or gain your blood magic effect
- If the influence option has different granted spells or bloodline spells, you add those spells to your repertoire or focus spells, as appropriate, in addition to your initial influence's. These count as bloodline spells and trigger your blood magic effect when cast.

ANCESTRIES

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Summoner Eidolons

New Eidolon - Aesir

Your eidolon embodies battle and conflict, most likely manifesting as an angel of battle or a chosen warrior in the conflicts of the gods. Most aesir eidolons are humanoid in appearance with a commanding presence, adorned with weapons and insignia of battle. Your connection to an aesir eidolon has similarly taught you much about combat, inclining you to fight with similar zeal.

Tradition Divine

Traits Aesir, Monitor

Alignment must be chaotic neutral

Home Plane Limbo

Size Small or Medium

Suggested Attacks Unarmed attack shaped like a weapon (bludgeoning, piercing, or slashing)

Conqueror Aesir Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 14; +2 AC(+3 Dex cap)

Guardian Aesir Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 16; +3 AC (+2 Dex cap)

Skills Intimidation, Religion

Senses darkvision

Languages One common language from your home region

Speed 25 feet

Eidolon Abilities *initial* instrument of war
symbiosis righteous vindication transcendence
not your time

Instrument of War

Your eidolon is a spirit of battle, and your bond has taught you much. Choose one weapon group. You are trained in martial weapons of that weapon group. If you gain the simple weapon expertise class feature, you become an expert in martial weapons of the chosen weapon group. You gain the [Advanced Weaponry](#) summoner feat as a bonus feat, choosing traits for each of your eidolon's starting melee unarmed attacks these traits can be different for each unarmed attack. You can't retrain [Advanced Weaponry](#) into another feat.

Righteous Vindication

As a guardian angel of battle, your eidolon knows how to keep hordes at bay. You gain the [Eidolon's Opportunity](#) feat, and your eidolon deals 1 additional damage per weapon damage die on a successful Strike made as part of the Eidolon's Opportunity reaction. If you already have this feat, you gain a level 6 or lower evolution feat of your choice.

Not Your Time

Your eidolon's power for choosing what souls can continue to fight becomes readily apparent. Your eidolon can cast [breath of life](#) once per day as an innate divine spell.



Swashbuckler Styles

Duelist

You control the battlefield with such grace and precision that those watching might mistake your deadly flourishes as an orchestrated ballet. You are trained in Athletics. You gain the [Disarming Flair](#) swashbuckler feat as a bonus feat and you gain panache whenever you successfully Disarm a foe. Additionally, if you have a circumstance bonus to AC from Dueling Parry, Twin Parry or a weapon with the parry trait and an enemy creature critically fails an attack against you, you gain panache.

Swashbuckler Feats

WALTZ OF ROSE & THORN ♦ FEAT 1

STANCE SWASHBUCKLER

Requirements You are wielding an agile or finesse weapon from the knife or sword group in one hand and its scabbard in the other.

Deflecting blows with your sheath as you twist and strike with your blade, you gracefully dance to the tune of your foe's strikes, leaving them disarmed in more ways than one. While in this stance, as long as you have a circumstance bonus to your AC from Dueling Parry, Twin Parry or the parry weapon trait, you also gain a +1 circumstance bonus to Athletics checks to Disarm. Additionally, any scabbard you wield becomes a martial weapon in the club weapon group with the agile, disarm, finesse, and parry traits that deals 1d4 Bludgeoning damage.

Special Whenever you use the Interact action to draw a one-handed weapon with a scabbard and you have a free hand, you may draw the scabbard as part of the action.

LUNGING DISARM ♦ FEAT 2

SWASHBUCKLER

Requirements You have a free hand or are wielding a melee weapon with the Disarm trait.

You stretch your reach to make a foe drop their weapon. Make a Disarm attempt with a free hand or melee weapon with the Disarm trait, increasing your reach by 5 feet for this attempt.

ROSE'S EMBRACE ↻ FEAT 2

SWASHBUCKLER

Prerequisites Waltz Of Rose & Thorn

Requirements You are in Waltz of Rose & Thorn stance

Trigger You critically succeed at a check to Disarm a knife, a one-handed sword, or a wand

With swiftness and grace, you encase your foe's weapon in your scabbard. You can sheath the Disarmed item into your

wielded scabbard it must be able to fit within the scabbard, otherwise it falls at your feet instead.

IMPAIRING THORN FEAT 2

SWASHBUCKLER

Prerequisites Trained in Athletics

You have learned how to hobble both monsters and pugilists, using locks and quick strikes to impair their unarmed attacks. When you use the Disarm action, you can attempt to disable an unarmed attack. You can use the following results on Disarm checks instead of the usual ones.

Critical Success Choose an unarmed attack. The target can no longer Strike with the chosen attack until the end of your next turn or until they use an Interact action, whichever comes first.

Success The target takes a -2 circumstance penalty on Strikes made with an unarmed attack of your choice until the beginning of your next turn.

Critical Failure You lose your balance and become flat-footed until the start of your next turn.

EXEMPLARY FINISHER ♦ FEAT 4

FINISHER SWASHBUCKLER

Requirements You have a hand free or are wielding a weapon with the disarm trait

You can twist an attack into a disarming flourish. Strike a creature with a weapon that would apply your precise strike damage. Immediately afterwards you may Disarm your target as a free action.

TRAIL OF ROSES ♦ FEAT 4

SWASHBUCKLER

Named after the trail of crimson droplets left by those wise enough to retreat, this technique can debilitate even the most battle-hardened. Make a Strike against a creature. If it deals your precise strike damage, the target also takes an equivalent amount of persistent bleed damage. If the creature is suffering from a circumstance penalty on attack rolls due to a successful Disarm check, the penalty lasts for as long as the creature takes the persistent bleed damage from Trail of Roses.

SCATTERED PETALS ♦ FEAT 8

FINISHER SWASHBUCKLER

Requirements Your last action this turn was a Disarm on which you critically succeeded and the disarmed weapon is one with which you could add your precise strike damage.

Spinning in an elegant shower of sparks and steel, you use your foe's arsenal as your own. The disarmed weapon gains the thrown 20 ft. trait and you can make a Strike with it if you make a ranged Strike throwing the weapon, it must be within its first range increment. When determining whether a target has cover from this attack, use the position of the disarmed creature instead of your own. The Strike uses the same multiple attack penalty as the required Disarm check.

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Witch Patrons

Obelisk

Your patron has granted you a connection to one of its artifacts of power an obelisk covered in shimmering, unreadable and ever changing runes.

Spell List arcane

Patron Skill Arcana

Hex Cantrip *summon obelisk*

Granted Spell *protector tree*

SUMMON OBELISK

CANTRIP 1

UNCOMMON CANTRIP CONJURATION HEX WITCH

Cost ◆ somatic

Range 30 feet

Duration sustained up to 1 minute

You summon an obelisk into an empty space within range. This obelisk has AC 10, Hardness 6, and 10 Hit Points, and is immune to critical hits and precision damage. You share a strange connection to your obelisk allowing you to cast spells through it. If the obelisk is within range of the spell, you can have it become the point of origin for your spell, calculating range and cover from its space instead of yours. You can have only one obelisk at any given time if you summon a second obelisk, the first is destroyed. If your obelisk is destroyed by any means, you take damage equal to the spell's level. You can Dismiss this spell.

Heightened (+1) The hardness of the obelisk increases by 1 and its Hit Points increase by 10.

Providence

Your patron is a source of safety and protection, whether an icon, a holy site or a place of refuge.

Spell List divine

Patron Skill Religion

Hex Cantrip *shelter of refuge*

Granted Spell *sanctuary*

SHELTER OF REFUGE

CANTRIP 1

UNCOMMON ABJURATION CANTRIP HEX WITCH

Cost ◆ verbal

Area 5-foot emanation

Duration sustained up to 1 minute

You create a safe space for your allies. Whenever an ally ends their turn within the emanation, they gain temporary Hit Points equal to the spell's level that lasts for 1 round. Whenever an ally within the area would take damage, you can attempt a DC 11 flat check. On a success, the damage is reduced by twice the spell's level as a reaction.

Heightened (4th) The emanation increases to 10 feet.

Heightened (8th) The emanation increases to 15 feet.

New Lessons

Lesson of Enigma

You gain the *paradox inception* hex, and your familiar learns *lose the path*.

PARADOX INCEPTION

FOCUS 1

UNCOMMON ENCHANTMENT HEX MENTAL WITCH

Cost ◆ somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You rack a creature's mind, causing them to see paradoxes wherever they look. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes 1 persistent mental damage.

Failure The target takes 1d4 persistent mental damage. (The persistent damage automatically ends when the spell ends.) Additionally, the target is stupefied 1 for as long as it's taking persistent mental damage.

Critical Failure The target takes 2d4 persistent mental damage. (The persistent damage automatically ends when the spell ends.) Additionally, the target is stupefied 2 for as long as it's taking persistent mental damage.

Heightened (+2) The persistent mental damage on a success increases by 1, and the persistent mental damage on a failure and critical failure increases by 2d4.

Lesson of Exaltation

You gain the *aggrandize* hex, and your familiar learns *heroism*.

AGGRANDIZE

FOCUS 3

UNCOMMON HEX TRANSMUTATION WITCH

Cost ◆ somatic

Range 30 feet; **Targets** 1 ally

Duration sustained up to 1 minute

You channel the soul of a former legend into an ally, turning them into an incarnation of the fallen hero. Whenever you cast or sustain this spell, the target gains a number of temporary Hit Points equal to the spell's level and its frightened condition is reduced by 1. Additionally, for as long as the creature is affected by the spell, it is not considered flat-footed by flanking creatures.

At any point during the spell's duration, the creature can use its reaction to reroll a failed saving throw or attack roll. This a fortune effect and ends the spell immediately.

Heightened (6th) The creature can no longer become flat-footed for any reason and can reroll a failed saving throw or attack roll using a reaction twice before ending the spell.

Lesson of Delirium

You gain the *double vision* hex, and your familiar learns *hallucination*.

DOUBLE VISION

FOCUS 5

UNCOMMON HEX ILLUSION VISUAL WITCH

Cost ◆ verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Will

You impede a creature's ability to see, giving it double vision. The creature becomes flat-footed and considers all terrain as one degree of difficulty higher. Additionally, the creature treats all other creatures as concealed.

Critical Success The creature is unaffected.

Success The creature is affected for 1 round.

Failure The creature is affected for 1 minute. At the end of each turn, it can attempt a new Will saving throw to end the effect.

Critical Failure As failure, except the cannot attempt to end the effect at the end of each turn.

New Witch Feats

BIBBIDY ◆

FEAT 2

AUDITORY CONCENTRATE METAMAGIC WITCH

Prerequisites trained in Performance

Songs may bear the very words that unleash the power of your magic, calling attention to you as you cast. If your next action is to cast a spell with a duration that can be Sustained, creatures within 30 feet that can hear you become fascinated by you until the spell ends or until you are unable or unwilling to continue singing while Sustaining the Spell. This does not prevent them from losing the fascinated condition normally, but the spell itself will not break their fascinated condition unless it deals damage to them, even if it is otherwise threatening. If you are legendary in Performance, the fascinated condition does not end normally for the duration of the spell while they remain within 30 feet of you.

STRANGE BREW

FEAT 6

WITCH

Prerequisites Cauldron

You use your cauldron to make a foul tasting, but surprisingly potent magical brew. Once per day, you may spend at least 10 minutes to mix a batch of brew allowing up to 4 creatures to Interact to imbibe the brew while you remain at your cauldron or brewing station. The effect is dependant on the casting tradition granted by your patron and lasts for 1 hour, once you leave your cauldron, the brew becomes inert foul goop.

Arcane (arcane, consumable) This ephemeral mixture strengthens your mind, enlightening it to the secrets of the universe and fortifying it against manipulation. You gain a +1 status bonus to Recall Knowledge checks and Will saving throws.

Divine (consumable, divine) Your cup runneth over with vital energies. You gain temporary hit points equal to the brewer's level plus their Intelligence modifier.

Primal (consumable, primal) You are imbued with the strength of the elements. You gain resistance equal to half the brewer's level to acid, cold, electricity, fire, or sonic damage, chosen when brewed.

Occult (consumable, occult) Your body becomes malleable and your organs shift out-of-place for a time. If you are critically hit, roll a DC 19 flat check, on a success the attack becomes a normal hit.

WICKED LAUGHTER

FEAT 8

WITCH

Prerequisites Cackle

Your cackling laughter terrifies all who can hear it. When you cast cackle you may attempt to Demoralize each enemy in a 30-foot emanation, rolling once and comparing it to the Will DC of each creature. You cannot utilize this effect with non-auditory modifications such as those granted by Intimidating Glare, but you do not suffer the circumstance penalty against creatures that do not share a language with you.

LIVE DELICIOUSLY

FEAT 12

UNCOMMON WITCH

Your patron has granted you boons to live comfortably within some reason. When you select this feat, choose a domicile or item with the structure trait that you can claim legitimate ownership of, or who's owner has granted you the right to live within.

Once you have chosen this domicile or item, while you live within it, you experience fine living conditions, are supplied with fine food and drink, may produce such food for an additional number of creatures equal to your level, and chores are performed in your favor by three *unseen servants* as if by a successful *unseen custodians* ritual. You have a bottomless wardrobe of fine clothing for any occasion—which vanish at inopportune times when stolen or attempting to be sold—and a mirror that allows you to maintain and alter your appearance that may not leave the domicile. This mirror can allow you to prevent or reverse the visual effects of aging, and even allow you to alter minor elements of your appearance, such as hair color and style, beauty marks, scars, and eye color, granting you a +4 circumstance bonus to Impersonate when you use the mirror as a disguise kit, but only to appear as a modified version of yourself which is permanent until changed.

MAKE MY MONSTER GROW! ◆

FEAT 14

CONCENTRATE WITCH

Frequency once per day

Trigger You Sustain a Spell that summoned a minion, such as summon animal

Your patron pours magic into your summoned minion. You may enlarge the minion summoned by the triggering sustained spell to be Large or Huge, as if they had been the target of a 2nd- or 4th-level *enlarge* until the spell that summoned them ends. As normal this has no effect on creatures that were already the same size you choose or larger.

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Wizard Arcane Theses

Fundamentalist

UNCOMMON

Most wizards learn the basics and move on with their studies, but you took the extra time to master them. You're able to cast the simplest spells to their full potential. When it comes to basic cantrips, no other spellcaster can match your skill and efficiency.

You gain the [Cantrip Expansion](#) wizard feat. When you Cast a Spell that is a cantrip, if the next spell you cast before the end of your next turn shares at least one trait with the cantrip, increase the spell's level by 1. If the spell has the attack trait or does damage, it must share at least two traits with the cantrip. This can not be used to increase the level of the spell beyond the highest level of spell that you can cast.

Battlefield Application

You've long held the belief that although magic can be purely academic, its place in practical applications can't be ignored. This has led you to develop techniques to empower your spells in combat, allowing you to use metamagic to better enhance your attack spells quickly.

You gain [Eschew Materials](#) feat as a bonus 1st-level feat. When you use a metamagic action with a spell that has the attack trait, you may reduce the number of actions to cast the spell by 1 (to a minimum of 2 actions, including the metamagic action). You cannot do this again until the next time you refocus.

New Wizard Feats

ALMA MATER

FEAT 2

WIZARD

Prerequisites trained in Society or Academia Lore

Your education has been more than just an enrichment of your mind, but also of your connections in academia. While in a settlement that contains an academic center, such as an academy or university, you may Gather Information using Society or Academia Lore. Additionally, your connections grant you access to all but the most exclusive of libraries within, and at the GM's discretion you may be able to arrange meetings with important professors or officials related to such academic centers.

SALUBRIOUS PREPARATION

FEAT 2

ABJURATION | ARCANE | WIZARD

Preparation and replenishment of spells is in-of-itself a magical act, and you can siphon some of that power into your body, bolstering yourself for the journey ahead. When you prepare or recharge spells—such as during your daily preparations, if you use spell substitution, or when you Refocus—You gain a number of temporary hit points equal to the highest level spell you can cast. These temporary Hit Points last until you prepare or recharge spells again.

SWIRLING ROBE

FEAT 2

ARCANE | ILLUSION | WIZARD

Requirements Your previous action was to Cast a Spell from your wizard spell slots and you are unarmored.

Casting of magic often brings with it visual effects that you use to obfuscate your presence. You gain the concealed condition until the start of your next turn. As normal for concealed effects where your location is still obvious, you can't use this concealment to Hide or Sneak. When your proficiency in arcane spell attack rolls and spell DCs increases to legendary, the flat check DC increases to 11.

Special You cannot use Swirling Robe if the spell was affected by a metamagic effect that would conceal the casting of the spell, such as Conceal Spell

METAFOCUS

FEAT 4

WIZARD

Prerequisites a focus pool

Through supreme focus you can apply metamagic effects within your cast. Once per turn, you may spend a Focus Point to use a single action with the metamagic trait as a free action instead. You cannot use metafocus to modify a spell that is already affected by a metamagic effect -or that would be by the time it is Cast- and other effects cannot otherwise modify your metamagic actions, such as the battlefield application thesis.

STEPPING SIGILS

FEAT 8

MANIPULATE | METAMAGIC | TRANSMUTATION | WIZARD

Frequency Once per minute

You turn the manifestations of your spells into physical surfaces you can alight upon. If your next action is to cast a spell that expends a spell slot, you are able to effortlessly maintain its manifestations beneath your feet, allowing you to walk on air as if it were solid ground for a number of rounds equal to half the spell's level (minimum 1 round). you can ascend or descend at a maximum of a 45-degree angle using this method. the glowing platforms beneath you betray your position, however, making you hidden to creatures that can see them if you were otherwise undetected or unnoticed.

UNWEAVE

FEAT 8

UNCOMMON | ABJURATION | ARCANE | WIZARD

Prerequisites Counterspell, Quick Recognition

Trigger You are targeted by or are in the area of a spell that you are aware of

You've learned it's sometimes easier to weaken a spell then to completely undo it. You may expend a prepared spell of the same spell level as the triggering spell. If you do, you gain a +1 status bonus to any of the initial saving throws, skill checks, AC, or DC against it and the spell's level is reduced to its previous heightened increment. For example, a 5th-level *fireball* would become a 4th-level one, but a 4th-level *acid arrow* would be reduced to 2nd level. You cannot reduce a spell below its minimum level and if the spell was not heightened, this has no effect.

SPELL RECLAMATION ◆ FEAT 10

METAMAGIC WIZARD

Before casting, you make preparations to ensure the spell does not go to waste. If your next action is to Cast a Spell with the attack trait of 2 levels lower than your highest-level spell slot and the spell attack roll is a failure (but not a critical failure) you can make a flat check DC 10. On a success, the prepared spell and the spell slot are not expended.

FORTUNATE SPELL ◆ FEAT 10

FORTUNE METAMAGIC WIZARD

Prerequisites expert in Religion or Occultism
Frequency once per day,

You manipulate the forces of fate to aid your spells. If the next action you use is to Cast a Spell with the attack trait, after making your spell attack roll you may reroll. You must use the second result. If you do not use the reroll, this metamagic's frequency is not expended. This is a fortune effect.

DUAL METAMAGIC ◆ FEAT 16

WIZARD

Frequency once per day

Prerequisites You possess at least two feats with the metamagic trait; master in Arcana

Your command over metamagic has given you insight on how to cast spells with more than one in effect. If your next action is to Cast a Spell of two actions or lower, you can apply two metamagic feats of one action to it. You still need to meet the requirements of each metamagic action as normal.

New Feats – Multiple Classes

PATIENT PREPARATION FEAT 1

MAGUS WITCH WIZARD

Prerequisite You do not have the flexible spell preparation class feature

You choose to withhold some of your mental capacity for spells for the day. When you prepare spells, you may choose any number of your spell slots to remain unprepared. Unprepared spell slots cannot be expended

for any reason, such as to reduce to charge cost to Cast a Spell from a magical staff. While you have unprepared spell slots you may spend 10 minutes to prepare a spell into one of your unprepared spell slots, this activity has the concentrate action and requires you to convene with your spellbook, familiar, or other source of preparing spells that you have access to. If you are interrupted during such a preparation, the unprepared spell slot remains empty. You can try again to fill the unprepared spell slot later, but you must start the process over again.

AGGRAVATED SPELL ◆ FEAT 2

CONCENTRATE METAMAGIC PSYCHIC SORCERER WITCH WIZARD

The lasting damages of your spells intensify, surging with power. If the next action you use it to Cast a Spell that can cause persistent damage, the flat check to recover from that persistent damage gains the following critical failure effect.

Critical Failure The condition does not end and you take the persistent damage again, this damage is combined with the original for the sake of weaknesses, resistances, and considering if the creature has taken damage.

QUICK CANTRIP ◆ FEAT 4

CONCENTRATE METAMAGIC WITCH WIZARD

Frequency once per day

You can hasten the casting of the simplest of spells. If your next action is to cast a cantrip that takes 2 actions to cast, you may cast it as one action instead.

MAGEHEART FEAT 4

PSYCHIC SORCERER WITCH WIZARD

Your affinity for magical baubles extends beyond the ordinary. When you activate a spellheart to Cast a Spell other than a cantrip, you use your spell attack and spell DC in place of the one given by the spellheart. Additionally, you may you may Cast a Spell from the spellheart by expending a spell slot of the spell's level or higher, doing so ignores, and does not affect, the frequency normally associated with that activation.

QUICK IMPLEMENT ◆ FEAT 4

OPEN PSYCHIC SORCERER WITCH WIZARD

Requirements Your next action is to Cast a Spell from a wand or a staff

Whether staff or wand, you always have them at the ready. You interact to draw a staff or a wand.

COVERED CASTING ◆ FEAT 6

PSYCHIC SORCERER WITCH WIZARD

Requirements You are currently benefiting from the Take Cover action.

You can cast your spells from the safety of cover. You Cast a Spell with a casting time of two or fewer actions, then Take Cover.

ANCESTRIES

CLASSES

ARCHETYPES

FEATS

ITEMS

Animal Companions

Most favor the company of traditional companions of the likes of wolves or birds of prey. Some have found themselves traveling with more exotic partners like shadow hounds and arboreal creatures. But sometimes life puts the most unexpected of allies on your path rare creatures found within the confines of the world who, given the right approach, can make for mighty and loyal companions.

Abyssal Bison

RARE

Your companion is a flaming bison indigenous of the abyss, bearing unusually large and menacing horns.

Size Medium

Melee ♦ horns, **Damage** 1d8 piercing

Str +3, **Dex** +1, **Con** +3, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill athletics

Special mount

Speed 25 feet

Support Benefit The flames on the abyssal bison intensify, creating a thick smoke for you to hide in. While riding your abyssal bison, or when adjacent to it, your next melee Strike considers the target flat-footed.

Advanced Maneuver Fire Stomp

FIRE STOMP ♦♦

The abyssal bison stomps the ground, cracking it open and releasing abyssal flames. Creatures within 10 feet of the abyssal bison must succeed a Reflex saving throw or become flat-footed until the beginning of their next turn and take 4 evil damage and 4 fire damage. On a critical failure, they become prone instead of merely flat-footed. This uses a trained DC and the abyssal bison's Constitution modifier, or an expert proficiency if it's savage or nimble.



Augeppi

UNCOMMON

Your animal companion is an adorable platypus-pangolin hybrid that possesses great psychic abilities.

Size Small

Melee ♦ body, **Damage** 1d6 bludgeoning

Melee ♦ claws (agile, finesse), **Damage** 1d4 slashing

Str +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 4

Skill Arcana

Senses low-light vision

Speed 15 feet, fly 15 feet

Special As long as you are within 20 feet of it, you and your augeppi gains a +1 status bonus to all saves against detection, revelation, and scrying divinations, and if you roll a success on a save against such an effect, the result is a critical success instead and is redirected to the augeppi.

Support Benefit Your augeppi emits a low psychic drone, impairing the reaction speed of those nearby. Until the start of your next turn, any creature your augeppi threatens can't use reactions triggered by your actions unless its level is higher than yours.

Advanced Maneuver Psychic Burst

PSYCHIC BURST ♦♦

MENTAL

The augeppi releases a psychic burst of energy. Choose one creature within 30 feet of the augeppi. That creature must attempt a Will save. This uses a trained DC using the augeppi's Charisma modifier or an expert DC if the augeppi is specialised.

Success The creature is unaffected.

Failure The creature is dazzled for 1 round.

Critical Failure As failure, and the target is also stupefied 2 for 1 round.



Concordine

RARE

Your companion is a concordine, a canine creature known for its disorienting bark and three heads. Concordine's have the beast trait instead of the animal trait, but otherwise function as normal for an animal companion.

Size Small

Melee ♦ jaws (finesse), **Damage** 1d8 piercing

Str +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +0, **Cha** +1

Hit Points 6

Skill Intimidation

Senses low-light vision, scent (imprecise, 30 feet)

Speed 40 feet

Support Benefit The concordine barks rapidly at an adjacent foe, throwing their senses into chaos. The target must attempt a Fortitude save. On a failure, the foe becomes clumsy 1 and stupefied 1 for 1 round. On a critical failure, the foe is also stunned 1 for 1 round. This uses a trained DC using the concordine's Constitution modifier or an expert DC if the concordine is specialized.

Advanced Maneuver Sonic Bites

SONIC BITES ♦♦

AUDITORY

The concordine makes three Strikes—one for each head—against a single target. These Strikes count toward the concordine's multiple attack penalty. If two Strikes succeed, the target takes an additional 1d8 sonic damage if all three Strikes hit, the target has sonic weakness equal to half your level until the end of your next turn.



Eye Horror

RARE

Your companion is a large floating mouth with several eyes protruding from its body.

Size Small

Melee ♦ jaws (finesse), **Damage** 1d8 piercing

Str +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +2, **Cha** -1

Hit Points 6

Skill Survival

Senses darkvision

Speed 20 feet; Eye horrors ignore ground-based difficult, greater difficult, and hazardous terrain

Special The eye horror can see in all directions simultaneously, and therefore does not become flat-footed solely due to creatures flanking it.

Support Benefit Like a spotlight, the eye horror reveals those who try to hide. Until the start of your next turn, each time you hit a creature within 30 feet of the eye horror with a Strike, the creature cannot benefit from the concealed condition or lesser cover until the end of your next turn. If the eye horror is nimble or savage, invisible creatures you strike become concealed instead of hidden or undetected.

Advanced Maneuver Energy Spit

ENERGY SPIT ♦

The eye horror spits out a glob of amalgamated energy it makes a ranged Strike that deals a base of 1d6 damage with a range increment of 30 feet. The spit deals fire, cold, electricity, or negative damage chosen at random by rolling 1d4 and gains the trait associated with that damage.

- 1 - fire
- 2 - cold
- 3 - electricity
- 4 - negative

Gurrudaemon

RARE

Your companion is a gurrudaemon, a vile daemon originating from another plane. A gurrudaemon has the daemon and fiend traits, but it otherwise functions normally as an animal companion. They are typically, although not exclusively, chosen by evil characters.

Size Medium

Melee ✦ foot **Damage** 1d8 bludgeoning

Melee ✦ tentacle **Damage** 1d6 slashing

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +0, **Cha** +1

Hit Points 8 **Weaknesses** good 5

Skill Athletics

Senses motion sense 60 feet, no vision

Speed 30 feet, climb 10 feet

Support Benefit Your gurrudaemon wraps his tentacles around your foes. Until the start of your next turn, each time you hit a creature in your companion's reach with a Strike, the creature takes an additional 1d4 poison damage from your gurrudaemon and becomes clumsy 1. If the gurrudaemon is nimble or savage, the poison damage increases to 2d4.

Advanced Maneuver Dropkick

DROPKICK ✦✦

The gurrudaemon wraps its tentacles around its victim and dropkicks it. It attempts an Athletics check to Grapple its prey. If it succeeds, the gurrudaemon deals 12 bludgeoning damage to the grabbed creature the creature must attempt a basic Fortitude save using your gurrudaemon's Constitution modifier and a trained proficiency. If the gurrudaemon is nimble or savage, the proficiency for the DC increases to expert. If the gurrudaemon is a specialized animal companion, the damage increases to 20.

Landstrider

RARE

Your companion is a long legged beast, able to traverse the many terrains of the world quickly.

Size Large

Melee ✦ leg, **Damage** 1d8 bludgeoning

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Survival

Senses low-light vision

Speed 40 feet

Special mount

Stilted Movement Your Landstrider ignores non-magical difficult terrain.

Support Benefit Your landstrider uses its great legs to protect you by either standing over you, blocking incoming attacks or using its large body to absorb damage. Until the start of your next turn, as long as you are within your landstrider's reach, you are considered concealed.

Advanced Maneuver Quickened Stride

QUICKENED STRIDE ✦✦

The landstrider Strides twice and makes a leg Strike.



Nightstalker

RARE

Your companion is a nightstalker, a nightmarish bipedal creature that dwells in the dark and instills terror in its victims.

Size Small

Melee ♦ jaws (finesse), **Damage** 1d6 piercing

Melee ♦ claws (agile, finesse), **Damage** 1d4 slashing

Str +3, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Stealth

Senses darkvision

Speed 30 feet

Special While in normal or bright light, the nightstalker cannot interact with anything except you, use the Support action or its advanced maneuver. Additionally, creatures in normal or bright light except you cannot see or interact with the nightstalker.

Support Benefit Your nightstalker empowers your attacks. Until the start of your next turn, if you hit and deal damage to a creature, the creature becomes frightened 1.

Advanced Maneuver Eyes in the dark

EYES IN THE DARK ♦

EMOTION FEAR MENTAL VISUAL

A creature within 30 feet must attempt a Will save against the nightstalker's Charisma modifier and a trained DC. If it is nimble or savage, the DC increases to expert proficiency. Regardless of the outcome, the target becomes immune to Eyes in the Dark for 1 hour.

Critical Success The target is unaffected

Success The target is frightened 1 for 1 round

Failure The target is frightened 2

Critical Failure The target becomes frightened 2 and is paralyzed for 1 round



Schmooze

RARE

Your companion is a schmooze or slime just intelligent enough to follow your commands. A schmooze has the ooze trait instead of the animal trait, but it otherwise functions normally as an animal companion.

Size Small

Melee ♦ pseudopod, **Damage** 1d4 acid

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

Hit Points 12

Immunities acid, critical hits, mental, precision

Skill Stealth

Senses motion sense 60 feet (precise), no vision.

Speed 20 feet, climb 10 feet, swim 10 feet

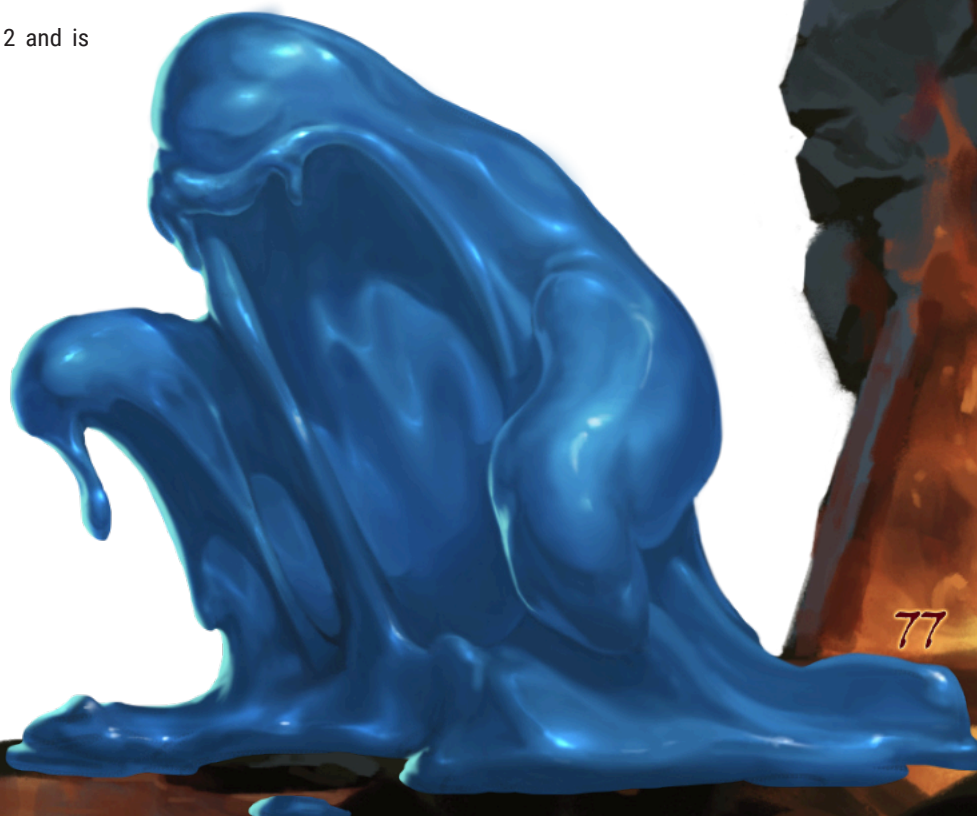
Special The schmooze suffers a -10 penalty to AC but gains an additional +3 hit points at every level.

Support Benefit The schmooze spits acid at your foes' ankles when you create an opening. Until the start of your next turn, your Strikes that damage a creature that your schmooze threatens also deal 1d4 persistent acid damage and the target suffers a 5-foot circumstance penalty to its speeds until it removes the acid damage. If your schmooze is nimble or savage, the persistent acid damage increases to 2d4 and the speed penalty increases to 10.

Advanced Maneuver Grasping Pseudopod

GRASPING PSEUDOPOD ♦♦

The schmooze makes a pseudopod Strike against a creature. If the creature is smaller than the schmooze, it is considered flat-footed to the attack. On a hit, if the creature is no more than one size larger than the schmooze, the target is automatically grabbed.



Shambling Mount

UNCOMMON

Your companion is a shambling mount, a close relative of the shambler grown to serve as a mount.

Size Large

Melee ♦ vine, **Damage** 1d6 bludgeoning

Str +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Nature

Senses darkvision

Speed 30 feet

Special mount

Support Benefit Your shambling mount extends its vine-like feet around your foe's position, entangling its footing. Until the start of your next turn, if you hit and deal damage to a creature in your shambling mount's reach, the first square the creature moves into after taking that damage is difficult terrain.

Advanced **Maneuver** Entangling Vines

ENTANGLING VINES ♦

The shambling mount makes a Strike with its vines entangling the target in its plant matter. If the Strike hits, the target creature automatically becomes grabbed by the shambling mount until the end of your next turn.

Swarm Companions

UNCOMMON

A swarm companion is a loyal swarm of insects or other Tiny creatures that you have under your control. They follow your orders obediently, though your method of commanding them may be more unusual than for typical companions. Most swarm companions are uncommon, requiring obscure magics, natural affinity, or even advanced alchemical pheromones to even begin to tame them. You can have only one companion of any kind at a time.

Apart from the following differences, a swarm companion functions as a standard animal companion, including the

limitations to companion items regardless of their shape.

- **Traits:** Swarm companions have the swarm trait in addition to the animal trait. This allows them to occupy the same space as other creatures, and must do so in order to use its Swarm Attack action.
- **Immunities:** As with all swarms, the companion is immune to the grabbed, prone, and restrained conditions. Unless otherwise specified, a swarm companion is immune to mental effects that target a limited number of creatures, but not to those that affect all creatures in an area.
- **Resistances:** Swarm companions have resistance to piercing and slashing damage equal to half your level (minimum 1) and to bludgeoning damage equal to half your level -2 (minimum 0).
- **Weaknesses:** Swarm companions have weakness to area damage and splash damage equal to half your level.
- **Ability Modifiers:** A swarm companion begins with base ability modifiers of Str -2, Dex +3, Con +2, Int -4, Wis +2, Cha +0.
- **Attacks:** Instead of one or more Strikes the companion will have a Swarm Attack action, which deals the listed damage to any foes sharing the companion's space. Creatures subject to Swarm Attack must attempt a basic save listed with the action (usually Reflex) using a trained DC adding the companion's Constitution modifier. Any time the companion gain a modification to its unarmed attacks, such as by becoming mature or savage, it applies those modifications to its Swarm Attack instead. If its proficiency in unarmed attacks increases, increase the proficiency of its Swarm Attack DC instead.
- **Mindless Companions:** Some swarm companions are mindless. The mindless trait makes them immune to all mental effects, as normal. The only skills in which a mindless companion is trained are Acrobatics and Athletics, and it can't become trained in other skills. Even if a mindless companion gains a limited ability to act in combat without being commanded, such as from the Mature Animal Companion feat, it can repeat only the last command it can't take a new action on its own. A

mindless companion can't take specializations that would raise its Intelligence or grant it benefits to skills other than Acrobatics or Athletics, and it can't use or benefit from feats or other options for animal companions that normally require a creature to have a mind, think, or make a decision. When in doubt, the GM determines what abilities a mindless companion can use.

- **Mountless:** given their disincorporated nature, swarms cannot be ridden and cannot gain the mount special ability.

Specialized Swarm Animal Companions

In addition to those normally chosen by swarm companions can choose from the following specializations.

Devourer

Your swarm is quick to devour foes. Increase the dice of Swarm Attack by one step (d4 to d6 or d6 to d8 for example). Creatures that critically fail their save against Swarm Attack also take persistent bleed damage equal to the number of damage dice of Swarm Attack.

Engulfer

Despite their size your swarm is very adept at engulfing and binding their foes. Its proficiency ranks for Athletics increase to expert (or master if it was already expert from its type), and its Constitution modifier increases by 1. Your swarm companion can grapple targets up to two sizes larger than itself.

Colony

UNCOMMON

Your companion is a group of ground dwelling social insects or bugs, such as ants or some species of spider.

Size Small

Swarm Attack ♦ fang or stinger, **Saving Throw** Reflex, **Damage** 1d4 piercing

Str -2, **Dex** +3, **Con** +3, **Int** -4, **Wis** +3, **Cha** +0

Hit Points 6

Skill Stealth

Senses low-light vision, scent (precise 5-feet)

Speed 25 feet, Climb 25 feet.

Special Your colony deals an additional 2 poison damage to creatures that fail their save against its stings, 4 on a critical failure.

Support Benefit Your hive unnerves those they swarm across, Until the start of your next turn, if you hit and deal damage to a creature in your colony's space, the creature becomes frightened 1.

Advanced Maneuver Getting Everywhere

GETTING EVERYWHERE ♦♦

Your colony crawls up a creature in its space and uses its Swarm Attack, affecting only the selected creature, which takes a -2 circumstance penalty to their save. If they fail, they are sickened 1 (sickened 2 on a critical failure) and cannot end the sickened condition while they share a space with the colony.

Hive

UNCOMMON

Your companion is a group of social flying insects, such as bees or wasps.

Size Small

Swarm Attack ♦ stings, **Saving Throw** Reflex, **Damage** 1d4 piercing

Str -2, **Dex** +4, **Con** +2, **Int** -4, **Wis** +2, **Cha** +1

Hit Points 4

Skill Survival

Senses low-light vision, scent (imprecise 30-feet)

Speed 20 feet, fly 40 feet.

Special Your hive deals an additional 2 poison damage to creatures that fail their save against its stings, 4 on a critical failure.

Support Benefit Your hive pricks and stings at every opportunity, Until the start of your next turn, your Strikes that damage a creature in hive's space also deal 1d6 persistent poison damage. If your hive is nimble or savage, the persistent poison damage increases to 2d6.

Advanced Maneuver Synchronized Signals

SYNCHRONIZED SIGNALS ♦♦

MOVE VISUAL

Your hive executes complex flight patterns, directing attacks toward your foes. Foes sharing a space with the Hive are flat-footed until the start of your next turn.

Warren

UNCOMMON

Your companion is a collection of rodents, such as mice, rats, rabbits, or weasels.

Size medium

Swarm Attack ♦ bites, **Saving Throw** Reflex, **Damage** 1d6 piercing



Str -1, **Dex** +3, **Con** +3, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 6

Skill Survival

Senses low-light vision, scent (imprecise 30-feet)

Speed 30 feet, climb 10 feet

Support Benefit Your warren tramples about your foe's feet, tripping them up, until the start of your next turn, if you hit and deal damage to a target in your warren's space, they must succeed a Reflex save against the warren's Swarm Attack DC or fall prone.

Advanced Maneuver Biting and Scratching

BITING AND SCRATCHING ♦♦

Your warren roves, harming every foe in its path. The warren Strides or Climbs, each enemy creature it passes through is affected by its Swarm Attack. Each creature is affected only once even if it crosses paths with the warren multiple times.

SILVERDUST

RARE **CONSTRUCT** **MINDLESS**

Your companion is made up of individually imperceptible bits of silvery metal with unknown origins that moves nearly like a fluid. Unlike other companions, silverdust is a construct instead of an animal. However, due to its strange functions and minute collective scale is not as resilient as other constructs bearing only the immunities listed below.

Size small

Swarm Attack ♦ deconstruct (versatile P), **Saving Throw** Reflex, **Damage** 1d4 slashing

Str -1, **Dex** +4, **Con** +2, **Int** -5, **Wis** +2, **Cha** +0

Hit Points 4

Skill Survival

Senses low-light vision

Speed 25 feet, swim 25 feet

Special mindless, Immune to death effects, healing, necromancy, poison, and the doomed, drained, fatigued, and sickened conditions.

Support Benefit Your silverdust alters the material of enemy extremities to hinder their movement. Until the start of your next turn, if you hit and deal damage to a creature in the silverdust's space, that takes a -5-foot penalty to its speeds for 1 round.

Advanced Maneuver Construct Protocol

CONSTRUCT PROTOCOL ♦♦

MANIPULATE

Your silverdust uses its Swarm Attack against a single creature or unattended object in its space, ignoring half the hardness of any object with a hardness lower than your level. It regains HP equal to the damage dealt.

Bonded Beast Companions

UNCOMMON

Some shamans bond themselves to a specialized beast companion, called a bonded beast. These bonded beasts function quite similarly to other animal companions, but are more cunning and keen. While not as intelligent as most people, they have a greater sense of self than other companions. They still lack a means of linguistic or manual communication beyond what a well-trained animal could usually provide. They are still unable to use most abilities that require greater intelligence, such as Coerce or Decipher Writing, but have other strengths that their heightened intellect allows for.

Apart from the following differences, a bonded beast companion functions as an animal companion, including the limitations to companion items regardless of the creature's shape.

- A bonded beast has the beast trait instead of the animal trait.
- A bonded beast has an Intelligence of -3. This allows it to know a single language shared by its bonded character (usually Common) though it cannot speak any language.
- If a bonded beast would for any reason require it to be Commanded with a skill check, you can use Diplomacy in place of Nature.

Special You may select a concordine (page 75) instead of one of the following bonded beasts below, doing so adjusts it with the differences above. At the GM's discretion you might select another animal companion and apply these alterations. Bonded beasts cannot be selected as normal animal companions.

Bonded Beast Specializations

Bonded beast companions can choose from the following specializations when they would gain one instead of choosing from the normal list of animal companion specializations.

Blood-bound

Your companion's bond links to your vitality directly, allowing you to trade vital energies. Once per day, your bonded beast can pay the cost of one of your vitamancy actions as long as it has the Hit Points to do so. Additionally, as a free action whenever your companion takes damage you may reduce your Hit Points by any amount, up to the amount of damage

they would take or your remaining Hit Points, whichever is lower. Your companion reduces the damage they would take by the same amount you reduced your Hit Points by. Its proficiency in Fortitude saves increases to legendary and it increases its Constitution score by 1.

Bone-bound

Your companion shares a bond deep in its bones, which reverberates with your own bones or a symbolic trinket you keep. Signs of this bond appear on your companion's exterior as calcific armored plates. Your companion gains a +1 status bonus to AC and gains resistance to slashing damage equal to half your level. Creatures that start their turn grappled by a bone-bound beast take 2d4 piercing damage and anyone attempting to grapple a bone-bound beast takes 2d4 piercing damage for each attempt. It also increases its Strength score by 1.

Spirit-bound

Your spirit intertwines with your companion's, causing an unbreakable bond. Your companion increases its Wisdom modifier by 1, and becomes an expert in Stealth (or master if it was already an expert from its type). As long as you and your companion are on the same plane, you always know the exact direction and distance to each other and you can command your companion telepathically within 100-feet. If your companion dies, it returns to life when you regain your companion, instead of being replaced.

Basilisk

Your companion is a plodding reptile with eight legs and magical eyes. Through training, nature, or design, its gaze is weaker than most of its kin, leaving it less lethal than more dangerous varieties.

Size Small

Melee ♦ jaws, **Damage** 1d8 piercing

Str +3, **Dex** +2, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

Hit Points 6

Skill Survival

Senses darkvision

Speed 20 feet

Special A basilisk can eat rock and stone it is able to swallow for nourishment.

Support Benefit (arcane, transmutation, visual) Your basilisk locks its eyes on your targets, causing them to stiffen as their bodies partially petrify. Until the start of your next turn, if you hit and damage a creature in your basilisk's reach, the creature becomes clumsy 1 until the end of your next turn. If your basilisk has an advanced option—such as nimble or savage—your basilisk treats

its reach as 10 feet greater for its support benefit.

Advanced Maneuver Stony Gaze

STONY GAZE ♦♦

ARCANE | TRANSMUTATION | VISUAL

Your basilisk gazes into the eyes of an adjacent creature requiring it to attempt a Fortitude save. This uses a trained DC using the basilisk's Constitution modifier or an expert DC if the basilisk is specialized. If a creature already slowed by Stony Gaze critically fails its save, it becomes petrified. This is an incapacitation effect.

Critical Success The creature is unaffected.

Success The creature is clumsy 1 for 1 round.

Failure The creature is clumsy 1 for 1 minute

Critical Failure The creature is clumsy 1 for 1 minute and slowed 1 for 1 minute. If the creature deals slashing or piercing damage to your basilisk while adjacent to it, it loses the slowed condition.

Chimera

Your companion is a strange amalgam of powerful creatures, sporting large wings and the heads of a large feline predator, a goat, and a chromatic dragon.

Size medium

Melee ♦ claws (agile, finesse), **Damage** 1d4 slashing

Melee ♦ horns, **Damage** 1d8 piercing

Melee ♦ jaws, **Damage** 1d6 piercing plus special

Str +3, **Dex** +2, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

Hit Points 8

Skill Intimidation

Senses darkvision, scent (imprecise) 30 feet

Speed 25 feet, fly 40 feet

Special A chimera's jaws attack deals an additional 1d4 damage (or 2d4 damage if it is specialized) of a type determined by the color of its dragon head with black causing acid, blue causing electricity, green causing poison, red causing fire, and white causing cold damage.

Support Benefit Your chimera roars and exhales on your foes when it sees an opening. Until the end of your turn, when you hit and damage a creature in your chimera's reach it takes 1d4 persistent damage of the type determined by its dragon head. The persistent damage increases to 2d4 if it gains an advanced option, such as savage or nimble.

Advanced Maneuver Chimeric Assault

CHIMERIC ASSAULT ♦♦

Your chimera lashes out, making a horns, jaws and claws Strike against foes in any order. Its multiple attack penalty applies as normal.

Hydra

Your companion is a multi-headed hydra, a serpentine being with a penchant for regeneration. Yours

SAPIENT COMPANIONS

Bonded beasts have a heightened sapience and sense of self, either naturally or through the power of their bond. This increased awareness and intellect means they are more likely to act on their own ideals. While mutual respect and the bond between a character and a bonded beast prevents them from acting against your interests in all but the most extreme circumstances, they are otherwise a personage, and have their own thoughts, desires, and aspirations, though they may be fairly simple. This is a perfect storytelling tool for players and GMs alike to allow the companion to help shape the story further. However, the intellect of the beast should be used with respect as well, a bonded beast that refuses every command of the character it is linked to, or harshly misaligned with them is disruptive to play. Generally such a beast will only bond with someone it already shares a lot in common with, having little reason on most occasions to oppose them.

may lack some of the features of a wild hydra, but it is dangerous all the same.

Size medium

Melee ♦ jaws (agile, finesse), **Damage** 1d6 piercing

Str +2, **Dex** +3, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

Hit Points 8

Skill Stealth

Senses low-light vision, scent (imprecise) 30 feet

Speed 25 feet, swim 25 feet

Special A hydra companion is not killed if its heads are removed, such as by the effects of a vorpal rune, though if it has no heads remaining, it is blind, deafened, cannot make jaws attacks, and loses its scent sense. Whenever your hydra regains Hit Points it regrows one of its lost heads. A juvenile hydra has 2 heads and it gains one additional head when it becomes mature, advanced (such as nimble), and when it gains a specialization

Support Benefit your hydra's heads assail your foes from every direction. Until the end of your turn, creatures you hit and damage are flat-footed until the start of your next turn. When your hydra has 4 or more heads, you may choose to knock them prone instead.

Advanced Maneuver Regenerate

REGENERATE ♦♦

Tapping into its regenerative properties your hydra revitalizes itself. It regains Hit Points equal to your level.

Matracore

Your companion is a matracore, a smaller cousin of the manticore. With feline features and wicked looking wings, the true terror of this creature comes from the spines that line its fur and tail.

Size small

Melee ♦ claws (agile, finesse), **Damage** 1d4 slashing

Melee ♦ jaws, **Damage** 1d8 piercing

Ranged ♦ spike (range increment 20 feet), **Damage** 1d6 piercing

Str +3, **Dex** +2, **Con** +2, **Int** -3, **Wis** +1, **Cha** +0

Hit Points 6

Skill Intimidation

Senses darkvision, scent (imprecise) 30 feet

Speed 25 feet, fly 40 feet

Special A matracore has a limited number of spikes each day which regrow while it rests, refreshing during your daily preparations. The matracore can only use its spike ranged attack a number of times per day equal to 2 + your level.

Support Benefit your matracore bristles the spines lining its body defending you from nearby foes. Whenever a creature within your matracore's reach makes a Strike against you, it takes 1d4 piercing damage (basic Reflex save). This damage increases to 2d4 if the matracore is advanced (such as being nimble or savage). The save DC is trained and uses your matracore's Dexterity modifier, it becomes trained if the matracore is specialized.

Advanced Maneuver Pincushion

PINCUSHION ♦

Requirements The matracore has at least 2 of its spikes remaining.

Your matracore flings multiple spikes into a foe, attempting to pin them down. It makes a spike Strike, if it succeeds, the target creature is immobilized (using the same DC as its support benefit). Making this attack consumes two of the matracore's spikes for the day.





CHAPTER 3 - ARCHETYPES

People have the most unsuspected talents, truly. I have met an elf who's tattoo would morph at her whims, a boavian who can change the make of weapons through a ring of his anvil, and a halfling who could grow the size of a mountain. And those are not even the strangest ones, not by a stretch. The talent listed in this chapter are some of the most remarkable abilities I have had the chance to witness.

Anvil Ringer

When the hammer strikes an anvil, a sound rings out. To many, this is just a noise—a sign of work in progress. It is the ring of metal on metal, as the raw materials become armor, weapons, and many other things. Others, however, hear the depth of the tone. Either blessed by the divine forces of inspiration and crafting or something more esoteric, Anvil Ringers hear the deeper sound. They learn to hone this sound to summon forth an ethereal anvil and project the perfections of their craft onto the equipment around them. Anvil Ringers may do this in honor and prayer to their gods, while others hear the call of the anvil and can't help but answer with a strike of their hammer. You seek to learn the secret arts of the Anvil Ringers, to bring forth the sacred anvil, and to let it sound across the fields of battle.

ANVIL RINGER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Crafting, Speciality Crafting (Blacksmithing)

You have learned the most basic technique of the Anvil Ringers, that of bringing forth an ethereal anvil for crafting and performing greater acts. You become an expert in crafting and add up to four common formulas to your crafting book and you gain the Let the Anvil Ring! focus spell. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can regain using the Refocus activity to maintain your tools and weapons if you already have a focus pool, increase the number of Focus Points in your focus pool by 1. Your focus spells from the anvil ringer archetype are divine spells and they use your Crafting DC as spell DC.

Special You can't select another dedication feat until you have gained two other feats from the anvil ringer archetype.

LET THE ANVIL RING!

FOCUS 1

UNCOMMON CONJURATION

Cast ♦ somatic

Area 30-foot emanation

You summon forth a ringer's anvil an ethereal anvil granted to you by the crafting gods. The anvil appears in an adjacent square and remains until your next daily preparation or until dismissed, whichever comes first. The anvil has the same weight and density as a regular anvil, and can be used for blacksmithing. Whenever you summon the anvil, and for as long as it is summoned, you can use the Ring the Anvil action.

Ring the Anvil ♦ (transmutation) **Requirements** You are wielding a weapon from the hammer group and you are within reach of your ringer's anvil; **Effect** Allies within 30-feet gain a +1 status bonus to AC, a +1 status bonus to attack rolls or a +3 status bonus to damage until the

beginning of your next turn, your choice.

Heightened (4th) Whenever you use the Ring the Anvil action, allies within 30-feet of you gain two of the possible benefits instead of 1.

TOOLS OF THE TRADE

FEAT 4

ARCHETYPE

Prerequisites Anvil Ringer Dedication

Wielding a hammer in battle is as natural to you as striking an anvil. You become trained in the light hammer, maul, and warhammer. Whenever you gain a class feature that grants you expert or greater proficiency in weapons, you also gain that proficiency rank in these weapons. Additionally, when using your blacksmith's tools as improvised weapons, you don't take the normal -2 penalty to attack rolls when using improvised weapons.

METALLIC ECHO ♦

FEAT 4

ARCHETYPE DIVINE MAGICAL OPEN TRANSMUTATION

Prerequisites Anvil Ringer Dedication

Requirements You are holding a chunk, ingot, or other item made of a precious metal, such as cold iron or silver

Frequency once per minute

You strike the anvil, metal in hand, to empower your allies' armor and weapons. You Ring the Anvil. Until the start of your next turn, your allies' armor and weapons are treated as the type of metal you are holding for the purpose of overcoming resistances and vulnerabilities. They gain no further benefits of the material change.

RINGING DISARM ♦

FEAT 4

ARCHETYPE MAGICAL TRANSMUTATION

Prerequisites Anvil Ringer Dedication

Requirements You are wielding a weapon from the hammer group and you are within reach of your ringer's anvil.

The sound of your hammer ringing out resonates with the weapons of your enemies, making them hard to hold. Make a Disarm attempt against a creature within 30-feet of you, using your Crafting skill instead of Athletics. This Disarm action gains the auditory trait.

Special If you are currently benefiting from Spirit Ring, you gain a +2 circumstance bonus to the check.

ALIGNMENT RING

FEAT 6

ARCHETYPE MAGICAL EVOCATION

Prerequisites Anvil Ringer Dedication

The extra-dimensional powers of the outer planes echo with the ringing sound of your anvil. When you Ring the Anvil, add the following to the benefits you can grant : allies within 30-feet gain 1d4 bonus alignment damage. The alignment chosen cannot be more than one step further than your own.

ELEMENTAL RING

FEAT 6

ARCHETYPE EVOCATION MAGICAL

Prerequisites Anvil Ringer Dedication

You ring your anvil with elemental power. When you Ring the Anvil, you can choose to grant 1d4 elemental bonus damage (acid, cold, electricity, or fire).

PROPERTY RESONATE

FEAT 8

ARCHETYPE FLOURISH

Prerequisites Anvil Ringer Dedication

Requirements You can Ring the Anvil and are holding a weapon with a property rune or a property runestone

Your knowledge as a blacksmith meets with your abilities as an anvil ringer to project runes onto the armor and weapons of your allies. You Ring the Anvil. Creatures affected by it also gain the benefit of the property rune you are holding, given they are wielding or wearing a valid host for the rune. Property runes limitation still apply normally and in case of conflict, the host chooses which runes to suppress to receive the new rune, if they desire so.

ANVIL'S SPIRIT

FEAT 10

ARCHETYPE

Prerequisites Anvil Ringer Dedication

You gain the spirit ring focus spell. Increase the number of Focus Points in your focus pool by 1.

SPIRIT RING

FOCUS 5

UNCOMMON METAMAGIC TRANSMUTATION

Cast ◆ somatic

Area 60-foot emanation

Duration 1 round

If your next action is to Ring the Anvil, attempt a Crafting check. The DC is usually a very hard DC for your level, but the GM can assign a different DC based on circumstances.

Critical Success The status bonus to AC and attack rolls from Ring the Anvil increases to +3 and the damage bonus increases to 9.

Success The status bonus to AC and attack rolls from Ring the Anvil increases to +3 and the damage bonus increases to 6.

Failure Ring the Anvil provides only its normal bonus, but you don't spend the Focus Point for casting the spell.

Critical Failure As failure, but you still expend the focus point for casting Spirit Ring.

LIGHT THE FORGE!

FEAT 18

ARCHETYPE

Prerequisites Anvil Ringer Dedication, legendary in Crafting

A true example of Anvil Ringers, you have gained the ability to summon forth the Spirit of the Forge. You gain the

summon forge spirit focus spell.

SUMMON FORGE SPIRIT

FOCUS 9

UNCOMMON CONJURATION EVOCATION INCARNATE

Cast ◆◆◆ focus, somatic, verbal

Range 100 feet

Duration until the end of your next turn

You bring forth the mighty Spirit of the Forge to unleash its fury against your enemies. It devastates with the heat of molten metal as it emerges from the ground before striking with a weapon forged in its primal embers. The Forge Spirit occupies the space of a Huge creature. It has a Speed of 30 feet.

Arrive (evocation, fire, transmutation) *Stoke the Coals!* The Forge Spirit explodes up from the earth like a volcanic eruption of molten metal. Creatures in a 30-foot emanation take a 3d8 fire damage (basic Reflex save). Any creature that takes damage from this effect must drop any metal items held or suffer an additional 3d8 fire damage and those wearing metal armor must attempt a basic Fortitude save or take an additional 3d8 fire damage.

Depart (evocation, fire, transmutation) *The Work is Finished!* From the depths of its embers, the Forge Spirit raises a scorching smith's hammer and brings it down, causing a volcanic earthquake. The forge spirit strikes the ground within 15 feet of it, creating a burst of molten lava in a 20-foot emanation. Creatures within the emanation take 5d8 fire damage (basic Reflex save) and 5d8 bludgeoning damage the bludgeoning damage is treated as adamantine for the purpose of resistances and weaknesses. Creatures who fail their Saving Throw are also knocked Prone and the area of the burst becomes difficult terrain for 1 minute.

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Arsenal Mage

Most workers of the arcane bring their spells to bear at their fingertips, casting spells to astonish and amaze. Although sometimes they may use a staff, a wand, or even a grimoire, to them they are mere tools. To an Arsenal Mage they are not just tools, but weapons of war to strike against their foes and conjure devastating spells. Falling short of their more martially inclined associates, the Magus, an Arsenal Mage will still stand side by side with their allies peppering their foes with spells while they use their “arsenal” to strike out at those who would dare to strike them.

Trained to stay in the thick of battle, Arsenal Mages are trained in the use of armor and how to make use of their spells to keep them in the fight for longer. Leaning on their practice and training an Arsenal Mage is a powerful sight to see as they stride across the field of battle the combination of unique martial training and arcane specialization. Whether with staff or wand you raise them as weapons, and with every new one acquired, another addition to your arsenal. In your hands they are truly a weapon perfected for both battle and magic.

Additional Feats: **4th** [Raise a Tome](#) (*Secrets of Magic*), [Spell Parry](#) (*Secrets of Magic*); **6th** [Bespell Weapon](#) (*Core Rulebook*), Quick Implement (page 73); **8th** Covered Casting (page 73), [Knowledge is Power](#) (*Secrets of Magic*), [Shielded Tome](#) (*Secrets of Magic*), [Spell Penetration](#) (*Core Rulebook*); **12th** [Overwhelming Energy](#) (*Core Rulebook*)

ARSENAL MAGE DEDICATION FEAT 2

ARCHETYPE DEDICATION

Prerequisites ability to cast arcane spells

Though a formidable caster in your own right, you've found a home in the thick of battle. In addition you learn the Arsenal Blast focus spell. You gain a focus pool of 1 Focus Point that you can recover using the Refocus activity (*Core Rulebook*). You can Refocus by practicing basic runes and magic with a staff, wand, or grimoire, like a warrior would train with a weapon. Your Arsenal Mage focus spells are arcane spells.

You become trained in light armor. If you are at least 13th level and you have a class feature that grants you expert proficiency in unarmored defense, you also become an expert in light armor.

Special You can't select another dedication feat until you have gained two other feats from the arsenal mage archetype.

ARSENAL BLAST

FOCUS 1

UNCOMMON ATTACK EVOCATION

Cast ◆ focus (grimoire, staff, or wand)

Range 30 feet; **Targets** 1 creature or object

You fire a bolt of force from an implement you are holding. Make a spell attack roll. The bolt deals force damage equal to 1d6 plus your spellcasting modifier.

Heightened (+1) The damage increases by 1d6.

ARCANE AEGIS ◆

FEAT 4

ARCHETYPE STANCE

Prerequisites Arsenal Mage Dedication, ability to cast shield

Even the simplest of wards become another part of your arsenal, taking up a stance to protect yourself. As a part of entering this stance you also cast shield. While in this Arcane Aegis stance, your shield spell gains a duration of 1 minute. If your shield would break from using the Shield Block reaction, you can make a Shove against the triggering creature, using your spell attack roll instead of your Athletics.

STAND OF THE EVOKER ◆

FEAT 4

ARCHETYPE CONCENTRATE STANCE

Prerequisites Arsenal Mage Dedication

Frequency Once per day

Requirements You are wielding a wand or a staff you have prepared.

Channeling the power of your magical implement, you take up a stance to let loose bolts of arcane energy. While in Stand of the Evoker, once per turn you can cast Arsenal Blast without spending a focus point.

CONSERVATION CANTRIP ◆

FEAT 6

ARCHETYPE CONCENTRATE METAMAGIC

Frequency once per day

Prerequisites Arsenal Mage Dedication

Requirements Your previous action this turn was to Cast a Spell with the attack trait that missed but did not critically miss.

Either through frustration or training, you have a follow up prepared for your missed spells. If your next action is to cast an arcane cantrip that takes 2 actions or fewer to cast, reduce the number of actions to cast it by 1 (minimum 1 action). The cantrip must be of the same school as the required spell.

FLOATING TOME ◆

FEAT 6

ARCHETYPE

Prerequisites Arsenal Mage Dedication, Recognize Spell

You cause a grimoire that you have prepared a spell from to animate and float around you. Otherwise this still functions the same as if you were holding or wielding it. As

long as you have a grimoire raised in this way, at the start of each of your turns, you gain an additional reaction that you can use only to Recognize Spell.

Special If you have the Raise a Tome feat, when you use this action you also use Raise a Tome.

GRIMOIRE'S RETORT

FEAT 6

ARCHETYPE **CONCENTRATE**

Prerequisites Arsenal Mage Dedication

Requirements Raise a Tome or Floating Tome

Trigger You have used Raise a Tome or Floating Tome with a grimoire during your last turn and a foe within your reach critically fails a Strike against you.

Capitalizing on their clumsiness, you use the opportunity to Disarm your opponent. You can attempt to Disarm the triggering creature using a spell attack roll instead of an Athletics check. If the Disarm critically succeeds, the weapon is thrown 10 feet away from the creature in a random direction.

MINIMIZED FUMBLE

FEAT 8

ARCHETYPE **ARCANE** **CONCENTRATE**

Prerequisites Arsenal Mage Dedication

Requirements Your previous action this turn was to Cast a Spell with the attack trait that missed but not critically missed.

You turn failures into opportunity, using the distraction of your failed spell to succeed on the next. The first spell you cast with the attack trait before the end of your next turn gains a +1 status bonus to the spell attack roll.

WAND AND STAFF

FEAT 10

ARCHETYPE **STANCE**

Prerequisites Arsenal Mage Dedication

Requirements You are holding a staff which you have prepared and a wand.

You are a conduit between your implements, channeling the spells of your wand into your staff. While in this stance you may treat your staff as having any spell contained in a wand that you are also holding. Your staff must have enough charges to cast the spell as usual, and you can not Cast a Spell of a higher level than your staff already possesses.

CRITICAL RECHARGE

FEAT 10

ARCHETYPE **CONCENTRATE**

Prerequisites Stand of the Evoker

Frequency Once per minute

Requirements You are wielding a staff that you prepared and that is missing charges.

Trigger You critically hit with a Strike using a staff you have prepared or with a spell attack roll Cast from a staff.

When your blows ring the truest with your staff, you are able to siphon some of that power back into it. Your staff regains a charge.

ARCANE QUICKENING

FEAT 12

ARCHETYPE

Prerequisites Arsenal Mage Dedication

Mobility is often the path to victory, a lesson you have taken to heart. You gain the *arcane quickening* focus spell. You add 1 focus point to your pool.

ARCANE QUICKENING

FOCUS 6

UNCOMMON **TRANSMUTATION**

Cast  somatic

Duration 2 rounds

Your magic empowers you to act faster. You become quickened and can only use the extra action as part of casting a Cantrip. In addition, for the duration of Arcane Quickening, when you Cast a Spell it does not trigger reactions from effects triggered by manipulate actions.

Heightened (+2) The duration increases by 1 round.

THE ARSENAL'S ONSLAUGHT

FEAT 18

ARCHETYPE **CONCENTRATE**

Prerequisites Arsenal Mage Dedication

Frequency Once per day.

Requirements You are in the Stand of the Evoker stance.

Bringing your entire arsenal to bear, you unleash it upon your enemies in a devastating barrage of arcane power. You cast Arsenal Blast up to three times, each against a different target. Each casting of the spell counts separately for your multiple attack penalty, but the penalty doesn't increase until you have finished casting the last spell. When you finish casting the last Arsenal Blast in this way, Stand of the Evoker ends and you can not re-enter it until you Refocus.



Blink Strider

Ever moving forces, Blink Striders control the battlefield by being everywhere at once. Moving in and out of the material plane, they operate swiftly and efficiently, eliminating high priority targets.

BLINK STRIDER DEDICATION FEAT 2

RARE **ARCHETYPE** **DEDICATION**

Your connection with the Material Realm is unusually fragile, and you can momentarily slip out of it. You gain the Blink action.

Blink ♦ (Arcane, Conjunction, Move, Teleportation) Stride 5 feet in any direction and then teleport up to 15 feet within your line of sight. If you have another movement type of at least half your Speed, you may use the associated action instead of Striding. If you cannot move 5 feet first, or if you try to bring another creature with you, your Blink fails.

For each two blink strider or blink striker archetype feats you possess, your blink distance increases by 5 feet. You cannot Blink again until you have taken another action with the move trait.

Special You can't select another dedication feat until you have gained two other feats from the blink strider or blink striker archetypes.

ARCANIC ESCAPE FEAT 4

ARCHETYPE

Prerequisites Blink Strider Dedication

Your loose connection to the Material Realm makes you harder to restrain. Whenever you use the Escape action, you can attempt an Arcana check instead. If you critically succeed at an Arcana check to Escape, you teleport up to 10 feet in any direction instead of Striding.

BEHIND YOU ♦♦ FEAT 6

ARCHETYPE **FLOURISH**

Prerequisites Blink Strider Dedication

Requirements You can Blink.

You rush your opponent and quickly appear behind them. Blink and make a Strike against a creature; the target is flat-footed against this Strike.

MAINTAINED MOMENTUM FEAT 6

ARCHETYPE

Prerequisites Blink Strider Dedication

Your movements are efficient, calculated and never wasted. If your last action was an action with the move trait, you can Blink without the necessary 5 feet running start.

BLINK OUT! ↻

FEAT 8

ARCHETYPE

Prerequisites Blink Strider Dedication

Trigger A creature fails a Strike against you as part of a reaction triggered by a move action other than Blink.

Making use of your foe's mistake, you seize the opportunity to better position yourself; you Blink.

FORCEFUL TELEPORT ♦♦ FEAT 10

ARCHETYPE **FLOURISH**

Prerequisites Blink Strider Dedication

Requirements You can Blink.

You push the limitations of your teleportation at the cost of accuracy. Stride up to half your Speed and Blink up to twice your usual distance. You end your teleportation 5 feet away from your intended location in a random direction. You must Stride at least 10 feet before Blinking instead of the usual 5 feet.

TELEPORTING FLURRY ♦♦♦ FEAT 18

ARCANE **ARCHETYPE** **CONJURATION** **TELEPORTATION**

Prerequisites Blink Strider Dedication

Requirements You can Blink

You teleport rapidly, striking as many creatures as you can. Make a melee Strike against each creature within range of your Blink, up to a maximum of three. This counts as three attacks for the purposes of calculating your multiple attack penalty, but your multiple attack penalty does not increase until all the Strikes are resolved. You end this action adjacent to one of the creatures against whom you made a Strike.

Blink Striker

BLINK STRIKER DEDICATION FEAT 4

ARCHETYPE **DEDICATION**

Prerequisites Blink Strider Dedication

You leverage your unusual movements to enhance your martial prowess. Your Blink gets recharged when you use an action with the Attack trait in addition to actions with the Move trait.

Special You can't select another dedication feat until you have gained two other feats from the blink strider or the blink striker archetypes. You can select Blink Striker Dedication even if you haven't gained two other feats from the blink strider archetype.

THROWN BLINK ♦ FEAT 6

ARCHETYPE **FLOURISH**

Prerequisites Blink Striker Dedication

Requirements You are wielding a weapon with the thrown trait

You use the momentum of your weapon to guide your

teleportation rather than your own. Make a ranged Strike with a thrown weapon within its first range increment, or within your Blink range, whichever is higher. If the Strike hits, you can Blink in a square adjacent to the creature, even if your Blink range wouldn't normally not allow it. You can choose to be wielding the thrown weapon at the end of your Blink, otherwise it falls on the ground as normal.

MOMENTUM THROW FEAT 8

ARCHETYPE

Prerequisites Blink Striker Dedication

You use the momentum of your teleportation to add weight to your throw. When using Thrown Blink, if the Strike is a success, it deals an additional point of damage for every 10 feet you teleport.

PORTAL PRECISION FEAT 8

ARCHETYPE

Prerequisites Blink Striker Dedication

You find vulnerable points in the split second between arrival and awareness. If the first Strike you make after Blinking is against a flat-footed creature, it deals an additional 3 points of precision damage.

REDIRECTING BLINK FEAT 8

ARCHETYPE

Prerequisites Blink Striker Dedication

Requirements A creature fails to Shove or Trip you, and you can Blink.

You use the movement caused by your foe to power your teleportation, taking them by surprise. You Blink into the triggering creature's space, and the creature falls prone in your previous space.

ELUSIVE STRIKER FEAT 10

ARCHETYPE FLOURISH

Prerequisites Blink Striker Dedication

Make a Strike against a creature, Blink, then make a Strike against a second creature.

TWO PLACES AT ONCE FEAT 14

ARCHETYPE

Prerequisites Blink Striker Dedication

Blinking around your foe, you attack from all angles at once. When you Blink, you still threaten as if you were in the space you left for the purpose of flanking. This effect lasts until the beginning of your next turn, and you can only threaten from location at a time in addition to your current location; if you Blink again, this applies to your new point of origin instead.

DIMENSIONAL VOLLEY FEAT 18

ARCANE ARCHETYPE CONJURATION TELEPORTATION

Prerequisites Behind You

Frequency once per hour

Requirements You are wielding a ranged weapon with a reload of 0 and you can Blink

You Blink and make a ranged Strike against a creature. You can repeat this process up to five times. Apply your multiple attack penalty normally. Each Strike treats its target as flat-footed.

PORTAL FRENZY FEAT 18

ARCANE ARCHETYPE CONJURATION TELEPORTATION

Prerequisites Two Places At Once

Frequency once per minute

Requirements You can Blink

Launching a frenzied assault of flickering attacks, you tear into your foe from all sides. You Blink within reach of a creature and make a Strike against it. You can repeat this process up to three times, but all Strikes must be made against the same creature. This counts as three attacks for the purposes of calculating your multiple attack penalty, but your multiple attack penalty does not increase until all the Strikes are resolved. Until the beginning of your next turn, you qualify as a flanking partner for any creature adjacent to the target of Portal Frenzy.



Brawler

Whether you're a tavern scrapper or an arena fighter, you have mastered hand to hand combat. You may favor fast hand combinations or rely on the destructive force of a roundhouse kick. In any case, you know, hand to hand combat is a battle of attrition: slowly chipping away at your foe until their will to fight, if not their strength, fades away.

BRAWLER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

You are a brawler, through and through. Your body is conditioned to strike and your punches can break bones. The damage die for your fist unarmed attacks becomes 1d6 instead of 1d4 and your unarmed attacks now deal lethal damage.

As a Brawler, you gain actions with the Setup and the Payout trait. Actions with the Payout trait gain additional benefits if your previous action had the Setup trait. The Step and Feint actions gain the Setup trait for you and you gain the Jab action.

Step The Strike deals an additional damage dice.

Feint If the Strike inflicts a condition or a penalty with a duration, it lasts for an additional turn.

Jab ♦ (setup) You snap a quick strike, focusing on speed over power. Make an unarmed attack roll against the AC of a target within your unarmed reach. On a success, they take 1d6 bludgeoning damage and your next attack roll with the Payout trait gets a +1 circumstance bonus to hit. On a critical success, the damage is doubled and your next payout attack roll gets a +2 circumstance bonus instead.

Special You can't select another dedication feat until you have gained two other feats from the brawler archetype.

CHOP THE LEG ♦♦

FEAT 4

ARCHETYPE PAYOUT

Prerequisites Brawler Dedication

You deliver a devastating kick to the thigh of your opponent. Make a melee unarmed Strike. If it hits, the target takes a -5 foot status penalty to its speed. If your last action was an action with the setup trait, the creature cannot Step until the beginning of your next turn.

TEEP ↺

FEAT 4

ARCHETYPE

Prerequisites Brawler Dedication

Trigger A creature attempts to enter a space adjacent to you

Thrusting your foot forward like a spear, you stop your opponent dead in its tracks. Make a melee unarmed Strike against the triggering creature even if it is not within your reach. If it hits, the creature ends its movement before entering the space. This Strike deals no damage.

LEAD HOOK ♦♦

FEAT 6

ARCHETYPE PAYOUT

Prerequisites Brawler Dedication

You throw a tight circular hook to the head, rocking your target to its core. Make a melee unarmed Strike. If it hits, the target must succeed at a Fortitude save against your class DC or become stunned 1.

OVERWHELMING ASSAULT ♦♦♦

FEAT 6

ARCHETYPE

Prerequisites Brawler Dedication

You unleash a fast combination of hands, each strike setting up the next. Make three melee unarmed Strikes against the same target. All three Strikes gain the following failure condition:

Failure This attack does not count toward your multiple attack penalty.

SHOVEL HOOK ♦

FEAT 6

ARCHETYPE PAYOUT

Prerequisites Brawler Dedication

You throw a powerful hit to the body, digging for a vital organ. Make a melee unarmed Strike. If it hits, the target must succeed a Fortitude save against your class DC or become sickened 1 until the start of your next turn.

ROUNDHOUSE ♦♦

FEAT 8

ARCHETYPE PAYOUT

Prerequisites Brawler Dedication

Thrusting your full weight into your leg, you unleash a bone-shattering kick toward your opponent's arm. Make a melee unarmed Strike. If it hits, the target must succeed at a Reflex saving throw or take a -1 status penalty to attack rolls until the beginning of your next turn.

UPPERCUT ♦

FEAT 8

ARCHETYPE PAYOUT

Prerequisites Brawler Dedication

A life of fighting has taught you that sometimes simplicity is key. You throw a punch under your opponent's chin. Make a melee unarmed Strike. On a hit, the target must succeed at a Will save against your class DC or become stupefied 1 until the beginning of your next turn.

Cursebreaker

When the land is cursed, when such magical maladies run rampant through the population, or even when those around you start to succumb to the curses that leave their stains on their very being there is none better to be near than you. Not just a breaker of curses but a hunter of those formed from them or those who would bestow them. Sometimes mistaken for a Werewolf or Vampire hunter you know better, it's better to deal with the cause than to treat the symptom.

CURSEBREAKER DEDICATION

FEAT 4

ARCHETYPE DEDICATION

Prerequisites Trained in either Arcana, Nature, Occult, or Religion

You have a thorough working knowledge of curses and how to deal with them. You become trained in Curse Lore if already trained in Curse Lore, you become trained in another Lore skill of your choice. You also gain the Pursue a Lead action (Advanced Player's Guide). You can only use Pursue a Lead to designate a creature that carries a curse or an effect that has the curse trait. When you roll a success on a save against an effect with the curse trait, you get a critical success instead.

If you already have Pursue a Lead, you become an expert in Survival and gain a +1 circumstance bonus to identify the source of a curse via the use of Curse Lore.

Special You can't select another dedication feat until you have gained two other feats from the cursebreaker archetype.

CURSESENSE

FEAT 8

ARCHETYPE

Prerequisites Cursebreaker Dedication

You've developed a vague sense for curses and those afflicted by them, usually manifesting as a sense of unease or a prickling on the back of the neck. You gain the cursesense as an imprecise sense of 30 feet. This allows you to sense the presence of cursed items and creatures carrying a curse, though you can't distinguish between the two. Creatures with the curse trait trying to disguise themselves or otherwise hide its presence from you must attempt a Deception check against your Perception DC.

KNOWLEDGE OF THE ACCURSED

FEAT 6

ARCHETYPE

Prerequisites Cursebreaker Dedication

Whenever you successfully Recall Knowledge about a creature that can curse you, you learn about the curse it can inflict in addition to any other information you would gather from the Recall Knowledge check.

CLEANSE THE CURSE

FEAT 6

ARCHETYPE FLOURISH

Prerequisites Cursebreaker Dedication

CONSUMING CURSES

Some of the cursebreaker and curse eater feats have additional or varied effects if you are using the Consuming Curse system found on page 113. These effects are listed as "Consuming Variant". If you are not using the consuming curse system, you can simply ignore these additions and use the archetypes as intended.

You gain the *Cleanse the Curse* focus spell and a focus pool of 1 if you don't already have one if you already have a focus pool, it increases by 1. Your cursebreaker focus spells are occult spells when you gain this feat, you become trained in occult spell attacks and spell DCs. Your key spellcasting ability for these spells is Charisma.

CLEANSE THE CURSE

FOCUS 3

NECROMANCY

Cast ➤ somatic, verbal

Range 30 feet

You cleanse a creature from the curse afflicting it. You attempt to counteract one curse afflicting the target. Your counteract level for this attempt is equal to half your level rounded up, and you can use a Curse Lore for the counteract check.

Critical Success The curse is lifted from the creature.

Success The cursed is suppressed for an hour

Critical Failure You must roll a saving throw or become affected by the curse you are attempting to counteract.

Consuming Curse If you cleanse a creature afflicted by a consuming curse, the creature only loses one cursed fear, as if it had succeeded at a Fight the Curse check. If you critically fail at the counteract check, you gain the appropriate consuming dedication as a bonus feat.

Heightened (8th) You can cleanse the curse present on an item instead of a creature.

PURGE THE CURSE

FEAT 8

ARCHETYPE FLOURISH

Prerequisites Cursebreaker Dedication

You gain the Purge the Curse focus spell and a focus pool of 1 if you don't already have one if you already have a focus pool, it increases by 1. Your cursebreaker focus spells are occult spells when you gain this feat, you become trained in occult spell attacks and spell DCs. Your key spellcasting ability for these spells is Charisma.

PURGE THE CURSE

FOCUS 4

NECROMANCY

Cast ➤ somatic, verbal

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Sometimes a curse has gone too far to be reversed, and the moral thing to do is to put its host out of its misery. Make a Strike against a cursed creature or a creature which can curse you with an ability. The Strike deals an additional 3d6 fire damage this damage ignores fire resistances equal to the spell level.

Heightened (+1) The damage increases by 1d6

SUNDER CURSE ◆◆

FEAT 8

ARCHETYPE

Prerequisites Cursebreaker Dedication

Curses in many ways are immaterial, that won't stop you from striking at it. Make a Strike. On a hit you may attempt a counteract check against the DC of a curse currently afflicting your target, or against the DC of a curse the target can inflict. The effects of the curse are suppressed or the creature can no longer inflict the curse on other creatures. This lasts for 1 minute, or one hour in the event of a critical success. Your counteract level for this attempt is equal to half your level rounded up, and you use the result of your attack roll for the counteract check.

Consuming Curse If you are targeting a creature afflicted with a consuming curse, the creature only loses one cursed feat, as if it had succeeded at a Fight the Curse check.

CURSE IMMUNITY

FEAT 10

ARCHETYPE

Prerequisites Cursebreaker Dedication

Your frequent exposures to curses have made you more resilient to them. You gain a +2 circumstance bonus to saving throws made to resist curses. If you are master in the save, the bonus increases to +3, and if you are legendary, it increases to +4.

Curse Eater

CURSE EATER DEDICATION

FEAT 6

RARE ARCHETYPE

Prerequisites expert in Religion or in Occultism

"One man's curse is another one's blessing" takes a very literal turn for you. For each curse currently afflicting you, you gain a +1 status bonus to damage rolls. During your daily preparation, roll the appropriate saving throw for each curse afflicting you. On a success, the effects of the curse are suppressed for 1 day. You can only be afflicted by a number of curses equal to half your level if you fail a

saving throw to resist a curse and you already have reached your limit, the oldest curse is replaced to make room for the new one.

Consuming Curse if you are afflicted by a consuming curse, it counts as two curses for the purpose of the curse eater dedication. You cannot suppress the effect of a consuming curse.

Special You can't select another dedication feat until you have gained two other feats from the curse eater archetype.

WILLING HOST

FEAT 8

ARCHETYPE

Whenever you succeed at a saving throw to resist a curse, you can choose to become afflicted by the curse regardless. If you do so, the effects of the curse are suppressed until your next daily preparations.

CONSUME THE CURSE FEAT 8

ARCHETYPE EXPLORATION

In an activity taking 10 minutes you take on the curse of another. Attempt a counteract check against the curse using half your level rounded up as your counteract level and a Religion or an Occultism check as your counteract check.

Consuming Curse if the person is afflicted by a consuming curse, the creature only loses one cursed feat, as if it had succeeded at a Fight the Curse check and you gain the appropriate consuming dedication as a bonus feat.

OBSESSION OF THE AFFLICTED

FEAT 10

ARCHETYPE

You gain a +1 status bonus to all your saving throws for each curse you currently possess (max +4). You do not benefit from this status bonus on saving throws against curses, and you take an equivalent penalty instead.

Consuming Curse if you are afflicted by a consuming curse, it counts as two curses for the purpose of Obsession of the Afflicted.

OCCULT CONSTITUTION

FEAT 10

ARCHETYPE

Sustaining all these curses and suppressing them has granted you an impressive resilience. Increase your maximum Hit Points by 2 for each curse you currently possess. Additionally, whenever you roll to suppress your curses during your daily preparation, you regain 5 Hit Points for each curse you successfully suppress.

Consuming Curse if you are afflicted by a consuming curse, you regain 5 Hit Points during your daily preparation, as if you had successfully suppressed it.

Haunt Collector

Whether you've been able to do so since you were young, or you awakened to the ability after obtaining a powerful haunted object, you are able to hear the whispers of the deceased just beyond the normal vocal register. Spirits are everywhere, though their whispers are just barely too distorted to fully understand. With your haunted implement, you manipulate and capture spirits, gaining strange powers that even other thaumaturges can barely understand.

As a haunt collector, you have a special implement called a haunted implement, more powerful than other implements but also far more temperamental, as it has a spirit dwelling within it with a mind of its own. The origin of your haunted implement is up to you. It could be a family heirloom, perhaps possessed by the spirit of one of your ancestors, the last memento of your twin who was taken from you at a young age by a terrible disease, a talisman found in an ancient ruin lost to history, or simply an item a shifty-eyed merchant sold to you for a bargain price without revealing its troubled past. You can come up with the implement's backstory on your own, you and the GM can work on it together, or you can even leave it entirely as a mystery for the GM to reveal to you in due time. Whatever you choose, the spirit is never so fully cooperative that it becomes part of your character or under your command. The spirit is an NPC, and so its personality, and its decisions as to whether it chooses to help you on a given skill check, are always up to the GM to decide.

Haunted Implement

This class feature alters your implement class feature. If you choose this class archetype, you must select Haunt Ingenuity as your 1st level class feat and Haunt Collector Dedication as your 2nd-level class feat.

Rarity Uncommon

Prerequisites You must be a thaumaturge.

Haunt Collector Adjustments Your implement is haunted by an unusual spirit. While holding your implement, any time you attempt an Esoteric Lore skill check, the spirit might be willing to help. If so, the GM can offer you a +1 circumstance bonus to the check, as though the spirit were Aiding you. If you accept but fail the check, you are frightened 2 (frightened 4 on a critical failure). The initial frightened value can't be reduced by effects that would reduce or prevent the

condition (such as a fighter's bravery).

Your connection to your haunted implement is especially powerful, but your implement is jealously exclusive as well. You can never gain another implement. This means that you don't gain second implement at 5th level, second adept at 11th level, or third implement at 15th level, and you cannot gain more implements in any other way. Instead, you gain the following three features at the listed levels. If your haunted implement is a lantern implement, you apply its status bonus to all checks to detect and disable haunts.

Haunted Power

Level 5

Your haunted implement grants you additional power and protection. Your implement's spirit can attempt to help you on any skill check in which you are trained, not just on Esoteric Lore checks. While holding your haunted implement, you and allies within 20 gain a +1 circumstance bonus to all saving throws, as the spirit protects all of you from harm. You also gain the Haunted Salvation reaction.

HAUNTED SALVATION

ABJURATION FORTUNE MAGICAL MANIPULATE

THAUMATURGE

Cost 1 spirit wisp from your haunted implement

Frequency once per 10 minutes

Requirements You are holding your haunted implement

Trigger You fail (but don't critically fail) a saving throw.

The spirit within your haunted implement attempts to protect you from harm... though it doesn't always succeed. Reroll the saving throw and use the second result.

Unearthly Implement

Level 11

Your haunted implement is particularly inviting to spirit wisps. During your daily preparations, and whenever you spend 10 minutes to find more wisps, you entice two wisps into your spirit dwelling instead of one. Additionally, when you use Haunted Salvation, any allies within 20 feet of you who also failed (but didn't critically fail) the same saving throw can reroll their saving throw as well.

Otherworldly Implement

Level 15

Your haunted implement is incredibly inviting to spirit wisps. During your daily preparations, and whenever you spend 10 minutes to find more wisps, you entice three wisps into your spirit dwelling instead of two. Additionally, you gain the Deploy Haunt action.

DEPLOY HAUNT ◆◆

MAGICAL **MANIPULATE** **NECROMANCY** **THAUMATURGE**

Cost 1 spirit remnant that came from a simple haunt
Requirements You are holding your haunted implement

You release a haunt you've collected in your haunted implement to assail your foes. The simple haunt that became your spirit remnant triggers against a foe of your choice within 20 feet, or centered around that foe if the effect has an area. If the haunt applies immediately and then is gone, it avoids harming you and your allies, even if you would otherwise be in its area, but if the haunt creates a lasting effect in the area, the haunt can't help but affect you and your allies as well. For instance, a haunt that dealt negative damage in an area wouldn't affect you and your allies, but a haunt that created hazardous terrain, constricted the hallway's area, or the like would affect everyone equally. The GM is the final arbiter as to whether the haunt can avoid affecting you and your allies.

Haunt Collector Feats

HAUNT COLLECTOR DEDICATION FEAT 2

ARCHETYPE **CLASS** **DEDICATION**

Prerequisites haunted implement

In addition to its other abilities, your haunted implement becomes a spirit dwelling where you can collect, house, and purify haunts and spirits beyond the powerful spirit that normally lives there. You gain the benefits of *Exorcist Dedication* and can take any of the feats from the exorcist archetype requiring Exorcist Dedication as a prerequisite, except Enticing Dwelling. If you do, they are haunt collector feats instead of exorcist feats for you.

Special You can't select another dedication feat until you've gained two other feats from the haunt collector archetype. Any additional exorcist feats you take count toward this requirement.

RESONANT WISP ◆ FEAT 4

ARCHETYPE

Prerequisites Haunt Collector Dedication

Cost 1 spirit wisp from your haunted implement

Requirements You are holding your haunted implement

You disperse a wisp's energies into the symbols you trace as part of your Implement's empowerment. For 1 minute, your strikes that benefit from implement's empowerment also gain the effects of a *ghost touch* rune. Additionally, the spirit within your haunted implement will offer to Aid the next Strike you make against a foe within the duration.

A LITTLE HAUNT OF MY OWN FEAT 6

ARCHETYPE

Prerequisites Haunt Collector Dedication

Cost 1 spirit wisp or spirit remnant from your haunted implement

Requirements You are holding your haunted implement

You have learned to garner some other forms of aid from

your collected spirits. You can spend one minute to expend a spirit wisp to replicate the effects of an *alarm* or *magic mouth* spell. If you spend a spirit remnant, you may cast *alarm* heightened to 3rd level or include a ghostly image a Large or smaller creature to deliver your message with *magic mouth*. Doing so does not trap the wisp or remnant, merely using their energies to create these effects.

GHOSTLY HELPERS ◆◆ FEAT 6

ARCHETYPE

Prerequisites Haunt Collector Dedication

Cost 1 spirit wisp or spirit remnant from your haunted implement.

Requirements You are holding your haunted implement.

You summon up a helpful spirit from within your haunted implement, producing the effects of an *unseen servant* spell which you can sustain as normal. If you spend a spirit remnant, you instead produce the effects of a *persistent servant* spell. These unseen servants are undead and spirits in addition to their other types.

HAUNTING SCENES FEAT 12

ARCHETYPE

Prerequisites A Little Haunt of My Own

Your coaxing of spirits enables them to produce even greater effects. When you spend a spirit wisp as a part of A Little Haunt of My Own you may spend 10 minutes to produce the effects of *illusory scene*, which is heightened to 6th level if you spend a spirit remnant. The illusory creatures you create appear to senses that detect the presence of spirits or souls as if they were living or undead, at your preference, the DC to disbelieve the illusion is equal to your class DC.

SPIRIT'S DUALITY ◆◆ FEAT 18

ARCHETYPE

Prerequisites Haunt Collector Dedication, Spirit's Absolution, Spirit's Anguish

Cost 1 spirit wisp or spirit remnant from your haunted implement

Requirements You are holding your haunted implement.

The powerful spirit that lives in your haunted implement helps you unlock the true power of a lesser spirit, bringing forth both absolution and anguish. The spirit wisp or remnant lets forth a transcendent cry as you purify it. This deals sonic damage to all foes in a 60-foot emanation, with a basic Will save against your class DC or spell DC, whichever is higher. If you expend a spirit wisp, this deals 1d4 sonic damage per level you have. If you expend a spirit remnant, this deals 1d6 sonic damage per level of the incorporeal undead or haunt from which you gained the remnant. This part of Spirit's Duality has the evocation and sonic traits, as well as the trait for the tradition you chose for Exorcist Dedication. You and all allies in the area gain half as many Hit Points as the amount of sonic damage you rolled (before taking into account weaknesses, resistances, immunities, saving throws, or the like). This part of Spirit's Duality has the healing, necromancy, and positive traits, as well as the trait for the tradition you chose for Exorcist Dedication.

Ink Master

The art and tradition of tattooing is steeped in history and lore, encompassing many cultures. The permanent marking of one's body is not only performed for decorative purposes but a significant act that can be potentially life altering. It can change how people see you, either with prejudice for doing something so permanent or respect as a sign of a cultural right of passage. With so much significance placed on the results, and with mistakes often being permanent, a dedication to the art and constant practice is a must. Despite all this, many take to the art of tattooing, considering it an honor to inscribe their art upon the most challenging of canvases.

INK MASTER DEDICATION FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Crafting

You're a specialist in the arts of tattoos, always refining your craft on yourself and others. You become trained in Tattoo Lore, or become an expert if you were already trained, and you gain the [Tattoo Artist](#) skill feat. Whenever you gain a Ink Master feat, you add a new common tattoo formula of your level or lower to your formula book.

Special You can't select another dedication feat until you've gained two other feats from the Ink Master or Tattoo Mystic archetypes.

LIVING GALLERY FEAT 4

ARCHETYPE

Prerequisites Ink Master Dedication, Fascinating Performance, trained in Diplomacy

Your body is far more than just a canvas it is a living gallery of fascinating artwork. You can use Crafting instead of Diplomacy to Make an Impression and instead of Performance when using Fascinating Performance. When you do, these actions lose the auditory and linguistic trait and gain the visual trait. You can use your proficiency rank in Crafting to meet the requirements of skill feats that require a particular rank in Diplomacy, or Performance. At the GM's discretion, you may be able to substitute Diplomacy and Performance checks for Crafting whenever applicable.

ARTBOOK FEAT 4

ARCHETYPE SKILL

Prerequisites Ink Master Dedication, Specialty Crafting (tattoos)

Never far from your sketchbook, you're always working on new tattoo designs to add to your repertoire. You can use downtime to invent a common formula for a magical tattoo that you don't know. This works exactly like reverse-engineering a formula, except you do not need to have

seen or own the tattoo you are reverse-engineering beforehand.

RUNIC TATTOOS FEAT 8

ARCHETYPE

Prerequisites Ink Master Dedication, master in crafting

You can now tattoo fundamental runes on people. The effect of these runes do not extend to any worn armor or weapons weapon potency and striking runes only affect unarmed attacks and armor potency and resilient runes only affect unarmored defenses. Additionally, you add all fundamental runes to your formula book and they gain the tattoo trait when you Craft them this way.

POTENT RUNIC TATTOOS FEAT 10

ARCHETYPE

Prerequisites Runic Tattoos

You can now tattoo accessories and property runes on people the same way you craft property tattoos. You can only property runes that would affect unarmed attacks, unarmored defense or clothing. Additionally, you may add up to two formulas for common property or accessory runes of your level or lower to your formula book.

INVESTED IN THE ART FEAT 10

ARCHETYPE

Prerequisites Ink Master Dedication, master in Crafting

Having honed your skills, you've developed methods for inscribing even more tattoos upon yourself. Select up to four magical tattoos you have invested. They no longer count towards your limit of invested items.

ACCOMPLISHED ARTISAN FEAT 14

ARCHETYPE

Prerequisites Ink Master Dedication, master in Crafting

You gain the [Legendary Tattoo Artist](#) skill feat, and you gain the increase to attack roll, DC and resistances on tattoos of your level, rather than tattoo's three levels lower than yours.

GALLERY OF RENOWN FEAT 15

ARCHETYPE SKILL

Prerequisites legendary in Crafting, Walking Gallery

Your reputation as a tattoo artist of phenomenal skill has spread across the world. Anyone who succeeds a DC 10 Society check to Recall Knowledge has heard of you and usually has an attitude toward you one step better than they normally would (circumstances may affect this, at the GM's discretion). When you Earn Income with Crafting, the level of customers available to you increases by 2 levels or more, determined by the GM.

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Iron Titan

"Be as the hill, stand as the mountain"

- Mikados the Iron Titan

Named after Mikados the Iron Titan, a man of almost impossible height and stature. He was known for wading into combat, clad in the heaviest armor he could find and a shield like a castle door. Although a fearsome individual in his own right, what made his enemies flee before him was his ability to grow to the size of the tallest mountains. Going from a "giant of a man" to literal giant-sizes. He would often hold armies back single-handedly, his shield becoming as unassailable as a fortress wall. Though he is long gone, his legend remains, and there are those who have decided to take on his mantle—to become an Iron Titan.

IRON TITAN DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites Strength 14, trained in medium armor, Shield Block

Like the Iron Titan to which you aspire, heavy armor is no hindrance to you. You become trained in heavy armor. Whenever you gain expert or greater proficiency in medium armor, your proficiency in heavy armor increases as well. Additionally, you gain the **Toughness** general feat.

Special You can't select another dedication feat until you have gained two other feats from the iron titan archetype.

TITANIC RESILIENCY

FEAT 4

ARCHETYPE

Prerequisites Iron Titan Dedication

The power of the Iron Titan allows you to take more hits than others. As long as you are wearing heavy armor, you gain physical resistance 2 for each Iron Titan archetype feat you have. As you continue selecting archetype feats, your resistance continues to increase.

HOLD THE LINE

FEAT 4

ARCHETYPE

Prerequisites Iron Titan Dedication

Trigger A creature within your reach uses a move action or leaves a square during a move action it's using.

You hold the line, halting any foe who would attempt to get past you. Attempt an Athletics check against the Fortitude DC of the triggering creature. On a success their movement stops. If you are Large size, you gain a +1 circumstance bonus to this roll, increasing to +2 if you are Huge.

IRON TITAN STANCE

FEAT 6

ARCHETYPE POLYMORPH STANCE TRANSMUTATION

Prerequisites Iron Titan dedication

Requirements You are wearing heavy armor.

You've learned to stand as tall as a hill, towering over others. You gain the effects of **enlarge** for as long as you're in the stance.

CURTAIN WALL

FEAT 6

ARCHETYPE STANCE

Prerequisites Iron Titan dedication

Requirements You are wielding a tower shield.

You make yourself as unassailable as a castle wall. As a part of entering this stance you Raise a Shield. Creatures attempting to move through your threatened area treat it as difficult terrain. Additionally, creatures attempting to Tumble Through squares you are occupying compare their result to your Fortitude DC in place of your Reflex DC so long as your Fortitude DC is greater.

TOWER SHIELDER

FEAT 8

ARCHETYPE

Prerequisites Iron Titan Dedication

Requirements You have a tower shield raised

Though cumbersome to most, you can use the Tower Shield as easily as any lighter shield. You Take Cover behind your raised tower shield.

STAND AS THE MOUNTAIN

FEAT 12

ARCHETYPE POLYMORPH TRANSMUTATION

Prerequisites Iron Titan Stance

As your power grows, so does your size. When using Iron Titan Stance, you can choose to gain the effects of a 4th level **enlarge** spell for as long as you're in the stance.

IMMOVABLE OBJECT

FEAT 16

ARCHETYPE

Prerequisites Stand as the Mountain

Like Mikados himself, no force can move you against your will. As long as you are in Iron Titan Stance and have raised your tower shield you become immune to forced movement effects of actions, such as Shove or the polearm critical specialization; and the prone condition given by actions such as Trip or the hammer critical specialization. All other effects of the action continue as normal such as damage or other conditions.

Knights of Euphorta

While Knights of Euphorta and thanators find similar roots in the source of their power, getting them confused might put you on the wrong end of a blade. Knights of Euphorta train vigorously and consciously, studying the arts of vitamancy to mastery. They consider their natural counterparts, the thanators, to be undisciplined and uneducated—diamonds in the rough at best. Most thanators either don't know or don't care about the existence of the Knights of Euphorta, and the few who do openly ridicule them as pale replicas, which does nothing to alleviate the ancient feud between the two categories of martial vitamancy users.

To those in the know, this long-time feud is nothing but ironic, since the order of the Knights of Euphorta was created by a thanator and a necromancer, both convinced they could study and teach this unusual manifestation of vitamancy to create death-immuned warriors. The experiment proved a moderate success, the creators of the Knights of Euphorta having to resort to a compromise: channeling the user's life force into a weapon rather than improving themselves. Knights of Euphorta imbue their weapons as physical conduits for necromantic energy. Over time, the order steered away from their thanator origins and focused on perfecting these instruments of death and their usage.

Additional Feats: **6th** Unbiased Affinity (page 39); **10th** Surging Revival (page 40); **16th** Necromantic Immersion (page 42)

KNIGHTS OF EUPHORTA DEDICATION FEAT 6

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Constitution 14; trained in martial weapons

As a member of the Knights of Euphorta order, you can now use vitamancy actions. You become trained in necromancy lore and you gain the Instrument of Death action. If an ability granted by the Knights of Euphorta archetype requires a saving throw, it uses your class DC or spell DC, whichever is higher. Knights of Euphorta abilities dealing positive or negative damage gain the positive or negative traits, as appropriate.

Instrument of Death ♦ (vitamancy) You infuse some of your own life force into your weapon, making it an Instrument of Death. Choose positive or negative damage. Your Strikes with the Instrument of Death deal 1d6 additional persistent damage of the chosen type. This effect lasts for 1 minute.

Special You cannot select another dedication feat until you have gained two other feats from the Knights of Euphorta archetype.

DRAINING STRIKE ♦♦

FEAT 8

ARCHETYPE VITAMANCY

Prerequisites Knights of Euphorta Dedication

Your weapon devours necromantic energy, draining its victim of their precious life force. Make a Strike against a creature. If the Strike hits, the creature becomes drained 1, or drained 2 on a critical hit.

DUAL INSTRUMENT

FEAT 8

ARCHETYPE VITAMANCY

Prerequisites Knights of Euphorta Dedication

You have blended your Knight of Euphorta's training with your dual wielding style. Whenever you use the Instrument of Death action, if you are wielding two weapons—each in a different hand—both weapons become Instruments of Death.

LIFE-SEEKING STRIKE ♦

FEAT 8

ARCHETYPE VITAMANCY PRESS

Prerequisites Knights of Euphorta Dedication

Frequency Once per turn

Requirements You damaged a creature with your Instrument of Death this turn

You use the magnetic property of necromantic energy to aim your follow up attack. Make a Strike against a living or undead creature. The Strike gains a +2 status bonus to its attack roll.

NECROMANTIC EMBOLISM ♦

FEAT 8

ARCHETYPE VITAMANCY

Prerequisites Knights of Euphorta Dedication

Requirements You are wielding an Instrument of Death.

You damage your foe's connection with their life force. Make a Strike against a creature with your Instrument of Death. If the Strike hits, for as long as the creature suffers from the persistent damage caused by the Strike, whenever it would regain hit points from an effect with the necromancy trait, it regains only half the number of hit points (minimum 1).

LIFE CONDUIT

FEAT 10

ARCHETYPE

Prerequisites Knights of Euphorta Dedication

Your Instrument of Death becomes a two way conduit, allowing you to heal yourself as you strike your foes. Whenever you deal damage to a creature with your Instrument of Death, you regain 1 hit point for every Knights of Euphorta feat you possess.

LIFE DRAIN ↻

FEAT 10

ARCHETYPE

Prerequisites Knights of Euphorta Dedication

Trigger You reduce a living creature to 0 hit points or destroy

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an undead creature with a Strike using your Instrument of Death.

As your enemy gasps for their last breath, you use this moment of vulnerability to drain them of whatever life they have left. You regain a number of hit points equal to the triggering creature's level plus your constitution modifier.

POWERFUL INSTRUMENT FEAT 10

ARCHETYPE | VITAMANCY

Prerequisites Knights of Euphorta Dedication

You channel a little more of your life essence into your weapon to deliver a powerful blow. Make a Strike with your Instrument of Death. Its weapon damage die is increased by 1 step.

RUNES OF DEATH

FEAT 10

ARCHETYPE

Prerequisites Knights of Euphorta Dedication

When you use the Instrument of Death action, the affected weapon gains the benefit of the bane, disrupting, ghost touch, grievous, or **wounding** property rune (your choice) for the duration of Instrument of Death. The weapon must be eligible to receive the rune, as if you were permanently etching it onto the weapon.

If Instrument of Death would give a weapon more property runes than its normal maximum, one of the existing property runes (you choose) is suppressed until the effect ends. This works similarly for unarmed attacks affected by *handwraps of mighty blows*.

IMPROVED INSTRUMENT OF DEATH FEAT 12

ARCHETYPE

Prerequisites Knights of Euphorta Dedication

Your Instrument of Death persistent damage increases by 1d6. If you are at least 18th level, it increases once more to a total of 3d6 persistent damage.

DEATH COLLECTOR FEAT 14

ARCHETYPE

Prerequisites Life Drain

Requirements You have not used a vitamancy action this turn

You use the mark of your Instrument of Death to harvest some life force for yourself. Up to three creatures within 30 feet that are suffering from persistent damage caused by your Instrument of Death take damage equal to your vitamancy cost (basic Fortitude save). The damage is the same type as the persistent damage they were taking, and the persistent damage ends immediately. You regain a number of Hit Points equal to half your level for each creature who takes damage from Death Collector. You may not use vitamancy actions until the end of your turn, and you cannot use Death Collector again until after you have used a vitamancy action.

DEATH STRIKE FEAT 18

ARCHETYPE | INCAPACITATION | VITAMANCY

Prerequisites Knights of Euphorta Dedication

Requirements you are wielding an Instrument of Death

Using your training as a Knights of Euphorta, you can sever a foe's lifeforce with a single strike. Make a Strike with an Instrument of Death against a living or an undead creature. This attack deals an additional 4d12 damage of the same type as your Instrument of Death. The creature must then attempt a Fortitude save, if it critically fails, it dies. This is a death effect. If the target is undead and critically fails its saving throw, it is destroyed instead. Regardless of the result of their save, the creature is then immune to Death Strike for 24 hours.



Sigil Master

To most spellcasters, cantrips are nothing but basic and simple spells. But you've learned how to make more of them. By drawing magical sigils on the ground, you can turn basic cantrips into complex and powerful spells.

SIGIL MASTER DEDICATION FEAT 2

ARCHETYPE

Prerequisites Trained in a spell casting tradition.

Your mastery of sigils has allowed you to enhance your cantrips. You gain the *arcane knife* Focus Cantrip and the Apply Sigil action. In addition you learn a single feat with the sigil trait of 4th level or lower.

APPLY SIGIL ◆

UNCOMMON CONCENTRATE INTERACT

MAGICAL

You apply a sigil that you know in the 5-foot space that you are occupying. You gain the benefits of this sigil so long as you stay in this square. Any Applied Sigil fades after one minute. If you Apply a new Sigil, the previous one fades immediately. You can only have one sigil effect active in a single space at a time resolve any conflicting sigils by a counteract check.

ARCANE KNIFE CANTRIP 1

UNCOMMON CANTRIP EVOCATION FORCE

Traditions arcane

Cast ◆ somatic

Duration sustained

You conjure a small blade of arcane energy in your hand, useful for carving sigils and your foes. Whenever you Cast the Spell and each time you Sustain the Spell, you can make a melee spell attack with the Arcane Knife. On a hit, you deal 1d4 force damage plus your spellcasting modifier. As long as the Arcane Knife is conjured, you can make a melee spell attack with it for one action.

Heightened (+2) The damage increases by 1d4.

ELEMENTAL SIGIL FEAT 4

ARCHETYPE EVOCATION SIGIL

Prerequisites Sigil Master Dedication

Your sigils can be empowered with elemental energy. When you Cast a Cantrip with the acid, cold, electricity, or fire trait while standing on your sigil, it becomes charged with the associated energy type. Adjacent creatures that use actions with the attack trait against you must make a Reflex save against your spell DC or take energy damage of the infused type equal to half your level.

Special Whenever you Cast or Sustain Arcane Knife while standing on an Elemental Sigil, it gains the

appropriate trait and deals energy damage corresponding to your sigil instead of force damage.

METAMAGIC SIGIL FEAT 4

ARCHETYPE SIGIL

Prerequisites Sigil Master Dedication, you know at least one feat with the metamagic trait.

You can create sigils that allow you to empower your spells quickly. When you Apply Sigil, you may infuse the sigil with a single metamagic feat of one action or less that you know. Once per turn, when you Cast a Cantrip while standing in this space, you may add the benefits of the chosen metamagic feat to it. The Cantrip must meet the requirements of the metamagic feat to gain its benefits.

SIGIL OF PROTECTION FEAT 4

ABJURATION ARCHETYPE SIGIL

Prerequisites Sigil Master Dedication

Sigils of warding are made of defensive runes, keeping you protected during your spellcasting. Whenever you Cast or Sustain a Cantrip while standing on this sigil, it loses the manipulate trait and you gain a +1 circumstance bonus to your AC until the start of your next turn or until you move away from the sigil, whichever comes first.

CIRCLE OF POWER ◆ FEAT 6

ARCHETYPE CONCENTRATE MANIPULATE SIGIL

Prerequisites Sigil Master Dedication

With a thought you expand out your sigil to cover a bigger area. While you have a sigil active, you can increase its area to a 5-foot burst.

DETONATE SIGIL ◆ FEAT 6

ARCHETYPE EVOCATION SIGIL

Prerequisites Sigil Master Dedication

With a finger snap, you release the energy contained in your sigil in a blast of energy. Creatures within 5 feet of the sigil must attempt a basic Reflex saving throw against your spellcasting DC or take force damage equal to half your level. Your sigil is destroyed in the process. If the destroyed Sigil was an Elemental Sigil, it deals the appropriate energy damage instead.

ROOTING RING FEAT 6

ARCHETYPE SIGIL

Prerequisites Sigil Master Dedication

This sigil causes entrapping forms, such as roots, tentacles, or chains to emanate from your cantrips. Whenever you Cast or Sustain a Cantrip while standing on the sigil, creatures affected by it must attempt a Reflex saving throw against your Spell DC.

Critical Success The creature becomes immune to the Rooting Ring's effects for 24 hours.

Success The creature is unaffected.

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Failure The creature immobilized for 1 round, as normal it may attempt to Escape against your spell DC.

Critical Failure As a failure, but the creature is immobilized for 1 minute.

SEARING SIGIL FEAT 8

ARCHETYPE SIGIL

Prerequisites Sigil Master Dedication

This sigil causes your magic to gnaw at your foes. While standing on the sigil, whenever you cast a damaging cantrip and succeed the spell attack roll or the target fails its save it takes persistent damage equal to half the spell's level of a type dealt by the cantrip.

SIGIL OF SLUGGISHNESS FEAT 8

ARCHETYPE SIGIL

Prerequisites Sigil Master Dedication

This sigil infuses your cantrips with transmutation magic that slows its targets. Whenever you Cast or Sustain a Cantrip while standing on the sigil, creatures affected by it must attempt a Fortitude saving throw against your Spell DC.

Critical Success The creature becomes immune to the Sigil of Sluggishness for 24 hours.

Success The creature is unaffected.

Failure The creature is slowed 1 for one round.

Critical Failure The creature is slowed 1 for 1 minute

SHARED SIGIL FEAT 10

ARCHETYPE

Prerequisites Sigil Master Dedication

You can now extend the power of your sigils to assist your allies. Allied creatures standing on one of your sigils gain its benefits the same way you would.

SWIFT SIGIL FEAT 10

ARCHETYPE

Prerequisites Sigil Master Dedication

Your magic pushes you forth, making up for some of the time it took to cast. When you cast a cantrip while standing on this sigil you gain a +10 foot circumstance bonus to your speeds until the end of your turn

DUAL SIGIL FEAT 10

ARCHETYPE

Prerequisites Sigil Master Dedication, at least two feat with the sigil trait

You've learned to effortlessly maintain sigils. You can now maintain two sigils at once. These sigils still cannot share a space. If you Apply a new Sigil while you already have two sigils maintained, you choose which one fades and is replaced by the new one.

UNRELENTING SIGIL FEAT 10

ARCHETYPE SIGIL

Prerequisites Sigil Master Dedication

This sigil gives your magic a gnawing hunger to consume your foes without reprieve. While standing in this sigil you gain the Unrelenting Sigil reaction.

Unrelenting Sigil ➤ (concentrate) **Trigger** You cause a creature to take persistent damage with a cantrip you cast; **Effect** You bind the magic to your foe. Until the end of your next turn it does not receive a check to end the triggering persistent damage at the end of its turn. On subsequent turns you may spend an action to sustain this effect until the end of your next turn.

COMPLEX SIGIL FEAT 12

ARCHETYPE

Prerequisites Sigil Master Dedication, at least two feats with the sigil trait

You've learned to weave complex sigils together, embedding two effects into one. When you use the Apply Sigil action, you can choose the benefits of two sigils you know and apply them to the same sigil.



Spellbreaker

Most spellbreakers feel a natural repulsion toward magic that leads them to specialize in hunting down spellcasters, often focusing on a specific tradition early in their careers. For instance, their seed of disgust often blooms into a violent hatred visceral enough to turn an ardent inquisitor who spends years hunting down heretical clerics into a militant atheist who can't stand the sight of any divine magic. Occultic spellbreakers often become investigators of the supernatural, many of whom wind up defending the very nature of reality from eldritch forces that would warp it beyond recognition. Primal spellbreakers range from defenders of civilization to former primalists who see their magic as a perversion of the natural world. Some spellbreakers however, are far less discriminating in their hatred and seek to annihilate magic in every way imaginable.

Additional Feats: 8th [Mage Hunter](#)^{*APG}; 14th [Sunder Spell](#)^{*APG}; 16th [Sunder Enchantment](#)^{APG}

**These feats do not require the superstition instinct and lose the Rage trait*

SPELLBREAKER DEDICATION FEAT 2

RARE ARCHETYPE DEDICATION

Prerequisites Trained in Arcana, Nature, Occultism or Religion.

Your body and soul are strangely resistant to magic, either the result of a curse or a blessing from a higher power, the side effect of a mutation, or perhaps a simple misalignment with reality. You gain a +1 status bonus to all saves against magical effects. Willingly casting or accepting the effects of spells is anathema to you. If you violate your anathema, you lose all abilities and feats from the Spellbreaker archetype and you become sickened 1 and are unable to remove the sickened condition until you spend 1 day of downtime purging the magic from your body. This includes casting spells from items with the Cast a Spell activation, but you can still use magic items otherwise. If an ally insists on using magic on you despite your unwillingness, and you have no reason to believe they will stop, continuing to travel with that ally of your own free will counts as willingly accepting their spells (as do similar circumstances) and thus is also anathema.

Special You can't select another dedication feat until you have gained two other feats from the spellbreaker archetype.

ARCANE SPELLBREAKER FEAT 4

ARCHETYPE

Prerequisites Expert in Arcana, Spellbreaker Dedication

You have studied how to fight against arcanists and can adapt this training to take on all sorts of spellcasters. Your status bonus against magic granted by the Spellbreaker

dedication increases to +2 against magic with the arcane trait. This increases to a +3 status bonus if you are a master in Arcana. Additionally, your status bonus to saves against magic also applies to your AC against spells with the attack trait, increased appropriately against arcane effects.

DIVINE SPELLBREAKER FEAT 4

ARCHETYPE

Prerequisites Expert in Religion, Spellbreaker Dedication

You have sworn to seek your own destiny regardless of what the gods have planned, and you refuse to kneel before them or their pawns. Your status bonus against magic granted by the Spellbreaker dedication increases to +2 against effects with the divine trait. This increases to a +3 status bonus if you are a master in Religion. Additionally, your status bonus to saves against magic also applies to damage rolls against creatures that can cast spells, increased appropriately against creatures who can cast divine spells.

OCCULT SPELLBREAKER FEAT 4

ARCHETYPE

Prerequisites Expert in Occultism, Spellbreaker Dedication

As a sworn defender of reality, you have sharpened your mind against the manipulative nature of occult spellcasters. Your status bonus against magic granted by the Spellbreaker dedication increases to +2 against effects with the occult trait. This increases to a +3 status bonus if you are a master in Occultism. Additionally, apply this status bonus to Perception checks to Disbelieve illusions and to Seek or Search against magical hazards or invisible creatures, increasing appropriately against illusions with the occult trait, or against invisible creatures who can cast occult spells.

PRIMAL SPELLBREAKER FEAT 4

ARCHETYPE

Prerequisites Expert in Nature, Spellbreaker Dedication

After countless battles, your body has built up a resistance to the effects of magic. Your status bonus against magic granted by the Spellbreaker dedication increases to +2 against effects with the primal trait. This increases to a +3 status bonus if you are a master in Nature. Additionally, you gain resistance to damage caused by magical effects equal to half your level, or equal to your level against magic coming from primal sources.

MAGEHUNTER FEAT 6

ARCHETYPE

Prerequisites Spellbreaker Dedication

You can sniff out magic as though it were a second sense. You gain spellsense as a vague sense, which allows you to notice the presence of magic within 30 feet. As a three-action activity, you can focus your senses to make this a precise sense, allowing you to sniff out which creature, object, or 5-foot space within 30 feet contains—or is

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effected by—magic, as well as whether or not a creature has Cast a Spell within the last 24 hours.

MIRROR SLASH ♦

FEAT 14

CONCENTRATE ARCHETYPE

Prerequisites Spellbreaker Dedication, Sunder Spell^{APG}

You prepare yourself to turn wicked magic upon its originator. Until the start of your next turn if you become the target of—or are caught in the area of a spell, you may spend a reaction to attempt a counteract check against the offending spell using an attack roll with a weapon or unarmed strike. If you succeed in counteracting the spell, instead of ending the effect, you are unaffected and the originator of the spell suffers the effects of the spell, even if they are not in the area or a valid target for the spell. The original caster can attempt a save and use other defenses against the spell as normal.

Special If you have Antimagic Being, You can activate Mirror Slash as a free action.

IMAGINE BREAKER

FEAT 16

ARCHETYPE

Prerequisites Spellbreaker Dedication, Sunder Spell^{APG}

You have become living anti-magic, capable of draining the very essence of magic from those who practice the vile arts. The first time each round you Strike and deal damage to a spellcaster, the spellcaster loses one focus point. If the spellcaster has no focus points, they lose one of their highest level spell slots remaining. If they have no spell slots remaining, they instead lose the ability to cast one of their Cantrips for 1 minute. If they have no Cantrips they can cast, they instead lose the ability to cast one innate spell for 1 minute. The GM chooses which spell or spell slot is lost in the case of multiple options.

CHAIN BREAKER

FEAT 16

ARCHETYPE

Prerequisites Spellbreaker Dedication, Sunder Spell^{APG}

You can break the magic tethers that bind a summoned minion to their master. When you Sunder a Spell, you can instead attempt to counteract the spell that animated, called, or summoned the target. If your counteract attempt succeeds, the target loses the minion trait and acts of its own accord for 1 minute or until the spell animating or conjuring ends, whichever comes first.

MAGE BREAKER

FEAT 16

ARCHETYPE

Prerequisites Imagine Breaker

You have learned how to literally beat the magic out of your targets. Apply the effects of Imagine Breaker to every successful Strike you make against a spellcaster, instead of the first one every turn.

ANTIMAGIC BEING

FEAT 20

ARCHETYPE

Prerequisites Imagine Breaker

You have become nearly impervious to the effects of magic. You automatically attempt to counteract any spell or magical effect that includes you as a target or in its area. Your counteract level for this is equal to half your level, and uses the result of an Arcana, Nature, Occultism, or Religion check, whichever corresponds to the spell's source. Instead of the entire effect ending, if you counteract it, you are unaffected by the magical effect.

Storm Dancer

Whether through devoted admiration of storms or an unfortunate incident with a bolt of electricity, you have manifested the grace and power of a thunderstorm. Like a living battery, you absorb and discharge electricity, using it to heighten your physical and mystical prowess.

STORM DANCER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

You gain electricity resistance equal to half your level and you can cast the electric arc cantrip as an innate primal spell at will. Whenever you cast electric arc you can target yourself as a free additional target. Additionally, whenever you take electricity damage, you can use your reaction to step.

Special You can't select another dedication feat until you've gained two other feats from the storm dancer archetype.

THUNDER STEP

FEAT 4

ARCHETYPE EVOCATION SONIC TELEPORTATION

Prerequisites Storm Dancer Dedication

You move around with such speed it creates a sonic boom. You move 5 feet in any direction. At the end of your movement, creatures within 5 feet of you take 1d6 sonic damage (basic Fortitude save). The save is against your class DC or spell DC, whichever is higher. For every two Storm Dancer feat you possess, you can move an additional 5 feet and the damage increases by 1d6. You cannot use Thunder Step again until you take electricity damage.

LIGHTNING ROD

FEAT 4

ARCHETYPE ELECTRICITY TRANSMUTATION

Prerequisites Storm Dancer Dedication

Frequency once per minute

Trigger An adjacent creature would take electricity damage.

You rapidly ground yourself, creating an energy vacuum that causes nearby electricity to be directed towards you. You take the electricity damage instead of the triggering creature.

CONDUCTIVE WEAPON

FEAT 6

ARCHETYPE ELECTRICITY EVOCATION

Prerequisites Storm Dancer Dedication

Frequency once per minute

You supercharge a metal weapon within your reach with electricity. Until discharged, the weapon grants a +1 circumstance bonus to attack rolls on Strikes against creatures made of metal or wearing metal armor. The weapon also gains the following ability.

Discharge **Trigger** you successfully hit a creature with a Strike; **Effect** The triggering

creature takes 1d12 electricity damage and Conductive Weapon is discharged.

Whenever a creature wielding a Conductive Weapon takes electricity damage, the weapon gains one additional charge, up to a maximum of three. The weapon gets discharged after an hour, regardless of how many remaining charges it has.

DANCING BOLT

FEAT 8

ARCHETYPE ELECTRICITY EVOCATION

Prerequisites Thunder Step

Requirements You can Thunder Step

Frequency once per day

You throw a bolt of lightning towards an enemy to guide your thunder step. A creature within 120 feet of you must attempt a basic Reflex save or take 2d6 electricity damage. If the creature took damage, you Thunder Step ending your movement adjacent to the creature, ignoring the normal distance limitation of Thunder Step. For every two Storm Dancer feat you possess, the damage increases by 2d6.

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ELECTRIC NERVOUS SYSTEM

FEAT 8

ARCHETYPE

Prerequisites Storm Dancer Dedication

Whenever you take electricity damage, you gain a +1 circumstance bonus to your Reflex saves and a 10 foot status bonus to your Speed until the start of your next turn. Additionally, the next time you are targeted by an attack before the start of your next turn, you can choose to compare the attack roll to your Reflex DC instead of your AC.

ELECTRIC VEINS

FEAT 10

ARCHETYPE

Prerequisites Storm Dancer Dedication

You've learned to gather electric power without suffering from it. Your Storm Dancer resistance to electricity is now equal to your level and whenever a Storm Dancer feat requires you to take electricity damage, the condition is met even if the damage is reduced to 0 by your resistance.

ONE WITH THE STORM

FEAT 10

ARCHETYPE

Whenever you critically succeed at your saving throw against an effect with the electricity trait, you become quickened for 1 round. You can only use the extra action to step, Stride or Thunder Step. You can also use your Burrow, Climb, Fly, or Swim actions if you have the corresponding movement type.

DANCE OF A THOUSAND BOLTS ⚡⚡

FEAT 18

ARCHETYPE | EVOCATION | ELECTRICITY | SONIC | STANCE

Prerequisites Dancing Bolt

Requirements You took electricity damage last turn

Frequency once per hour

You dance through the storm with grace and celerity. Once per turn, you can Thunder Step as a free action. You must still meet all the requirements of Thunder Step.

CHILDREN OF THE STORM ⚡⚡

FEAT 18

AURA | STANCE

Prerequisites Storm Dancer Dedication

Requirements You took electricity damage last turn

Frequency once per hour

You create a storm around you. At the start of your turn, creatures within 5 feet of you take 1d12 electricity damage. Additionally, up to two creatures within 30 feet of you must attempt a Reflex save. This uses your class DC or your spell DC, whichever is higher.

Critical Success The target is unaffected.

Success The target suffers 1d12 electric damage and 1d12 sonic damage.

Failure The target suffers 2d12 electric damage and 2d12 sonic damage and is flat-footed for 1 round.

Critical Failure The target suffers 3d12 electric damage and 3d12 sonic damage and is flat-footed for 1 minute.

Tattoo Mystic

There is something special about a tattoo. So many different types of art can be temporary, nothing feels quite as permanent. In some cases, the art outlives the artist or even the person who received it. Such a thing can entwine with a person, and when magic is introduced, that connection can grow deeper. The Tattoo Mystic knows this, studies it, and learns to manipulate it. They can take the simplest of magical tattoos inscribed upon their skin and use them to create amazing effects that go far beyond the usual limitations. You've taken it upon yourself to study this connection, and to strengthen it with every piece of art on your skin.

TATTOO MYSTIC DEDICATION

FEAT 6

RARE | ARCHETYPE | DEDICATION

Prerequisites You have at least two magical tattoo invested, Tattoo Lore

More than just a simple canvas, you draw unsuspected properties from tattoos placed on your skin. Whenever a magical tattoo you have invested requires an attack roll or a DC, you can use your Tattoo Lore and Tattoo Lore DC. Additionally, for every two magical tattoos you have invested you gain a Mystical Ink Power. To choose a Mystical Ink Power, you must have at least one invested tattoo of each of the listed magical schools in its entry. Just like tattoos, Mystical Ink Powers are permanent and cannot be changed.

Necrotic Body - Necromancy, Transmutation - You gain the negative healing ability.

Eyes of the Owl - Divination, Transmutation - You gain Darkvision.

Companion's Cache - Conjunction, Transmutation - Your tattoo serves as a hideout for your companion. Your companion can morph into the tattoo, becoming part of the art for up to 8 hours per day. Getting in and out of the tattoo takes one action with the magical, move and transmutation traits.

Lightning Jump - Evocation, Conjunction - **Activate** ⚡⚡ **Frequency** Once per hour; **Effect** You teleport up to 30 feet to an unoccupied space. On arrival, creatures within 20 feet of you must attempt a basic Reflex saving throw or take 4d6 electricity damage.

Living Sanctuary - Necromancy, Evocation - **Activate** ⚡⚡ **Frequency** Once per day; **Duration** 1 minute; **Effect** At the beginning of your turn, creatures within 30 feet of you heal for a number of HP equal to half your level.

Ink Friend - evocation, conjunction - You gain a tattoo familiar. It works as a regular familiar, however one of its familiar abilities must be spent on the Tattoo Transformation master ability.

Bonding Ink - Necromancy, Conjunction - Creatures attempting a Treat Wound check on you get a +2 circumstance bonus to their check.

Special You can't select another dedication feat until

you've gained two other feats from the tattoo artist or tattoo mystic archetypes.

INK ARMOR FEAT 8

ARCHETYPE MAGICAL **TRANSMUTATION**

Prerequisites Tattoo Mystic Dedication

The tattoo's upon your flesh protect you from harm. You gain a physical resistance equal to the number of magical tattoos you have invested.

IRIDESCENT SHIMMER FEAT 8

ARCHETYPE ILLUSION **MAGICAL**

Prerequisites Tattoo Mystic Dedication

You can cause your tattoos to kaleidoscope, dizzying the senses of your enemies. Any creature within 30 feet that can see you must attempt a Will save, using your magical tattoo DC.

Critical Success The creature is unaffected

Success The creature becomes dazzled for one round

Failure The creature becomes dazzled for as long as it can see you

Critical Failure As failure, but the creature also becomes fascinated

SHIFTING TATTOO FEAT 8

ARCHETYPE MAGICAL

Prerequisites Tattoo Mystic Dedication, expert in Crafting, Tattoo Artist

During your daily preparation, you can change one of your invested tattoos for another tattoo of the same level or lower of which you know the formula. The new tattoo must be of the same magical school(s) as the one you replaced.

MORE INK THAN SKIN FEAT 10

ARCHETYPE MAGICAL **TRANSMUTATION**

Prerequisites Ink Armor

The tattoos across your body cover you, giving it the fluidity of ink that makes blows slip across your skin. You gain a resistance to precision damage equal to your physical resistance granted by the Tattoo Mystic dedication and your physical resistance now also applies to magical weapons.

POWERFUL TATTOO FEAT 10

ARCHETYPE MAGICAL **TRANSMUTATION**

Prerequisites At least two mystical ink powers

Whenever you use your Tattoo Lore skill or Tattoo Lore DC for the activated effect of a tattoo, you gain a +1 status bonus for every two mystical powers you possess, to a maximum of +3.

ADVANCED MYSTICAL EFFECT

FEAT 14

ARCHETYPE

Prerequisites At least three mystical ink powers

Whenever you would gain a new Mystical Ink Power, you can now choose from the list of advanced Mystical Ink Powers as well.

Magical Encore - Conjunction, Evocation, Transmutation - **Frequency** Once per day; **Effect** You can activate the effect of a magical tattoo or a magic item that has a frequency of once per day that you have already used today.

All Seeing Eye - Divination, Enchantment, Illusion - You permanently gain the benefits of a 7th-level *true seeing* spell that has a counteract modifier of +25.

Mirror of Death - Conjunction, Illusion, Necromancy - **Activate** ◆◆◆ **Frequency** Once per day; **Duration** sustained up to 1 minute; **Effect** You summon a copy of a creature with the minion trait you or an ally controls. The new creature appears within 10 feet of it and is identical, except it has the summoned trait, the undead trait, the negative healing ability, and is immune to mental effects. If the original copy falls to 0 Hit Points, dies or disappears, the undead copy disappears as well.

Inked Flight - Conjunction, Evocation, Transmutation - **Activate** One minute (concentrate) **Effect** You conjure a puddle of ink at your feet which reshapes into a large and colorful winged creature equipped with a saddle. Your inked flight can serve as a mount for one Medium or smaller creature, has a speed of 40 feet and a fly speed of 40 feet. Commanding or recalling the inked flight takes an action with the concentrate trait. If the ink flight takes any form of damage, it explodes in a splash of ink and is immediately recalled.

Ink Patch - Necromancy, Conjunction, Transmutation - **Activate** ◆ **Trigger** You take persistent bleed damage; **Effect** Your tattoo moves to cover your wound, and the triggering condition ends immediately.

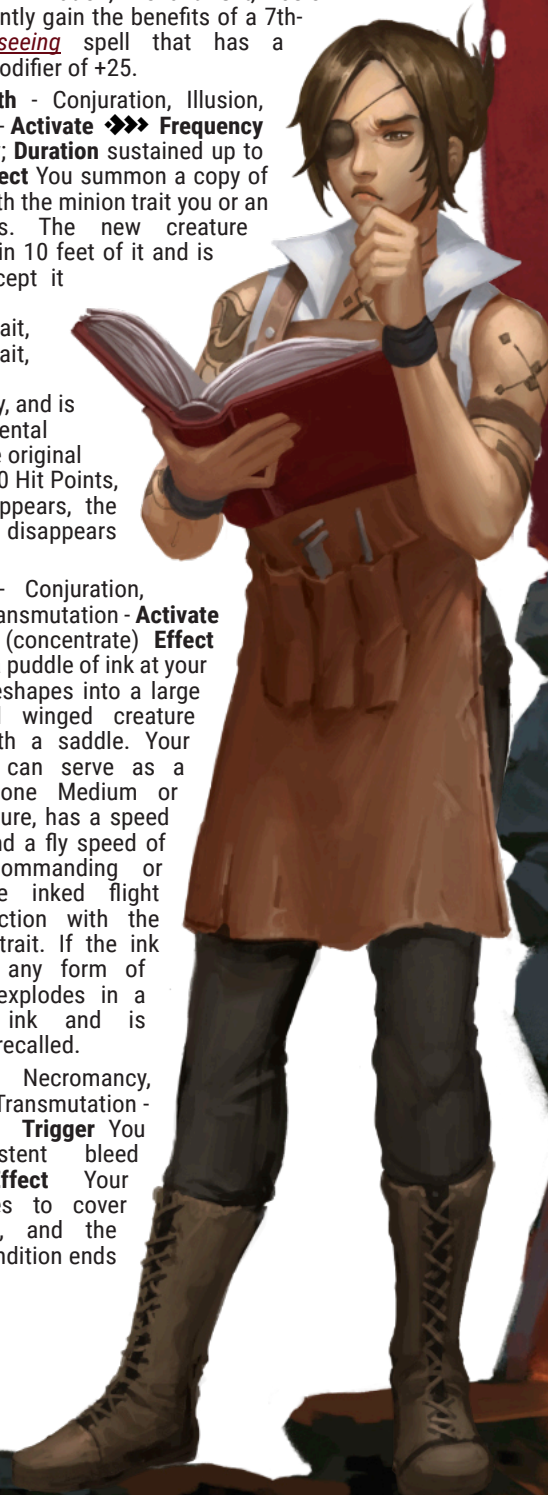
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Vital Forge Archetype

"Sometimes you've gotta bleed to win. Bone and blade are one and the same."

—Kurian Tescher, bloodward warrior

Once thought a lost art, the act of forging one's own living essence into tools and weapons of war has resurfaced in many places, spreading like new flesh healing over a wound. Vital forges, sometimes known as bloodsmiths, are feared for their gruesome displays, though there are those that take a less horrific—but no less grim—approach. Whether a vital forge spills their lifeblood or carves their souls to produce their craft, they are feared for both their versatility and their terrifying works.

VITAL FORGE DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Constitution 14 trained in Crafting and Occultism

You dabble in the arts of the vital forge, shredding your life force for power and forming objects from your own flesh and blood. You gain the Forge Vitality action.

Forge Vitality ♦♦ (concentrate, manipulate, occult) You may create a non-consumable item of half your level or lower and of a bulk no larger than 2. To do so, you must have the item recipe as if you were crafting the items and you become drained 1 for as long as the item exists. You can reabsorb a vital forged item you can touch by using a concentrate action that takes 10 minutes. A vital forged item is automatically reabsorbed if destroyed or during your next daily preparation. Items created in this way have a sense of permanency, meaning identical items you create with Forge Vitality maintain their status throughout the day, including Hit Points and limited use abilities. You can maintain a maximum of two forged items created this way at any given time.

Special You cannot select another dedication feat until you have gained two other feats from the vital forge archetype.

FORGED WARP

FEAT 4

ARCHETYPE SKILL

Prerequisites Vital Forge Dedication, expert in Crafting

When you use Forge Vitality to produce a worn or handheld item, you may fuse it to your body. Worn items cannot be removed and held items cannot be dropped, thrown, or disarmed. Held items occupy the hand or hands they form in for the duration of their existence.

POTENT FORGE

FEAT 4

ARCHETYPE

Prerequisites Vital Forge Dedication

You are able to muster enough of your vitality to produce a single more powerful item. When you use Forge Vitality, you may produce an item of your level or lower instead of half your level. You may only have one such item forged at a time, though it still counts as only one item for your limit on total items forged.

RAPID FORGE

FEAT 4

ARCHETYPE SKILL

Prerequisites Vital Forge Dedication, expert in Crafting

You have learned to make more of your craft in a shorter amount of time. Whenever you use the Forge Vitality action, you may spend a third action and craft a second item at the same time. Your drained condition increases by 1 for each item created using Forge Vitality as normal.

RUNES OF THE FLESH

FEAT 4

ARCHETYPE

Prerequisites Vital Forge Dedication

The items fashioned from your body and soul are now like works of craft themselves, becoming a fertile canvas for imbued magical energy. You may have runes etched on your body (most often via tattooing or scarification) in the same way they might be etched onto an item, but with no limit on the number of runes you may possess. These runes grant no benefit when on your body however, when you use Forge Vitality, you may transfer one or more runes from your body to items that could normally bear the rune, distributing them among eligible items as you choose, subject to normal limits on the number of runes an item can bear. These runes reappear on your body when the item dissolves.

SPIRITUAL FORGE

FEAT 4

ARCHETYPE

Prerequisites Vital Forge Dedication, Wisdom 14

Expanding your understanding of your deepest essence, you can now flense off portions of your spiritual essence to make items. When you use Forge Vitality, you may choose to make spirit-forged items instead of vital-forged ones. Doing so increases your doomed condition instead of your drained condition, and reabsorbing a spiritual item likewise reduces your doomed condition instead. Spirit-forged items gain the effects of the *ghost touch* property rune, even if they are not weapons. This allows them to interact with incorporeal beings as if they were solid.

VITAL FOUNDRY

FEAT 4

ARCHETYPE

Prerequisites Vital Forge Dedication

You may use Forge Vitality to create larger objects. When you use Forge Vitality, you may spend three actions instead to produce a single item of up to 4 Bulk.

LASTING FORGE

FEAT 7

ARCHETYPE SKILL

Prerequisites Vital Forge Dedication, master in Crafting

You maintain forged items without a thought, their patterns engraved on your subconscious. Your forged items no longer automatically dissolve during your daily preparations, and you can instead choose to absorb one or more items as part of your daily preparations.

HUNGRY ARMAMENTS

FEAT 8

ARCHETYPE

Prerequisites Vital Forge Dedication

The weapons you forge hunger for vital energy and material, bolstering you as they are fed. Piercing and slashing weapons you forge bear the *wounding* rune this counts against the total number of runes an item can benefit from. So long as a creature is taking this persistent damage, you gain 5 temporary hit points at the beginning of your turn, which last until the beginning of your next turn. If you have the Spiritual Forge feat, your spiritual weapons deal persistent mental damage instead this otherwise functions as normal, including the limit on total etched runes.

SPIRITUAL RESONANCE ◆

FEAT 8

ARCHETYPE CONCENTRATE OCCULT TELEPORTATION

Prerequisites Vital Forge Dedication, Spiritual Forge

Your spirit-forged creations exist in defiance of petty concerns like distance. You call one of your spirit-forged items within 60 feet to your hand. At 12th level the range becomes 1 mile, and at 16th level the range becomes planetary.

EFFICIENT FORGE

FEAT 10

ARCHETYPE

Prerequisites Rapid Forge

Whenever you use Rapid Forge to create two items with Forge Vitality, you only increase your drained (or doomed) condition by 1. The associated condition remains until both items dissolve even if you absorbed one of the two, you only recover the associated condition when the other item dissolves.

ADDITIONAL CREATIONS

FEAT 10

ARCHETYPE

Prerequisites Vital Forge Dedication Constitution 16

Your resilience unbinds you from the prior limitations of your flesh and spirit. You may now maintain a number of forged items created by Forge Vitality equal to your Constitution modifier.

VITAL ENGINEER

FEAT 12

ARCHETYPE

Prerequisites Vital Forge Dedication, Vital Foundry, master in Crafting

Once per day, by using Forge Vitality over the course of one minute, you

VITAMANCY & BLOODSMITHS

Vital forging, or blood smithing, is a byproduct of the art of vitamancy, a truth causing great sorrow to vitamancers and shamans. Vitamancy uses renewable life force to create primal magic, working with the natural flow of necromancy. Blood smithing, however, digs into the core and soul of the smith to produce physical items through occult means. While bloodsmiths see this as an evolution of the art, vitamantic purists consider it vile and unnatural.

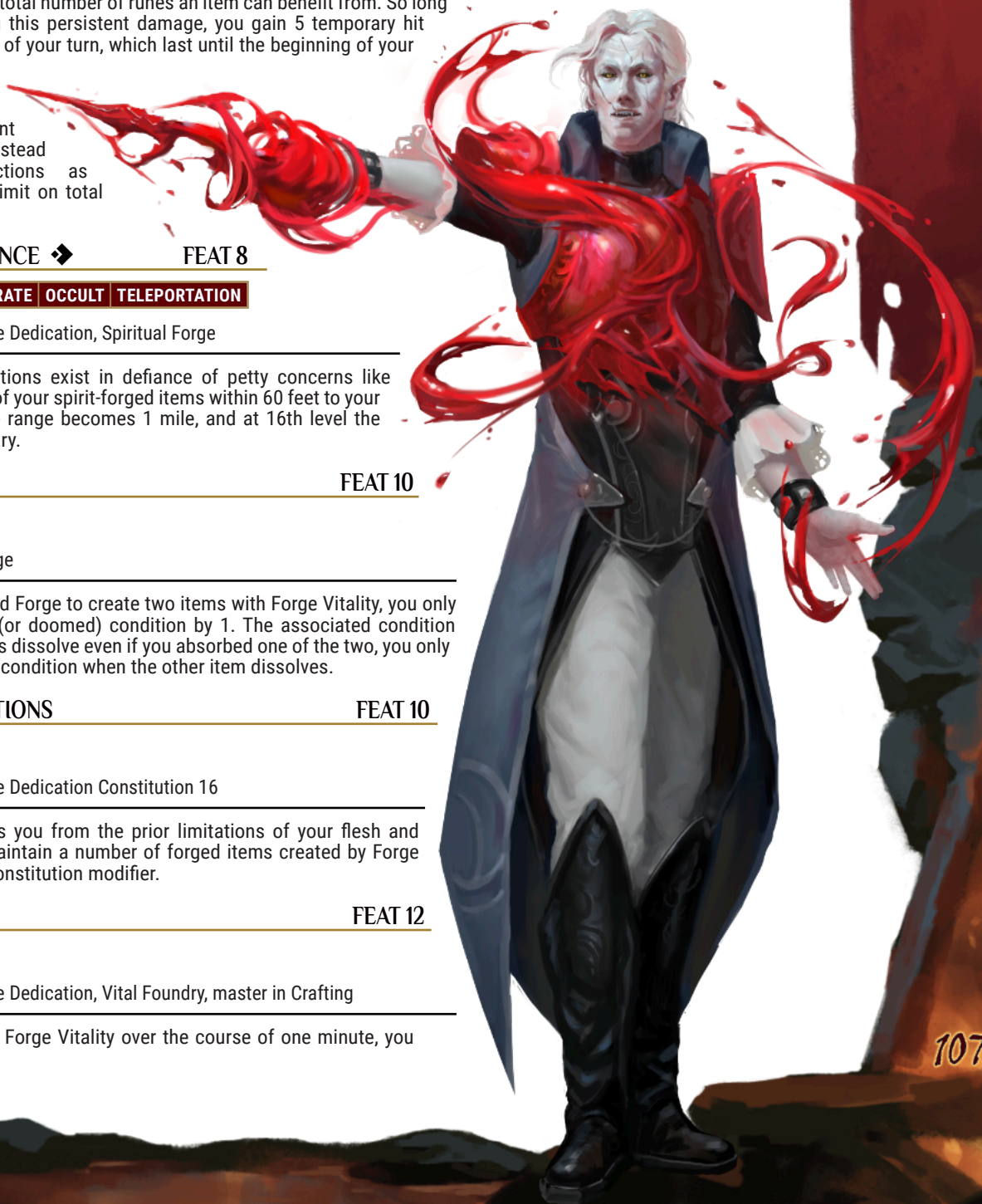
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may produce a vehicle or siege weapon of your level or lower as with any other use of Forge Vitality, you must have the formula available. A vehicle created this way is considered an item for the purposes of vital forge feats and activities, and counts as two items for the purpose of your total forged items.

VITAL ARCHITECT

FEAT 12

ARCHETYPE

Prerequisites Vital Forge Dedication, Vital Foundry

You are capable of producing simple structures with your flesh or spirit. Once per day, by spending three actions on Forge Vitality, you can replicate the effects of *wall of flesh*. This wall is considered an item for the purposes of vital forge feats and activities, and counts as two items for the purpose of your total forged items.

If the wall is spirit-forged, its Strikes and other abilities benefit from the *ghost touch* rune, and the wall is impassable to incorporeal creatures if you have the Hungry Armaments feat, the wall's mouths benefit from the *wounding* rune and you gain temporary hit points as normal. If you possess both feats, choose one of these benefits when you create the wall.

PERPETUAL CREATIONS

FEAT 13

RARE ARCHETYPE SKILL

Prerequisites Vital Forge Dedication, master in Crafting

Requirements You are not drained.

You can now create permanent items using Forge Vitality. You must provide all of the item's crafting requirements and roll a Crafting check as normal, but you are not required to spend gold to make the item. When you start crafting, you become drained 4. This drained condition is robust, requiring one week to reduce by 1 instead of one day.

Vitamancer Archetype

"Blood and chlorophyll, oil and essence, those vital fluids and energies that give us life are not without further use. Learn the ways of the vital source and you too shall see we are constrained only by what we refuse to sacrifice."

— Avist Ross, Vitamancer

Throughout history, various practitioners of magic have sought means to transcend the bounds of their own limited casting, and some have succeeded. A vitamancer drains their own life-force, both physically and metaphysically, to power their magic. Though the earliest forms of this practice was known as hemomancy or blood-magic, the practice has since evolved to allow any sufficiently practiced mage to unleash their power, albeit at a cost.

Additional Feats: **6th** Shared Vitality, Vital Metamagic; **14th** Metamagic Resurgence, Vitality Drain; **16th** Item Siphon

VITAMANCY

Vitamancy actions are a special type of action reserved to practitioners of this lost art. To use an action with the vitamancy trait (page 20), you must spend a number of Hit Points determined by your level. As a vitamancer your vitamancy actions have the traits shared by your spellcasting tradition. See the full rules on vitamancy on pages 20 and 21.

VITAMANCER DEDICATION

FEAT 4

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Constitution 14 ability to Cast a Spell of at least 2nd level

You gain the ability to perform incredible feats using your own vital essence, through the art known by few as Vitamancy. You can now use Vitamancy actions (see full rules for Vitamancy on page 18). You gain Vital Casting.

Vital Casting Once per day, you can Cast a Spell of 1st level without using a spell slot by giving it the vitamancy trait and paying its cost. If you are a prepared caster, you need to have the spell prepared during your daily preparation. If you are a spontaneous caster, the spell needs to be in your spell repertoire. At 6th level, you can also cast a 2nd level spell using vital casting and at 8th level, a 3rd level spell.

Special You cannot select another dedication feat until you have gained two other feats from the vitamancer archetype.

VITAL REFOCUS

FEAT 6

ARCHETYPE VITAMANCY

Prerequisites Vitamancer Dedication a focus pool

Frequency Once per day

Requirements You have 0 Focus Points.

You tap into your life force to quickly refocus. You regain 1 focus point.

VITAL BINDING

FEAT 8

ARCHETYPE METAMAGIC VITAMANCY

Prerequisites Vitamancer Dedication

If your next action is to Cast a Spell that summons a creature with the minion trait, such as animate dead or summon animal, you may spill some of your life into the spell. When you do, your summoned minion gains the elite adjustment.

REVERSED FLOW

FEAT 10

ARCHETYPE CONCENTRATE MAGICAL NECROMANCY

Prerequisites Vitamancer Dedication

You have also learned to reverse vitamancy, sacrificing some of your magic to restore your vital essence. You expend a spell slot and regain a number of Hit Points equal to three times the expended spell's level.

COUNTERFLOW

FEAT 10

ARCHETYPE ABJURATION VITAMANCY

Prerequisites Vitamancer Dedication

Trigger A creature that you can see Casts a Spell of 3rd level or lower that you know

You learn to interrupt the casting process of other magic users, injecting your own life force in their spell. You attempt to counteract the triggering spell. This counts as Casting a Spell of the same level as the triggering spell with Vital Casting towards your daily limit.

Special If you have the Advanced Vital Casting feat, you can use Counterflow to attempt to counteract a spell of the highest level you can cast with Vital Casting instead of only those of 3rd level or lower.

ADVANCED VITAL CASTING

FEAT 12

ARCHETYPE

Prerequisites Vitamancer Dedication

You are able to draw on more magic from your vital essence. You may cast a 4th level spell every day using Vital Casting. At 14th level, you may also cast a 5th level spell, and a 6th level spell at level 16.

VITAL SUSTENANCE

FEAT 14

ARCHETYPE VITAMANCY

Prerequisites Vitamancer Dedication

Frequency Once per turn

You sacrifice more of your vital essence to fuel your magic. You Sustain a Spell.

CREATIVE COUNTERFLOW

FEAT 16

ARCHETYPE

Prerequisites Counterflow, Quick Recognition

You can easily disable enemy spells and disrupt their casting. Instead of being able to counter a foe's spell with Counterflow only if you know it, you can use Counterflow as long as you have the spell the foe is casting in your spell list.

BLOODLESS VITAMANCY

While it is common enough to see blood used as the primary material focus of vitamantic arts that do not directly or wholly feed on the positive or negative energies of the user, the association is a misguided one. Practiced vitamancers, and those of less common origins can tell you with some ease that it is not blood that holds the power, indeed any material or energy that ties you to a persistent existence is viable.

Constructs may shed oil, raw energy, hydraulic fluid, or stranger materials. Meanwhile, plantfolk tend to shed sap, watery solutions, and juice in blood's place. Undead without blood might shed adipocere, bone shards, or ectoplasm—but are more likely to shed raw negative energy as they untether their existence to power their vitamancy.

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Whip Master

From a tool of torture to the heroic weapon of adventurers, the whip has had a long history of use both on and off the fields of battle. Known for being a difficult weapon to master even in the most capable hands those who commit to it command a reputation bordering on awe. With constant practice wielders of the whip have been known to perform feats, both beautiful and brutal, bordering on the supernatural.

Additional Feats: 4th [Quick Draw](#); 8th [Attack of Opportunity](#)

WHIP MASTER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites Trained in whips

You have dedicated yourself to mastering the whip and further expanding its capabilities. You no longer take the penalty for making lethal attacks with a whip and it gains the Grapple trait for you. Additionally, you may now treat your whip as a grappling hook with a range of up to 20 feet.

Whenever your proficiency rank in any weapon increases to expert or beyond, you also gain that new proficiency rank with whips.

Special You can't select another dedication feat other than Twin Lasher or Shatterwolf Adept until you've gained two other feats from the whip master, twin lasher or shatterwolf adept archetypes.

SNAPPING HALT

FEAT 4

ARCHETYPE AUDITORY EMOTION FEAR MANIPULATE MENTAL

Prerequisites Whip Master Dedication, trained in Intimidation

Trigger A creature attempts to enter a square adjacent to you during a move action

Requirements You are wielding a whip.

Snapping your whip, you stop an approaching foe dead in their tracks. Make an intimidation check against the

triggering creature, adding your whip's item bonus. On a success, the target's movement ends before entering the space on a critical success, the target additionally falls prone.

DEADLY PULL

FEAT 6

ARCHETYPE FLOURISH

Prerequisites Whip Master Dedication, trained in Athletics

Requirements You are wielding a whip in one hand and a melee weapon in the other.

Using your whip, you pull in your opponent before striking with your other hand. Make an Athletics check to Shove a nonadjacent creature within reach of your whip, adding your whip's item bonus to the check, with the following effect instead. If the creature ends its movement within reach of the weapon in your other hand, you can make a Strike against it.

Critical Success You pull the creature up to 10 feet towards you and it falls prone

Success You pull the creature up to 5 feet towards you

Critical Failure You fall prone or drop your whip

BLOODY LASH

FEAT 10

ARCHETYPE ATTACK FLOURISH

PRESS

Prerequisites Whip Master Dedication

Requirements You are wielding a whip

You've learned how to leave bleeding wounds with your weapon. Make a Strike with a whip. It deals an additional 1d4 persistent bleed damage for weapon damage die.

REACTIVE TRICKS

FEAT 10

ARCHETYPE

Prerequisites Whip Master Dedication, Attack of Opportunity

With practice you've learned to make whip's deadlier. If you have the Attack of Opportunity reaction, you may use it to attempt to Trip or Disarm using your whip.

Twin Lasher

For those experienced with the whip, taking up a second one can prove to be a rewarding challenge. With a whip in each hand, a skilled user can unleash a dizzying flurry of attacks that are almost impossible to defend against. Building on your previous training with the whip, you've taken up this practice, bringing down your enemies under an onslaught of lashes.

Additional Feats: 8th [Twin Parry](#) (Core Rulebook); 12th [Dual-Weapon Blitz](#) (Advanced Player's Guide), [Twin Riposte](#) (Core Rulebook); 16th [Improved Twin Riposte](#) (Core Rulebook), [Two Weapon Flurry](#) (Pathfinder Core Rulebook), [Whirlwind Strike](#) (Pathfinder Core Rulebook); 18th [Twinned Defense](#) (Core Rulebook)



TWIN LASHER DEDICATION

FEAT 6

ARCHETYPE DEDICATION

Prerequisites Whip Master Dedication or master proficiency with the whip.

Through practice and experience you've mastered the art of using two whips at once, blending fluid movements with brutal strikes. When wielding two whips, they gain the Twin weapon trait for you.

Special You can't select another dedication feat until you've gained two other feats from the twin lasher archetype.

TWIN TAIL LASH ◆

FEAT 8

ARCHETYPE FLOURISH

Prerequisites Twin Lasher Dedication

Requirements You are wielding two whips, each in a different hand.

Bringing both your whips to bear, you lash out with them, striking your foe. Make two Strikes against a single target, one with each of the required weapons. If both Strikes hit, combine their damage before applying resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

TWIN TAIL TRICK ◆◆

FEAT 10

ARCHETYPE

Prerequisites Twin Lasher Dedication, trained in Athletics

Requirements You are wielding two whips, each in a different hand.

Using both your whips you perform two maneuvers simultaneously. Attempt two of the following Disarm, Grapple, or Trip, one with each whip. Both attacks must have the same target. This counts as two attacks when calculating your multiple attack penalty, but only applies after both attacks are resolved.

AMPHISBAENA COIL ◆

FEAT 12

ARCHETYPE STANCE

Prerequisites Twin Lasher Dedication

Requirements You are wielding two whips, each in a different hand.

Like a two headed snake, you stand with both whips at the ready, poised to strike anyone who leaves an opening. While in this stance, you gain the [Attack of Opportunity](#) reaction, but you can only attempt the Strike with a whip. If you already have the Attack of Opportunity reaction, you gain an additional reaction each round which can only be used for Attack of Opportunity.

Special If you have the Snapping Halt reaction, you can use it instead of Attack of Opportunity.

LASHING DANCE ◆◆◆

FEAT 14

ARCHETYPE CONCENTRATE

Frequency once per minute

Requirements You are wielding two whips, each in a different hand

You have learned to strike out with both of your whips while stepping around in a lashing dance of terror. Step and Strike a creature within reach with your whip. If the Strike hits, you can repeat the process. You can do this up to a total of three times. After using Lashing Dance, you become fatigued for 1 minute.

Shatterwolf Adept

The elite strike force known as Shatterwolf are named after the Concorbine, a beast known for using its ear-piercingly loud barks to disorientate and hunt their prey. Much like their namesake, Shatterwolf has mastered the secret technique of the sonic charge. This allows them to deliver devastating sonic attacks with their whips, or even deafen their targets. With the benign appearance of their whips allowing them to move and do their work with little interruption. Few suspect the devastating power they can wield and even fewer suspect it from their weapon of choice. Either through membership or stolen secrets, you have begun to walk the same path. Whip in hand, sonic charge at the ready.

SHATTERWOLF ADEPT DEDICATION

FEAT 4

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Whip Master Dedication or expert proficiency with the Whip

You've learned how to build up sonic energy with your whip before releasing it through your strikes. You gain the Sonic Charge action.

Sonic Charge ◆ Interact with a whip you are currently wielding. Strikes you make with your whip for the next minute deal 1 additional sonic damage per weapon damage die. This effect lasts for 1 minute or until discharged.

Special You can't select another dedication feat until you've gained two other feats from the shatterwolf adept archetype.



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GROWLING CHARGE

FEAT 6

ARCHETYPE

Prerequisites Shatterwolf Adept Dedication

Like a growling wolf your Sonic Charge is enough to frighten your opponents. When you use the Sonic Charge action, you may attempt to Demoralize. Growling Charge does not suffer a penalty if the creature doesn't understand your language.

DEAFENING HOWL

FEAT 6

ARCHETYPE

Prerequisites Shatterwolf Adept Dedication

Requirements You are holding a Sonic Charged whip

Learning from the Concordine, you focus the sonic energy to deafen and disorientate your foe rather than damage. Make a Strike with a Sonic Charged whip. If this Strike hits, the Sonic Charge damage is increased to 1d4 sonic damage per weapon damage die, and the target is Deafened for 1 round, or 1 minute on critical success. After making this strike, your Sonic Charge is discharged.

SHATTERWOLF DISARM

FEAT 8

ARCHETYPE FLOURISH

Prerequisites Shatterwolf Adept Dedication

Requirements You are holding a Sonic Charged whip

You use your sonic charge to send a shudder through your opponent's weapon, loosening their grip. Attempt a Disarm check using a whip currently affected by Sonic Charge. It gains a +2 circumstance bonus, and if you critically succeed, the weapon is thrown 10 feet in a random direction. The Sonic Charge discharges.

SONIC IMPACT

FEAT 8

ARCHETYPE FLOURISH

Prerequisites Shatterwolf Adept Dedication

Requirements You are holding a Sonic Charged whip

Instead of focusing the sonic energy on a single target, you release it into a single impact area. You strike an area within reach of your whip. You deal normal melee damage for your whip, including all appropriate bonuses, penalties, modifiers, and properties, to each creature in a 10 foot cone starting from the area you struck with the whip. Creatures in the area may attempt basic Reflex save. Your Sonic Charged whip discharges.

STUNNING BARK

FEAT 10

ARCHETYPE

Prerequisites Shatterwolf Adept Dedication

Requirements You are holding a Sonic Charged whip

You crack your whip in a violent sonic wave, pushing everyone back. You emit a sonic wave in a 15 foot cone in front of you. Each creature in the area must attempt a Fortitude save or get pushed back 10 feet. On a critical failure, they also become stunned 1. The whip used for Stunning Bark is discharged.

GRIEVOUS RECHARGE

FEAT 10

ARCHETYPE

Prerequisites Shatterwolf Adept Dedication

Trigger Your Sonic Charge is discharged

Like a wolf tearing away from a bite before preparing to lunge again, you bring your whip back from a mighty strike, recharging it. You use the Sonic Charge action.



Consuming Curses

Some fates are inevitable. You square off against a werewolf: spells are slung, blows are traded, and you suffer a minor scratch. The curse takes hold, and at the next full moon's rise you become a werewolf.

At first, it might not seem like that big of a deal the only real drawback being a little bit of a rampage under the light of the full moon. Control over the curse can be as easy as a simple potion or a divine spell. But what if there was more to it?

What if the curse meant more to the player? What if it had long-lasting consequences? What if you could harness the power that fuels the curse?

Contracting a Consuming Curse

Consuming Curses can be contracted like any other curse. Whenever a creature's special ability, a spell or an item calls for a Saving Throw against a curse, your GM might decide to use a consuming curse instead.

When you come in contact with a consuming curse, you can attempt to resist it by rolling the appropriate Saving Throw listed in its dedication. On a failure, you contract the consuming curse. When you contract a consuming curse, you gain the consuming trait, the curse trait and the appropriate consuming dedication feat as a bonus feat. In the event of a critical failure, you contract the consuming curse and you replace a class feat of your choice by a curse feat for which you meet the prerequisites.

As long as you have a dedication with the consuming trait—referred to as a consuming dedication—whenever you would gain a class feat, you must attempt a Saving Throw against the Fight the Curse DC listed in your consuming dedication first. If you fail, you must select a cursed feat for which you meet the prerequisites instead of a class feat. If there are no cursed feat for which you meet the prerequisites, you can select a class feat as normal. If you critically succeed on your saving throw, you can remove a cursed feat you already possess and retrain it into a class feat, in addition to choosing a class feat as normal.

You can only have one consuming curse at any given time, and if you already have a consuming dedication, you automatically succeed at the saving throw to avoid contracting another this only applies to consuming curse and you must attempt a saving throw against any non-consuming curses as normal.

CURSED

RARE

You had lived a normal life up until recently but something unexpected happened. Perhaps a close encounter with a foul beast, a trek through terrible lands or an altercation with a disgruntled deity. Either way you came back from the experience changed, cursed. With this knowledge in mind, you can no longer live a normal life. Perhaps you will find the answers you're seeking on the road. Choose two ability boosts. One must be Constitution or Wisdom, and one is a free ability boost. You also gain a Consuming Curse Dedication of 2nd level as a bonus feat. You receive this feat at first level, even though it normally requires you to be a higher level.

Removing a Consuming Curse

Unlike removing a standard curse, which often comes down to a simple remove curse, removing a consuming curse requires a lot more time and takes a greater toll on your body. To remove a consuming curse, each feat gained must be removed in succession, starting from the most recently acquired, until you can remove the consuming dedication and be truly cured. Consuming curses are unaffected by conventional ways of removing curses like the *remove curse* spell, unless stated otherwise.

Upon the curse being lifted, you lose the consuming dedication if you lose the consuming dedication through a less conventional way and have any cursed feat remaining, you retrain all the cursed feats immediately. Like any retraining, you generally can't make choices you couldn't make when you selected the original option.

Fight the Curse

You can attempt to resist the curse on your own, fighting against it like one would fight off an infection. This process is taxing, and requires you to connect with the curse within you, which can lead to ... unforeseen results.

FIGHT THE CURSE

UNCOMMON DOWNTIME

You spend a week attempting to resist the curse's grasp upon you. At the end of the week, attempt the appropriate Saving Throw against your Fight the Curse DC. Regardless of the outcome you become drained 1 for a week.

Critical Success You remove and retrain the last two cursed feats you gained.

Success You remove and retrain the last cursed feat you gained.

Failure You fail to fight back against the curse.

Critical Failure You fail to fight the curse. You lose a class feat you already possess and you gain a cursed feat for which you meet the prerequisites. If you have no class feat left to replace, or if there are no cursed feat for which you meet the prerequisites, your curse Manifests.

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FREE ARCHETYPE AND DUAL-CLASS

When playing with the free archetype variant rule, curse feats replace your free archetype feats. Whenever you fail to Fight the Curse, if you have no free archetype feats left, your curse Manifests, as if you had no more class feats to replace. The same goes when playing the dual-class variant rule the curse consumes one of your classes. Which class loses feats in favor of the curse is up to you, but you only make the choice once. Whenever you fail to Fight the Curse, if you have no class feat of the chosen class left, your curse Manifests.

CURSED CAMPAIGNS

Instead of introducing a consuming curse in a campaign in progress, you might decide to include the curse(s) from the very beginning. Consider giving one, or all, player(s) around the table the Cursed background.

PLAYING THE MANIFESTED CURSE

A confused and empowered character can lead to a severe confrontation between players. If you are not comfortable playing an encounter against your fellow players, you can give control of your character to your GM for the duration of the Manifestation.

LOW DOWNTIME CAMPAIGN

In the case of a low downtime campaign, we suggest reducing the Fight the Curse and the drained duration to one day each.

Embrace the Curse

One person's curse is another one's blessing. You might decide to try and harness the power of your curse, willingly giving it more purchase upon your soul.

EMBRACE THE CURSE

CONCENTRATION | **CURSE** | **DOWNTIME**

Frequency once a week

Requirements You have at least one class feat.

You spend time focusing or refining the power of your curse, embracing its many gifts. You gain a new cursed feat for which you meet the prerequisites, replacing a class feat of your level or lower. The class feat must not be a prerequisite for other class feats that you possess. This activity takes a full day. As normal for retraining a feat, you generally can't make choices you couldn't make when you selected the original feat.

Consuming Curse Manifestation

A consuming curse can manifest, allowing it to take over its host and terrorize the world. A consuming curse can manifest for many reasons, like a failed ritual to cure the host from its curse, if the curse has gained too much ground within its host, or because of a significant event, which can be determined by the GM. Consuming curses manifest in various ways, always listed in the consuming dedication, but more often than not involve gaining additional powers in service of a newfound nefarious goal, impacting the land and wildlife around you or simply going on a murderous rampage. If the Hit Points of a character become 0 while their curse is Manifested, the Manifestation ends and they fall unconscious, but not dying.

Cleansing Ritual

There exists one shortcut to cure a consuming curse, found in the form of a ritual. But this practice is rare, and not without its dangers.

CLEANSING RITUAL

RITUAL 5

RARE | **NECROMANCY**

Cast 1 day; **Cost** rare ingredients and other items anathema to the curse worth a total value of 20 gp x the target's level; **Secondary Casters** 2

Primary Check Arcana, Nature, Occult, or Religion (expert); **Secondary Checks** One of the listed skills not used as the primary check

Range 10 feet; **Targets** 1 creature

You attempt to remove a consuming curse afflicting the target of your ritual, using materials gathered to excise the curse. Unfortunately, curses have a tendency to fight back... The DC of the cleansing ritual is as normal for a ritual

of its level or the DC of the consuming curse it is attempting to end, whichever is greater.

Critical success The target is completely cleansed of the curse and all feats that have the curse as a prerequisite are removed.

Success The curse of the target Manifests. If the target's Hit Points are reduced to 0, the curse is cleansed.

Failure The target's curse Manifests. If the target's Hit Points reaches 0, the target regains control of themselves, but the curse is not cleansed.

Critical Failure The primary caster for the ritual gains the consuming dedication of the target's curse. The target gains a new cursed feat as if they had failed to Fight the Curse, but the cursed feat gained is chosen by the GM.

Arboreal

Something was out there under the moonless sky and ancient boughs: something old, lonely, and bitter. These are lands untouched by the ravages of progress that subsume those that approach them, and corrupted glens and grottoes filled with a primordial hatred for the things that despoil them. You've been touched by something you can barely fathom, and it will have its way...

You have been afflicted with the curse of the primordial wilderness and as such have gained the Arboreal Dedication. This will lead you down a path giving you powerful primal abilities resilient flesh, a stride no root or bush can hamper. But everything comes at a cost...

ARBOREAL DEDICATION

FEAT 2

RARE **ARCHETYPE** **CONSUMING** **CURSE** **DEDICATION**

Fight the Curse Fortitude (very hard DC of your level)

Prerequisites You have despoiled or invaded untouched land or deep wilderness that has a will of its own or angered an ancient wilderness deity.

Something ancient creeps through you, calling your form to bond with the land far from any sign of civilization.

Gift Your body grows sturdy bark across its surface, matching the colors of your body, if not its texture. You gain resistance to bludgeoning and piercing damage equal to half your level.

Stain Though strong, the bark on your body is thick with a flammable sap. You gain weakness to fire equal to 2 plus half your level.

Manifestation Plant growth explodes forth from you, twisting your body into a massive ambulatory tree that rages at civilization and all unfortunate enough to be nearby. Your size becomes Large and you gain a branch unarmed strike which deals 1d10 bludgeoning damage, has the forceful, grapple and shove traits, and is in the brawling group. At 5th level and every 5 levels thereafter, the number of weapon damage dice your branch deals increases by 1 (to a maximum of 5 at level 20). You do not benefit from item bonuses or runes while manifested, nor can you wield weapons made of metal or other manufactured materials. You gain resistance to physical damage equal to your level, which is doubled

CURSE FEAT FORMAT

Consuming curses function similarly to a standard archetype, with a few additions. Consuming dedications provide two additional pieces of information—Fight the Curse and Manifestation—and cursed feats each possess two unique features: a Gift and a Stain.

The Fight the Curse entry found in the consuming dedication informs you which saving throw is required to Fight the Curse and its difficulty.

The Curse Manifestation entry informs of what happens when the consuming curse Manifests (details found below) and takes over its host to become an entity of its own.

The Gift is the boon granted by the curse, a benefit of the power imposed upon you. These boons can range from simple new abilities and resistances to new appendages and altered nature.

The Stain is the drawbacks of your curse, such as changes to your character's appearance, inability to perform certain tasks or penalties on certain actions. These changes can be subtle at first, but be wary, as they will inevitably turn you into an unrecognizable version of yourself.

against non-magical damage. You treat the hardness of manufactured items and artificial structures as half your level lower (minimum 0). If not confronted by an immediate threat, you attempt to destroy creatures carrying manufactured equipment—particularly metal—and any nearby artificial structures. If no such things are present in your surroundings, you start wandering in a random direction determined by the GM, seeking a new target for your destructive obsession.

WILD WALKER

FEAT 4

RARE **ARCHETYPE** **CURSE**

Prerequisites Arboreal Curse Dedication

You are one with nature and you navigate its twisted roots with ease, while the uneven terrains of crafted work leaves you uneasy and out of balance.

Gift You ignore difficult terrain caused by uneven ground in natural settings as well as plants such as bushes, roots, vines, and undergrowth, including magically manipulated plants.

Stain The structures of civilization begin to hold an alien

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quality to you. You are flat-footed for as long as you are standing in a space which is considered difficult terrain due to rubble, ruins or broken stone roads.

CLUBBING BRANCH

FEAT 6

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

Your limbs grow harder and your body's density becomes closer to that of an old oak.

Gift You gain a branch melee unarmed attack that deals 1d6 bludgeoning damage with the forceful, shove, and unarmed traits which is in the club weapon group. Fundamental property runes and weapon property runes may be carved directly on your limbs, acting like a *handwraps of mighty blows*.

Stain Your body doesn't compress the way it used to. You take a -2 status penalty to Escape the grabbed or restrained conditions. Additionally, when you move through a tight space you treat it as greater difficult terrain, and you can no longer Squeeze through exceptionally tight spaces.

ROOT REACHER

FEAT 8

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

Constantly seeking connection to the earth, you can root yourself deeply, becoming one with the root network below you.

Gift You gain the Rooted Reach stance.

Rooted Reach Stance ♦♦
(concentrate, morph, primal, stance, transmutation)

Requirements You are touching a solid surface; **Effect** You drive your roots into the earth, anchoring yourself to the ground and connecting with the root network now so familiar to you. You become immobilized. You gain a root melee unarmed strike that deals 1d6 piercing damage, has the grapple trait, is in the brawling weapon group, and has a reach of 30 feet. While in Rooted Reach stance, you gain a +2 circumstance bonus to Escape and Force Open checks.

Uprooting yourself requires a Force Open or Escape action the check is made against your Fight the Curse DC. Alternatively, you may spend 10 minutes uprooting yourself. Either will cause the stance to end. Unlike other stances, Rooted Reach does not end when an encounter ends and you can enter Rooted Reach outside of an encounter.

Stain The Force Open and Escape actions both take an additional action for you.

Special Some types of terrain could prevent your roots from taking hold despite standing on a solid surface, like a pristine slab of stone, or a concrete floor thicker than 30 feet, up to the GM's discretion.

DESTROYER

FEAT 10

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

The call urges you to return things to the old ways, fomenting destruction to the new world.

Gift When you deal damage to an object, treat its hardness as half your level lower. Additionally, when you deal damage to an object or a structure, the damage applied after calculating hardness is doubled.

Stain Manufactured items you use crumble under the strain of your grip. When you roll a critical failure with a roll of a 1 on the die to Activate a held item or Strike with a weapon, the item becomes broken. Items made of natural unmanufactured materials, such as wood, are not damaged this way.

Special Your body becomes gnarled and knotted like an ancient tree, this does not hamper you or cause you pain, but even if your curse is broken, these changes will persist, leaving the curse's mark on you permanently.

GROVEBOUND

FEAT 12

RARE ARCHETYPE CURSE

Prerequisites Root Reacher

As the depths of the natural world call to you, they grant you passage through those it would call your kin.

Gift You may cast *tree stride* as a primal innate spell once per day. At 16th level the spell is heightened to 6th level. You can increase the casting time to 1 hour and bring up to 5 additional creatures with you. If you attempt to take a creature in an extradimensional space, the spell automatically fails.



After casting *tree stride*, if you brought one or more creatures with you, you must attempt a Fortitude save against your Fight the Curse DC. On a failure, your curse Manifests.

Stain When you stay in one place for more than 10 minutes, you enter the Rooted Reach stance automatically. This process happens gradually over the duration and can be noticed by anyone paying attention to you.

TREE FORM

FEAT 14

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

You can assume the form of a tree, but the call to remain as such is as strong as the desire to escape.

Gift You can cast *tree shape* at will as a primal innate spell, assuming the form of a tree appropriate to your current surroundings. If you become a tree near an artificial building or road, the ground beneath you and adjacent to you becomes difficult terrain as your roots disrupt the ground.

Stain You have great difficulty leaving your *tree shape*. When you attempt to end the spell, you must succeed a Will save against your Fight The Curse DC, if you critically fail, you cannot attempt to end the spell again until an hour passes.

BOUGH SHIELD

FEAT 16

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

Thick branches now grow from your body, acting as independent appendages, at the expense of your armor.

Gift You gain access to and can use the Raise a Shield action and the Shield Block reaction with your bough shield to gain a +2 circumstance bonus to AC. Your branches share your resistances and weaknesses, have a hardness of 3, 12 HP, and a BT of 6. At 16th and every 4 levels thereafter the hardness of your branches increases by 1, the HP by 4, and the BT by 2. Your branches are not destroyed when reduced to 0 HP, instead simply becoming inert, and they regain a number of Hit Points equal to their hardness at the beginning of your turn.

Stain Your body's constant new growths rip through hide and steel alike. If you wear manufactured armor made from materials other than vegetal matter, the first time your branches regain HP after donning it, the armor becomes broken, you become clumsy 1 and you cannot Raise a Shield with your branches until you remove the armor.

ROOTED WRATH

FEAT 18

RARE ARCHETYPE CURSE

Prerequisites Rooted Reach Stance

You are truly one with the root network and surrounding plants are now an extension of your own body.

Gift You gain the Rooted Wrath action.

Rooted Wrath ♦♦♦ **Requirements** You are in Rooted

Reach Stance; **Effect** Make a Strike with your root unarmed attack against each enemy creature within a 30-foot emanation. As per usual with the Grapple trait, you may make an Athletics check to grapple rather than a Strike. This counts as three attacks for the purpose of your multiple attacks penalty, but only applies once all the strikes are resolved.

Stain You have grown dependent on your roots, partially rooting yourself with every step you take. You suffer a -10 status penalty to your Speed (minimum 5 feet). Additionally, as long as you are not in contact with the earth, such as on a ship, while flying or mounted on a creature, you are drained 2.

WOODLAND WARDEN

FEAT 20

RARE CURSE ARCHETYPE TRANSMUTATION

Prerequisites Arboreal Curse Dedication

Your old body is no more and there is no turning back you are now an arboreal.

Gift Your size increases to Large and your base reach to 10 feet. Your resistance to bludgeoning and piercing damage becomes equal to your level. You gain regeneration 10 (disabled by fire) as long as you would meet the requirements for the Rooted Reach stance.

Stain You can no longer go back. The call has taken you and there is no more fighting it. You gain the plant trait and cannot sustain yourself in the ways you used to you must absorb nutrients through your roots and photosynthesis to survive. You can no longer use manufactured weapons, wear armor or mount a creature. Additionally, you can no longer Fight the Curse.

Asterion's Punishment

Like Asterion, the first minotaur, you have angered a god and now share his curse. Your heart is filled with anger and your mind is trapped in an eternal maze. You can feel yourself slowly drifting away, enraged by the perpetual feeling of being lost despite your perfect sense of direction.

ASTERION'S PUNISHMENT DEDICATION

FEAT 6

RARE ARCHETYPE CONSUMING CURSE DEDICATION

Prerequisites You angered a deity through illegitimate conquest or you have signed a devilish contract.

Fight the Curse Will (very hard DC of your level)

You find yourself strangely irritable, prone to violence and confrontational towards strangers.

Gift You gain the rage barbarian class feature. Additionally, you gain a +2 status bonus to Survival checks to hunt, to Sense Direction or to locate yourself in labyrinths, caves or underground tunnels.

Stain As your first action of your first turn, you must Rage.

Manifestation You become enraged and agoraphobic, lashing out at everything in your path until you find a cave, a basement or a network of tunnels to take refuge in. You immediately Rage as a free action. The additional damage from your Rage is 6 unless your instinct grants you greater damage, you gain a +2 status bonus to attack rolls, and your Speed increases by 10 feet.

DIVINE AFFLICTION

Asperion's punishment is always of divine origin. Initially used by a Bovian god to punish the Conqueror for his solution of violence and territorial expansion to the blight poisoning his people's land, the curse is now commonly used by many gods to punish excess of violence or territorial expansions, particularly ones who claim acting in the name of the greater good.

More than one paladin has seen themselves cursed with Asterion's Punishment after leading a regiment of soldiers to wrongfully evict from their land one people or another in the name of their deity.

In the later years, a new way of contracting the Conqueror's curse has seen the light of day. Many lesser devils have been caught scouring tunnels and caves, offering lost travelers the "gift of the minotaur", granting them a supernatural sense of direction. Desperate and eager to see the daylight again, many poor souls have accepted the boon and signed the contract, to quickly find their way back underground once the curse's obsession had taken hold, in a twisted irony of fate.

TUNNEL VISION

FEAT 8

RARE ARCHETYPE CURSE

Prerequisites Asterion's Punishment Dedication

Your eyes can no longer adapt to the sunlight and you find comfort in darkness, which no longer seems to be hiding so many secrets.

Gift You gain darkvision. If you already had darkvision, or if you gain darkvision through any other means, you gain a +2 circumstance bonus to Perception checks involving sight while you are in total darkness.

Stain You can no longer tolerate bright light. You take a -2 circumstance penalty to Perception checks involving sight and become dazzled while in bright light.

BULL'S RAGE

FEAT 10

RARE ARCHETYPE CURSE

Prerequisites Asterion's Punishment Dedication

You start to share a glaring resemblance with the cursed lineage of minotaurs and their infamous leader, Asterion the Conqueror.

Gift You gain the bestial rage ability from the barbarian animal instinct with the bull as your animal and the additional damage from your Rage increases to 5. You gain no other benefits or anathema of the animal instinct, nor does it give you access to feats requiring the animal instinct.

Stain You become short tempered and susceptible to provocations. You cannot turn down a frontal offense, refuse a duel or a challenge and you suffer a -2 circumstance penalty to Diplomacy and Deception checks against creatures who are indifferent, unfriendly, or hostile toward you.

Special The first time you Rage after gaining the Bull's Rage feat, your horns become a permanent feature of your physique, even when you are not raging.

MAZE HUNTER

FEAT 12

RARE ARCHETYPE CURSE

Prerequisites Asterion's Punishment Dedication

Embracing the hunting methods of your cursed kindred, you value the benefits of being heard, but not seen, avoiding open spaces as best you can.

Gift You gain the Hunted Fear activity.

Hunted Fear ♦♦ You play with your prey as you hunt it, making your presence known, but not seen, inspiring terror in its heart. You make an Intimidation check to Demoralize all living creatures within 60 feet that can hear you but not see you. Roll once and apply the result to all creatures. If the targets are in a maze or similarly difficult-to-navigate structure, you gain a +4 circumstance bonus to this check. Creatures that become frightened as a result also take a -2 circumstance penalty to Survival checks to avoid getting lost for 1 minute. This use of Demoralize doesn't have the visual trait. Each target becomes temporarily immune for 1 minute.

Stain You suffer a -2 status penalty to Will saves if you are in an open space where you can see the sky above your head, like in a forest or a field.

FLAWLESS DIRECTION

FEAT 14

RARE ARCHETYPE CURSE

Prerequisites Asterion's Punishment Dedication

Your sense of direction is now unnatural, allowing you to find your way in the world without flaw. But while you find your place in the material plane, your mind wanders eternally.



Gift You automatically critically succeeds at Survival checks to avoid becoming lost or to find your way, including those from the *maze* spell.

Stain Your dreams become filled with visions of mazes and tunnels. If you sleep without a solid roof over your head, you wake up fatigued. The condition lasts until you've had a full night's rest underground or in a stone construction.

ASTERION'S MANIA

FEAT 16

RARE **ARCHETYPE** **CURSE**

Prerequisites Asterion's Punishment Dedication

Your mind is completely lost to the maze and rage consumes you.

Gift The bonus to damage from your rage increases to 12. You gain a +1 circumstance bonus on attack rolls against frightened creatures and your Speed increases by 5 feet.

Stain Your rage becomes permanent as long as you are conscious, you are under the effect of Asterion's rage. You can no longer Fight the Curse.

Corruption Curse

The curse of corruption is one of many sources. It can come from a mysterious patron whispering in your ear in a time of need, or a deal offered by some dubious entity. Some have even willed their curse of corruption into existence, desperate for power, or simply desperate. And the power promised is considerable... if one is willing to reach for it.

CORRUPTION CURSE DEDICATION

FEAT 2

RARE **ARCHETYPE** **CONSUMING** **CURSE** **DEDICATION**

Fight the Curse Will (hard DC of your level)

You find yourself hearing a voice whispering in your ear, promising fortune and power beyond your wildest dreams. But everything comes at a cost. You become corrupted. Your corruption has four stages: pure, tempted, warped and corrupted. Actions with the corrupting trait increase your corruption stage by one step your corruption stage increases only once the action is resolved. During your daily preparation, your corruption stage reduces by one step. If you use a corrupting action while your corruption stage is corrupted, you must attempt a Will saving throw against your fight the curse DC or your curse Manifests.

Gift You gain the Corrupted Strike action.

Corrupted Strike ♦ (corrupting) Make a Strike. If you are tempted, the Strike deals an additional 2 points of force damage. This damage increases to 4 if you are warped, and 6 if you are corrupt.

Stain You become drained 1. If you are warped, you become drained 2 instead, or drained 3 if you are corrupted.

Manifestation Your alignment becomes chaotic evil (or any alignment determined by your GM, according to the source of your corruption) and your corruption stage

becomes corrupted. Your allegiance now belongs to the source of your corruption, or to yourself if you are not aware of its existence of intention. You must act according to the ambitions of whichever entity corrupted you if you do not have an entity to please, you must act in order to serve your own interest above all else. Creatures within 30 feet of you must attempt a Will saving throw against your Fight the Curse DC. You and every creature who failed their saving throw no longer treat any other creature than one another as an ally. This is a mental effect, and creatures affected can attempt a new save at the end of every turn to shake off the effect. For as long as they are affected, the creatures who failed their saving throw gain access to all actions with the corrupting trait you have access to and must act in a manner which best serves your new goals and ambitions. Any creature who used a corrupting action granted by Shared Corruption in the last hour takes a -2 status penalty to this save.

GUIDING VOICE

FEAT 4

RARE **CURSE** **ARCHETYPE**

Prerequisites Corruption Curse Dedication

You find unexpected success in your challenges a word of encouragement, a little hint of knowledge you didn't know you knew or a little voice pointing out a detail you hadn't noticed.

Gift You gain the Gift of the Whisper reaction.

Gift of the Whisper ➤ (fortune, corrupted) **Trigger** You fail (but not critically fail) a skill check; **Frequency** Once per hour; **Effect** The voice whispering in your head offers guidance and promises success. The result of the check becomes a success instead.

Stain You take a -1 status penalty to all your skill checks. The penalty increases to -2 if your corruption stage reaches warped, and -3 you become corrupted.

INSIGHTED PRECISION

FEAT 6

RARE **CURSE** **ARCHETYPE**

Prerequisites Corruption Curse Dedication

In the midst of battle, the whispers are calling the targets, you just take the shots as long as you listen, you seem to find success.

Gift You gain the Insighted Shot action.

Inspired Shot ♦ (corrupting) **Frequency** Once per hour; **Effect** Make a ranged Strike against a creature within the first range increment of your weapon. If the Strike is a failure, it becomes a success instead. If you are corrupted and the Strike is a success, it becomes a critical success instead.

Stain You take a -1 status penalty to all your ranged attack rolls. The penalty increases to -2 if your corruption stage reaches warped, and -3 you become corrupted.

DUBIOUS POWER

FEAT 6

RARE **ARCHETYPE** **CURSE**


Prerequisites Corruption Curse Dedication

SOURCELESS CURSE - GM TIP

A curse of corruption doesn't necessarily need to have an obvious or identifiable source. You might decide to grant one of your players an opportunity to be tempted by the corruption curse by offering them to use one ability with the corrupting trait in a time of need. For example if a player fails an athletics check to pull themselves off a cliff, you could offer them to use the Gift of the Whisper to save themselves. If you do so, make sure the player understands that this is an offer to be accepted or refused, and likely to be granted by an outside entity, so the player can make a somewhat educated decision. If the player accepts the boon, they gain the Corruption Curse Dedication as a bonus feat immediately after using the action, and they do not roll a saving throw to resist the curse.

The whispers are no longer just a voice, it's an entity living within you, granting you incredible strength ... as long as you allow it.

Gift You gain the Unshackled Power action.

Unshackled Power  (corrupting) **Frequency** Once per hour; **Effect** Make a melee Strike against a creature. It deals an additional weapon damage dice. If you are corrupted, it deals two additional damage dice instead.

Stain If you are tempted, you become enfeebled 1. If you are warped, you become enfeebled 2 instead, and enfeebled 3 if you are corrupted.

CORRUPTED MAGIC

FEAT 8

RARE ARCHETYPE CURSE

Prerequisites Corruption Curse Dedication

You might not know how to cast spells, but the whispers do.

Gift Chose one of the following spells: *chilling darkness*, *grim tendrils*, *vampiric touch* or *harm*. You can cast the chosen spell as a 4th level occult innate spell once per day. Whenever you cast this spell as an innate spell, it gains the corrupting trait. If you are warped, your innate spells with the corrupting trait use an Expert proficiency, and if you are corrupted they use a master proficiency instead.

Stain You can no longer Cast spells with the good or positive traits. This includes spells cast from an item, but not effects granted by item activation. If you are a spontaneous caster and you have spells in your repertoire with the good or positive trait, you can remove them from your repertoire and replace them with new spells instead. If you are a cleric with the healing font, your font changes to a harmful one, even if your deity does not normally allow it.

Special You can select this feat up to three times. Every time you do, you select a new spell from the list to gain as an innate spell. Alternatively, you can learn the heightened version of an innate spell you already gained from Corrupted Magic this does not grant you an additional cast per day, it simply increases the level of your innate spell.

THE COST OF POWER

FEAT 10

RARE ARCHETYPE CURSE

Prerequisites Corruption Curse Dedication

The true nature of your newfound power slowly reveals itself, and you begin to understand the true cost you have paid for it.

Gift All your Strikes deal an additional point of evil or negative damage as long as you are tempted. You choose which type of damage it is each time you make a Strike. This damage increases to 2 if you are warped and 4 if you are corrupt.

Stain You become susceptible to good damage as if you were evil, regardless of your alignment. If you are good aligned, you remain susceptible to evil damage as normal. Additionally, you can no longer deal good damage by any means.

Special You gave room to the corruption, and it has marked you forever. Your corruption stage can never be lower than tempted and no longer reduces severity during your daily preparation. Additionally, you are permanently susceptible to good damage and can never deal good damage again, even if the curse of corruption is lifted.

ABSOLUTION

FEAT 10

RARE ARCHETYPE

Prerequisites Corruption Curse Dedication

The prolonged exposure to the voice of temptation has somewhat dulled its edge. By focusing on whichever moral compass you call your own and reconsidering the price of the power offered, you can push back the effect of the corruption. You gain the Enquiet action.

Enquiet ♦♦ (concentrate) **Frequency** Once per hour; **Requirements** Your corruption stage is warped or greater; **Effect** Attempt a Will saving throw against your Fight the Curse DC.

Critical Success Your corruption stage decreases by two steps.

Success Your corruption stage decreases by one step.

Failure You are unaffected.

Critical Failure Your corrupted stage increases by one step.

TASTE OF IMMORTALITY

FEAT 12

RARE ARCHETYPE CURSE

Prerequisites Corruption Curse Dedication

You feel impervious to damage, pain no longer cripples you and you become a little more reckless every day.

Gift If you are tempted, you gain resistance 3 to all damage. If you are warped, the resistance increases to half your level and if you are corrupt, it increases to equal your level instead.

Stain If you are tempted, you take a -1 status penalty to your AC. The penalty increases to -2 if you are warped, and to -3 if you are corrupted.

CORRUPT THY NEIGHBOR

FEAT 14

RARE ARCHETYPE CURSE

Prerequisites Corruption Curse Dedication

Intoxicated by your own power, you share your dark gifts with your allies.

Gift You gain the Shared Corruption action. Only one ally can benefit from Shared Corruption at any given time.

Shared Corruption ♦ (corrupting) **Frequency** Once per hour; **Requirements** Your corruption stage is warped or greater; **Effect** An ally within 30 feet of you gains access for 1 minute to one action you can use with the corrupting trait. If you can use more than once action with the corrupting trait, you choose which action your ally gains access to. Whenever an ally uses an action with the corrupting trait, their corruption stage increases as normal, and they become drained, following the progression of the corruption dedication their corruption stage reduces by one step during their next daily preparation as normal. The ally is still bound to the frequency limitations of the action.

Stain You can no longer use the Aid reaction.

POWER OF CORRUPTION

FEAT 16

RARE ARCHETYPE CURSE

Prerequisites Corrupted Magic

The voices of temptation have granted you a powerful

spell to add to your arsenal.

Gift Choose one spell of 7th level or lower with the evil or negative trait. You gain this spell as a 7th level innate occult spell that you can cast once per day. Whenever you cast this spell as an innate spell, it gains the corrupting trait

Stain Your corruption stage can no longer become lower than warped.

PERMANENTLY CORRUPTED

The permanent effects of The Cost of Power, as opposed to other consuming curses, can be reversed. Working with your GM, you might find a way for your character to redeem themselves from falling prey to temptation and completely cleanse the effects of the curse. The act -or acts- of redemption should be in line with your character's moral compass, a character of deep faith would most likely have to redeem themselves in the eyes of their deity, but a neutral character whose loyalty is to their companion might need to redeem themselves in the eyes of the party for example.

CHARACTERS OF

FAITH AND CORRUPTION

If you are playing a cleric, a champion or a character that is particularly devout, gaining The The Cost of Power is a great opportunity to change your deity, tenet and/or cause. While not inherently necessary, the progression towards evil and the morally arguable source of the powers granted by the corruption curse are bound to cause some thematic conflict with a good aligned or righteous character. Work with your GM to determine how you would prefer to handle this inner conflict happening within your character. If you do decide to change your deity, tenet and cause, your GM should allow you to revert to your original one in the event of the curse being lifted, although some deities would not take such betrayal lightly and might require a character to prove themselves before granting them their divine favors once again.

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ONE WITH THE WHISPERS

FEAT 20

RARE ARCHETYPE CURSE

Prerequisites The Cost of Power

There is no turning back, you have fully given yourself to the whispers and embraced their dark gifts.

Gift For you, actions with the corrupting trait have a frequency of once per turn and you can now cast innate spells with the corrupting trait twice per day. When you use a corrupting action while corrupted, your curse no longer Manifests.

Stain Your corruption stage becomes corrupted. Whenever you reduce your corruption stage using Enquiet, the reduction lasts for one hour, after which your corruption stage goes back to corrupted. You can no longer Fight the Curse.

Fey-Touched

A misstep into a circle while lost in a forest, the partaking of a feast with masked figures, the signing of your name on a glittering contract one way or another, the fey have laid claim to you and want what's due. This may start with honeyed words and granted powers, but eventually you will begin to lose your grip on yourself and the material plane. Would that be so bad though? Everyone in the fey realm seems so happy...

FEY-TOUCHED DEDICATION

FEAT 2

RARE ARCHETYPE CONSUMING CURSE DEDICATION

Prerequisites You have had a prolonged exposure to magic from the fey realm, or had an encounter with a fey.

Fight the Curse Will (very hard DC of your level)

The link to the fey realm established, you are granted a small taste of the power it offers.

Gift You gain the fey trait, in addition to other traits you have. Choose one cantrip from the primal spell list. You can cast this cantrip and dancing lights as primal innate spells at will. You

can change your chosen cantrip to a different one from the same list once per day by meditating to align yourself with the fey realms this is a 10-minute activity that has the concentrate trait. If you change your cantrip in this way, you must Fight the Curse.

Stain Your vision begins to drift to the fey realms making it harder to notice as you start to see things drifting in and out, the finer details in the material plane harder to distinguish. You take a -1 status penalty to Perception checks.

Manifestation You become a conduit of the fey realm allowing it to bleed out into the material through you. Your Manifestation acts as a beacon to the fey, summoning two creatures with the fey trait adjacent to you. These creatures must be at least two levels lower than your own. When your Manifestation ends these summoned fey return to the fey realm. All of your attacks are considered magical. When you critically hit a creature with a Strike, it becomes sickened 1, with a DC equivalent to your Fight the Curse DC to remove the condition. Additionally a creature that first enters the area within 20 feet of you must attempt a Will save against your Fight the Curse DC or become frightened 2 (frightened 3 on a critical failure). Regardless of the result of the saving throw, the creature becomes temporarily immune for 1 minute.

CURSE OF IRON

FEAT 4

RARE ARCHETYPE CURSE

Prerequisites Fey-Touched Dedication

As your connection to the fey realm strengthens, you become more fey yourself and begin to share their resistances and weaknesses.

Gift You gain a +1 status bonus to AC and Saving Throws against spells. In addition you gain resistance to physical attacks (except from magical or cold iron weapons) equal to the amount of feats you have from the Fey-touched consuming curse.

Stain Your body begins to weaken, becoming more fey-like. You gain weakness to cold iron equal to your level and a -2 status penalty to Fortitude saves.

FEY STEP

FEAT 6

RARE ARCHETYPE CURSE

Prerequisites Fey-Touched Dedication

As the pull of the fey realm gets stronger, your grip on reality begins to slip and you shift erratically between planes.

Gift You gain the Fey-Step reaction Once per day, you can use Fey Step as a free action. If you do, you must make a Will save against your Fight the Curse DC or Manifest.

Fey Step (move, illusion) **Trigger** You are the target of a Strike that you are aware of; **Effect** You allow yourself to get pulled ever so slightly into the fey realms making you harder to be hit. You gain concealment to the attack and a +2 circumstance bonus to the triggering attack.

Stain Whenever an ally targets you with a spell, they must succeed at a DC 5 flat check or the spell is lost.

SEELIE POWERS

FEAT 8

RARE ARCHETYPE CURSE

Prerequisites Fey-Touched Dedication

You step further into the fey realm to draw superior powers from its essence, gaining some innate fey magic.

Gift The power of the fey allows you to cast spells. Choose two 2nd level primal spells. You may now cast these spells as innate primal spells once per day each. If you are at least 10th level, you become an expert in primal spell attack rolls and DCs.

Stain Your aura begins to radiate with a seelie energy which can be felt even by those who can't see it. You gain a 20-foot emanation aura. This aura is always active and can only be suppressed for a minute at a time by making a Will save against your Fight the Curse DC. Creatures without the fey or the beast traits treat their attitude towards you as one less while in the aura. Additionally, you take a -2 circumstance penalty to Diplomacy based skill checks.

THE FEY REALMS AWAIT

FEAT 10

RARE ARCHETYPE CURSE

Prerequisites Fey-Touched Dedication

You know the time has come to leave behind the material plane and join the fey. Your continued existence on the material plane is simply the whim of your fey masters and you exist as an instrument of their will and as a loyal servant of the fey.

Gift Once per day you can cast *charm* as an innate primal spell using your Fight the Curse DC. This casting of *charm* does not take a penalty for being cast in combat. Additionally, creatures who fail their Saving Throws against your innate *charm* spells also become afflicted with the fey-touched consuming curse.

Stain You can no longer deny any request made by a creature with the fey trait if its level is higher than your own. There is no hiding your fey nature anymore, your appearance is now a strange and alien version of your own. Every day you must Fight the Curse, on a critical failure you are pulled into the fey realms, as if you had used the *plane shift* spell.

Karmic Curse

Karma, luck, fate, the outcome of uncontrollable events can wear many names. Some believe there is but one explanation, others think many forces are operating at once. But one thing is certain, no one escapes it. You least of all people. Bad luck seems to follow you closer than your own shadow. But if you can't escape it, maybe you can steer it and tip the scales of destiny in your favor.

KARMIC CURSE DEDICATION

FEAT 4

RARE ARCHETYPE CONSUMING CURSE DEDICATION

Prerequisites Critically fail a check or a saving throw of an effect with the divination or misfortune traits.

KARMIC CURSES AND PLAYER AGENCY

The Karmic Curse finds its flavor best when roleplayed as an autonomous force, as if the gods, fate or simply chaotic luck were manifesting themselves through the cursed character. Allowing the GM to determine when luck is stolen away and when misfortune points are used can be a great way to improve the impact of the curse on the story and create satisfying twists of fate. However, doing so involves taking character agency away from a player and should always be done with the expressed consent of said player. When the curse is contracted, the GM and the affected player (or the party as a group) should have a conversation about playing this curse as a new set of abilities acquired by the character, or played as comical, dramatic or epic involvement of karmic forces.

Just as a GM should not take away agency from players, a Karmic Cursed character consistently stealing their fellow party members' luck is likely to lead to conflict.

Fight the Curse Flat check DC 11

Luck and fate seem to operate in strange ways around you, and those who know you can't quite tell if they would consider you to be lucky or unlucky.

Gift Once per hour, when a creature within 30 feet of you critically succeeds an attack roll, a saving throw or a skill check, you can turn it into a normal success instead as a free action. When you do so, you gain a fortune point. You can spend a fortune point to turn a success of your own into a critical success, but you must choose to do so before the outcome of the action is revealed. You can not have more than one fortune point stored at any given time.

Stain Other creatures within 30 feet of you gain the Dump Luck action. Whenever a creature uses the Dump Luck action, you gain a misfortune point. Whenever you roll a failure on an attack roll, saving throw or a skill check, if you have a misfortune point, the roll becomes a critical failure instead and you lose a misfortune point. You can only have up to two misfortune points at any given time.

Dump Luck ♦ **Frequency** Once per day. **Trigger** You critically fail an attack roll, a skill check or a saving throw. **Effect** Your critical failure becomes a normal failure instead.

Manifestation The forces of fate and chaos twist around you, wreaking havoc on your surroundings. For as long

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as the Manifestation lasts, whenever a creature within 30 feet of you rolls a failure, they get a critical failure instead, and whenever they roll a success, they get a critical success instead; creatures within the radius cannot be affected by fortune or misfortune effects. While manifested, you cannot gain or spend any fortune or misfortune points, and you cannot activate or benefit from abilities that utilize them.

DISRUPTION OF FATE

FEAT 6

RARE **ARCHETYPE** **CURSE**

Prerequisites Karmic Curse Dedication

Your aura of probability and chance has become powerful enough to disrupt even intentional twists of fate.

Gift Once per day as a free action, when a creature within 30 feet of you uses a Fortune effect, you can attempt a flat check DC 11. If you succeed, you counteract the fortune effect and gain a fortune point.

Stain Whenever an enemy creature's roll is affected by a misfortune effect, roll a flat check DC 11. If you fail, the misfortune effect is counteracted and you gain a misfortune point.

KARMIC REALIGNMENT

FEAT 8

RARE **ARCHETYPE** **CURSE**

Prerequisites Karmic Curse Dedication

Through prayer, meditation or simply by rolling dice and drawing cards, you attempt to rebalance your luck towards a neutral position.

Gift Once per day, you can spend 10 minutes, engaging in any occupation or activity you believe to be related to the source of your luck. You lose a misfortune point. You must have more misfortune points than you have fortune points to use Karmic Realignment.

Stain You can no longer benefit from the Assurance feat, if you were granted Assurance by your background, you may spend time retraining to replace it with another level 1 skill feat that requires you to be trained in the same skill Assurance was associated with).

FOUNTAIN OF LUCK

FEAT 8

RARE **ARCHETYPE** **CURSE**

Prerequisites Karmic Curse Dedication

You siphon luck around you at an impressive rate, for better or worse.

Gift You can now store up to 3 fortune points at any given time.

Stain You can now store up to 4 misfortune points at any given time.

AGENT OF DESTINY

FEAT 10

RARE **ARCHETYPE** **CURSE**

Prerequisites Karmic Curse Dedication

You have come to terms with the new nature of your life; the dice of destiny will always affect you in disproportionate and mysterious ways.

Gift The frequency of the Karmic Curse Dedication Gift no longer applies to your own critical successes, meaning at any time you can turn one of your own critical successes into a normal success to gain a fortune point.

Stain You cannot use or benefit from any Fortune effect. Additionally, you can no longer cheat luck without using your cursed abilities. In your hands, a perfectly ordered deck of cards still draws at random, a loaded die rolls normally and a rigged lottery takes its natural course.

Special The Stain effect of Agent of Destiny is permanent, even if the Karmic Curse is lifted.

KARMIC REDISTRIBUTION

FEAT 12

RARE **ARCHETYPE** **CURSE**

Prerequisites Karmic Curse Dedication

Your control of karmic forces allows you to sacrifice some of your own in the favor of others..

Gift Once per day as an action, you can spend a fortune point to replenish the use of an ally's ability that has the fortune trait and a frequency—such as Divine Insight (page 51)—allowing them to use it once more, even if the frequency would otherwise prevent them from doing so.

Stain Whenever you use Karmic Redistribution, an enemy creature within 30 feet of the target gains one usage of the fortune effect regained by your ally such as . If there are no enemy creatures within range, you gain one misfortune point instead.

Werebeast

They had asked you to hunt the creature, a wolf of unusual size and stature. You found the beast, put it down, got the job done. Beast got a few licks in though left you slightly injured. Nothing you haven't dealt with before. Your injuries have already healed, faster than ever. But you can feel that you've changed. Your senses are sharper, your eyes better in the dark, and your sense of smell, better than it's ever been. That's a good thing... right?

You have been afflicted with the curse of the Werebeast. This will lead you down a path giving you powerful animal-like abilities sharp claws, increased speed, and powerful resistances. But everything comes at a cost...

WEREBEAST CURSE DEDICATION

FEAT 2

UNCOMMON **ARCHETYPE** **CONSUMING** **CURSE**
DEDICATION

Prerequisites You were exposed to the curse of a werebeast.

Fight the Curse Fortitude (very hard DC of your level)

You acquired the curse of the werebeast. You gain a hybrid form, usually the same one as the creature you contracted the curse from (refer to Table D-1: Hybrid Form). Your new nature has sharpened your senses, beginning your transformation.

Gift You gain low-light vision and scent (imprecise) 15 feet. If you already have low-light vision from your ancestry, you gain darkvision instead.

Stain Your heightened senses make you hyper focused. You take a -2 circumstance penalty against effects that would make you fascinated. Additionally, under the light of the full moon your curse manifests.

Manifestation You turn into your hybrid form. You gain the unarmed attacks associated with your hybrid form and fast healing 15. You become size Large and your base reach increases by 5 feet if you were smaller than Large. Your scent becomes a precise sense and your speed increases by 5 feet. Your alignment changes to chaotic evil and you are consumed by the desire to spread your curse to others, losing all impulse control.

HYBRID FORM

FEAT 4

UNCOMMON ARCHETYPE CONCENTRATE CURSE
POLYMORPH PRIMAL RANSMUTATION

Prerequisites Werebeast Curse Dedication

The hybrid form, so characteristic of werebeasts, tells the story of how deep the curse runs within you, blurring the line of where you end and the beast begins.

Gift You gain the hybrid form action.

Stain You gain weakness to silver equal to half your level. Reverting to your humanoid form requires a Will save with a DC equal to your Fight the Curse DC +2.

Critical Success You shape change into your humanoid form.

Success As critical success but retain some form of animalistic traits of your hybrid form until the next dawn.

Failure You remain in your hybrid form until the next dawn.

Critical Failure Your curse Manifests.

Hybrid Form ♦ You change shape into your hybrid form. While in hybrid form, your scent increases to 30 feet and you gain the unarmed attacks associated with your cursed beast, as listed in Table D-1.

BLOODHUNT

FEAT 6

UNCOMMON CURSE ARCHETYPE

Prerequisites Werebeast Curse Dedication

The smell of your prey is particularly pungent to you, making it easier to hunt them.

Gift You gain the Hunt Prey action. If you already have access to Hunt Prey, your scent becomes precise for all things concerning your hunted prey. This benefit applies only to your most recent hunted prey if you are able to hunt more than one prey.

Stain The smell of blood makes you shiver with excitement and your sense of smell becomes one of your primary senses. You might catch a drift in air and follow it unconsciously, or smell the air before opening your eyes in the morning. When you use the Hunt Prey action you become automatically fascinated by the designated target when they are within range of your scent. The fascinated condition can end as usual.

WEREBEAST HIDE

FEAT 8

UNCOMMON CURSE ARCHETYPE

Prerequisites Werebeast Curse Dedication

Your skin thickens unnaturally, becoming hide and blows are more likely to glance off your skin. Your added bulk makes it hard to wear armor and your skin is irritated by its presence.

Gift Your hide grants you a +3 item bonus to AC and a Dex cap of +3. The item bonus is cumulative with those from *bracers of armor* and *mage armor* but they are not cumulative with one another.

Stain Your hide-like skin becomes thick and durable, but armor never quite fits right anymore. You can no longer benefit from item bonuses to AC from armor, including explorer's clothing. You can still wear normal clothing and accessories.

FERAL WEAPONRY

FEAT 10

UNCOMMON CURSE ARCHETYPE

Prerequisites Werebeast Curse Dedication

Growing fangs and claws, you gain natural weapons to bite and tear at your victims.

Gift You gain the unarmed attacks of your hybrid form as according to Table D-1, even when in humanoid form. While in hybrid form, your unarmed attack damage is increased, as listed in Table D-1.

Stain Your nails and teeth become harder and more sharp as your hands start to warp more into paws. This makes simple tasks using manual dexterity like wielding a weapon or opening a door much more difficult. You take

Table D-1: Hybrid Form

Werebeast	Attack	Damage*	Traits*
Arourathrope (Rat)	Jaws	1d6 (1d8) P	Agile, (deadly d10), finesse, unarmed
Gatathrope (Cat)	Claw	1d6 (1d8) S	Agile, finesse, unarmed
Tigrithrope (Tiger)	Claw	1d6 (1d8) S	Agile, finesse, unarmed
Arkoudathrope (Bear)	Jaws	1d8 P	unarmed
	Claw	1d4 (1d6) S	Agile, (shove), unarmed
Kaprothrope (Boar)	Tusk	1d6 (1d8) P	(Deadly d10), shove, unarmed
Lycanthrope (Wolf)	Jaws	1d6 (1d8) P	(Trip), unarmed
	Claw	1d4 S	Agile, unarmed

*Abilities in parentheses refer to abilities and damage increases that are gained upon gaining the Feral Weaponry Feat.

a -1 status penalty to attack rolls with weapons. In addition, at the GM's discretion, some tasks such as counting coins or opening doors might become more difficult, require more time, or become simply impossible for you.

Special There is no more hiding the stains of your curse. Your hybrid form is leaving permanent changes on your body, and most observers could guess which beast your curse relates to. Even if you somehow escape the curse, these cosmetic changes remain—you are forever marked by the beast within you.

SILVER ALLERGY FEAT 12

UNCOMMON CURSE ARCHETYPE

Prerequisites Werebeast Curse Dedication

The curse flowing through you has altered your body your skin becomes hide but you now feel the sting of silver like never before.

Gift You gain resistance to all physical damage (except silver) equal to the number of Werebeast feats you have.

Stain The presence of silver makes you uncomfortable. You can not bear to touch it, let alone wear it, or wield a silver weapon. Your weakness to silver is now equal to your level. Additionally, you take a -1 status penalty to Will saves at night. The penalty is -2 if you are in an area of moonlight, or -3 if the moon is full, regardless of exposure to moonlight.

STRIKES OF THE ACCURSED FEAT 14

UNCOMMON CURSE ARCHETYPE

Prerequisites Feral Weaponry

Your hunger for the fresh kill drives your strikes to strip flesh from bone and every bite and claw can now be a source of infection.

Gift When you critically succeed with a Strike from an unarmed attack granted by your consuming curse, it deals an additional 1d4 persistent bleed damage for each weapon damage die.

Stain The circumstance penalty from feral weaponry increases to -2 when wielding a weapon, and you no longer add your Strength modifier to damage rolls made with melee weapons.

Special Your unarmed attacks now carry your curse. Your unarmed attacks gain the Curse trait, and when you deal damage to a creature with them, the creature must attempt a Fortitude save against your Fight the Curse DC. On a failure, they become afflicted by the Werebeast Consuming Curse.

BESTIAL STRIDE FEAT 16

UNCOMMON CURSE ARCHETYPE

Prerequisites Werebeast Curse Dedication

The muscles and sinew of your legs change and they become digitigrade, allowing for rapid, animalistic strides.

Gift Your Speed increases by 10 feet. In your hybrid form, you can use the High Jump and Long Jump activities as a single action. If you do, you don't perform the initial Stride and you don't fail if you do not Stride 10 feet.

Stain Your legs and feet are now permanently warped, making it hard to hide their twisted nature and difficult to wear footwear. When you wear shoes or boots, including magic items with the worn shoes usage, you become clumsy 2 and suffer a -20-foot penalty to your speed.

BLOODHUNT FRENZY FEAT 18

UNCOMMON CURSE ARCHETYPE

Prerequisites Bloodhunt

The strength of your curse surges through your fangs and claws, enabling you to rend the flesh of your victims.

Gift You gain the Frenzied Onslaught action.

Frenzied Onslaught **◆◆◆** (flourish, open) **Requirements**

You are in hybrid form and you have a hunted prey; **Effect** You rush towards your prey, filled with bloodlust, and attempt to tear it to shreds. Stride up to your speed and make three unarmed Strikes against your hunted prey. This counts as three attacks towards your multiple attack penalty, but only applies once all three attacks are resolved.

Stain Your body becomes completely feral. Your hands and feet lose all signs of what they were before, replaced by bestial appendages. You gain a -3 status penalty to strikes made with a weapon.

ACCURSED BEAST FEAT 20

UNCOMMON CURSE ARCHETYPE

Prerequisites Hybrid Form

Whatever you once were is now gone. Your name is spoken with fear, a cautionary tale synonymous with the curse itself. Wherever you go, the curse is left in your wake, people become beasts and wildlife goes feral.

Gift Your sent becomes a precise scent of 30 feet, and a precise scent of 60 feet for all things concerning your hunted prey. Additionally, you can use Hunt Prey as a free action with the following trigger "You roll initiative or your hunted prey dies."

Stain You are little more than a beast, a creature of violence and instinct. Something inside of you may long to escape the curse, but without help, you never will. Your hybrid form becomes permanent and you can no longer Fight the Curse.



CHAPTER 4 - FEATS

Competence is a strange thing isn't it? Some people think it to be raw talent. Others proudly claim it is nothing but hard work and determination. As a capable man myself, I can't quite say I know for sure. The way I see it, it is but a mere collection of abilities I have acquired over time which, when paired together, make for a greater total than the sum of its parts. I could be wrong truly, but you can never go wrong by learning a new trick. How about you try?

General and Skill Feats

AMMUNITION TINKERER

FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

Resourceful and creative, you never run out of ammunition. During your daily preparation, you can create 1d4 pieces of a single type of non-magical ammunition from whatever material happens to be on hand. These pieces of ammunition are considered shoddy items for everyone but you.

DOVE SOLDIER

FEAT 1

GENERAL

Whether from an intent to take them alive, or from pacifist nature, you've mastered the art of keeping your enemies alive. When you make a nonlethal attack with a weapon that does not have the nonlethal trait, you no longer take the -2 circumstance penalty to your attack roll.

Special If you can cast spells, the Nonlethal Spell wizard feat gains the general trait and loses the wizard trait for you.

PET

FEAT 1

RARE GENERAL

You have an unexpected companion to join you on your adventures; a loyal and magical pet. You gain a familiar using the rules in chapter 3 of the *Core Rulebook*. The type of animal is up to you but it doesn't gain any familiar or master abilities except those related to your pet's form (such as flier for a bird, or amphibious for a frog) which cannot be changed as normal.

Special If you would gain a familiar from another source, your pet can become the familiar. If you have done so—and you are 2nd level or higher—this feat acts as the Enhanced Familiar feat, including for the purposes of prerequisites.

ENVIRONMENTAL ADAPTATION

FEAT 1

GENERAL

You acclimate yourself to the environment faster than most. Whenever you spend at least 1 day in an extreme environment, you treat it as one degree of severity lower.

DEXTROUS HANDS ♦

FEAT 3

GENERAL

Prerequisites Trained in martial weapons

You can swap your weapons around more efficiently than most. You Interact to put away the weapon you are currently wielding, then you Interact to draw a different weapon. Alternatively, you may Interact to draw a weapon, then Interact to utilize the modular trait on a weapon you are holding.

ELDRITCH COMPANION

FEAT 3

RARE GENERAL

Prerequisites an animal companion and a familiar

You have learned to channel your familiar and animal companion into a single fused being. By spending a day of

downtime you fuse the eldritch essence of your familiar into your animal companion. While in this state, the two become one creature and you lose access to your familiar. This new eldritch animal companion functions as an animal companion with the following changes:

- Your animal companion gains the familiar and master abilities your familiar had, and you may change its familiar and master abilities as though it were your familiar.
- Your animal companion's Intelligence modifier becomes equal to half your spellcasting modifier (or Charisma if you do not have one, minimum +0). It becomes trained in any skills your familiar would add your spellcasting modifier to.
- Your animal companion loses the mount ability if it had it. You can spend an additional familiar ability, either permanently or on a per-day basis, to restore the mount ability.
- Any class features or feats that interact with or affect your familiar function with your animal companion.

Once this fusion has taken place, it cannot be reversed without retraining Eldritch Companion, but you can make your familiar into a specific familiar as normal, even if your familiar is already fused with your animal companion.

FOUND FAMILIAR

FEAT 3

RARE GENERAL

Maybe through practice or skill or maybe a chance encounter you have gained the services of a loyal familiar. You gain a familiar using the rules in chapter 3 of the core rulebook. The type of animal is up to you.

LIGHT-FOOTED ELUSION

FEAT 4

GENERAL SKILL

Prerequisites expert in Acrobatics

Either by agility or by grace, you can pass by your enemies without hindrance. When you Tumble Through the space of a large or smaller creature, you don't treat its space as difficult terrain. If you're legendary in Acrobatics, this benefit applies against creatures of any size.

SCATTERED PETALS

FEAT 4

GENERAL SKILL

Prerequisites Expert in Athletics

When you disarm your opponent you can send their weapon flying. Whenever you critically succeed a Disarm check, you can fling the item 15 feet away in a direction of your choice.

DEFT HANDS ♦

FEAT 7

GENERAL MANIPULATE

Frequency Once per turn

With deftness and speed, you can perform simple actions without a second thought. You use your hand or hands to perform one of the following Interact actions:

- Change your grip by adding a hand to an item
- grab an unattended object
- pass an item or take an item away from a willing creature

- open or close a door
- stow an item

You might have to attempt a skill check to determine if your Interact action was successful, at the GM's discretion.

HURDLE STRIDE

FEAT 7

GENERAL SKILL

Prerequisites master in Athletics, Powerful Leap

You can move without much care for the obstacles in your path. Whenever you Stride, you can Leap once at any point of your movement. The distance of the Leap still counts as movement for the purpose of your Stride.

PERIPHERAL AWARENESS

FEAT 7

GENERAL

Prerequisites master in Perception

Requirements you can see both creatures flanking you

Trigger A creature flanking you attacks you.

You employ your battlefield awareness to avoid distractions and protect yourself from surrounding enemies. You are not considered flanked by this creature for the purpose of this attack.

STAVE OFF FATIGUE

FEAT 7

GENERAL

Prerequisites Constitution 14; Toughness

Frequency once per day

Trigger You begin your turn.

You can ignore fatigue for longer than most, but at a grave consequence. You ignore the effects of the fatigued condition for 1 minute. If you gain the clumsy, enfeebled, or stupefied condition during this minute, the value of the condition is increased by 1.

SUDDEN INSIGHT

FEAT 7

GENERAL SKILL

Trigger You roll initiative

Your quick thinking on the battlefield allows you to analyze your foes with sudden acuity. You Recall Knowledge about a foe you can see.

EFFORTLESS TUMBLE

FEAT 11

GENERAL SKILL

Prerequisites Light-Footed Elusion, master in Acrobatics

You can sprint across the battlefield just as nimbly as the wind. When you succeed on a check to Tumble Through, you can attempt it once again before the end of your Stride. If you are legendary in Acrobatics, you can Tumble Through up to three times during a single Stride.

WHAT ABOUT SECOND REST?

FEAT 11

GENERAL

Frequency once per day

You require a midday nap to tend to your wounds. You rest for 1 hour. You regain hit points, roll saving throws against ongoing effects and reduce your drained condition by 1, as if you had taken a long rest; you do not recover spell slots or the uses of limited frequency abilities and item activations.

AMMUNITION RECYCLER

FEAT 13

GENERAL

As an exploration activity, you can spend 10 minutes attempting to recover any ammunition that you have recently fired. Make a DC 10 flat check.

Critical Success You recover all ammunition that you have fired within the last hour.

Success You recover half of all ammunition that you have fired within the last hour.

Teamwork Feats

The sight of people working together, no matter their aim, has ever warmed my heart. Little else gives me such hope for a better future. ~ Sinclair

Tactical coordination can be the crucial difference between success and failure when lives are on the line. This can be as simple as communicating efficiently, or as convoluted as devising elaborate schemes and executing complex martial maneuvers in tandem. While many adventurers assist their fellow party members by contributing their solo skills, some take team synergy a step further. Teamwork feats grant shared benefits to adventurers who train together.

Teamwork feats are class, general, or skill feats, but always involve two or more actors and each possess a Teamwork entry. This Teamwork entry lists an added benefit applicable if each other involved actor also possesses that specific feat; such allies are referred to as “teammates”. Teamwork feats with the class trait can be taken by any class—including via class feats granted by multiclass archetype feats, such as the fighter archetype’s Basic Maneuver—and gain the class trait associated with the appropriate class.

TACTICAL SWAP

FEAT 1

CLASS MOVE TEAMWORK

Requirements You and the chosen ally are both able to Step.

You and your allies move in perfect coordination. You and an adjacent ally simultaneously Step into the other’s space, swapping spaces.

Teamwork Benefit You may use Tactical Swap as a reaction with the following trigger; an adjacent teammate is

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the target of an attack that you are aware of. After swapping places this way, you become the new target of the attack.

MANY HANDS MAKE LIGHT WORK FEAT 1

GENERAL SKILL TEAMWORK

Prerequisites trained in Thievery, Subtle Theft

You've become quite adept at coordinating your larceny with allies. When you Steal, if an ally is within 10 feet of both you and your target, you apply the penalty from Subtle Theft to the target's Perception DC.

Teamwork Benefit When you fail (but not critically fail) a Thievery check to Steal or Palm an Object, one of your teammates can spend a reaction to Create a Diversion; in place of the normal effect, any creature against whom the check was successful does not witness your Thievery attempt.

BANTER FEAT 2

GENERAL SKILL TEAMWORK

Prerequisites Expert in Diplomacy

You've cultivated the art of quickly bouncing words off your allies. When you attempt to Aid an ally to Make an Impression or Request, you gain a +1 circumstance bonus on your check to Aid.

Teamwork Benefit You treat a critical failure on your Aid check as a failure instead. Additionally, on a success, you automatically succeed on any further attempts to Aid your teammate this way during the same scene (you still roll to attempt to get a critical success, but can't get a worse result than success).

SLOW BURN FEAT 2

CLASS TEAMWORK

Prerequisite the ability to cast spells from spell slots

When weaving your spells, you leave room for fellow casters to infuse a bit of their magic into it. When you Cast a Spell from your spell slots that targets a single creature, does not deal damage and has a duration, an ally within 30 feet may spend a reaction to expend a spell slot or a prepared spell that deals damage. If they do so, the target of your spell takes damage equal to the expended spell level every turn. This damage is of the same type as the expended spell would have dealt, if the spell would deal two types of damage, your ally chooses one.

Teamwork Benefit Your teammate may designate a Cantrip instead of spending a spell slot. If they do so, the target takes half the spell level in damage instead. The designated Cantrip must be one that deals damage and the damage type is determined by the damage type of the Cantrip, as normal.

TWIST THE ARM FEAT 2

GENERAL SKILL TEAMWORK

Prerequisites expert in Athletics

When an ally attempts to Disarm a creature you have grabbed or restrained, you may Aid as though you had made suitable preparations to help.

Teamwork Benefit When you successfully Aid a teammate this way, in place of the normal bonus, you may instead apply the following benefit: If your teammate rolls a success on the check to Disarm, they get a critical success instead. If your teammate rolls a critical success, you may either kick the disarmed item up to 10 feet in a direction of your choice, or pick up the disarmed item; if you don't have a free hand to pick up the item, you may release the disarmed creature to do so.

GET BACK! FEAT 4

CLASS TEAMWORK AUDITORY

You call out to your allies, coordinating your assault. An ally of your choice who can hear you or see you casting the spell can spend their reaction to Step; Get Back gains the auditory or visual trait, as appropriate. You then Cast a Spell with a Cast of two actions or fewer.

Teamwork Benefit Your teammate can Stride up to half their Speed instead of a Step.

REDIRECT SHOT FEAT 4

CLASS TEAMWORK

You position a part of your panoply to redirect your ally's shot. Choose an ally within 30 feet. Until the beginning of your next turn, whenever that ally makes a ranged Strike, they can treat your position as their own for the purpose of determining cover.

Teamwork Benefit You can choose any number of teammates when you use this action. Affected teammates can also treat your position as their own when determining their range increment.

SLICE AND DICE FEAT 4

CLASS TEAMWORK

You set up your opponent for your allies to finish them off. Make a melee Strike. If the Strike hits, each ally with whom you are directly flanking the creature can spend their reaction to increase the damage you deal by 1d6, to a maximum of 1d6 per weapon damage die of your attack.

Teamwork Benefit Teammates can spend their reaction to increase your damage as long as they threaten the creature, whether or not they are flanking it.

UP YOU GET! FEAT 5

GENERAL TEAMWORK

You never let your allies fall behind. As long as you have a free hand, allies within your unarmed reach do not trigger reactions when they stand up.

Teamwork Benefit You can spend a reaction when an adjacent teammate begins their turn prone; if you do, they stand up as a free action.

COORDINATED GUARD FEAT 6

CLASS TEAMWORK

Your allies are familiar enough with your combat tactics to protect themselves at a moment's notice. Your allies gain a +1 status bonus to saving throws against spells or abilities you use that target an area.

Teamwork Benefit Your teammates gain a +2 status bonus instead.

ELEMENTAL INFUSION ☞

FEAT 6

CLASS TEAMWORK

Prerequisite the ability to cast spells from spell slots

Requirement You have an ally within 30 feet capable of casting spells from spell slots.

Trigger An ally Casts a Spell from their spell slots that deals damage and doesn't have a duration

You can change the nature of your allies' spells using your own casting. You expend a spell slot or prepared spell of the same level that deals energy damage; the triggering spell deals damage of the same energy type instead of its normal damage and gains the appropriate elemental trait. If the spell already had an elemental trait, it loses it.

Teamwork Benefit You may expend a spell slot of any level instead. If you expend a spell slot of the same level or greater, the spell deals 1d6 additional damage and 1d6 additional damage for every two spell levels higher than the triggering spell.

HIGH AND LOW ♦♦

FEAT 6

CLASS TEAMWORK OPEN

One goes high, one goes low. Make a melee Strike. An adjacent ally can then spend a reaction to attempt to Trip that creature.

Teamwork Benefit If your teammate's check to Trip succeeds, your Strike does not increase your multiple attack penalty.

HELPFUL REDIRECTION ☞

FEAT 6

CLASS TEAMWORK

Trigger Your ally fails (but not critically fails) a Strike against a creature within your reach.

You create a last second opportunity for your ally to hit the mark. Make a melee Strike against the target. If it's a success, your Strike deals no damage, but the triggering ally treats their strike as a success instead.

Teamwork Benefit If your Strike succeeds, it deals damage of the appropriate type equal to the higher of your Strength or Dexterity modifier. If your Strike critically succeeds, your Strike deals normal damage instead.

TWO-HANDED DELIVERY ♦

FEAT 6

CLASS TEAMWORK

Prerequisite trained in Athletics

Requirements You are adjacent to an ally wielding a two-handed weapon.

You launch yourself off your ally's weapon to strike from further away. Make a Long Jump; you do not make the initial Stride, nor do you fail if you don't Stride 10 feet. Your adjacent ally may use their reaction to Aid you in this Long Jump. If you end your Long Jump within reach of an enemy creature, you may make a Strike against it.

Teamwork Benefit You gain the benefits of your ally's Aid check to the Strike as well as the Long Jump.

SAVING HAND ☞

FEAT 7

GENERAL TEAMWORK

Prerequisite expert in Reflex saves

Trigger An adjacent ally attempts a Reflex save against a hazard.

Always ready to pull your allies from danger, you've become adept at assisting them in avoiding hazards. You may attempt to Aid your ally's save, using your own Reflex saving throw modifier, even if you haven't prepared to do so.

Teamwork Benefit On a success to Aid, in place of the normal benefits, you may have your teammate treat their save as one degree of success better.

TANDEM CLIMBING

FEAT 7

GENERAL SKILL TEAMWORK

Prerequisite master in Athletics, Combat Climber

You've learned that the easiest way to climb a mountain is with a partner. You reduce the simple DC for climbing surfaces by 5. Additionally, when using a climbing kit, you no longer move half as quickly when attaching yourself to the surface; you can forgo this benefit to extend the DC reduction to an ally climbing the same surface.

Teamwork Benefit While climbing the same surface as a teammate, you have a climb Speed equal to 5 feet plus 5 feet for every 20 feet of your land Speed, and if you are attached to the surface via a climbing kit, you can Climb without a free hand.

TERRIFYING EMPHASIS ☞

FEAT 7

GENERAL SKILL TEAMWORK

Prerequisites master in Intimidation

Trigger An ally within 30 feet successfully Strikes a creature.

When an ally strikes, you're always quick to follow up with a threat. You attempt to Demoralize the target of your ally's Strike.

Teamwork Benefit You can Demoralize the target of your teammate's Strike even if it's temporarily immune. If your teammate's Strike was a critical hit, you may roll twice on your check to Demoralize and take the better result; this is a fortune effect.

ENERGETIC ECHO ♦

FEAT 8

CLASS METAMAGIC TEAMWORK

Requirements An ally within 30 feet has Cast a Spell which deals energy damage since the end of your previous turn

You integrate the lingering energy of your allies' spells into yours. If your next action is to Cast a Spell that deals damage and doesn't have a duration, it deals additional damage equal to the required spell's level, or half the spell's level if it's a Cantrip. This damage is of the same type as the damage of the required spell. If the spell dealt more than one energy damage type, you chose which type for the additional damage.

Teamwork Benefit The additional damage is equal to double the required spell's level instead of the spell's level, or the spell's level instead of half for a Cantrip.

DISTANT SHIELD ☞

FEAT 8

CLASS TEAMWORK

Requirements You have a shield raised and the triggering ally has a free hand.

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Trigger An ally within 30 feet is targeted by an attack they are aware of.

You toss your shield to protect your ally. Your ally is now holding the shield and has it raised—applying the AC increase when determining the result of the triggering attack—and you are not.

Teamwork Benefit Your teammate can toss the shield back to you as a free action at the end of the turn in which they were attacked; if they do, you may immediately Raise the Shield again as a free action.

Special Distant Shield and Impart Shield are treated as the same feat when determining teammate status.

IMPART SHIELD ➤

FEAT 8

CLASS TEAMWORK

Requirements You are affected by the *shield* cantrip.

Trigger An ally within 30 feet is targeted by an attack.

You can transfer your magical protections to another at a moment's notice. Your *shield* cantrip transfers to your ally, applying the AC increase when determining the result of the triggering attack; if your ally uses Shield Block with the cantrip, you are treated as if you had used it for the purpose of the *shield* cantrip's restrictions (including any alterations from the psychic's amped version, if appropriate).

Teamwork Benefit If it is still active, you can revert your shield cantrip back to yourself as a free action at the end of the turn in which your ally was attacked.

Special Distant Shield and Impart Shield are treated as the same feat when determining teammate status.

WATCH YOUR STEP ➤

FEAT 8

CLASS FLOURISH TEAMWORK

Requirements You and an ally are flanking the target.

Make a Shove attempt against the target creature, applying the penalty from the flat-footed condition to the target's Fortitude DC.

Teamwork Benefit If your Shove would move the target into your flanking teammate's space, your teammate can spend a reaction to Step to either side of the forced movement path, then attempt to Trip the target, even if they don't have a hand free and/or the target is more than one size category larger.

CHARGING ASSAULT ➤➤➤

FEAT 10

CLASS TEAMWORK OPEN

You and your allies rush into the heat of combat. You Stride twice. Allies within 15 feet of your starting point can spend a reaction to Stride. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy after all Strides have been resolved.

Teamwork Benefit A teammate that ends their movement within reach of an enemy creature can make a melee Strike as part of their reaction. Each teammate that makes a Strike this way becomes slowed 1 until the end of their next turn.

PINCUSHION ➤➤

FEAT 10

CLASS TEAMWORK FLOURISH

You grab your opponent, twisting them into position for your

ally to get a shot in. Attempt to Grapple an adjacent creature. On a success, an ally of your choice within 30 feet can spend a reaction to make a ranged Strike against the creature.

Teamwork Benefit You can use Pincushion as a single action; if you do, only a teammate can make the ranged Strike.

Last Stand Variant

The will to live can be such a powerful thing, and the resilience of one who can feel the end is nigh is so often the source of true heroism. How this resilience manifests may vary from one to another, and the choices made are unique to its own, but they all share one thing: they are memorable.

Sometimes, in a story of heroic proportions, a character simply falling unconscious due to physical stress is boring. Heroes defy the odds and get through insurmountable difficulties to complete their quest, even if it means staving off death for just a few more seconds. Last stand actions allow you to do just that.

This variant rule introduces the last stand condition and last-stand trait. This condition is applied to any player character who has just been reduced to 0 hit points, before they fall unconscious. While in Last Stand, a character is prone, takes a -4 penalty to AC, can speak to an adjacent creature and can take one action at the start of their next turn, before rolling their first recovery check, after which they fall unconscious



and become dying as normal. When a character gains the Last Stand condition, as usual for any creature reaching 0 hit points, they immediately move their initiative position accordingly. If a character with the Last Stand condition uses any action or reaction, they fall unconscious immediately after the action is resolved, and begin dying as normal. If they take any damage at any point, they immediately fall unconscious and begin dying as normal. For any other purpose than the ability to take last stand actions, a character with the last stand condition is considered dying.

GM'ing Last Stand

Characters in Last Stand are often so wounded they could easily be confused with a dying or a dead character at first glance, and most intelligent creatures, unless extremely perceptive, would consider them out of the fight. When determining if you should strike a character during their Last Stand, consider the question the same way you would a dying character.

Alternatively, you can incorporate the slight distinction between Last Stand and Dying in the combat dynamic, by making an intelligent creature roll a perception check with a hard DC for its level when adjacent to a character in Last Stand, or by having the creature use the Seek action, like a wolf sniffing the body before deciding what to do next.

Basic Actions

While in Last Stand, a character can only use three basic actions: Crawl, Seek, and Recall Knowledge. When using the Seek or Recall knowledge action, the character can share the gathered information with the party or Point Out something as part of the action.

Class Actions

Every class treats its final moments differently. As such, each class has access to its own unique Last Stand action. Instead of using one of the listed basic actions, a character can spend a Hero Point to use its class specific Last Stand action.

TAKE THIS

ALCHEMIST | LAST-STAND

Using the last of your strength, you pull out and throw one last surprise! You may create a single alchemical item of up to half your advanced alchemy level that's in your formula book. You do not need to spend an alchemical reagent or to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn. If this item is an alchemical bomb, you may make a ranged attack with it on an enemy within your first range increment. If it is

any other type of alchemical item, you may toss it to a nearby ally within 20 feet.

GO DOWN SWINGING

BARBARIAN | LAST-STAND

Trigger You gain the Last Stand condition

You may be going down, but you're taking them with you. Make a melee Strike against a creature. If the Strike fails, it deals damage to the creature equal to your rage bonus damage.

DYING CRESCENDO

BARD | COMPOSITION | EMOTION | ENCHANTMENT LAST-STAND | MENTAL

Utilizing your own ill fate, you give one final moving performance. All allies within 60-feet gain a +1 status bonus to attack rolls and AC until the end of their next turn.

FINAL DEFENSE

CHAMPION | LAST-STAND

Trigger You gain the Last Stand condition

Even at death's door you will not abandon your allies. You do not fall prone, can Stride up to 15 feet instead of Crawling and you do not take the Last Stand -4 penalty to AC. Until the beginning of your next turn, you can use your champion reaction whenever its trigger occurs. As normal with the Last Stand condition, if you use any action, reaction or take any damage, you fall unconscious immediately and begin dying.

FINAL PRAYER

CLERIC | DIVINATION | LAST-STAND

You use your last breath to pray your allies don't share your fate, or to wish misery upon your foes. Allies within 60 feet gain a +1 status bonus to saving throws until the end of your next turn. If you have the harmful font, enemies within 60 feet gain a -1 status penalties to their saving throws instead. At level 11, the bonus or penalty increases to +2 or -2 respectively.

NATURE'S RESILIENCE

ABJURATION | DRUID | LAST-STAND

Calling on nature's protection, you temporarily thicken the skin of your allies. All allies within 30 feet gain resistance 1 to bludgeoning, piercing, and slashing damage for 1 round. This resistance increases by 1 at levels 7, 13, and 19.

ONE LAST STRIKE

FIGHTER | LAST-STAND

Trigger You gain the Last Stand condition

Even bleeding, you're prepared to strike, one, more, time. Make a melee Strike; if the Strike is a critical hit the creature is flat-footed against the next melee Strike made against it before the end of your next turn.

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PULL THE TRIGGER

GUNSLINGER | LAST-STAND

You may not be able to stand, but you can pull a trigger. You can use the Slinger's Reload action granted by your way, and make a Strike with the reloaded firearm or crossbow.

LAST RESORT

INVENTOR | LAST-STAND

You always knew this day would come. Initiate self-destruct sequence. Use the Explode action.

HIT THEM THERE!

INVESTIGATOR | LAST-STAND

Don't let your ally make a mistake! Make sure they hit them where it hurts! You use the Recall Knowledge action on a creature. On a success, an ally of your choice deals an extra 1d6 precision damage against that creature until the end of their next turn. If you have already successfully Recalled Knowledge on this target, you automatically succeed the check for this action.

CASCADE FALLOUT

LAST-STAND | MAGUS

Cast a Spell or cantrip requiring 2 or fewer actions to cast. Instead of the normal target and effects of the spell, an ally within 30 feet is empowered by the spell's energies. Their Strikes deal an additional amount of damage equal to the spell's level (or half the spell's level if it was a cantrip, minimum 1) until the end of their next turn. If the spell dealt one or more types of damage, the damage is of one of those types. Otherwise, it is the same damage type that Arcane Cascade would grant.

MEDITATION

LAST-STAND | MONK

Rather than focus on the battle at hand, you focus on controlling your body. You do not make a recovery check this turn and your dying value does not change. You do not fall unconscious after using this action. Instead, you can sustain this action each turn with a concentrate action up to a maximum of 3 turns. Afterwards, you fall unconscious and begin dying.

SHARED EDGE

LAST-STAND | RANGER

Sometimes you need to rely on your allies to get the job done, and you'll tell them exactly how to do it. Grant one ally your Hunter's Edge bonus against your hunted prey until the end of their next turn. If you have no hunted prey, you can designate one for the chosen ally.

NOT DEAD YET

LAST-STAND | ROGUE

It's the perfect plan. They think you're done, but not quite. Make a Strike against a creature. They are flat-footed to this

attack. On a failure, this attack deals your sneak attack damage to the creature.

SUDDEN VITAMANCY

LAST-STAND | SHAMAN

You use the last dregs of your vitality to turn the tide. You use the vitamancy action granted by your emblem, you do not need to supply its vitamancy cost.

BLOOD PANIC

LAST-STAND | SORCERER

As the adrenaline of near-death floods your body, you release the magic of your bloodline. Cast one of your bloodline focus spells even if you have zero focus points left. The spell's level is half your usual focus spell level (minimum 1). Your blood magic effect applies as normal.

EXERT BOND

LAST-STAND | SUMMONER

In a vengeful act, your eidolon lashes out before being sent back to its plane. Your eidolon makes a Strike before it unmanifests.

ONE LAST TRICK ↷

LAST-STAND | SWASHBUCKLER

Trigger You gain the Last Stand condition

Even when the odds are stacked against you, that one trick always pulls through. Use one skill action that grants you panache based on your Swashbuckler Style (for example, Demoralize if you are a Braggart or Trip if you are a Gymnast).

RAZOR'S EDGE ↷

LAST-STAND | THANATOR

Trigger You gain the last stand condition

Your focus straddles you on the edge of death. You do not fall prone and do not suffer the -4 penalty to AC from last stand. You cannot gain or lose Hit Points until you fall unconscious, including Temporary Hit Points. You can perform a single action you normally have access to before immediately falling unconscious.

HELP ME OUT

LAST-STAND | WITCH

You're never truly alone so long as your familiar is still by your side. Command your familiar, giving it two actions.

ARCANE BOLT

ARCANE | EVOCATION | FORCE | LAST-STAND | WIZARD

You're only able to conjure a crude bolt of raw energy, but it can still do some damage. Make a spell attack roll against one creature within 30 feet. On a hit, the target takes force damage equal to your intelligence modifier. At levels 5, 9, 13, and 17, you're able to fire an additional bolt. You can select a different target for each bolt.



CHAPTER 5 - ITEMS

I have collected many trinkets and trophies over the years. Even myself designed some impressive magical devices if I may say so. And yet, every time I feel like I have seen it all, a new wonder falls on my lap. You should see the things Balate brings back from her travels, it never ceases to amaze me, truly.

Items of Wonder

These new curious and wondrous items, ranging from exotic weapons to ancient artifacts as old as time, should complement any adventurer's arsenal.

CHAINED BLADES

ITEM 1

UNCOMMON

Price 5 gp; **Damage** 1d6 S; **Bulk** 1

Hands 1

Category Advanced

Group Sword; **Traits** reach, twin, tethered, versatile P

These curious weapons are short curved blades affixed to a chain to be wrapped around the wielder's forearms. Designed to be wielded in tandem, a pair of chained blades can deliver a maelstrom of steel on a battlefield.

WORD OF THE DAY CALENDAR

ITEM 1

ENCHANTMENT MAGICAL

Cost 12 gp

Magically improve your vocabulary with a new word every day! During your daily preparations, choose a word that your character did not know previously. Until your next daily preparations, the next time you use that word in a conversation you gain a +1 circumstance bonus to one Deception, Diplomacy, or Intimidation check made during that same conversation.

INTRODUCTORY GUIDE

ITEM 3+

DIVINATION GRIMOIRE MAGICAL

Bulk L

This thick textbook is of good facture, if a little plain, and is the favored grimoire of magic initiates. A guidance cantrip is written in every magical tradition at the back of the book and each page has a sidebar filled with helpful tips and factoids for those aspiring to aptitudes both magical and mundane.

Activate ➤ interact, envision; **Frequency** once per day; **Requirements** Your last action was to cast a divination spell prepared from this grimoire and you are holding the grimoire; **Effect** The *introductory guide* seeks to aid you in answering a fairly basic question. You may Recall Knowledge using an automatic check result of 10 regardless of the topic, ignoring all other bonuses and penalties. If you are under the effects of a guidance spell prepared from this grimoire, the automatic check result is 10 plus your proficiency modifier in the appropriate skill and it may benefit from the status bonus from guidance.

Type *introductory guide*; **Level** 3; **Price** 58 gp

Type *greater introductory guide*; **Level** 9; **Price** 620 gp
The frequency of the activation becomes once per hour.

SPELL BOMB

ITEM 3+

ABJURATION CONSUMABLE MAGICAL

Usage held in 1 hand; **Type** L

Activate ➤➤ Strike

A spell bomb is thrown as an **alchemical bomb**, bearing the manipulate trait and unleashing the spell stored inside on a successful hit. If the area of the stored spell is a burst, it is centered on a corner of the target's square or, if the target is Large or larger, the square corner closest to the center of the target; you choose the corner if more than one is eligible. For lines and cones the area emanates from the space adjacent to the target that is closest to you and is directed away from you. You may choose whether or not the target is affected by an emanation when you activate the spell bomb. The spell bomb creates only a single contiguous area—even if the spell would create more than one—and affects all creatures within the area, whether they are friend or foe. The DC of any saves are determined by the level of the spell bomb. If the Strike misses, the spell bomb falls in the target's space, unharmed, and can be activated again. If the Strike is a critical failure, the spell bomb malfunctions and is destroyed instead.

Type 1st-Level Spell; **Level** 3; **Price** 12 gp; DC 17

Type 2th-Level Spell; **Level** 5; **Price** 30 gp; DC 19

Type 3th-Level Spell; **Level** 7; **Price** 70 gp; DC 23

Type 4th-Level Spell; **Level** 9; **Price** 150 gp; DC 25

Type 5th-Level Spell; **Level** 11; **Price** 300 gp; DC 28

Type 6th-Level Spell; **Level** 13; **Price** 600 gp; DC 30

Type 7th-Level Spell; **Level** 15; **Price** 1,300 gp; DC 34

Type 8th-Level Spell; **Level** 17; **Price** 3,000 gp; DC 37

Type 9th-Level Spell; **Level** 19; **Price** 8,000 gp; DC 41

Craft Requirements Supply a listed-level casting of a spell which must have an area of burst, emanation, line, or cone.

SPELL STONES

ITEM 3+

UNCOMMON CONSUMABLE MAGIC

Usage Held in 1 hand; **Bulk** L

Activate ➤ interact

Made from the broken remains of spent aeon stones, these curious items are overcharged with raw magical power. They allow practitioners of the magical arts to recast spells already expended, albeit at a cost. Upon crushing one of these stones in your hand, an expended spell of the indicated level is restored and you become drained with a value indicated by the spell stone used. More powerful versions of these stones can restore higher level spell slots.

Type 1st level spell, Drained 1; **Level** 3; **Price** 12 gp

Type 2nd level spell, Drained 1; **Level** 5; **Price** 30 gp

Type 3rd level spell, Drained 1; **Level** 7; **Price** 70 gp

Type 4th level spell, Drained 2; **Level** 9; **Price** 150 gp

Type 5th level spell, Drained 2; **Level** 11; **Price** 300 gp

Type 6th level spell, Drained 2; **Level** 13; **Price** 600 gp

Type 7th level spell, Drained 3; **Level** 15; **Price** 1,300 gp

Type 8th level spell, Drained 3; **Level** 17; **Price** 3,000 gp

Type 9th level spell, Drained 3; **Level** 19; **Price** 8,000 gp

Craft Requirements Supply one *aeon stone* (dull gray)

BOOK OF ARMAMENTS ITEM 4+

TRANSMUTATION GRIMOIRE MAGICAL

Bulk L

This surprisingly light steel-clad tome is embossed with imagery of weapons from all over the world. The grimoire also contains a copy of the *magic weapon* spell.

Activate ➤➤ Cast a Spell; **Requirements** You have magic weapon prepared or in your repertoire; **Cost** Expend a *magic weapon* spell; **Effect** Cast *magic weapon*. You may change the weapon's shape, as if it was affected by the active effect of a *shifting* rune. The shape changes lasts for as long as the magic weapon spell's duration.

Type *Book of armaments*; **Level** 4; **Price** 100 gp

Type *Greater book of armaments*; **Level** 8; **Price** 480 gp

You may transform the target weapon into any other weapon, instead of the limitations of the *shifting* rune. Additionally, you may expend a *ghostly weapon* spell or a *implement of destruction* spell and cast the appropriate spell instead of magic weapon changing the requirements as appropriate.

Craft Requirements Supply one casting of *magic weapon*; greater requires *ghostly weapon* or *implement of destruction*

CODEX OF PROTECTION ITEM 5

GRIMOIRE ABJURATION MAGICAL

Price 160 gp

Bulk L

This grimoire is unexpectedly sturdy, its pages impossible to tear and its leather always smelling fresh. You can Raise a Shield using the codex of protection, sending it floating around you as a shield. When used as a shield, the codex provides a +2 circumstance bonus to AC, has a Hardness of 10 and 30 HP. When the codex reaches 0 HP, the enchantment fades and it becomes a simple spellbook until your next daily preparation, at which point any superficial damage on the codex disappears, and it recovers all of its hit points.

Craft Requirements Supply one casting of the *shield* spell

ATTENDING BROOCH ITEM 7+

CONJURATION INVESTED MAGICAL

Usage worn; **Bulk** –

This brooch marks you as an affluent individual, one who employs others to do menial things. Regardless of the veracity of that assumption, it does come with a helper. So long as you wear the brooch you will be accompanied by an invisible attendant, this servant functions as if summoned by an *unseen servant* spell with an unlimited duration. You may Command it to set it to a task, though if you move more than 500 feet from it, it will immediately cease its actions and appear in an adjacent space. If the servant is destroyed it will reform in a space adjacent to you 24 hours later. The servant

vanishes while the brooch is not invested, but it seems to still keep the brooch itself immaculately clean somehow during this time.

Type *lesser attending brooch*; **Level** 7; **Price** 300 gp

Type *greater attending brooch*; **Level** 13; **Price** 2,400 gp

When destroyed, the servant reforms 10 minutes later instead of 24 hours later. Additionally, the servant does not automatically teleport to you when beyond 500 feet unless you first instruct it to. You may at any time perform a 3-action activity with the concentrate trait to summon your servant to an empty space within 10 feet of you that you can see.

AMULET OF SPELL SPLITTING ITEM 8

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Usage worn

Price 160 gp

This pendant is a golden circle the size of a palm, cut in half by a long red crystal. When you cast a spell through the crystal, the spell is neatly divided in two, becoming two weaker identical spells.

Activate ➤ Interact (metamagic); **Frequency** once per day; **Effect** You Cast a Spell and choose a second target for the spell. The spell must have the attack trait and target only one creature. You make one spell attack roll at your current multiple attack penalty for each target, dealing half the spell's damage to each creature.

WIND RAZOR ITEM 8

UNCOMMON EVOCATION

Price 500 gp

Usage each held in 1 hand (2); **Bulk** 1 each (2)

This pair of *+1 striking chained blades* feels as light as a leaf despite its considerably longer chains. When both blades are wielded as a pair, they have a reach of 15 feet and gain the Wild Swing activation.

Wide Swing ➤➤ **Requirements** you are wielding both halves of Wind Razor; **Effect** You send the blades swinging in a wide arc, slicing everything in its path. Make a melee strike against all creatures in a 15-foot cone, rolling once and comparing the result to the AC of each creature. This counts as three attacks for the purpose of your multiple attack penalty and each attack gains the additional damage from the twin trait.

CURSEBREAKER'S TOME ITEM 10

RARE INVESTMENT GRIMOIRE NECROMANCY

Price 1,000 gp

Bulk L

Written by ancient cursebreakers, this tome doubles as a repository of knowledge about curses of all kinds, including information on anathema and tell-tale signs of early stages of various curses. While invested, the grimoire grants a +2 item bonus to Recall Knowledge checks about curses and creatures with the curse trait. Additionally, it contains the *cleansing ritual* (page 114) within its pages, allowing you to learn the ritual the first time you Invest the grimoire.

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Activate ♦ envision (metamagic); **Frequency** once per day; **Effect** If your next action is to cast remove curse, you gain a +1 item bonus to the counteract check.



WINTER'S LASH

ITEM 10

EVOCATION **MAGICAL**

Price 1,000 gp

Usage held in 1 hand; **Bulk** L

This +1 striking *frost* whip is cold to the touch and always seems to be covered in a thin layer of permafrost. The handle is wrapped in black leather and trimmed with white fur, suggesting it originates from a frozen part of the world.

Activate ♦♦ (envision) With a cold snap of your whip, you attempt to freeze your foe solid. Make a Strike. If the Strike hits, the target must attempt a Fortitude save DC 27.

Critical Success The creature is immune to the activated effect of Winter's Lash for 1 minute.

Success The creature is unaffected.

Failure The creature takes a -10 foot penalty to its speeds and is clumsy 1 for 1 round.

Critical Failure The creature is slowed 1 and restrained until it successfully breaks the ice (Escape DC 29).

ICE PIERCER

ITEM 11

COLD **MAGICAL** **TRANSMUTATION**

Price 1,400 gp

Usage wielded in two hands; **Bulk** 2

This +1 striking *frost* heavy crossbow is cold to the touch and is always covered in a thin layer of hoarfrost. On a hit the target takes a -5 foot circumstance penalty to its speed until the start of your next turn as long as it took cold damage; on a critical hit this penalty increases to -10 feet. Additionally, Strikes made by this weapon on creatures suffering from this speed penalty gain the fatal d12 trait.

PORTABLE OUBLIETTE

STRUCTURE 11

UNCOMMON **EXTRADIMENSIONAL** **MAGICAL** **STRUCTURE**
TRANSMUTATION

Price 1,250 gp

Bulk 2

This three-and-a-half-foot wide iron and wood trap door has three handles spaced along its top and looks to have been pulled from its hinges, belying its functional nature. When placed on a flat horizontal surface, the portable oubliette's hinges adhere to the ground, and the door can be opened by pulling one of its three handles as an Interact action. Each handle opens into a separate, extra-dimensional, cylindrical cell, each of which can hold up to two Medium creatures or one Large creature along with their gear. If the portable oubliette is lifted by the side of its hinge, it comes away from the floor and can be carried.

Opening the oubliette from within requires the creature to reach the door, which is 30 feet off the ground (Climb DC 30). Opening the door requires it to be Forced Open (DC 33) or three successful DC 28 Disable a Device checks to unlock it. The DCs to open the door increase by 2 if the portable oubliette is not currently attached to a horizontal surface. If the portable oubliette is opened from within, placed within another extra-dimensional space, or becomes broken, all creatures contained within are immediately expelled into the nearest empty spaces along with their gear. The cells clean themselves once daily and can be lightly furnished at the will of the person opening it, but are normally just damp cylindrical stone chambers with no comforts. Creatures within can survive by eating the moss and drinking condensation within by Subsisting (DC 28).

The portable oubliette rejects being used as item storage, if items are added to a cell without a creature that can hold or carry them, they will fling themselves out violently, targeting the person who added them and dealing 2d6 damage (of a type determined by the GM as appropriate for the item, basic Reflex DC 28).

DEATHSONG DUET

ITEM 12

UNIQUE **ENCHANTMENT** **MAGICAL**

Price 3,500 gp

Usage each held in 1 hand (2); **Bulk** 1 each (2)

These singing blades of death are a pair of black +2 striking fearsome chained blades laced with silvery patterns. A series of perforations along the spine of the blades and the varied size of the holes in the chains' link emit an ominous yet harmonic song when the blades are spun around. You must wield both of the blades or they lose their thundering property and you cannot use any of their special abilities.

Song of Death ♦♦ Interact (auditory) You send both blades of the *Deathsong Duet* flying around, in a macabre dance. Creatures within 30 feet of you must succeed a Will saving throw (DC 29) or become fascinated with you until the end of your next turn. You can extend the duration of this effect for one round by keeping the blades spinning around you with an interact action. Creatures who succeed their Will saving throw or are no longer fascinated become immune to Song of Death for 24 hours. This fascination does not end when you or your allies use hostile actions against the creature or its allies.

Death Cyclone ♦♦♦ **Frequency** once per day; **Effect** Make

a Strike against each enemy creature in a 15-foot emanation. Roll once for the Strike and compare the result against the AC of every enemy within range. This counts as three attacks when calculating your multiple attack penalty, but is only applied once the strikes are resolved. Additionally, foes within 30 feet must succeed a basic Fortitude saving throw (DC 29) or become deafened for 1 round.



MIRROR OF SPELL DOUBLING ITEM 14

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Usage held in 1 hand
Price 1,000 gp

This small mirror is circled by a silver frame, encrusted with a small diamond at the top and at the bottom. Once a day, you can cast a spell through the mirror, duplicating the spell.

Activate ◆◆◆ Interact (metamagic); **Frequency** once per day; **Effect** Cast a Spell of 6th level or lower with a two action cost or less. The spell is Cast twice, and you must choose a different target for the second spell. The spell must target only one creature and cannot have the attack trait.

GRAVE TOMBSTONE ITEM 14

UNCOMMON MAGICAL NECROMANCY

Price 4,500 gp
Usage held in 2 hands; Bulk 3

This +2 greater striking *disrupting ghost touch maul* bears more resemblance to a tombstone wrapped in cast iron graveyard fencing. Those who wield this massive weapon tend to feel as if there is an additional weight upon their soul.

Activate ◆◆ envious; **Frequency** once per minute; **Effect** Make a Strike. If this Strike hits, you deal an additional two damage dice. On a critical hit the target must attempt a DC 32 Fortitude save. On a failure they become Drained 1, on a critical failure they die. This result is an incapacitation and death effect.

DRACONIC BARDING

ITEM 16

UNCOMMON COMPANION INVESTED MAGICAL
TRANSMUTATION

Price 10,000 gp
Usage worn barding; Bulk 2

This heavy barding resembles a type of dragon from which it pulls inspiration. When a *draconic barding* is created, it is designed around a particular dragon, and can only be tailor made for a specific creature, as it wraps around a creature's claws, jaws, tail, or any other of their melee attacks. At creation, choose poison or an energy type (such as acid, cold, electricity, or fire)—whichever is associated with the dragon's type—and a shape; a 60 foot line, 30-foot cone, or 15-foot burst within 50 feet. The dragon breath activation gains the traits associated with that damage type. Additionally, your companion's melee Strikes deal 1 additional point of damage of the chosen type per weapon damage die.

Activate ◆◆ command (evocation, magical); **Frequency** once per hour; **Requirements** your companion has not acted yet this turn, is within 60 feet and can hear you; **Effect** Your companion unleashes a dragon breath dealing 10d6 damage, using the damage type and shape chosen at the barding's creation. Your companion loses any actions it has this turn and cannot be commanded until the beginning of your next turn.

Activate ◆◆ interact (morph, transmutation, magical); **Frequency** once per hour; **Effect** You touch the embossed wings on the barding, morphing your companion into a draconic version of themselves. Your companion gains a fly Speed of 30 feet for 10 minutes, after which the embossing disappear for 1 hour. Even if your companion doesn't have the mount special ability, it can still Fly while being ridden.

SINCLAIR'S PATH TO SAFETY ITEM 18

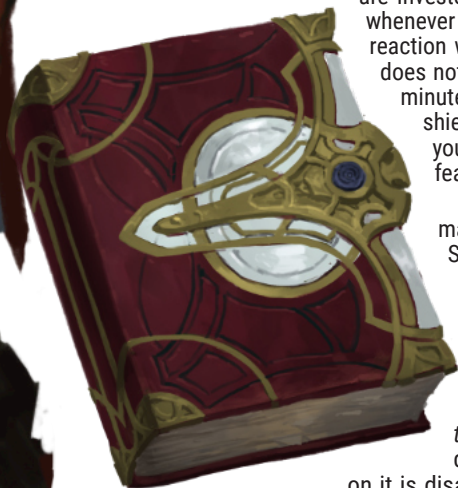
UNIQUE ARTIFACT INVESTED GRIMOIRE ABJURATION
MAGICAL

Price 24,000 gp
Bulk L

This pristine codex of protection seems to be immune to the damages of time. This grimoire works as a standard *codex of protection*, but has a hardness of 25 and 75 HP. As long as you



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are Invested in Sinclair's path to safety, whenever you use the Shield Block reaction with the *shield* spell, the spell does not end and you do not get a 10 minute limitation on casting the shield spell again. Additionally you gain the *Shield Block* general feat as a bonus feat.

Magus Wielder If you are a magus, for as long as you have Sinclair's path to safety Invested, you may Cast the *shield* spell as a reaction and use Shield Block with the *shield* spell as a free action.

Destruction *Sinclair's Path to Safety* can only be destroyed if the enchantment on it is disabled or removed, like inside of *antimagic field* or with a successful *dispel magic*, and then burned to annihilation, so that no part of the cover is left to regenerate the artifact.

COSMOS TE ARKHEIA

ITEM 25

UNIQUE ARTIFACT DIVINATION

Bulk 1

The *Cosmos Te Arkheia* is a large star-speckled leather book bound in gold, which contains information about any known creature to have ever entered the material plane. If you can visualize the creature you seek and know its full name, the *Cosmos Te Arkheia* will reveal all the information, like the place of birth, ancestry, current location, health status and past history, known to the material plane about the individual. Any information needs to be known, or have been known, by at least one person on the material plane for the *Cosmos Te Arkheia* to be aware of it. For example, if a creature is afflicted with a disease unbeknownst to them or anyone else, or if someone was cursed by a creature on another plane of existence which has not entered the material plane since, the Cosmos would not be aware of it.

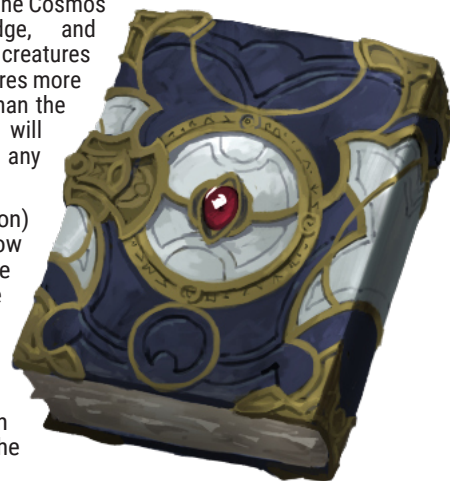
Creatures originating from a different plane will only be known to the *Cosmos Te Arkheia* if they entered the material plane at one point or another, and the information it contains only pertains to the time they spent on it. Likewise, any event or status change of a creature, from social ranking to whether they are dead or alive, would be unknown to the Cosmos if it happened outside of the material plane. Whenever a creature reenters the material plane, the Cosmos gets updated on the current status of the creature, but not on the events that occurred while the creature was on another plane. If the Cosmos itself is ever brought to another plane of existence, it stops recording information entirely, until it is brought back to the material plane. When it does so, it gets a status update from every creature present in the material plane, but not on the events leading up to the status change.

Some powerful creatures might require a user to invoke

their true name in order for the Cosmos to reveal its knowledge, and knowledge about such creatures might be limited, and creatures more ancient or more powerful than the *Cosmos Te Arkheia* itself will return a blank page to any inquiry about them.

Activate  (Envision)

Requirements You know the name and can picture the appearance of the creature you wish to inquire about; **Effect** The book opens up to the appropriate page, revealing any known information about the creature in question.



Destruction If the *Cosmos Te Arkheia* spends more than a month outside the material plane, and a major event happens during this time, like a significant war or the death of a particularly powerful creature, the *Cosmos Te Arkheia* destroys itself whenever it reenters the material plane.

Bovian Glasswork

Those who have laid eyes upon a boviaan storyshard can understand the need to climb mountains and cross deserts to see boviaan architecture with their own eyes. There truly is no match for the beauty of these magical glass blown villages.

Bovian Weapons

Despite being a peaceful people, boviaans are not harmless and many are trained in the art of combat, albeit often using very peculiar weaponry.

Horn Slicer This brutal blade spans the gap between your horns. Boviaans more often use it as a field tool than a weapon. If you have a horn melee unarmed Strike, it gains the versatile S trait while the horn slicer is attached.

Pusher Pike Designed by boviaan guards, this weapon was designed with crowd control in mind, intended to push others back, rather than actually inflicting any permanent damage. It features a six-foot shaft that ends in a solid slab of glass. Padded variants are readily available and often used for training; these have the nonlethal trait but otherwise have the same stats and cost the same as a regular pusher pike.

Uncommon Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Horn Slicer	8 sp	1d6 S	L	0	Brawling	Attached to horns, boviaan, finesse, free-hand, unarmed
Uncommon Martial Weapons						
Pusher Pike	3 gp	1d10 B	2	2	Polearm	Bovian, reach, shove
Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Chained Blade (level 1)	5 gp	1d6 S	1	1	Sword	Reach, twin, tethered, versatile P

Bovian Armor

The armor of a bovia is just as much about appearances as it is about defensive features, and it is not uncommon to see a bovia wearing a beautifully decorated suit of armor, even if completely unarmed).

Eisenglas Brigandine Made from overlapping glass plates on top of a leather tabard or vest, this armor is known for not only being functional but beautiful as well. The plates make it more resistant to piercing strikes but need regular maintenance.

Eisenglas Plate This armor takes the standard eisenglas brigandine and adds glass plate protection for the arms, legs, and a helmet. The interlocking glass plates continue and are often arranged in such a way as to create mosaic patterns.

FRACTURED

ITEM 3

MAGICAL TRANSMUTATION

Price 60 gp

Usage etched onto a glass weapon; Bulk –

On a critical hit, a weapon etched with this rune shatters, sending glass shards into your enemies, before ripping back out and returning to the weapon. This effect deals 1 slashing splash damage and 1 persistent bleed damage per weapon damage die to your target and adjacent foes.

KINETIC

ITEM 4+

EVOCATION MAGICAL

Usage etched onto melee weapon; Bulk –

With every swing, your weapon builds up energy before letting it loose in a single hit. Whenever you miss with a Strike with this weapon, the next Strike you make before the start of your next turn does an additional 1d4 force damage; the effect stacks up to three times, to a maximum of 3d4 additional damage.

Type *kinetic*; Level 4; Price 100 gp

Type *greater kinetic*; Level 10; Price 1,000 gp

The additional damage dice increases to 1d6 per missed strike and the etched weapon gains an activation effect.

Activate ➤ Envision; **Trigger** you miss a Strike with the etched weapon; **Effect** You smash your weapon against your hand or another surface, releasing the contained kinetic energy in a powerful pulse. Foes within the weapon's reach must make a Fortitude save (DC 27) or be pushed back 5 feet. On a critical failure, they are pushed back 10 feet and fall prone instead.

STORY GLASS

ITEM 5+

ILLUSION MAGICAL

Usage held in 1 hand; Bulk L

Commonly found among bovia travelers and communities, these rounded, small, colorfully pigmented glass shapes take many forms. Each one is unique to their maker or the storyteller they are made for. However, in the hands of those with a calling for tales, they can be so much more.

Activate ➤ Envision; **Duration** Sustained; **Effect** You produce minor illusions to aid in your storytelling. You gain a +1 item bonus to Performance checks to tell stories.

Activate Cast a spell; **Frequency** Once per day; **Requirements** You are master in Performance; **Effect** You Cast *illusory creature* as a 2nd level spell. Alternatively, you can Cast *illusory object* as a 2nd level spell.

Type *story glass*; Level 5; Price 150 gp

Type *greater story glass*; Level 11; Price 1,300 gp

As *story glass* except the bonus to Performance checks is +2. If you are a master in Performance, you may also Cast *illusory creature* or *illusory scene* as 5th level spells.

Type *major story glass*; Level 19; Price 38,500 gp

As *greater story glass*, except the bonus to performance checks is +3 and if you are legendary in Performance, you can Cast *illusory creature* and *illusory scene* as 8th level spells and *illusory object* as a 5th level spell.

GLASS HOUSE

ITEM 7

UNCOMMON MAGICAL CONJURATION STRUCTURE TRANSMUTATION

Price 160 gp

Bulk L (in small form)

This glass-blown facsimile takes on the form of a simple cottage with distinct color-work.

Activate 1 minute (command, envision, interact); **Frequency** once per week; **Requirements** the glass house is in its small form; **Effect** the tiny glass cottage grows into a small cottage made of shimmering glass which casts light through it like the surface of gently disturbed water. The house is large enough to house 5 small or medium creatures comfortably. The house's form traps heat in cold environments, reducing the severity of environmental cold by one step. The house is comfortably furnished, but offers only bare privacy with frosted glass walls. The walls of the structure physically offer cover but only offer concealment against sight.

Activate 1 minute (command, envision, interact); **Requirements** the glass house is in its structure form; **Effect** You return the glass house to its small form.

Uncommon Medium Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Eisenglas brigandine	10 gp	+4	+1	-2	-5 feet	16	2	composite	Bovian
Uncommon Heavy Armor									
Eisenglas plate	40 gp	+6	+0	-3	-10 feet	18	4	composite	Bovian, bulwark

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In its small form, the house has a Hardness of 1, 8 HP and BT of 4. Once activated, it has a Hardness of 1, 40 HP, and a BT of 20. Any damage done to the activated house remains when the house returns to its shard form but can be Repaired beforehand.

SAGA ARMOR

ITEM 9

ENCHANTMENT INVESTED MAGICAL

Price 700 gp

Usage worn armor; Bulk 4

This artistically flourished +1 *eisenglas plate* is made of many bovia *story glass*, telling tales both figurative and literal. The item bonus granted by the resilient rune of the saga armor is increased by 1 against fear effects.

Activate ♦ Command (auditory, emotion, enchantment, mental); **Frequency** once per round; **Effect** You evoke one of the tales displayed on the armor, attempting to embody its virtues. You must attempt a Performance check of spoken word or song against a normal DC for your level. On a success, select one of the following benefits which lasts until the beginning of your next turn.

Artistry you gain a +1 item bonus to Performance and Crafting checks

Community You gain +1 item bonus to Diplomacy and Society checks

Resilience You gain a +1 circumstance bonus to AC

Solidarity You count as having prepared to Aid an ally within 30 feet, and may use Performance to do so.

Victory You gain a +1 circumstance bonus to checks with the attack trait.

STORIED STANDARD

ITEM 10

RARE ENCHANTMENT MAGICAL

Price 1,000 gp

Usage Held in 1 or 2 hands; Bulk 2

Despite being mostly peaceful, bovians know to mobilize whenever necessary. In these dark times, they bring forth the storied standard. This banner is made from a mosaic of colored glass woven into cloth, each bead and plate representing a different story: a loss, a victory or a fallen brethren to be remembered.

Activate ♦♦ Interact, Command (emotion, enchantment, mental, magical); **Requirements** you are holding the *storied standard* in 2 hands; **Effects** You hold the standard aloft, bolstering your allies with tales of past victories. You and allies within a 30-foot emanation gain a +2 status bonus to saves against mental effects for one minute. The first time each day a creature is affected by this effect, they also gain a +1 status bonus on the first attack roll or skill check they make before the effect ends.

MAZEHIDE

ITEM 13

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Price 3,000 gp

Usage worn armor

This suit of +2 *resilient hide armor* is marked by intricate maze

patterns that often shift of their own volition. You gain a +2 item bonus on checks to avoid becoming lost or to Sense Direction within mazes or other confounding structures.

Activate ♦♦ Interact, Command (conjunction, earth, magical); **Frequency** once per day; **Requirements** you are within a structure meant to confound your sense of direction, such as a maze; **Effect** You cause a passageway to open up on a wall you can touch. This functions as the *passwall* spell, except the material can be of any solid material and is not interrupted by metal. If the tunnel would not lead to a new space, this activation is disrupted, but does not count against its frequency.

Activate ♦♦ Envision (magical, transmutation); **Frequency** once per day; **Effect** you twist and warp the space around you in a 30-foot emanation. This space is considered difficult terrain to all other creatures in the emanation. Any effect granting benefits to find your way through a maze or Sense Direction negates this effect. This lasts for 1 minute or until Dismissed.

CALDERA REAVER

ITEM 14

UNCOMMON EVOCATION PRIMAL

Price 4,500 gp

Usage Held in 2 hands; Bulk 2

This +2 *striking flaming standard-grade lightcatcher glass greataxe* is made of volcanic glass glowing from within, as if the incandescence of the lava from which it was born had been captured within the blade.

Activate ♦♦ Interact (evocation, fire, light, primal, visual); **Requirements** The *caldera reaver* has 3 uses of its stored light remaining; **Effect** You unleash all of the light stored within the *caldera reaver* at once. Enemies within 30 feet must attempt a Fortitude save (DC 31). Any damage caused is not a visual effect.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round, if it is adjacent to you, it takes 1d6 persistent fire damage and sheds light as a torch for as long as it burns.

Critical Failure As failure except adjacent creatures takes 2d6 persistent fire damage and is dazzled as long as it suffers the persistent fire damage,

NEVERENDING STORY GLASS

ITEM 21

UNIQUE ARTIFACT INVESTED

One of the great source of pride of the bovia people, the *Neverending Story Glass* is a *story glass* that predates and perhaps eludes time itself, telling a tale that never ends and proffers incredible power upon the one who wields it. As long as you have the *Neverending Story Glass*, you can Cast the *illusory creature*, *illusory object*, and *illusory scene* spells as 5th level innate occult spells at will.

Activate ♦ (envision) **Trigger** You roll a performance check; **Effect** You produce major illusions to aid in your performance. You gain a +4 item bonus to your Performance checks.

Activate ♦♦ (envision) **Frequency** Once per day **Requirements** You are legendary in Performance; **Effect** Your illusions are so powerful, they might as well be reality. You Cast one of your innate spells at its highest heightened level, up to maximum of 10th level for *illusory creature*. You

can no longer cast the innate spells granted by the *Neverending Story Glass* until your next daily preparation.

Destruction The wielder must tell the tale of the end of everything, (Performance DC 47). On a success, both the *Neverending Story Glass* and the storyteller shatter, turning into a pile of glass dust. The storyteller can never be resurrected nor the *Neverending Story Glass* recreated under any circumstances.

Precious Materials

TEMPERED GLASS

MATERIAL 0+

UNCOMMON PRECIOUS

Made from standard glass, tempered glass is made using a secret technique mastered by the bovians and glass with a high material purity. By applying extra heat on pre-formed high-purity glass, it becomes stronger and more resilient, able to take strikes that would normally shatter untreated glass. Additionally, instead of breaking into shards, it breaks into smaller, more granular pieces, making it safer and easier to deal with when broken.

Type high-purity glass rod; **Price** 10 gp; **Bulk** L

Type high-purity glass cylinder; **Price** 1,000; **Bulk** 1

Type low-grade tempered glass object; **Level** 2; **Price** 20 gp per Bulk

Type standard-grade tempered glass object; **Level** 7; **Price** 250 gp per Bulk

Type high-grade tempered glass object; **Level** 15; **Price** 4,500 gp per Bulk

Tempered Glass Items	Hardness	HP	BT
Thin Items			
Low-grade	5	20	10
Standard-grade	8	32	16
High-grade	11	44	22
Items			
Low-grade	8	32	16
Standard-grade	11	44	22
High-grade	14	56	28
Structures			
Low-grade	20	80	40
Standard-grade	24	96	48
High-grade	30	120	60

LIGHTCATCHER GLASS

MATERIAL 0+

UNCOMMON PRECIOUS

Much like tempered glass, lightcatcher glass does not occur in nature but is made using secret techniques. Although all

glass is capable of refracting, reflecting, and even splitting light, lightcatcher glass has the curious trick of capturing light within. The light tends to move like motes within the surface of glass, and when the glass is moved with enough force, it looks like beams of light. If exposed to bright light for at least one hour, an item made of lightcatcher glass stores light charges. By exciting the object with an Interact action, it will shed bright light in a 10-foot radius per bulk of the item (and dim light to the next 10 feet) per bulk for 10 minutes, expending a light charge in the process. Items of light bulk shed light half as far as a 1 bulk item, and items of negligible bulk shed dim light in the space they occupy. The grade of the item determines the number of light charges it can hold.

Type lightcatcher glass rod; **Price** 40; **Type** L

Type lightcatcher glass cylinder; **Price** 4,000; **Type** 1

Type low-grade lightcatcher glass object; **Level** 4; **Price** 60 gp per Bulk

Type standard-grade lightcatcher glass object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade lightcatcher glass object; **Level** 16; **Price** 6,000 gp per Bulk

Lightcatcher Glass Items	Hardness	HP	BT
Thin Items			
Low-grade	3	12	6
Standard-grade	6	24	12
High-grade	9	36	18
Items			
Low-grade	6	24	12
Standard-grade	9	36	18
High-grade	12	48	24
Structures			
Low-grade	14	52	28
Standard-grade	18	72	36
High-grade	24	96	48

LIGHTCATCHER GLASS ARMOR

ITEM 6+

UNCOMMON

Usage worn armor; **Bulk** varies by armor

Lightcatcher glass armor is often colored to cast light in beautiful, tinted patterns. If a creature critically fails a melee strike against you, your armor flashes, dazzling them until the start of their next turn. This effect has the visual trait.

Type low-grade lightcatcher glass armor; **Level** 6; **Price** 220 gp + 22 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 11 gp of thunderglass + 11 sp per Bulk.

Type standard-grade lightcatcher glass armor; **Level** 11; **Price**

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1,200 gp + 120 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 150 gp of thunderglass + 15 gp per Bulk.

Type high-grade lightcatcher glass armor; **Level** 17; **Price** 12,000 gp + 1,200 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 6,000 gp of thunderglass + 600 gp per Bulk.

LIGHTCATCHER GLASS SHIELD

ITEM 4+

UNCOMMON

Usage varies by shield

Lightcatcher glass shields are capable of better directing their light than most lightcatcher glass items. When you release the light of a lightcatcher glass shield, it projects its light in a cone twice as far as normal for its bulk. If you have a lightcatcher glass shield raised and a creature critically fails a melee strike against you, the shield flashes, dazzling them until the start of their next turn. This effect has the visual trait.

Type low-grade lightcatcher glass buckler; **Level** 4; **Price** 90 gp; **Bulk** L; **Craft Requirements** lightcatcher glass worth at least 45 sp.

The shield has Hardness 1, HP 4, BT 2.

Type low-grade lightcatcher glass shield; **Level** 4; **Price** 100 gp; **Bulk** 1; **Craft Requirements** lightcatcher glass worth at least 5 gp

The shield has Hardness 3, HP 12, BT 6.

Type standard-grade lightcatcher glass buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** lightcatcher glass worth at least 50 gp

The shield has Hardness 4, HP 16, BT 8.

Type standard-grade lightcatcher glass shield; **Level** 8; **Price** 440 gp; **Bulk** 1; **Craft Requirements** lightcatcher glass worth at least 55 gp

The shield has Hardness 6, HP 24, BT 12.

Type high-grade lightcatcher glass buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** lightcatcher glass worth at least 4,000 gp

The shield has Hardness 7, HP 28, BT 14.

Type high-grade lightcatcher glass shield; **Level** 16; **Price** 8,800 gp; **Bulk** 1; **Craft Requirements** lightcatcher glass worth at least 4,400 gp

The shield has Hardness 9, HP 36, BT 18.

LIGHTCATCHER GLASS WEAPONS

ITEM 4+

UNCOMMON

Usage varies by weapon; **Bulk** varies by weapon

When a Strike made with a lightcatcher glass weapon is a critical success, the target is dazzled until the start of their next turn, this effect has the visual trait.

Type low-grade lightcatcher glass weapon; **Level** 4; **Price** 110 gp + 11 gp per Bulk; **Craft Requirements** at least 55 sp of lightcatcher glass + 55 cp per Bulk

Type standard-grade lightcatcher glass weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of lightcatcher glass + 17.5 gp per Bulk

Type high-grade lightcatcher glass weapon; **Level** 17; **Price** 15,000 gp + 1,500 gp per Bulk; **Craft Requirements** at least 7,500 gp of lightcatcher glass + 750 gp per Bulk

THUNDERGLASS

MATERIAL 0+

RARE PRECIOUS

Collected from the glass left behind after storms, this rare type of glass attains much of the power of the lightning that created it. Retaining this power is a challenge for the most masterful of glassworkers, and the technique is a closely guarded secret amongst bovians. If made correctly, this glass strikes like lightning and resounds with the sound of thunder on impact.

Type Thunderglass chunk; **Price** 4 gp; **Bulk** L

Type thunderglass rod; **Price** 40; **Bulk** L

Type Thunderglass cylinder; **Price** 4,000; **Bulk** 1

Type low-grade thunderglass object; **Level** 4; **Price** 60 gp per Bulk

Type standard-grade thunderglass object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade thunderglass object; **Level** 16; **Price** 6,000 gp per Bulk

Thunderglass Items	Hardness	HP	BT
Thin Items			
Standard-grade	6	24	12
High-grade	9	36	18
Items			
Standard-grade	9	36	18
High-grade	12	48	24
Structures			
Standard-grade	18	72	36
High-grade	24	96	48

THUNDERGLASS ARMOR

ITEM 12+

RARE

Usage worn armor; **Bulk** varies by armor

Thunderglass Armor is usually insulated with earth or dried pitch to provide the wearer protection from the electrical energy within, making it heavier and harder to don than most armors of its type; add 1 Bulk to the armor's typical weight. When wearing a thunderglass armor, you gain an electricity resistance of 5 and anyone attempting to Grapple you takes 5 electricity damage after their check, regardless of the outcome.

Type standard-grade thunderglass armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 200 gp of thunderglass + 20 gp per Bulk.

Type high-grade thunderglass armor; **Level** 19; **Price** 32,000 gp (+ 3,200 gp per Bulk); **Craft Requirements** The initial raw materials must include at least 16,000 gp of thunderglass + 1,600 gp per Bulk.



THUNDERGLASS SHIELD ITEM 8+

RARE

Usage varies by shield

Thunderglass shields pulse with static energy that protects their wearers from electricity. Backed with insulation to protect the wielder, these shields are heavier than average.

Thunderglass shields are immune to electricity damage and grant you an electricity resistance when you Raise a Shield. Additionally, when you use the Shield Block reaction, the attacker must attempt a Fortitude save against the listed DC; on a failure they become deafened for 1 round; on a critical failure they are also dazed for 1.

Type standard-grade thunderglass buckler; **Level** 8; **Price** 400 gp; **Bulk** 1; **Craft Requirements** thunderglass worth at least 50 gp

The shield has Hardness 4, HP 16, BT 8, grants a resistance of 10 to electricity damage and has a DC of 26.

Type standard-grade thunderglass shield; **Level** 8; **Price** 440 gp; **Bulk** 2; **Craft Requirements** thunderglass worth at least 55 gp

The shield has Hardness 6, HP 24, BT 12, grants a resistance of 10 to electricity damage and has a DC of 26.

Type high-grade thunderglass buckler; **Level** 16; **Price** 8,000 gp; **Bulk** 1; **Craft Requirements** thunderglass worth at least 4,000 gp

The shield has Hardness 7, HP 28, BT 14, grants a resistance of 20 to electricity damage and has a DC of 37.

Type high-grade thunderglass shield; **Level** 16; **Price** 8,800 gp; **Bulk** 2; **Craft Requirements** thunderglass worth at least 4,400 gp

The shield has Hardness 9, HP 36, BT 18, grants a resistance of 20 to electricity damage and has a DC of 37.

THUNDERGLASS WEAPONS ITEM 11+

RARE

Usage varies by weapon; **Bulk** varies by weapon

Thunderglass weapons are constantly surrounded with an aura of sparking electricity and static energy.

Thunderglass weapons automatically gain a *shock* property rune, even if they aren't otherwise enchanted; this rune can't be removed, and it deals 1d8 damage instead of 1d6 damage. This uses one of the weapon's property rune slots as normal. High-grade thunderglass gains a *greater*

shock property rune instead.

Type standard-grade thunderglass weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of thunderglass + 17.5 gp per Bulk

Type high-grade thunderglass weapon; **Level** 17; **Price** 15,000 gp + 1,500 gp per Bulk; **Craft Requirements** at least 7,500 gp of thunderglass + 750 gp per Bulk

Meals and Snacks

There is not a thing which warms the heart more than a home-cooked meal, everyone knows this. But it is only once you have had the chance to taste the meal of those who have made cooking a perfect balance between art and science, that you can understand how true it is.

A good night of sleep and a full belly are just as important when preparing for a long journey or a dangerous battle. But what if your adventuring meals could be more than simple sustenance?

Meals

Meals are items granting benefits for a duration of 24 hours, and each meal offers enough food to feed up to 4 people. If less than 4 people partake in the meal during its activation, leftovers may be used to feed people, but lose all benefits or magical potency, becoming simple single-use rations.

Snacks

Snacks offer immediate and temporary benefits, need to be consumed entirely by one person, and do not constitute enough food to satiate someone or replace a meal, unless stated otherwise.

MEAT STEW ITEM 1

CONSUMABLE MEAL

Price 4 gp

Usage held in 2 Hands; **Type** L

Activate one minute; Duration until next daily preparations

This stew of meat and vegetables in a broth is hearty and comforting, if a bit bland. Anyone who partakes in this meal receives a +1 item bonus to Fortitude saves.

TOUGH JERKY ITEM 1+

CONSUMABLE SNACK

Usage held in 1 hand; **Type** L

Activate ♦ interact

This chunk of dried meat has been heavily salted and seasoned. Eating it provides a quick burst of energy and

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attempts to Counteract one enfeebled condition you are suffering from. If the enfeebled condition is from an affliction, the affliction does not end, but the enfeebled condition is suppressed until the stage of the affliction changes or one hour passes, whichever comes first.

Type minor tough jerky; **Level** 1; **Price** 3 gp
The counteract modifier is +5

Type lesser tough jerky; **Level** 5; **Price** 25 gp
The counteract modifier is +10

Type moderate tough jerky; **Level** 9; **Price** 125 gp
The counteract modifier is +16

Type greater tough jerky; **Level** 13; **Price** 480 gp
The counteract modifier is +22

Type major tough jerky; **Level** 17; **Price** 2,500 gp
The counteract modifier is +30

Type perfectly tough jerky; **Level** 20; **Price** 11,000 gp
The counteract modifier is +36 and if the enfeebled condition is from a poison or disease, that affliction ends if counteracted.

HERBAL PUDDING ITEM 2+

CONSUMABLE **SNACK**

Usage held in 1 hand; **Type** L
Activate ♦ interact

This greenish slime may not look appetizing, but it's easy to swallow. Eating it settles your stomach, attempting to Counteract one sickened condition. This item may be ingested while sickened. If the sickened effect is from an affliction, the affliction does not end, but the sickened condition is suppressed until the stage of the affliction changes or one hour passes, whichever comes first.

Type minor herbal pudding; **Level** 2; **Price** 6 gp
The counteract modifier is +6

Type lesser herbal pudding; **Level** 6; **Price** 45 gp
The counteract modifier is +11

Type moderate herbal pudding; **Level** 10; **Price** 180 gp
The counteract modifier is +17

Type greater herbal pudding; **Level** 14; **Price** 820 gp
The counteract modifier is +23

Type major herbal pudding; **Level** 18; **Price** 4,500gp
The counteract modifier is +31

Type perfected herbal pudding; **Level** 20; **Price** 13,000 gp
The counteract modifier is +36 and if the sickened condition is from a poison or disease, that affliction ends if counteracted.

SEER SALAD ITEM 3

CONSUMABLE **MEAL**

Price 12 gp
Usage held in 2 Hands; **Type** L
Activate ten minutes; Duration until next daily preparations

This mix of several different vegetables is well-seasoned, which sharpens the senses. Anyone who partakes in this meal receives a +1 status bonus to all perception checks. This bonus increases to +2 when rolling perception for the purpose of initiative.

HEARTY MIX ITEM 3+

CONSUMABLE **SNACK**

Usage held in 1 hand; **Type** L
Activate ♦ interact

This healthy mix of nuts and berries is delicious and nutritious. Eating it fortifies the body, granting temporary hit points and granting you resistance to bleed damage for 1 minute. If you reduce any persistent bleed damage to 0 due to this resistance, the persistent bleed damage ends.

Type lesser hearty mix; **Level** 3; **Price** 12 gp
The Temporary Hit Points are 5 and the resistance is 2

Type greater hearty mix; **Level** 9; **Price** 150 gp
The Temporary Hit Points are 10 and the resistance is 5

Type major hearty mix; **Level** 17; **Price** 2,850 gp
The Temporary Hit Points are 20 and the resistance is 9

GREASY GUMBO ITEM 4

CONSUMABLE **MEAL**

Price 20 gp
Usage held in 2 Hands; **Type** L
Activate ten minutes; **Duration** until next daily preparations

This bowl contains so many ingredients that it's hard to tell exactly what's in it, but one thing is for sure: it's greasy. Anyone who partakes in this meal receives a +2 status bonus to Escape and a +1 status bonus to Reflex saving throws.

COCOA BAR ITEM 5 +

CONSUMABLE **SNACK**

Price 25 gp
Usage held in 1 hand; **Type** L
Activate ♦ interact

This sweet and bitter bar of cocoa calms the nerves and reminds you of simpler times. Eating it relaxes the body and attempts to Counteract one frightened effect. If the frightened condition is from an affliction, the affliction does not end, but the frightened condition is suppressed until the stage of the affliction changes or one hour passes, whichever comes first.

Type lesser cocoa bar; **Level** 5; **Price** 25 gp
The counteract modifier is +10

Type moderate cocoa bar; **Level** 9; **Price** 125 gp
The counteract modifier is +16

Type greater cocoa bar; **Level** 13; **Price** 540 gp
The counteract modifier is +22

Type major cocoa bar; **Level** 17; **Price** 2,800 gp
The counteract modifier is +30

Type perfected cocoa bar; **Level** 20; **Price** 13,000 gp
The counteract modifier is +36 and if the frightened condition is from a poison or disease, that affliction ends if counteracted.

FIRE CHILI

ITEM 6+

CONSUMABLE FIRE MEAL

Price 50 gp

Usage held in 2 Hands; **Bulk** L

Activate ten minutes (Interact); **Duration** until next daily preparations

This chili is a meal composed of tender meat covered in a tomato-based paste, whose sweet flavor is a stark contrast to its sharp, burning aftertaste. Anyone who partakes in this meal gains 5 fire resistance and deals 1 additional fire damage with Strikes.

Type fire chili; **Level** 6; **Price** 50 gp

Type red dragon fire chili; **Level** 14; **Price** 900 gp

The resistance increases to 10 and Strikes deal an additional 1d4 fire damage.

Magical Tattoos

CHILLGUARD TATTOO

ITEM 1+

ABJURATION INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

Prized by those that work outdoors in cold climates, Chillguard tattoos allow you to negate the damage from severe environmental cold and to treat extreme cold as severe cold. If worn with [winter clothing](#) (Core Rulebook) or a similar item, such as a [heated cloak](#), you gain resistance to environmental cold 1.

Type chillguard tattoo; **Level** 1; **Price** 12 gp

Type greater chillguard tattoo; **Level** 7; **Price** 345 gp

The tattoo now grants you resistance 5 to cold, and resistance 7 to environmental cold when worn with winter clothing.

Type major chillguard tattoo; **Level** 11; **Price** 1,300 gp

The tattoo now grants you resistance 10 to cold, resistance 15 to environmental cold when worn with winter clothing, and reduces the frequency of damage from incredible cold to once per 10 minutes.

FAITHLIGHT TATTOO

ITEM 1+

UNCOMMON EVOCATION INVESTED MAGICAL TATTOO

Access Member of a faith (see text)

Usage tattooed on the body; **Bulk** –

This tattoo depicts a divine symbol and is usually inked on the hand. While strongly presenting this tattoo with an empty hand it may act as a [religious symbol](#) (Core Rulebook) for the sake of focus components or being presented to a creature that is averse to holy symbols such as a [vampire](#) (Pathfinder Second Edition Bestiary). If you are a member of a particular

faith, the faithlight tattoo depicting the symbol of that faith is common to you.

Activate ♦♦ command, envision (evocation, light); Your tattoo glows with light in a color closely associated with the faith of the depicted symbol. Shedding bright light out to 10 feet, and dim light a further 10 feet. The duration of this effect is permanent, though you can Dismiss it.

Type faithlight tattoo; **Level** 1; **Price** 10 gp

Type greater faithlight tattoo; **Level** 4; **Price** 85 gp

The tattoo can now be brandished as a religious symbol even if you do not have an empty hand. The bright light cast by the tattoo increases to 20 feet (and dim light a further 20 feet.). You gain a +1 item bonus to Perception checks within the tattoo's light. Creatures that are enemies of the faith, deity, or philosophy depicted by the tattoo do not gain the concealed condition from the dim light of the tattoo.

Type major faithlight tattoo; **Level** 9; **Price** 650 gp

As greater faithlight tattoo) and the light cast increases to 50 feet of bright light (and 50 feet further of dim light). The item bonus to Perception checks increases to +2

LAMPLIGHTER'S FLAME TATTOO

ITEM 1

EVOCATION INVESTED MAGICAL TATTOO

Price 12 gp

Usage tattooed on the body; **Bulk** –

This simple flame tattoo flickers and sways like a real flame along the body of its wearer, allowing them to shed light or make tiny sparks to light flammable objects.

Activate ♦♦ (light) envision; **Effect** Your tattoo glows like faint firelight for 10 minutes, shedding bright light in a 10-foot emanation from you, and casting dim light a further 10 feet.

Activate ♦♦ (fire) envision, manipulate; **Effect** You may touch a very flammable unattended object, such as paper, a wick, or oil. This item catches on fire with the intensity of a candle. You may deliver this touch with a long object such as a pole or weapon with the reach trait.

LYEGUARD TATTOO

ITEM 1+

ABJURATION INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

Lyeguard tattoos are prized among alchemists, industrial washers, and vat workers. You gain resistance 1 to acid damage (except magical).

Type lyeguard tattoo; **Level** 1; **Price** 12 gp

Type greater lyeguard tattoo; **Level** 7; **Price** 345 gp

The tattoo now grants you resistance 5 to acid, including magical acid. It also warns you of the presence of toxic fumes. When you begin to share a space with an inhaled poison, you may spend a

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reaction to immediately begin holding your breath as your tattoo alerts you to its presence.

Type *major lyeguard tattoo*; **Level** 11; **Price** 1,300 gp
As *greater lyeguard tattoo* except the acid resistance is 10 and you may hold your breath as a free action.

SCALDGUARD TATTOO ITEM 1+

ABJURATION INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

Scalddguard tattoos are prized by chefs, cooks, and other people whose hands are about the flame at work. You gain resistance 1 to fire damage (except magical).

Type *scalddguard tattoo*; **Level** 1; **Price** 12 gp

Type *greater scalddguard tattoo*; **Level** 7; **Price** 345 gp

The tattoo now grants you resistance 5 to fire, including magical fire. Additionally, it helps to suppress flames on your body, lower the flat check DC to end persistent fire damage by 2 (to a minimum DC of 2)

Type *major scalddguard tattoo*; **Level** 11; **Price** 1,300 gp
As *greater scalddguard tattoo* except the fire resistance is 10 and you lower the flat check DC by 5 instead.

WISHBRAND TATTOO ITEM 1

UNCOMMON EVOCATION INVESTED MAGICAL TATTOO

Price 20 gp
Usage tattooed on the body; **Bulk** –

Wishbrand tattoos are made using specially formulated alchemical ink enchanted to enhance its properties. Your unarmed attacks gain the resonant weapon trait and count as a weapon for the sake of Conduct Energy.

Activate ☞ *envision*; **Trigger** You take acid, cold, electricity, fire, or sonic damage; **Effect** You channel some of the triggering damage into your *wishbrand tattoo*. Your unarmed strikes deal 1 additional damage per weapon damage die until the end of your next turn. This damage matches the triggering damage; if you took multiple types of appropriate damage, choose one.

BITTER ROSE TATTOO ITEM 2

INVESTED MAGICAL TATTOO TRANSMUTATION

Price 32 gp
Usage tattooed on the body; **Bulk** –

This rose tattoo's petals bear a yellowed hue and always look slightly moist. It can briefly exude a bitter oil from your skin, causing biting creatures to recoil, though it takes time to recharge.

Activate ☞ *envision* (poison); **Frequency** once per day;

Trigger A creature successfully strikes you with its mouth, such as with a jaws Strike; **Effect** You exude a bitter toxin into the creature's mouth, causing it to become sickened 1. The DC to remove the sickened condition is 16

CANTRIP TATTOO ITEM 2

INVESTED MAGICAL TATTOO

Price 35 gp
Usage tattooed on the body; **Bulk** –

Cantrip tattoos are small, intricate tattoos that tap into the essence of those they are applied to, allowing them to cast a specific cantrip as an innate spell. The innate spell is the same spell and tradition of the cantrip supplied during the Crafting of the *cantrip tattoo*. Uncommon cantrips give the tattoo the uncommon trait. The *cantrip tattoo* gains the trait associated with the school of the cantrip (such as evocation).

Special Due to the complex way in which the *cantrip tattoo* ties into your essence, you may only benefit from one cantrip tattoo at a time. If you are inscribed with additional cantrip tattoos, the newest tattoo functions normally, though any older ones are inert and do not grant you any benefit as long as you have a newer cantrip tattoo.

Crafting Requirements supply a casting of the cantrip

COUNTERTAT ITEM 2+

INVESTED MAGICAL TATTOO TRANSMUTATION

Usage tattooed on the body; **Bulk** –

This tattoo allows you to surge with speed for a brief moment when a foe leaves an opening. However, the sudden surge is slightly inconsistent, making it hard to aim your riposte.

Activate ☞ *envision*; **Frequency** once per day; **Trigger** A creature within your reach critically fails a Strike against you; **Effect** you make a Strike against the triggering creature. This Strike suffers a -2 circumstance penalty from the sudden jerking the tattoo causes.

Type *countertat*; **Level** 2; **Price** 35 gp

Type *greater countertat*; **Level** 10; **Price** 1,100 gp,
You may activate *countertat* three times per day, and you do not suffer a circumstance penalty as the surge of power is smooth and fluid.

SPELLRUNE TATTOO ITEM 3+

INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

This elaborate rune depicts a sigil unique to a single non-cantrip spell, allowing you to release its energies. The appearance of the rune is generally related to the stored spell. You gain the supplied spell as an innate spell that you can cast once per day matching the tradition it was supplied with.

The tattoo gains the trait associated with the spell's school of magic (such as evocation).

Type 1st-level spell; **Level** 3; **Price** 60 gp

Type 2nd-level spell; **Level** 5; **Price** 160 gp

Type 3rd-level spell; **Level** 7; **Price** 360 gp

Type 4th-level spell; **Level** 9; **Price** 700 gp

Type 5th-level spell; **Level** 11; **Price** 1,500 gp

Type 6th-level spell; **Level** 13; **Price** 3,000 gp

Type 7th-level spell; **Level** 15; **Price** 6,500 gp

Type 8th-level spell; **Level** 17; **Price** 15,000 gp

Type 9th-level spell; **Level** 19; **Price** 40,000 gp

Craft Requirements Supply a listed-level casting of the spell.

INKPACK TATTOO

ITEM 4

CONJURATION EXTRADIMENSIONAL INVESTED MAGICAL
TATTOO

Price 100 gp

Usage tattooed on the body; **Bulk** –

This tattoo depicts an empty container, which functions like a *bag of holding* (Core Rulebook) that can hold up to 15 Bulk of items. When you Interact to stow items, you place them against the tattoo, where they become a tattoo version of themselves as they enter the extradimensional space viewable in the opening of the container. Removing an item reverses this process, and if you die, the contents of the tattoo expel themselves into an adjacent space. Though the items are in your tattoo, they can be detected normally as they move about slightly and might alert suspicious individuals, you gain a +2 item bonus to Stealth checks to Conceal the Objects unless someone knows to check your tattoo for items.

MOCKINGBARD TATTOO

ITEM 5

ILLUSION INVESTED MAGICAL TATTOO

Price 160 gp

Usage tattooed on the body; **Bulk** –

Depictions of mockingbirds, or dissonant musical notes are common appearances for this tattoo. You gain a +1 item bonus to Deception and Performance checks where the sound of your voice is used. You may Lie or Perform to mimic sounds you have heard before, even those that would be otherwise impossible for your physiology.

Activate ➤ **envision** (auditory, illusion); **Frequency** once per day; **Trigger** You change from unnoticed or undetected to hidden to one or more creatures; **Effect** You may attempt to Lie using Deception or Performance against all triggering creatures by making a convincing sound, such as a meowing cat, or leaves rustling in the wind. If you succeed, the creatures believe they heard something inconsequential, which at the GM's discretion may cause them to ignore you.

MINDBREAKER TATTOO

ITEM 6+

ENCHANTMENT INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Bulk** –

This tattoo depicts horrifying features, such as monstrous eyes and teeth that come to life when you strike fear into the hearts of your enemies. You gain a +1 item bonus to Intimidation checks.

Activate ➤ **envision** (visual, mental); **Frequency** once per day; **Trigger** You Demoralize a creature, giving it the frightened condition; **Effect** your tattoo springs to life, riding the fear in the triggering creature's mind. The creature is stupefied 1 for as long as it remains frightened.

Type *mindbreaker tattoo*; **Level** 6; **Price** 250 gp

Type *greater mindbreaker tattoo*; **Level** 13; **Price** 3,000 gp, You may activate the tattoo once per minute, and the item bonus to intimidation is +2

Type *Major mindbreaker tattoo*; **Level** 17; **Price** 15,000 gp, You may activate the tattoo at will, the item bonus to Intimidation increases to +3, and the stupefied value becomes 2.

SLEEVELESS STRENGTH TATTOO

ITEM 6

INVESTED MAGICAL TATTOO TRANSMUTATION

Price 240 gp

Usage tattooed on the body; **Bulk** –

Bands of ink around each arm twisting around themselves strengthen you, allowing you to burst with sudden and unbelievable strength. You gain a +1 item bonus to Athletics checks. When you make an Athletics check to lift an object or to Force Open something you gain a +2 item bonus instead.

Activate ➤➤ **envision**; The bands around your arms twist and appear to tighten as your muscles surge and swell with tension and power, blasting off the sleeves of any non-magical clothing you are wearing. Attempt a Force Open or Shove action, you get one stage of success better on this check. If you use this activation more than once per day, you become fatigued and cannot activate your sleeveless strength tattoo again until your next full night's rest.

SWIFTARM TATTOO

ITEM 6

CONJURATION EXTRADIMENSIONAL INVESTED MAGICAL
TATTOO

Price 250 gp

Usage tattooed on the body; **Bulk** –

Swiftarm tattoos depict sheathes, weapon mounts, or racks. You can Interact to store a weapon in the tattoo, which takes on the appearance of the stored weapon.

Activate ♦ (envision); **Trigger** You Strike; **Requirements** you have enough free hands to wield the stored weapon; **Effect** Your weapon leaves the tattoo, appearing in the requisite hands and you Strike with that weapon instead of another unarmed attack or weapon, using its modifiers.

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ENERGY INSCRIPTION TATTOO

ITEM 8+

EVOCATION INVESTED MAGICAL TATTOO

Usage tattooed on the body; **Type** –

Wrapping runes and invocations tied to a form of energy are the core of these highly decorated tattoos. When a tattoo is created, choose one damage from the following: acid, cold, electricity, fire, or sonic. The tattoo gains the trait associated with that damage type. This choice cannot be changed once chosen.

Activate ♦ (envision, interact); Until the start of your next turn, your Strikes deal an additional 1d6 damage of the type chosen for your tattoo.

Type *energy inscription tattoo*; **Level** 8; **Price** 500 gp

Type *greater energy inscription tattoo*; **Level** 15; **Price** 6,500 gp,

The damage increases to 2d6.

SHIFTING STEEL TATTOO

ITEM 11

INVESTED MAGICAL TATTOO TRANSMUTATION

Price 1,400 gp

Usage tattooed on the body; **Type** –

While you are not wearing armor this tattoo grants you a +2 item bonus to AC as its shifting symbols and flairs dance across your body. The inked areas are as hard as steel and move with blinding speed to intercept incoming attacks, even those you are unaware of.

Activate ↻ envision; **Trigger** you are critically hit by a Strike; **Effect** The marks of your tattoo layer over each other, strengthening themselves, roll a DC 19 flat check, on a success, the triggering Strike becomes a success instead.

MOBILE MURAL

ITEM 13

INVESTED MAGICAL TATTOO TRANSMUTATION

Price 2,800 gp

Usage tattooed on the body; **Type** –

This colorful expanse depicts sweeping iconography, though the exact contents vary by culture and artist. While the mobile mural is visible, you gain a +2 item bonus to Diplomacy checks against creatures with an appreciation for art, and an additional +1 circumstance bonus if they are from the culture whose art is reflected in the tattoo.

Activate ♦♦♦ Interact (magical, move, transmutation); **Requirements** You are adjacent to a solid surface large enough to accommodate your body if it were two-dimensional; **Effect** You touch the required surface and become a colorful two-dimensional projection of yourself on the surface. While in this state you can Stride along any attached contiguous solid surface, regardless of direction. You can briefly emerge to interact with the world around you, such as to Interact, Strike, or do similar actions. You can still be targeted and harmed as normal, with you sharing the space of the surface you are projected upon. You may use this activation again to emerge from the surface fully. If an effect would force you out of the surface's space, this effect ends immediately.

WARPWALL TATTOO

ITEM 15

UNCOMMON INVESTED MAGICAL TATTOO

TRANSMUTATION

Price 6,500 gp

Usage tattooed on the body; **Type** –

This tattoo depicts a wall, cliff, or another physical impasse. The tattoo slowly knits your body back together, giving you fast healing 1.

Activate ♦♦ envision, interact (transmutation); **Frequency** once per day; **Effect** Your body expands outward into a terrifying physical barrier. This functions as *wall of flesh* (Advanced Players Guide) except you must be within the wall's area, you become immobilized for the duration, you use your unarmed attack bonus instead of spell attack bonus, strength in place of spellcasting modifier, and use your Athletics DC in place of spell DC. The wall shares your HP and AC. The usage ends if you are moved, become unconscious, or if you Dismiss it.

VOID TATTOO

ITEM 16

UNCOMMON INVESTED MAGICAL TATTOO

TRANSMUTATION

Price 10,000 gp

Usage tattooed on the body; **Bulk** –

This Tattoo is so dense as to appear simply as solid ink, but close inspection shows winding lines leading to nowhere in a fashion that no eye can follow without feeling like they are being drawn into nothingness. You do not appear to senses such as lifesense, spiritsense, or similar senses that detect your vital energies or presence of a soul as determined by the GM.

Activate ♦ envision (enchantment); Your void tattoo spreads across you, briefly cutting your mind off from the outside world. Until the end of your next turn, You become immune to all mental effects.

RISING PHOENIX TATTOO

ITEM 18

UNCOMMON FIRE HEALING INVESTED MAGICAL

NECROMANCY TATTOO

Price 24,000 gp

Usage tattooed on the body; **Bulk** –

Once per week, when you die, this emblazoned phoenix tattoo surges with fiery brightness and bursts forth, reducing your body to a pile of ash and dealing 18d6 fire damage to foes in a 15-foot emanation (basic Reflex DC 38). One minute later, if the ashes have not been scattered (requiring an activity that uses a total of 3 Interact actions, or a strong wind, magical or otherwise), you rise again from the ashes, resurrected with 1 Hit Point. The strain of this resurrection leaves you clumsy 1, drained 1, and enfeebled 1 for 1 week; these conditions can't be removed or reduced by any means until the week has passed. A rising phoenix tattoo cannot trigger if it is destroyed at the moment of your death, or if there is no remains to turn to ash, such as if you were killed by a *disintegrate* spell or if you died from massive damage.

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