



CHAPTER 3: ARCHETYPES

Beyond your class and general feats, you can expand your character concept by choosing an archetype. Are you more heavily armored than your peers from the sentinel archetype? Are you a viking, experienced in seafaring and raiding? Perhaps you're a medic, tending to the fallen. These are just a few possibilities archetypes offer.

Great character concepts don't always fit neatly into a single class. If you want to build on what your character's class allows them to do, using an archetype is a simple way to adapt any class to fit your vision for your character.

Applying an archetype requires you to select archetype feats instead of class feats. Start by finding the archetype that best fits your character concept, and select the archetype's dedication feat using one of your class feat choices. Once you have the dedication feat, you can select any feat from that archetype in place of a class feat as long as you meet its prerequisites. The archetype feat you select is still subject to any selection restrictions on the class feat it replaces. For example, if you gained an ability at 6th level that granted you a 4th-level class feat with the dwarf trait, you could swap out that class feat only for an archetype feat of 4th level or lower with the dwarf trait. Archetype feats you gain in place of a class feat are called archetype class feats.

Occasionally, an archetype feat works like a skill feat instead of a class feat. These archetype feats have the skill trait, and you select them in place of a skill feat, otherwise following the same rules above. These aren't archetype class feats (for instance, to determine the number of Hit Points you gain from the Fighter Resiliency archetype feat). Each archetype's dedication feat represents a certain portion of your character's time and focus, so once you select a dedication feat for an archetype, you must satisfy its requirements before you can gain another dedication feat. Typically, you satisfy an archetype dedication feat by gaining a certain number of feats from the archetype's list. You can't retrain a dedication feat as long as you have any other feats from that archetype.

Sometimes an archetype feat grants another feat, such as the alchemist's Basic Concoction. You must still meet the prerequisites of the feat you gain in this way.

ADDITIONAL FEATS

Some archetypes allow other feats beyond those in their entry. These are typically class feats, such as fighter feats that represent certain combat styles. The list of additional feats includes the feat's name, its level, and the page number where it appears. You can take the feat as an archetype feat of that level, meaning it counts toward the number of feats required by the archetype's dedication feat. When selected this way, a feat that normally has a class trait doesn't have that class trait.

MULTICLASS ARCHETYPES

Archetypes with the multiclass trait represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are a member of the class of the same name (for instance, a swashbuckler can't select the Swashbuckler Dedication feat).

SPELLCASTING ARCHETYPES

Some archetypes grant you a substantial degree of spellcasting, albeit delayed compared to a character from a spellcasting class. A spellcasting archetype allows you to use scrolls, staves, and wands in the same way that a member of a spellcasting class can.

LIST OF ARCHETYPES

The following archetypes appear in this chapter.

Archetype	Page
Acrobat	155
Archaeologist	156
Archer	157
Assassin	158
Bastion	159
Beastmaster	160
Blessed one	162
Bounty hunter	163
Cavalier	164
Celebrity	166
Dandy	167
Dragon disciple	168
Dual weapon warrior	170
Duelist	171
Eldritch archer	172
Familiar master	174
Gladiator	175
Herbalist	176
Horizon walker	177
Investigator (multiclass)	151
Linguist	178
Loremaster	179
Marshal	180
Martial artist	182
Mauler	183
Medic	184
Oracle (multiclass)	152
Pirate	185
Poisoner	186
Ritualist	187
Scout	188
Scroll trickster	189
Scrounger	190
Sentinel	191
Shadowdancer	192
Snarecrafter	194
Swashbuckler (multiclass)	153
Talisman dabbler	195
Vigilante	196
Viking	198
Weapon improviser	199
Witch (multiclass)	154

KEY TERMS

You'll see these terms within this chapter's archetypes.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

Metamagic: Actions with the metamagic trait tweak the properties of your spells. These actions usually come from metamagic feats. You must use the metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

Open: These maneuvers work only as the first salvo in the attacks you make on your turn. You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in that stance for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

Spellcasting archetypes always grant the ability to cast cantrips in their dedication, and then they have a basic spellcasting feat, an expert spellcasting feat, and a master spellcasting feat. These feats share their name with the archetype; for instance, the witch's master spellcasting feat is called Master Witch Spellcasting. All spell slots you gain from spellcasting archetypes are subject to the restrictions within the archetype. For instance, the eldritch archer archetype allows you to pick a spell list when you take its dedication feat. If you pick arcane spells, the archetype then grants you spell slots you can use only to cast arcane spells from your eldritch archer repertoire, even if you are a sorcerer with occult spells in your sorcerer repertoire.

Basic Spellcasting Feat: Usually available at 4th level, these feats grant a 1st-level spell slot. At 6th level, they grant you a 2nd-level spell slot, and if you have a spell repertoire, you can select one spell from your repertoire as a signature spell. At 8th level, they grant you a 3rd-level spell slot. Archetypes refer to these benefits as the "basic spellcasting benefits."

Expert Spellcasting Feat: Typically taken at 12th level, these feats make you an expert in spell attack rolls and DCs of the appropriate magical tradition and grant you a 4th-level spell slot. If you have a spell repertoire, you can select a second spell from your repertoire as a signature spell. At 14th level, they grant you a 5th-level

spell slot, and at 16th level, they grant you a 6th-level spell slot. Archetypes refer to these benefits as the "expert spellcasting benefits."

Master Spellcasting Feat: Usually found at 18th level, these feats make you a master in spell attack rolls and DCs of the appropriate magical tradition and grant you a 7th-level spell slot. If you have a spell repertoire, you can select a third spell from your repertoire as a signature spell. At 20th level, they grant you an 8th-level spell slot. Archetypes refer to these benefits as the "master spellcasting benefits."

ALCHEMICAL ARCHETYPES

Some archetypes give you abilities to use alchemy in a similar manner to an alchemist and say that you get the basic alchemy benefits. This means you get the Alchemical Crafting feat, infused reagents (a pool of reagents usable to make alchemical items), and advanced alchemy (allowing you to make alchemical items during your daily preparations without the normal cost or time expenditure). The individual archetype might impose special restrictions or benefits, or adjust the number of reagents you get or your advanced alchemy level. The rules for these are in the *Core Rulebook*: Alchemical Crafting on page 258, and rules for infused reagents and advanced alchemy are on page 72.

If you gain infused reagents from more than one source, you use the highest number of reagents to determine your pool rather than adding them together. For instance, at 2nd level an alchemist with a +4 Intelligence modifier would normally get six batches of infused reagents per day from the class, and a character with the Herbalist Dedication feat would normally get two batches. A character who is both an alchemist and an herbalist has six batches—the higher number from alchemist—but is able to use them for abilities in the class or the archetype. Your advanced alchemy level always depends on which ability you're using. In the example above, the herbalist's advanced alchemy level for their herbalist abilities is 1st, though it's 2nd for alchemist abilities.

TEMPORARY ITEMS

Several archetypes allow you to prepare temporary items. Much like the infused items created by alchemists, these temporary items last only a short time before becoming useless. Examples include temporary scrolls created by the scroll trickster and temporary weapons, armor, or adventuring gear created by the scrounger.

Temporary items are clearly not up to the same quality as other items, so they typically can't be sold. If an ability doesn't list how long a temporary item lasts, the item lasts until the next time you make your daily preparations. Any effect created by a temporary item also ends at that time if it hasn't already (unless it's a permanent effect).

INVESTIGATOR

You've developed a keen eye for investigating mysteries.

MULTICLASS INVESTIGATOR CHARACTERS

The investigator archetype is a good choice for a character that wants deeper investigations or to plan out their turns in advance; it's a particularly good match for Intelligence-based characters like alchemists, witches, and wizards.

INVESTIGATOR DEDICATION

FEAT 2

ARCHETYPE **DEDICATION** **MULTICLASS**

Prerequisites Intelligence 14

You gain the on the case class feature (page 56), which grants you both the Pursue a Lead activity and Clue In reaction. You become trained in Society and another skill of your choice. If you were already trained in Society, you instead become trained in an additional skill of your choice. You also become trained in investigator class DC.

Special You can't select another dedication feat until you have gained two other feats from the investigator archetype.

BASIC DEDUCTION

FEAT 4

ARCHETYPE

Prerequisites Investigator Dedication

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

INVESTIGATOR'S STRATAGEM

FEAT 4

ARCHETYPE

Prerequisites Investigator Dedication

You play out battles in your head, allowing you to strike when the time is right. You gain the Devise a Stratagem action (page 56); however, when you substitute its result for your attack roll, you can't use your Intelligence modifier in place of your Strength or Dexterity modifier. You also can't use your Intelligence modifier on other rolls from abilities that expand Devise a Stratagem, such as the Athletic Strategist feat.

ADVANCED DEDUCTION

FEAT 6

ARCHETYPE

Prerequisites Basic Deduction

You gain one investigator feat. For the purpose of meeting its prerequisites, your investigator 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 investigator feat.

KEEN RECOLLECTION

FEAT 6

ARCHETYPE

Prerequisites Investigator Dedication

You can recall all sorts of information. You gain the keen recollection class feature.

SKILL MASTERY

FEAT 8

ARCHETYPE

Prerequisites Investigator Dedication, trained in at least one skill and expert in at least one skill

Increase your proficiency rank in one of your skills from expert to master and in another of your skills from trained to expert. You gain a skill feat associated with one of the skills you chose.

Special You can select this feat up to five times.

MASTER SPOTTER

FEAT 12

ARCHETYPE

Prerequisites Investigator Dedication, expert in Perception

Your proficiency rank in Perception increases to master.



ORACLE

A mysterious force granted you divine magic and a curse.

ORACLE DEDICATION**FEAT 2**

ARCHETYPE **DEDICATION** **MULTICLASS**

Prerequisites Charisma 14

Choose a mystery (page 72). You become trained in Religion and the mystery's skill; if you were already trained, you become trained in a skill of your choice. You gain the mild, constant effects of the mystery's curse described in its first paragraph, but not other effects the mystery usually grants. You cast spells like an oracle and gain the Cast a Spell activity. You gain a spell repertoire



with two cantrips, either common divine cantrips or other divine cantrips you learn or discover. You're trained in divine spell attack rolls and divine spell DCs. Your key spellcasting ability for oracle archetype spells is Charisma, and they are divine oracle spells.

Special You can't select another dedication feat until you have gained two other feats from the oracle archetype.

BASIC MYSTERIES**FEAT 4**

ARCHETYPE

Prerequisites Oracle Dedication

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

BASIC ORACLE SPELLCASTING**FEAT 4**

ARCHETYPE

Prerequisites Oracle Dedication

You gain the basic spellcasting benefits (page 150). When you gain a spell slot of a new level from the oracle archetype, add a common divine spell or another divine spell you have learned or discovered to your repertoire, of that spell level.

FIRST REVELATION**FEAT 4**

ARCHETYPE

Prerequisites Oracle Dedication

You gain your mystery's initial revelation spell. Casting this spell progresses your curse (page 70). Use the minor curse from your mystery, but when you progress it again, instead of your mystery's moderate curse effect, you become flat-footed in addition to the effects of the minor curse.

If you don't have one, you gain a focus pool of 1 Focus Point. You can Refocus by reconciling the conflicting nature of your mystery, which also reduces your curse to minor.

ADVANCED MYSTERIES**FEAT 6**

ARCHETYPE

Prerequisites Basic Mysteries

You gain one oracle feat. For meeting its prerequisites, your oracle level is equal to half your level.

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

MYSTERIOUS BREADTH**FEAT 8**

ARCHETYPE

Prerequisites Basic Oracle Spellcasting

Increase the spell slots you gain from oracle archetype feats by 1 for each spell level other than your two highest spell levels.

EXPERT ORACLE SPELLCASTING**FEAT 12**

ARCHETYPE

Prerequisites Basic Oracle Spellcasting, master in Religion

You gain the expert spellcasting benefits (page 150).

MASTER ORACLE SPELLCASTING**FEAT 18**

ARCHETYPE

Prerequisites Expert Oracle Spellcasting, legendary in Religion

You gain the master spellcasting benefits (page 150).

SWASHBUCKER

You fight with flair and style, adding swashbuckling tricks to your combat repertoire.

MULTICLASS SWASHBUCKER CHARACTERS

The swashbuckler archetype is a great fit for martial characters who want to be a bit flashier or for Charisma-based spellcasters who want to add a bit of dramatic flair to their routine. Multiclass swashbucklers work especially well for characters who already wanted to perform the actions associated with gaining panache, such as a monk or barbarian with the gymnast style or a braggart, battledancer, or wit-style bard.

SWASHBUCKER DEDICATION

FEAT 2

ARCHETYPE **DEDICATION** **MULTICLASS**

Prerequisites Charisma 14, Dexterity 14

Choose a swashbuckler style (page 84). You gain the panache class feature (page 84), and you can gain panache in all the ways a swashbuckler of your style can. You become trained in Acrobatics or the skill associated with your style. If you were already trained in both skills, you instead become trained in a skill of your choice. You also become trained in swashbuckler class DC. You don't gain any other effects of your chosen style.

Special You can't select another dedication feat until you have gained two other feats from the swashbuckler archetype.

BASIC FLAIR

FEAT 4

ARCHETYPE

Prerequisites Swashbuckler Dedication

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

FINISHING PRECISION

FEAT 4

ARCHETYPE

Prerequisites Swashbuckler Dedication

You've learned how to land daring blows when you have panache. You gain the precise strike class feature (page 85) but you deal 1 additional damage on a hit and 1d6 damage on a finisher. This damage doesn't increase as you gain levels. In addition, you gain the Basic Finisher action.

Basic Finisher ♦ (finisher, swashbuckler) You make a graceful, deadly attack. Make a Strike; if you hit and your weapon qualifies for precise strike, you deal the full 1d6 damage from precise strike.

ADVANCED FLAIR

FEAT 6

ARCHETYPE

Prerequisites Basic Flair

You gain one swashbuckler feat. For the purpose of meeting its prerequisites, your swashbuckler 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 swashbuckler feat.

SWASHBUCKER'S RIPOSTE

FEAT 6

ARCHETYPE

Prerequisites Swashbuckler Dedication

You've learned to riposte against ill-conceived attacks. You gain the Opportune Riposte reaction (page 86).

SWASHBUCKER'S SPEED

FEAT 8

ARCHETYPE

Prerequisites Swashbuckler Dedication

You move faster, with or without panache. Increase the status bonus to your Speeds when you have panache to a +10-foot status bonus; you also gain a +5-foot status bonus to your Speeds when you don't have panache.

EVASIVENESS

FEAT 12

ARCHETYPE

Prerequisites Swashbuckler Dedication, expert in Reflex saves

Your proficiency rank for Reflex saves increases to master.



WITCH

You have heard the whispers of a distant patron, who sent an emissary to teach you powerful magic.

MULTICLASS WITCH CHARACTERS

The witch archetype grants versatile prepared spells, perfect for characters looking to add some extra utility.

WITCH DEDICATION**FEAT 2**

ARCHETYPE | DEDICATION | MULTICLASS

Prerequisites Intelligence 14

You cast spells like a witch. Choose a patron; you gain a familiar with two common cantrips of your choice from your chosen patron's tradition, but aside from the tradition, you don't gain any other effects the patron would usually grant. Your familiar has one less familiar ability than normal. You gain the Cast a Spell activity. You can prepare one cantrip each day from your familiar. You're trained in spell attack rolls and spell DCs from your patron's tradition. Your key spellcasting ability for witch archetype spells is Intelligence, and they are witch spells of your patron's tradition. You become trained in the skill associated with the patron's tradition; if you were already trained in it, you instead become trained in a skill of your choice.

Special You can't select another dedication feat until you have gained two other feats from the witch archetype.

BASIC WITCH SPELLCASTING**FEAT 4**

ARCHETYPE

Prerequisites Witch Dedication

You gain the basic spellcasting benefits (page 150). Each time you gain a spell slot of a new level from the witch archetype, add two common spells of that level to your familiar.

BASIC WITCHCRAFT**FEAT 4**

ARCHETYPE

Prerequisites Witch Dedication

You gain a 1st- or 2nd-level witch feat of your choice. Your familiar no longer has one less familiar ability than normal.

ADVANCED WITCHCRAFT**FEAT 6**

ARCHETYPE

Prerequisites Basic Witchcraft

You gain one witch feat. For the purpose of meeting its prerequisites, your witch 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 witch feat.

PATRON'S BREADTH**FEAT 8**

ARCHETYPE

Prerequisites Basic Witch Spellcasting

You can cast more spells each day. Increase the spell slots you gain from witch archetype feats by 1 for each spell level other than your two highest spell levels.

EXPERT WITCH SPELLCASTING**FEAT 12**

ARCHETYPE

Prerequisites Basic Witch Spellcasting, master in the skill associated with your patron's tradition

You gain the expert spellcasting benefits (page 150).

MASTER WIZARD SPELLCASTING**FEAT 18**

ARCHETYPE

Prerequisites Expert Witch Spellcasting, legendary in the skill associated with your patron's tradition

You gain the master spellcasting benefits (page 150).



ACROBAT

You have trained your body to perform incredible, seemingly superhuman feats of grace. You move in ways that leave your opponents caught off guard and fumbling for a response, turning every fight into performance art.

ACROBAT DEDICATION

FEAT 2

ARCHETYPE | **DEDICATION**

Prerequisites trained in Acrobatics

You become an expert in Acrobatics. At 7th level, you become a master in Acrobatics, and at 15th level, you become legendary in Acrobatics. Whenever you critically succeed at an Acrobatics check to Tumble Through an enemy's space, you don't treat the enemy's space as difficult terrain.

Special You can't select another dedication feat until you have gained two other feats from the acrobat archetype.

CONTORTIONIST

FEAT 4

ARCHETYPE

Prerequisites Acrobat Dedication

You can squeeze out of tight situations surprisingly quickly, gaining an advantage against foes that try to pin you down. You gain the Quick Squeeze skill feat, and if you're a master in Acrobatics, you can Squeeze at full Speed. Whenever you successfully Escape using Acrobatics, the creature you Escaped from is flat-footed against the next attack you make against it before the end of your next turn.

DODGE AWAY ↘

FEAT 6

ARCHETYPE

Prerequisites Acrobat Dedication

Trigger You are the target of a melee attack.

Requirements You're aware of the attack and aren't flat-footed. You use your acrobatic prowess to evade an attack, using momentum to keep yourself moving, if you choose. You gain a +1 circumstance bonus to AC against the triggering attack. If the attack misses you, you can Step after the Strike. If you're a master in Acrobatics, you can move 10 feet on this Step instead of 5 feet.

GRACEFUL LEAPER

FEAT 7

ARCHETYPE | **SKILL**

Prerequisites Acrobat Dedication, master in Acrobatics

Mass and muscle are meaningless when you leap; only grace and balance matter. You can roll an Acrobatics check instead of an Athletics check when making a High Jump or Long Jump.

TUMBLING STRIKE ⚔

FEAT 8

ARCHETYPE | **FLOURISH** | **MOVE**

Prerequisites Acrobat Dedication

Requirements You are adjacent to an enemy.

Attempt an Acrobatics check against the Reflex DC of an enemy adjacent to you.

Critical Success You move through the enemy's space to an unoccupied space on the other side of the enemy from your

TUMBLING OPPORTUNIST ⚔

FEAT 10

ARCHETYPE | **ATTACK**

Prerequisites Acrobat Dedication

Frequency once per minute

Requirements Your most recent action was to Tumble Through or Tumbling Strike, and you successfully moved through an enemy's space.

You use a burst of stamina to perform a breathtaking feat of Acrobatics as you speed through a foe's space, leaving your foe lying flat on their back. You attempt to Trip the enemy whose space you moved through. You can use Acrobatics instead of Athletics for this check.

ARCHAEOLOGIST

Adventurers raid tombs for material gain, but true archaeologists treasure the knowledge gained from such sites. You might accomplish your goals with scholarly learning, by training to overcome the tricks and traps set by ancient peoples and rivals, through magical training, or even with a bit of inexplicable luck.

Additional Feats: 4th Trap Finder (*Core Rulebook* 183); 10th Delay Trap (*Core Rulebook* 186)

ARCHAEOLOGIST DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in Perception, Society, and Thievery



You are a student of peoples and their histories, and are in constant pursuit of knowledge and artifacts from the past. You become an expert in Society and Thievery, and you gain a +1 circumstance bonus to Recall Knowledge about ancient history, peoples, and cultures.

Special You can't select another dedication feat until you have gained two other feats from the archaeologist archetype.

MAGICAL SCHOLASTICS

FEAT 4

ARCHETYPE

Prerequisites Archaeologist Dedication

While study is key to your success, a bit of magic is a helpful tool in discovering the secrets of the past. You gain *detect magic*, *guidance*, and *read aura* as occult innate cantrips.

SETTLEMENT SCHOLASTICS

FEAT 4

ARCHETYPE | SKILL

Prerequisites Archaeologist Dedication

Your studies open up new horizons. You become an expert in a Lore skill about a specific settlement; if you were already trained in that Lore skill, you also become trained in the Lore skill for a different settlement of your choice. Choose a single common or uncommon language prevalent in that settlement. You learn that language.

Special You can take this feat multiple times. When you take this feat again, choose a different settlement.

SCHOLASTIC IDENTIFICATION

FEAT 7

ARCHETYPE | SKILL

Prerequisites Archaeologist Dedication, master in Society

You have the knowledge needed to understand ancient texts and cultural artifacts. You can use Society when Deciphering Writing, no matter the type of writing you are examining. You can also use Society to Identify Magic when examining a magic item or location with cultural significance.

ARCHAEOLOGIST'S LUCK

FEAT 8

ARCHETYPE | FORTUNE

Prerequisites Archaeologist Dedication

Frequency once per hour

Trigger You fail a check against a trap, such as a Thievery check to Disable the trap or a Reflex save to avoid its effects. You are more than just skillful; your drive to find the secrets of the past manifests as a strange kind of luck. Reroll the failed check and use the new result.

GREATER MAGICAL SCHOLASTICS

FEAT 10

ARCHETYPE

Prerequisites Archaeologist Dedication, Magical Scholastics

You broaden your magical studies, allowing you to find the right path, detect objects, and conceal those objects from unscrupulous rivals. You can cast *augury*, *locate*, and *nondetection* as occult innate spells, each once per day. You can cast this *nondetection* spell only on an object, and it is automatically heightened to the same spell level as your cantrips from Magical Scholastics.

ARCHER

Bows of all types are powerful weapons. Generals and hunters alike recognize the power in dealing death from long distances, and from behind cover. Those dedicated to the bow—from mysterious cloaked strangers to heartless snipers—are often viewed with a mixture of respect and fear. Like any weapon adept, the archer's skill is forged through experience and constant practice. A true archer becomes one with the bow and is able to accomplish with that weapon things that most would consider impossible, or at least nearly magical.

Additional Feats: **4th** Assisting Shot (*Core Rulebook* 145), Point-Blank Shot (*Core Rulebook* 144); **6th** Double Shot (*Core Rulebook* 146), Parting Shot (page 126), Running Reload (*Core Rulebook* 172); **8th** Triple Shot (*Core Rulebook* 149); **10th** Mobile Shot Stance (*Core Rulebook* 149); **18th** Multishot Stance (*Core Rulebook* 153)

ARCHER DEDICATION

ARCHETYPE | DEDICATION

You become trained in all simple and martial weapons in the bow weapon group. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in all simple and martial weapons in the bow weapon group. If you are at least an expert in the bow you are using, you gain access to the critical specialization effect with that bow.

Special You can't select another dedication feat until you have gained two other feats from the archer archetype.

QUICK SHOT

ARCHETYPE | OPEN

Prerequisites Archer Dedication

You draw your bow and attack with the same action. You interact to draw a weapon from the bow weapon group that is loaded or has reload 0, then Strike with that weapon.

ADVANCED BOW TRAINING

ARCHETYPE

Prerequisites Archer Dedication

Through constant practice and the crucible of experience, you increase your skill with advanced bows. You gain proficiency with all advanced bows as if they were martial weapons in the bow weapon group.

CROSSBOW TERROR

ARCHETYPE

Prerequisites Archer Dedication

You are a dynamo with the crossbow. You gain a +2 circumstance bonus to damage with crossbows. If the crossbow is a simple weapon, also increase the damage die size for your attacks made with that crossbow by one step. As normal, this damage die increase can't be combined with other abilities that alter the weapon damage die (such as the ranger feat Crossbow Ace).

ARCHER'S AIM

ARCHETYPE | CONCENTRATE

Prerequisites Archer Dedication

You slow down, focus, and take a careful shot. Make a ranged

Strike with a weapon in the bow weapon group.

You gain a +2 circumstance bonus to the attack roll and ignore the target's concealed condition. If the target is hidden, reduce the flat check from being hidden from 11 to 5.



FEAT 8

INTRODUCTION

ANCESTRIES & BACKGROUNDS

CLASSES

ARCHETYPES

FEATS

SPELLS

ITEMS

GLOSSARY & INDEX

ASSASSIN

Targeted killing through stealth and subterfuge is the expertise of an assassin. While assassins are skilled in ending lives and many are evil, some live by a moral code, preying on the wicked, the cruel, or those who revel in unchecked aggression or power.

Additional Feats: 4th Poison Resistance (*Core Rulebook* 77); 6th Poison Weapon (*Core Rulebook* 185), Sneak Attacker (*Core Rulebook* 229); 10th Improved Poison Weapon (*Core Rulebook* 187)

ASSASSIN DEDICATION

ARCHETYPE | DEDICATION

Prerequisites Alchemical Crafting; trained in Crafting, Deception, and Stealth

FEAT 2



You've trained to assassinate your foes, and you do so with tenacity and precision. You gain the Mark for Death activity.

Mark for Death ➤ Requirements

You can see and hear the creature you intend to mark; **Effect** You designate a single creature as your mark. This lasts until the mark dies or you use Mark for Death again. You gain a +2 circumstance bonus to Perception checks to Seek your mark and on Deception checks to Feint against your mark. Your agile and finesse weapons and unarmed attacks gain the backstabber and deadly d6 weapon traits when you're attacking your mark. If the weapon or unarmed attack already has the deadly trait, increase the size of the deadly damage die by one step instead of giving it deadly d6.

Special You can't select another dedication feat until you've gained two other feats from the assassin archetype.

EXPERT BACKSTABBER

FEAT 4

ARCHETYPE

Prerequisites Assassin Dedication

When you Strike a flat-footed foe with a weapon that has the backstabber weapon trait, you deal 2 extra precision damage instead of 1. If the weapon is a +3 weapon, you deal 4 extra precision damage instead of 2.

SURPRISE ATTACK

FEAT 4

ARCHETYPE

Prerequisites Assassin Dedication

You act before foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

ANGEL OF DEATH

FEAT 10

ARCHETYPE

Prerequisites Assassin Dedication

All your Strikes against a creature you have Marked for Death have the death trait, causing the mark to be instantly killed when reduced to 0 Hit Points. When killed in this way, attempts to communicate with it, return it to life, turn it into an undead, or otherwise disturb its afterlife fail unless the effect's counteract level is higher than half your level when you killed the creature (rounded up), or originates from an artifact or a deity.

ASSASSINATE ➤

FEAT 12

ARCHETYPE

Prerequisites Assassin Dedication

Requirements You have designated a mark using Mark for Assassination and are completely unnoticed by your mark.

You strike with one swift movement, trying to instantly slay your mark. Make a Strike against your mark. If you hit, your mark takes 6d6 extra precision damage with a basic Fortitude save against your class DC or spell DC, whichever is higher. If the mark critically fails, they die. This is an incapacitation effect. The creature then becomes temporarily immune to your Assassinate for 1 day.

BASTION

Some say that a good offense is the best defense, but you find such boasting smacks of overconfidence. In your experience, the best defense is a good, solid shield between you and your enemies. You've focused your training on how best to use a shield to protect yourself and those around you.

Additional Feats: **6th** Shielded Stride (*Core Rulebook* 146); **8th** Reflexive Shield (*Core Rulebook* 148), Shield Warden (*Core Rulebook* 149); **10th** Quick Shield Block (*Core Rulebook* 149); **12th** Mirror Shield (*Core Rulebook* 151)

BASTION DEDICATION

FEAT 2

ARCHETYPE **DEDICATION**
Prerequisites Shield Block

You are particularly skilled at using a shield in combat. You gain the Reactive Shield fighter feat (*Core Rulebook* 145). This fulfills any prerequisites requiring Reactive Shield as normal.

Special You can't select another dedication feat until you have gained two other feats from the bastion archetype.

DISARMING BLOCK ◊

FEAT 4

ARCHETYPE
Prerequisites Bastion Dedication, trained in Athletics

Trigger You Shield Block a melee Strike made with a held weapon.

You attempt to Disarm the creature whose attack you blocked or the weapon they attacked you with. You can do so even if you don't have a hand free.

NIMBLE SHIELD HAND

FEAT 6

ARCHETYPE
Prerequisites Bastion Dedication

You are so used to wielding a shield that you can do so even while using the hand that's holding it for other purposes. The hand you use to wield a shield counts as a free hand for the purposes of the Interact action. You can also hold another object in this hand (but you still can't use it to wield a weapon). This benefit doesn't apply to tower shields, which are still too cumbersome.

DESTRUCTIVE BLOCK

FEAT 10

ARCHETYPE
Prerequisites Bastion Dedication

You can protect yourself more effectively, at the expense of your shield. When you Shield Block, you can reduce the damage to yourself by double the shield's Hardness, but if you do, the shield takes double the normal amount of damage it would have taken (before applying its Hardness). You can't use Destructive Block if your shield can't be broken or destroyed, such as if you're using an indestructible shield.

SHIELD SALVATION

FEAT 12

ARCHETYPE
Prerequisites Bastion Dedication

You can save your shield from total destruction, even after a devastating attack. If a shield would be destroyed due to damage taken during your Shield Block, the shield remains intact at 1 Hit Point instead. Its construction is weakened until you take the time to repair it, preventing you from using Shield Salvation to save the same shield until your next preparations.



BEASTMASTER

You attract the loyalty of animals, and as your powers increase you can command more of them, briefly inhabit their body to perceive what they perceive, and even communicate with them over vast distances. Your animals may see you as a beloved parent, teacher, and mentor, or they may consider you a poor, defenseless cub that needs protection. Regardless, they will fight for you and alongside you, even sacrificing their lives for you if necessary.

Additional Feats: **4th** Magic Hide (page 132), Wild Empathy (*Core Rulebook* 172); **6th** Companion's Cry (*Core Rulebook* 172); **10th** Enlarge Companion (page 132); **14th** Side by Side (*Core Rulebook* 175). Warden spells granted by these feats are beastmaster focus spells for you.

BEASTMASTER DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in Nature

You gain the service of a young animal companion that travels with you and obeys your commands. The rules for animal companions appear on page 214 of the *Core Rulebook*, with additions on page 144 of this book. Contrary to the usual rules for animal companions, this feat can grant you a second animal companion. If you ever have more than one animal companion, you gain the Call Companion action. See the Beastmaster Animal Companions sidebar for details on this action.

Certain beastmaster feats give you primal focus spells. The rules for focus spells appear on page 300 of the *Core Rulebook*. When you gain your first beastmaster focus spell, you become trained in primal spell attack rolls and spell DCs, and your spellcasting ability for these spells is Charisma. Feats that grant beastmaster focus spells tell you to increase the number of Focus Points in your pool, but if you don't already have a focus pool, you instead get a focus pool with 1 Focus Point. You can Refocus by grooming, feeding, playing with, or otherwise tending to an animal companion.

Special You can't select another dedication feat until you have gained two other feats from the beastmaster archetype.

ADDITIONAL COMPANION

FEAT 4

ARCHETYPE

Prerequisites Beastmaster Dedication

Another animal joins you in your travels. It is a young animal companion that has the minion trait. See Beastmaster Animal Companions for rules on how having multiple animal companions works.

Special You can select this feat more than once, gaining an additional animal companion each time, to a maximum of four total companions (including the one you gained from Beastmaster Dedication and possibly one you gained from sources other than the beastmaster archetype).

HEAL ANIMAL

FEAT 4

ARCHETYPE

Prerequisites Beastmaster Dedication

BEASTMASTER ANIMAL COMPANIONS

If you're playing a beastmaster, you determine the statistics and abilities of your animal companions according to the rules on pages 214–217 of the *Core Rulebook*. As a beastmaster, it's possible for you to have more than one animal companion at one time—up to four companions—but only one of those companions, your “active companion,” follows you during exploration and in encounters; the rest are nearby, usually foraging or hunting for food. As soon as you gain a second animal companion from the Beastmaster archetype, you also gain Call Companion to switch your active companion. These rules apply to all your companions, regardless of whether you got the animal companion from the beastmaster archetype or from another source.

CALL COMPANION

EXPLORATION

You spend 1 minute calling for a different animal companion, switching your active companion for another of your animal companions.

You can heal your animal companion's wounds. You can cast *heal animal* as a beastmaster focus spell (*Core Rulebook* 399). Increase the number of Focus Points in your focus pool by 1.

MATURE BEASTMASTER COMPANION

FEAT 4

ARCHETYPE

Prerequisites Beastmaster Dedication

All of your animal companions grow up, becoming mature animal companions and gaining additional capabilities (*Core Rulebook* 214). During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action on your turn to either Stride or Strike.

BEASTMASTER'S TRANCE

FEAT 6

ARCHETYPE

Prerequisites Beastmaster Dedication

You can enter a trance that allows you to briefly inhabit the body of one of your animal companions and share its senses. You gain the focus spell *beastmaster trance* (page 157). Increase the number of Focus Points in your focus pool by 1.

INCREDIBLE BEASTMASTER COMPANION

FEAT 8

ARCHETYPE

Prerequisites Mature Beastmaster Companion

Your mature animal companions continue to grow and develop. They each become nimble or savage animal companions (your choice, choose for each companion, including those that become mature after you take this feat), gaining additional capabilities determined by the type of companion (*Core Rulebook* 214).

BEASTMASTER BOND

FEAT 10

ARCHETYPE | DIVINATION | MENTAL | PRIMAL

Prerequisites Beastmaster Dedication

You can communicate telepathically with your animal companions within 100 feet. If you're legendary in Nature, you can communicate telepathically with your animal companions anywhere on the planet.

BEASTMASTER'S CALL

FEAT 12

ARCHETYPE AUDITORY CONCENTRATE PRIMAL

Prerequisites Beastmaster Dedication, Call Companion

Frequency once per turn

You quickly call in a primal projection of a non-active companion to provide the companion's support benefit. The projection arrives in an unoccupied square of your choice within 30 feet of you, grants you its support benefit, and then disappears on your next turn. The projection has the same AC and saving throw modifiers as the real companion, and if it would take any damage before your next turn, it disappears and the support benefit ends immediately.

SPECIALIZED BEASTMASTER COMPANION

FEAT 14

ARCHETYPE

Prerequisites Incredible Beastmaster Companion

Your nimble and savage animal companions become cunning enough to become specialized. Each companion gains one specialization of your choice (Core Rulebook 217, choose separately).

Special You can select this feat more than once. Each time, add a different specialization to your nimble and savage companions. Your nimble and savage companions can have up to three specializations each.

LEAD THE PACK

FEAT 16

UNCOMMON ARCHETYPE

Prerequisites Mature Beastmaster Companion, you have multiple animal companions

You can have up to two animal companions active at once. However, when you do, it's slightly more difficult to Command them. If you don't Command either of your companions, one of the two (your choice) can still use 1 action on your turn to Stride or Strike, as per Mature Beastmaster Companion, but not both. When you Command an Animal, either choose one of the companions to take 2 actions, as normal, or else both companions can take 1 action to Stride or Strike. Either way, you can't Command an Animal to make either companion act again until your next turn.

BEASTMASTER FOCUS SPELLS

BEASTMASTER TRANCE

FOCUS 3

ARCHETYPE CONCENTRATE DIVINATION MENTAL

Cast somatic, verbal

Range 1 mile; **Targets** one of your animal companions you can perceive

Duration sustained up to 1 minute

You enter a magical trance that allows you to perceive through the senses of the target companion. You attempt Perception checks using your own Perception, but you

have any special senses the target has, such as low-light vision or darkvision. This spell grants no special method of communication with the chosen animal, so it follows any instructions you gave it before you entered the trance and, failing that, it does as it wishes.

For the duration of the trance, your own senses are muted, though you can still communicate. This lack of awareness makes you flat-footed. You can't take actions with the attack or move traits.

Heightened (6th) Increase the range to 100 miles and the duration to sustained up to 10 minutes. The target can hear you through the spell, allowing you to Command the Animal or use other actions that have the auditory trait.

Heightened (8th) Increase the range to planetary and the duration to sustained up to 1 hour. You can communicate telepathically with the target for the duration of the trance.



BLESSED ONE

Through luck or deed, heritage or heroics, you carry the blessing of a deity. This blessing manifests as the ability to heal wounds and remove harmful conditions, and exists independent of worship. You might offer thanks daily to the deity whose power you wield, or you might carry these blessings reluctantly, seeking to avoid responsibility or even acting to defy the deity's influence on you. You might wear the robes of the deity's order, or you might give little thought and even less reverence to the source of your powers. However you feel about these gifts, there can be no doubt that you wield a special power. Good-aligned deities are most likely to empower a blessed one. However, deities of any



alignment can grant such a blessing, as long as they are capable of granting a positive divine font to their clerics. This means such deities as Lamashtu might grant a foul version of the blessed one's powers.

Additional Feats: **6th** Accelerating Touch (page 119), Mercy (*Core Rulebook* 111); **8th** Invigorating Mercy (page 119); **10th** Greater Mercy (*Core Rulebook* 112); **12th** Elucidating Mercy (page 120), Resilient Touch (page 120); **14th** Affliction Mercy (*Core Rulebook* 113), Amplifying Touch (page 120); **20th** Rejuvenating Touch (page 121)

BLESSED ONE DEDICATION

FEAT 2

ARCHETYPE **DEDICATION**

You are touched by a deity and gifted with the ability to alleviate the suffering of others. You gain the *lay on hands* devotion spell. It costs 1 Focus Point to cast a focus spell. This feat grants a focus pool of 1 Focus Point that you can recover using the Refocus activity (*Core Rulebook* 300). You can Refocus by meditating, whether you reflect on the deity granting the blessing or not, allowing your blessing to refill your focus pool. Your devotion spells from the blessed one archetype are divine spells.

Special You can't select another dedication feat until you have gained two other feats from the blessed one archetype.

BLESSED SACRIFICE

FEAT 4

ARCHETYPE

Prerequisites Blessed One Dedication

You gain the *protector's sacrifice* domain spell as a devotion spell. Increase the number of Focus Points in your focus pool by 1.

BLESSED SPELL

FEAT 8

ARCHETYPE **CONCENTRATE** **METAMAGIC**

Prerequisites Blessed One Dedication, ability to cast spells from spell slots, Mercy

Frequency once per 10 minutes

When you focus your magic on an ally, you can remove harmful conditions. If your next action is to Cast a Spell from a spell slot, and that spell targets only a single ally, you can also attempt to remove a harmful condition from that ally. The condition must be one that could be removed by your Mercy feat, including those granted by later feats such as Greater Mercy. Attempt a counteract check based on the spell's DC and level. This effect is in addition to the normal effects of your spell.

BLESSED DENIAL

FEAT 12

ARCHETYPE

Prerequisites Blessed One Dedication

Trigger An ally within 30 feet would become frightened, drained, enfeebled, sickened, or stupefied.

You exude peace and protection, lessening a harmful condition as it falls upon an ally. Reduce the value of the condition your ally would take by 1 (to a minimum of 0). If the ally takes more than one condition at the same time, choose one to reduce.

BOUNTY HUNTER

Whether for coin, glory, or justice, you know how to track, defeat, and capture dangerous individuals. You're accustomed to perusing wanted posters, searching up on leads, and pursuing villains to hell and back.

Additional Feats: 14th Double Prey (*Core Rulebook* 175)

BOUNTY HUNTER DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in Survival

When focused on finding your quarry, you're relentless. You gain the Hunt Prey action (*Core Rulebook* 168). You can use Hunt Prey to designate only a creature that you've seen, heard about, or learned about through some other means, such as a bounty board or wanted poster. In addition to the other benefits of Hunt Prey, you gain a +2 circumstance bonus to checks to Gather Information regarding your prey.

If you already have Hunt Prey, you become an expert in Survival and gain the circumstance bonus to Gather Information about your prey; you can still designate a creature you're tracking during exploration, in addition to the conditions above.

Special You can't select another dedication feat until you have gained two other feats from the bounty hunter archetype.

TOOLS OF THE TRADE

FEAT 4

ARCHETYPE

You're well-versed in weapons that allow you to bring bounties in alive. You are trained with the following weapons: bola (page 248), sap, and whip. You gain access to bolas. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the weapons listed.

In addition, you take no penalty when making a nonlethal attack with a weapon without the nonlethal trait.

POSSE

FEAT 4

ARCHETYPE | EXPLORATION

Requirements You have designated prey with Hunt Prey.

By spending 1 minute giving guidance to help hunt down your prey, you instruct up to five willing creatures to assist you. They gain a +1 circumstance bonus to Seek your prey, to Track your prey, and to Gather Information about your prey. You and the creatures assisting you gain a +1 circumstance bonus to initiative rolls when entering combat with your prey.

This benefit lasts until you designate a new prey or your prey dies, whichever comes first. An individual creature assisting you loses this benefit if they're out of your presence for too long to benefit from your instructions. This is usually 1 hour, but is determined by the GM.

KEEP PACE

FEAT 6

ARCHETYPE

Trigger Your prey is within reach and attempts to move away from you.

Your prey can't Escape. Stride up to your Speed, following the foe and keeping it in reach throughout its movement until it

stops moving or you've moved your full Speed. You can use Keep Pace to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

OPPORTUNISTIC GRAPPLE

FEAT 8

ARCHETYPE

Requirements Your prey is within your reach, you have at least one free hand, and your target is no more than one size larger than you.

Trigger Your prey critically fails on a melee Strike's attack roll against you.

You attempt an Athletics check to Grapple your prey.



CAVALIER

You are a skilled and dedicated warrior of the battlefield who specializes in fighting astride a powerful animal companion that serves as your mount. You and your mount are an unparalleled team, moving with shared intent to become a powerful force on the battlefield. You might wield a banner in the name of a greater organization, a liege, or an ideal you uphold, or you might fight solely to further enrich your own prestige, reputation, and coffers.

CAVALIER DEDICATION

FEAT 2

ARCHETYPE | **DEDICATION**

Prerequisites trained in Nature or Society

You gain a young animal companion (*Core Rulebook* 214) that serves as your mount. You can choose from animal companions with the mount special ability, as well as any additional options from your pledge, as determined by your GM. You must choose an animal companion that's at least one size larger than you, but if the animal usually starts as Small, you can begin with a Medium version of that animal (changing no statistics other than its size).

Special You cannot select another dedication feat until you have gained two other feats from the cavalier archetype. This restriction is waived if you have pledged to the organization associated with the other dedication feat. For example, if you are pledged to a Hellknight order, you could take Hellknight dedication feats without needing to gain other feats from the cavalier archetype first.

CAVALIER'S BANNER

FEAT 4

UNCOMMON | **ARCHETYPE** | **EMOTION** | **MENTAL** | **VISUAL**

Prerequisites Cavalier Dedication

Requirements You have pledged your service to a specific organization or ideal (see Cavalier Pledges sidebar).

You fly the banner of your pledge from your mount, raising your allies' spirits. You and all allies within 30 feet gain a +1 circumstance bonus to Will saves and DCs against fear effects. If your banner is destroyed or removed, allies within 30 feet become frightened 1.

CAVALIER'S CHARGE

FEAT 4

ARCHETYPE | **FLOURISH**

Prerequisites Cavalier Dedication

Requirements You are riding your mount.

You Command an Animal to order your mount to Stride twice. At any point during this movement, you can Strike one enemy within reach or within the first range increment of a ranged weapon. You gain a +1 circumstance bonus to your attack roll.

IMPRESSIVE MOUNT

FEAT 4

ARCHETYPE

Prerequisites Cavalier Dedication

You've trained your mount to become a powerful force on the battlefield. The mount you gained through the Cavalier

CAVALIER PLEDGES

Many cavaliers pledge themselves in service to a specific organization or individual, such as a noble family or sovereign ruler, a knightly order or another organization, or a particular ideal. A cavalier pledged to an order or ideal must uphold its edicts and is beholden to any anathema it has; for example, a cavalier pledged to the druid's animal order would be tied to that anathema, while a cavalier pledged to the church of Abadar would be held to the same standards as a cleric of that god. If you pledge yourself to an entity or cause without a stated anathema, you should work with your GM to determine the edicts and anathema associated with your pledge.

Cavaliers who have pledged themselves can gain access to certain abilities related to that pledge, such as Cavalier's Banner. If you violate the anathema of your pledge, you lose access to those feats until you benefit from an *atone* ritual. Changing the subject of your pledge is equivalent to retraining a class feature.

Dedication feat becomes a mature animal companion, granting it additional capabilities. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action on your turn to Stride or Strike.

QUICK MOUNT

FEAT 4

ARCHETYPE | **SKILL**

Prerequisites Cavalier Dedication, expert in Nature

Requirements You are adjacent to a creature that is at least one size larger than you and is willing to be your mount.

You and your mount can spring into action at a moment's notice. You Mount the creature and Command an Animal to issue it an order of your choice.

DEFEND MOUNT

FEAT 6

ARCHETYPE

Prerequisites Cavalier Dedication

Trigger An enemy makes an attack roll against your mount while you're riding it.

You interpose yourself between an attacker and your mount, defending your mount from harm. Use your own AC against the triggering attack instead your mount's AC. If the triggering attack hits, you take the effects of the attack instead of your mount.

MOUNTED SHIELD

FEAT 6

ARCHETYPE

Prerequisites Cavalier Dedication

You've trained with your shield to defend both yourself and your mount. When you Raise a Shield while mounted, both you and your mount gain the shield's circumstance bonus to AC. If you have the Shield Block reaction, you can use it in response to your mount taking damage, as long as you're

riding your mount. If you do, the shield prevents your mount from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

INCREDIBLE MOUNT

FEAT 8

ARCHETYPE

Prerequisites Impressive Mount

Under your care and training, your mount has realized its innate potential. The mount you gained through the Cavalier Dedication feat becomes a nimble or savage animal companion (your choice), gaining additional capabilities determined by the type of companion.

TRAMPLING CHARGE

FEAT 10

ARCHETYPE FLOURISH

Prerequisites Cavalier Dedication

Requirements You are riding a mount that has a melee Strike using its legs (claw, talons, hoof, etc.).

You urge your mount forward, trampling enemies in your path. You command your mount to Stride up to its Speed (or to Burrow, Climb, Fly, or Swim, if it has the corresponding movement type), moving through the spaces of any foes in your path up to one size smaller than your mount. Your mount deals damage equal to the melee Strike using its legs to each creature whose space you move through, subject to a basic Reflex save against your mount's Athletics DC. On a critical failure, the creature also becomes flat-footed until the end of your next turn. You can damage a given creature only once during this movement.

UNSEAT

FEAT 10

ARCHETYPE

Prerequisites Cavalier Dedication

Requirements You are riding your mount and wielding a jousting weapon.

You attempt to knock an opponent off their mount. Make a melee Strike against a mounted opponent. If your attack hits, attempt an Athletics check against the opponent's Fortitude DC. If you succeed, the foe is knocked off its mount into a space of its choice adjacent to its mount. If you critically succeed, it lands prone.

SPECIALIZED MOUNT

FEAT 14

ARCHETYPE

Prerequisites Incredible Mount

You've trained your mount to perform in unusual or even

extreme circumstances, granting it abilities far beyond others of its kind. Your mount gains one specialization of your choice.

Special You can select this feat up to three times. Each time, add a different specialization to your mount. You mount can't have more than three specializations.

LEGENDARY RIDER

FEAT 20

ARCHETYPE

Prerequisites Cavalier Dedication

You and your mount move like one being, effortlessly reading each other's signals. Whenever you are riding your mount, you are quickened; you can use the extra action only to command your mount using the Command an Animal skill action.



CELEBRITY

You're a special personality... and you know it. You're not merely comfortable in the spotlight, you crave it. While the traditional celebrity is a musician or another type of performer, you could be known for any occupation.

CELEBRITY DEDICATION

FEAT 2

ARCHETYPE | **DEDICATION**

The more people you have looking at you, the more content you are, and you take every opportunity to show up others when their performances are less than perfect. You gain



the Upstage reaction. In addition, when you Earn Income, if the level of the task is higher than your level, you gain a +1 circumstance bonus to your check to Earn Income.

Upstage **Trigger** A foe attempts a skill check and doesn't get a critical success; **Effect** After your foe has tried their best, you show everyone how it's really done. Attempt a check using the same skill that triggered this reaction.

Critical Success You gain a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks until the end of your next turn.

Success As critical success, except you gain the benefits only if the triggering creature failed their skill check.

Special You can't select another dedication feat until you have gained two other feats from the celebrity archetype.

NEVER TIRE

FEAT 4

ARCHETYPE

Prerequisites Celebrity Dedication

Trigger You would gain the fatigued condition.

Requirements You are observed by at least three creatures who aren't foes.

As long as you have an audience, you can continue to perform. Indeed, you must—you have an obligation to your fans! You delay the effects of the fatigued condition for 1 minute or until you are no longer observed by the required creatures, whichever comes first. If the fatigued condition has a duration, the duration begins to elapse only after the delay. You can't further delay or prevent the fatigued condition after this ability ends.

MESMERIZING GAZE

FEAT 6

ARCHETYPE | **EMOTION** | **ENCHANTMENT** | **MENTAL** | **VISUAL**

Prerequisites Celebrity Dedication

When you meet someone's gaze, they are unable to look away. Choose one target creature. That creature must succeed at a Will save or be fascinated until the end of your next turn; the DC for this save is equal to your class DC or spell DC, whichever is higher. If the creature succeeds at its save or its fascination ends due to a hostile action, it becomes temporarily immune to your Mesmerizing Gaze for 1 day.

When you select this feat, it gains either the arcane or occult trait; once you make this choice, you can't change it.

COMMAND ATTENTION

FEAT 10

ARCHETYPE | **AUDITORY** | **EMOTION** | **ENCHANTMENT** | **MENTAL** | **VISUAL**

Prerequisites Celebrity Dedication

You command the attention of all around you with style, ensuring their gaze falls only upon you until the end of your next turn. When creatures within 30 feet of you attempt saving throws against other visual effects, they use the outcome for one degree of success better than the result they rolled. An enemy within the area attempting to use a visual effect that involves focusing its attention on a particular creature (such as a medusa's Focus Gaze) must succeed at a Will save against your class DC or spell DC, whichever is higher, in order to target any creature except you. Allies in the area can attempt to Hide even if they don't have cover, as you are continually providing a distraction.

DANDY

You are a genteel master of style, culture, and decorum, aware of even the subtlest rules of etiquette. Whether you were born into status, acquired it later in life, or merely pretend to possess it, you look and act your part to manicured perfection.

DANDY DEDICATION

ARCHETYPE | DEDICATION

Prerequisites trained in Diplomacy

You are a consummate student of dignity, etiquette, and fashion. You can use the Diplomacy skill to perform the special downtime activity Influence Rumor, spending at least one day of downtime to manipulate the course, tone, or content of a rumor to your benefit. The difficulty of Influencing a Rumor is determined by the GM based on the size of the community, the relative perceptiveness of the inhabitants, and the agency of other rumormongers, but it typically starts with at least DC 15 for a small village and increases to at least DC 20 for a town, at least DC 30 for a city, and at least DC 40 for a metropolis.

You become trained in Deception and Society; if you were already trained, you become an expert instead.

Special You can't select another Dedication feat until you have gained two other feats from the dandy archetype.

DISTRACTING FLATTERY FEAT 4

ARCHETYPE | SKILL

Prerequisites Dandy Dedication, expert in Deception

Trigger You observe a target's attitude toward yourself or your allies decrease as a result of an ally's behavior.

You know how to maintain a good impression and manage your image, even while keeping uncouth company. Make a Deception check against the target's Will DC. Regardless of your result, the target is temporarily immune to your Distracting Flattery for 10 minutes.

Success The target's attitude doesn't decrease as a result of your ally's social blunder.

Failure The target's attitude decreases, as normal.

Critical Failure Your attempt makes matters worse, decreasing the target's attitude toward you by one step, in addition to any changes from the behavior that triggered this reaction.

GOSSIP LORE

ARCHETYPE

Prerequisites Dandy Dedication

Your time gossiping in fashionable salons keeps you informed on every topic. You are trained in Gossip Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you fail a check to Recall Knowledge with Gossip Lore, you get the effects of the Dubious Knowledge skill feat (Core Rulebook 260).

If you have legendary proficiency in Society, you gain expert proficiency in Gossip Lore, but you can't increase your proficiency rank in Gossip Lore by any other means.

FABRICATED CONNECTIONS

FEAT 7

ARCHETYPE | SKILL

Prerequisites Dandy Dedication, master in Deception

You can lie about having taken an action so convincingly that you acquire all the tangible benefits of having successfully completed it. You can roll Deception in place of a different skill when attempting to Earn Income, Make an Impression, Request, or Subsist. You can use Fabricated Connections to Make an Impression or Request once per day, and you can also use it once per week to Earn Income or Subsist.

PARTY CRASHER

FEAT 7

ARCHETYPE | SKILL

Prerequisites Dandy Dedication, master in Society

You attend all the fashionable society parties, no matter how exclusive they might be. Any time you encounter a social event you would ordinarily be denied access to, such as a coronation, royal gala, or other society function, you can spend 1d4 hours to secure entry without the need for a skill check. You find invitations, invitees looking for fashionable dates, temporary jobs with the caterers, event staff willing to look the other way, or some other mode of access for yourself and your allies. This ability doesn't apply to secret events or other small private gatherings with no staff, dates, or outsiders involved.



INTRODUCTION

ANCESTRIES & BACKGROUNDS

CLASSES

ARCHETYPES

FEATS

SPELLS

ITEMS

GLOSSARY & INDEX

DRAGON DISCIPLE

The rippling waves of fear, the rustling of thick scales, and the beat of immense wings signal the arrival of a great dragon. The awe-inspiring presence of these creatures makes them worthy of reverence—or even outright worship. Dragon disciples dedicate themselves to becoming like these great beasts, with each disciple striving to typify one variety of dragon. Sorcerers of draconic blood, barbarians with the dragon instinct, and many kobolds with close ties to their draconic predecessors become dragon disciples, but anyone who has encountered one of these terrifying creatures might follow this path.

As a dragon disciple, you study and learn from the example of dragons, but that doesn't necessarily mean that you admire the dragons you emulate. While most dragon disciples do indeed revere their chosen dragon, countless tales are told of dragon disciples born of great personal tragedy at the hands of boundless draconic fury. These disciples have transformed themselves into what they despise in order to gain the power to destroy their draconic tormentor and at long last earn their revenge.

DRAGON DISCIPLE DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Access You are a kobold with the dragonscaled or spellscaled heritage, a dragon instinct barbarian, or a draconic bloodline sorcerer.

You choose to study or worship one type of dragon, and your focus grants you a measure of its power. Choose one color of dragon when you select this feat; if you are a sorcerer with the draconic bloodline, this must be the same type as your bloodline. You gain resistance equal to half your level against one type of damage determined by the chosen dragon type. The GM may allow you to choose a dragon type not listed below, and will determine the damage type appropriate for that dragon.

- **Black or Copper** Acid
- **Blue or Bronze** Electricity
- **Brass, Gold, or Red** Fire
- **Green** Poison
- **Silver or White** Cold

You also gain a +1 circumstance bonus to saving throws against sleep effects and effects that would make you paralyzed.

Special You can't select another dedication feat until you have gained two other feats from the dragon disciple archetype. If you later take the sorcerer archetype, you must choose the draconic bloodline.

CLAWS OF THE DRAGON

FEAT 4

ARCHETYPE

Prerequisites Dragon Disciple Dedication

Your fingernails grow into razor-sharp claws, and scales speckle your fingers, hands, and wrists. Your claws are agile, finesse unarmed attacks that deal 1d6 slashing damage and are in the brawling weapon group.

INSTINCT OF THE WYRM

The acquisition of draconic might can change the dragon disciple's body and give them magical abilities, as reflected in the archetype's feats, but the mind often changes as well, potentially even overwhelming the disciple's normal personality. Any dragon disciple can find the attitudes of dragonkind intruding into their thoughts. The foremost emotion among all types of dragons is pride. Even the influence of a benevolent metallic dragon can overwhelm a dragon disciple with pride. When tempered, this feeling levels out to a steady confidence, but when uncontrolled, it can grow to an air of arrogance or superiority.

Disciples of metallic dragons also feel the pangs of compassion and benevolence. They grow to be more focused on cooperation and might take on leadership roles. Disciples of the vile chromatic dragons are plagued by thoughts of cruelty and greed. They long to see fear in the eyes of foe and friend alike. Those who succumb to these thoughts become bullies or tyrants.

Instinctual draconic feelings can be constant, yet they seem to intensify when the disciple uses their draconic powers. In the few seconds after using a breath weapon or attacking with claws, or when the disciple sprouts wings, they might have a moment of mental transformation. This can bring on the full mindset of a dragon, or even make the disciple temporarily believe they truly *are* a dragon, and is often accompanied by a draconic roar, cackle, or majestic display.

If you're a draconic sorcerer, when you cast *dragon claws*, increase the spell's slashing damage die from d4 to d6 and increase the resistance to 10 at 1st level, 15 at 5th level, and 20 at 9th level.

DRACONIC SCENT

FEAT 4

ARCHETYPE

Prerequisites Dragon Disciple Dedication

Your sense of smell is uncanny, much like a dragon's. You gain imprecise scent with a range of 30 feet. The GM might double the range if you're downwind from the creature or halve the range if you're upwind, at their discretion.

DRAGON ARCANA

FEAT 4

ARCHETYPE

Prerequisites ability to cast spells from spell slots, Dragon Disciple Dedication

You've discovered how to add the magic of dragons to your tradition. Add the draconic bloodline's granted spells to your spell list; you must still learn them or add them to your repertoire as normal. These spells are *shield*, *true strike*, *resist energy*, *haste*, *spell immunity*, *chromatic wall*, *dragon form*, *mask of terror*, *prismatic wall*, and *overwhelming presence*.

SCALES OF THE DRAGON**FEAT 4****ARCHETYPE****Prerequisites** Dragon Disciple Dedication

Scales grow across your body, protecting you against physical and magical threats. When you're unarmored, the scales give you a +2 status bonus to AC with a Dexterity cap of +2. Your resistance from Dragon Disciple Dedication increases to 3 + half your level.

BREATH OF THE DRAGON**FEAT 8****ARCHETYPE****Prerequisites** Dragon Disciple Dedication

You can use a powerful breath weapon, much like the dragon you emulate. You gain the *dragon breath* sorcerer bloodline spell and a focus pool of 1 Focus Point. If you already have a focus pool, increase your number of Focus Points by 1.

WINGS OF THE DRAGON**FEAT 12****ARCHETYPE****Prerequisites** Dragon Disciple Dedication

You can manifest draconic wings to soar through the air at great speed. You gain the *dragon wings* sorcerer bloodline spell and a focus pool of 1 Focus Point. If you already have a focus pool, increase your number of Focus Points by 1.

SHAPE OF THE DRAGON **FEAT 14****ARCHETYPE****Prerequisites** Dragon Disciple Dedication

You've discovered how to transform yourself into a dragon. Once per day, you can cast 7th-level *dragon form* as an innate arcane spell, transforming into your chosen type of dragon. The spell automatically heightens to 8th level if you're 16th level and 9th level if you're 18th level. Any time you score a critical hit with an unarmed Strike gained from *dragon form*, you recharge the spell's breath weapon immediately.

DISCIPLE'S BREATH **FEAT 16****ARCHETYPE****Prerequisites** Dragon Disciple Dedication, *dragon breath* sorcerer bloodline spell

You unleash your breath weapon without spending focus. This has the effects of your *dragon breath* sorcerer bloodline spell, though it deals 9d6 damage instead of its usual damage, and you don't have to cast it or spend a Focus Point. You can't use Disciple's Breath again for 1d4 rounds.

MIGHTY DRAGON SHAPE**FEAT 18****ARCHETYPE****Prerequisites** Shape of the Dragon

You've practiced and increased your draconic might, allowing you to take your draconic form more often. You can use Shape of the Dragon once per hour instead of once per day.



DUAL-WEAPON WARRIOR

You're able to effortlessly fight with multiple weapons simultaneously, weaving your weapons together into a storm of quick attacks. To you, continual offense is the best form of defense, and you leave little room for your foes to avoid your whirlwind of weapons.

Additional Feats: 6th Twin Parry (*Core Rulebook* 147); 12th Twin Riposte (*Core Rulebook* 151); 16th Improved Twin Riposte (*Core Rulebook* 153), Two-Weapon Flurry (*Core Rulebook* 153); 18th Twinned Defense (*Core Rulebook* 153)

DUAL-WEAPON WARRIOR DEDICATION**FEAT 2****ARCHETYPE****DEDICATION**

You're exceptional in your use of two weapons. You gain the Double Slice fighter feat (*Core Rulebook* 144). This serves as Double Slice for the purpose of meeting prerequisites.

Special You can't select another dedication feat until you gain two other feats from the dual-weapon warrior archetype.

**DUAL THROWER****FEAT 4****ARCHETYPE**

Prerequisites Dual-Weapon Warrior Dedication

You know how to throw two weapons as easily as strike with them. Whenever a dual-weapon warrior feat allows you to make a melee Strike, you can instead make a ranged Strike with a thrown weapon or a one-handed ranged weapon you are wielding. Any effects from these feats that apply to one-handed melee weapons or melee Strikes also apply to one-handed ranged weapons and ranged Strikes.

DUAL-WEAPON RELOAD**FEAT 4****ARCHETYPE**

Prerequisites Dual-Weapon Warrior Dedication

Requirements You are wielding two one-handed weapons, each in a different hand, one of which is a ranged weapon. You carry your ammunition in a way that allows you to reload while holding two weapons. You Interact to reload a one-handed ranged weapon you're holding. Unlike most Interact actions, you don't need a free hand to reload your ranged weapon in this way.

FLENSING SLICE**FEAT 8****ARCHETYPE**

Prerequisites Dual-Weapon Warrior Dedication

Requirements Your last action was a Double Slice, and both attacks hit the target.

When you hit with both attacks with Double Slice, you flense the target, making it bleed and creating a weak spot. The target takes 1d8 persistent bleed damage per weapon damage die of whichever of the weapons you used that has the most weapon damage dice (maximum 4d8 for a *major striking* weapon). The target becomes flat-footed, and its resistances to any physical damage types are reduced by 5; these two effects last until the beginning of your next turn.

DUAL-WEAPON BLITZ**FEAT 10****ARCHETYPE**

Prerequisites Dual-Weapon Warrior Dedication

Requirements You are wielding two one-handed melee weapons, each in a different hand.

You attack as you dash among foes. Stride up to your Speed. At any point during this movement, you can Strike once with each of the two required weapons. These Strikes can be against the same or different targets, as you see fit.

DUAL ONSLAUGHT**FEAT 14****ARCHETYPE**

Prerequisites Dual-Weapon Dedication

When you lash out with both weapons, you leave no room for the target to escape your attack. When you use Double Slice, if you miss with both Strikes, choose one of the two weapons and apply the effects of a hit with that weapon. You can't choose a weapon if your attack roll with that weapon was a critical failure, meaning you still miss entirely if both attack rolls were critical failures.

DUELIST

Across the world, students in martial academies practice with their blades to master one-on-one combat. The libraries of such schools hold deep troves of information detailing hundreds of combat techniques, battle stances, and honorable rules of engagement. Those who gain admission to such schools might train in formalized duels—and that's certainly the more genteel route to take. However, others assert that there's no better place to try out dueling techniques than in the life-and-death struggles common to an adventurer's life.

Additional Feats: **4th** Dueling Parry (*Core Rulebook* 146); **8th** Disarming Stance (*Core Rulebook* 147); **10th** Dueling Riposte (*Core Rulebook* 149); **12th** Disarming Twist (*Core Rulebook* 150); **14th** Dueling Dance (*Core Rulebook* 151), Improved Dueling Riposte (*Core Rulebook* 151); **16th** Guiding Riposte (*Core Rulebook* 151)

DUELIST DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in light armor and simple weapons

You are always ready to draw your weapon and begin a duel, no matter the circumstances. You gain the Quick Draw ranger feat (*Core Rulebook* 172), enabling you to both draw and attack with a weapon as 1 action. This serves as Quick Draw for the purpose of meeting prerequisites.

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

DUELIST'S CHALLENGE

FEAT 4

ARCHETYPE | OPEN

Prerequisites Duelist Dedication

Select one foe that you can see and proclaim a challenge. That foe is your dueling opponent until they are defeated, flee, or the encounter ends. Any time you hit that enemy using a single one-handed melee weapon while your other hand or hands are free, you gain a circumstance bonus to the Strike's damage equal to the number of damage dice your weapon deals.

If you attack a creature other than your dueling opponent, you take a circumstance penalty to damage equal to the number of damage dice your weapon deals.

SELFLESS PARRY

FEAT 8

ARCHETYPE

Prerequisites Dueling Parry, Duelist Dedication

You protect those near you with a flash of steel. When you're benefiting from Dueling Parry, allies adjacent to you gain a +1 circumstance bonus to AC. If you have Dueling Riposte, you can use it when an enemy within your reach critically fails a Strike against an ally adjacent to you, not just against yourself.

STUDENT OF THE DUELING ARTS

FEAT 12

ARCHETYPE

Prerequisites Duelist Dedication

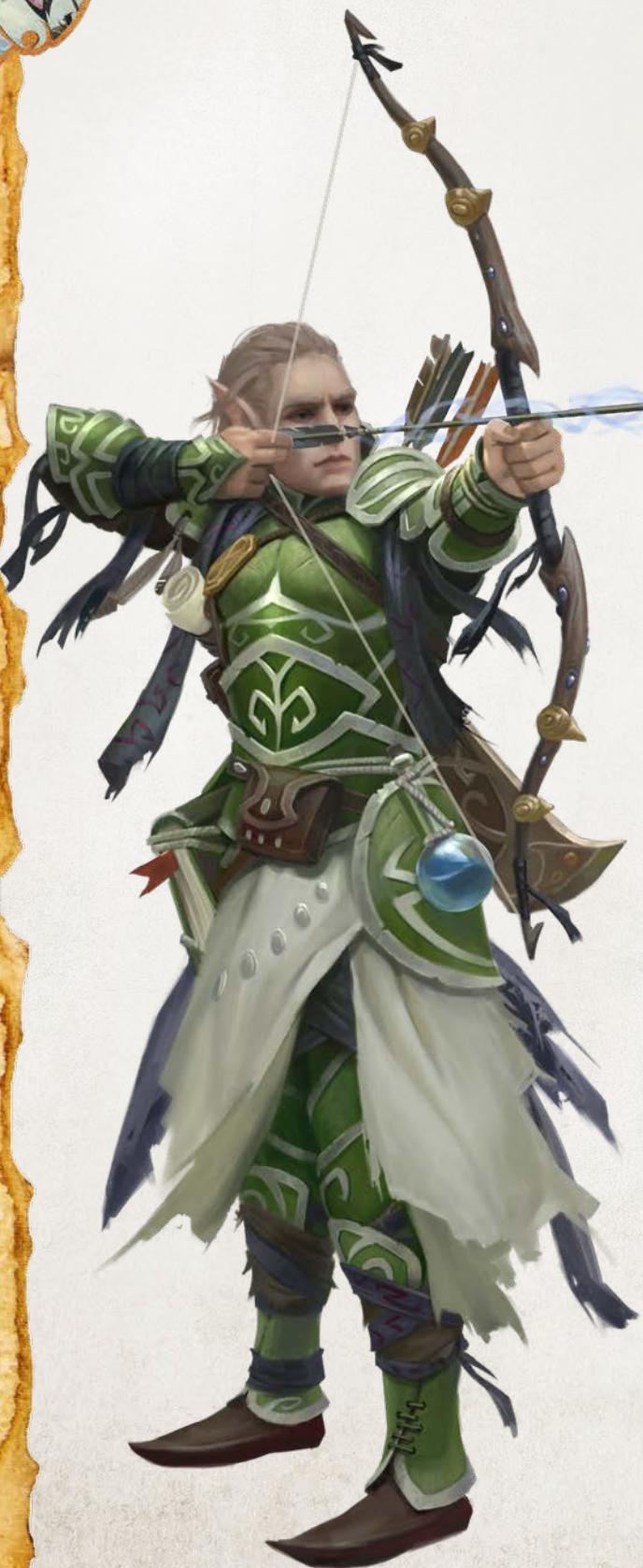
You have studied a great many combat techniques, which you can review each day. During your daily preparations, you can swap out any number of your duelist archetype feats for other duelist archetype feats of the appropriate level for which you are qualified. You can't swap out Duelist Dedication or Student of the Dueling Arts in this way.

In addition, you can enter a stance from a duelist archetype feat you don't have (such as one listed under Additional Feats) by increasing the number of actions it takes to enter the stance by 1 (typically to 2 actions). You must still meet the feat's prerequisites.



ELDRITCH ARCHER

While many archers see their craft as an art form as much as a means of battle, a small number of archers seek to perfect their skills through magic, and you



are among their number. Bolstering your athletic and martial abilities with mystical talents, you achieve rare heights with the bow or crossbow—transforming arrows or bolts into eldritch ammunition, sending arrows zig-zagging nearly unerringly to their target, and manifesting arrows that can deliver spells or even instant death.

While having some spellcasting ability increases your potential flexibility and power as an eldritch archer, you might learn the secrets of these arts without being independently skilled in spellcasting, instead learning the magic of the bow for its own sake.

Additional Feats: 20th Impossible Volley (*Core Rulebook* 153)

ELDRITCH ARCHER DEDICATION

FEAT 6

ARCHETYPE | DEDICATION | MAGICAL

Prerequisites expert in at least one type of bow

You blend magic with your archery, leading to powerful results.

If you don't already cast spells from spell slots, you learn to cast spontaneous spells and gain the Cast a Spell activity. You gain a spell repertoire with one cantrip of your choice, from a spell list of your choice. You choose this cantrip from the common spells on your chosen spell list or from other spells to which you have access on that list. This cantrip must require a spell attack roll. You're trained in spell attack rolls and spell DCs for that tradition. Your key spellcasting ability for these spells is Charisma.

If you already cast spells from spell slots, you learn one additional cantrip from that tradition. If you're a prepared caster, you can prepare this spell in addition to your usual cantrips per day; if you're a spontaneous caster, you add this cantrip to your spell repertoire.

You also gain Eldritch Shot.

Eldritch Shot ➤ Requirements You are wielding a bow;

Effect You Cast a Spell that takes 1 or 2 actions to cast and requires a spell attack roll. The effects of the spell do not occur immediately but are imbued into the bow you're wielding. Make a Strike with that bow. Your spell flies with the ammunition, using your attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for your multiple attack penalty, but you don't apply the penalty until after you've completed both attacks.

Special You can't select another dedication feat until you have gained two other feats from the eldritch archer archetype.

BASIC ELDRITCH ARCHER SPELLCASTING

FEAT 8

ARCHETYPE

Prerequisites Eldritch Archer Dedication

You gain the basic spellcasting benefits (page 150). Each time you gain a spell slot of a new level from this archetype, add a spell of the appropriate spell level to your repertoire, either a common spell of your chosen tradition or another spell of that tradition you have learned or discovered.

ENCHANTING ARROW**FEAT 8****ARCHETYPE** **EMOTION** **ENCHANTMENT** **MAGICAL** **MENTAL****Prerequisites** Eldritch Archer Dedication

With a single whisper carried on the wind, you enchant your ammunition to make a foe more vulnerable to your attacks. Make a bow Strike. On a hit, the target takes an additional 2d6 mental damage. On a critical hit, the target also becomes stunned 1. The mental damage increases to 3d6 if your bow has a *greater striking* rune, or to 4d6 if your bow has a *major striking* rune.

MAGIC ARROW**FEAT 8****ARCHETYPE** **MAGICAL** **TRANSMUTATION****Prerequisites** Eldritch Archer Dedication**Frequency** once per round

You imbue your ammunition with eldritch power. When you select this feat, choose three types of common magical ammunition of 4th level or lower from the *Core Rulebook* (page 559) or this book (pages 256–259). Your GM might allow you to choose from other types of magical ammunition, such as uncommon ammunition, or ammunition from other books.

When using Magic Arrow, you transform a non-magical arrow or bolt into a piece of ammunition of one type you chose. You must shoot the ammunition before the end of your turn or the magic dissipates. If the ammunition has an Activate entry, you still need to spend the required actions to activate the ammunition before shooting it. When you use Magic Arrow, you can choose a type of magical ammunition that is typically not available to the type of ammunition you're using—for example, you can use *climbing bolt* on an arrow, even though that magical ammunition is normally only found on bolts.

Special You can select this feat multiple times. Each time you do, select three additional types of ammunition as described above.

PRECIOUS ARROW**FEAT 8****ARCHETYPE** **MAGICAL** **TRANSMUTATION****Prerequisites** Eldritch Archer Dedication

You enchant a piece of ammunition with the magical essence of a precious material, allowing you to leverage certain creatures' weaknesses. Choose cold iron or silver; if you shoot the arrow before the end of your turn, it counts as that material. At 14th level, add adamantine to the list of materials you can choose from.

EXPERT ELDRITCH ARCHER SPELLCASTING **FEAT 12****ARCHETYPE****Prerequisites** Basic Eldritch Archer Spellcasting

You gain the expert spellcasting benefits (page 150).

SEEKER ARROW**FEAT 14****ARCHETYPE** **DIVINATION** **MAGICAL****Prerequisites** Eldritch Archer Dedication

Your shots zip around corners and fly at impossible angles to reach your target. Make a bow Strike against a foe you

ELVEN ARROWS

The ability to infuse eldritch energy into bow shots is often seen as a kind of elven magic. While it may be true that elves first developed eldritch archery as a martial art, and many eldritch archers are elves and half-elves, other peoples have learned and developed their own forms of eldritch archery.

Some whisper that remote regions to the south have their own dedications that rely on elemental archery, while the strange and shadowy hunters of the Uskwood use a form that relies on tenebrous shadow magic. Disturbing rumors circulate claiming that devils have developed a diabolical form of magical archery that can trap the soul and bind it to Hell, albeit for a short time. Like any form of magic, the discipline of eldritch archery will continue to develop among its practitioners across the multiverse.

can see; the ammunition travels to your target, even around corners. You ignore the target's concealed condition and all cover.

PHASE ARROW**FEAT 16****ARCHETYPE** **CONJURATION** **MAGICAL****Prerequisites** Eldritch Archer Dedication**Frequency** once per day

You can concentrate an immense amount of magic to create a piece of ammunition that phases through everything but your target. Make a bow Strike against a foe who is observed or hidden to you (but not undetected). The ammunition travels to your target in a straight line, passing through any non-magical barriers or walls in its way, though magical barriers stop the arrow. The shot ignores all cover, the concealed condition, the hidden condition, and circumstance bonuses to AC from shields. It has a +4 status bonus to hit creatures wearing any type of armor. The Strike's damage can't be reduced with a Shield Block reaction using a non-magical shield.

ARROW OF DEATH**FEAT 18****ARCHETYPE** **MAGICAL** **NECROMANCY****Prerequisites** Eldritch Archer Dedication**Frequency** once per day

You modify an arrow or bolt to bring death to your target in a single potent hit. Make a bow Strike. On a hit, you deal an additional 10d10 precision damage. On a critical hit, the target must also succeed at a Fortitude saving throw against your class DC or spell DC, whichever is higher, or be immediately slain; this save has the death and incapacitation traits.

MASTER ELDRITCH ARCHER SPELLCASTING **FEAT 18****ARCHETYPE****Prerequisites** Expert Eldritch Archer Spellcasting

You gain the master spellcasting benefits (page 150).

FAMILIAR MASTER

From the wise owl perched on the wizard's shoulder to the crafty gremlin that serves the witch for their own reasons, the ghastly homunculus in the alchemist's lab to the clever monkey that picks the lock of the thief's cell, familiars have always served. Whether through rigorous training or a preternatural connection, yours serves better than most.

Additional Feats: 4th Enhanced Familiar (*Pathfinder Core Rulebook* 198)

FAMILIAR MASTER DEDICATION

FEAT 2

ARCHETYPE | **DEDICATION**

You have forged a mystical bond with a creature. This might have involved complex rituals and invocations, such as meditating under the moon until something crept out of



the forest. Or maybe you just did each other a good turn, such as rescuing the beast from a trap or a foe, and then being rescued in turn. Whatever the details, you are now comrades until the end. You gain a familiar (*Core Rulebook* 198). If you already have a familiar, you gain the Enhanced Familiar feat (*Core Rulebook* 198).

Special You can't select another dedication feat until you have gained two other feats from the familiar master archetype.

FAMILIAR MASCOT

FEAT 4

ARCHETYPE

Prerequisites Familiar Master Dedication

Your familiar is the heart and soul of your adventuring team. When selecting master abilities, you can choose an ally to benefit from any specific master ability. Each master ability can benefit only a single character, and you can select a specific master ability only once unless the ability says otherwise.

FAMILIAR CONDUIT

FEAT 4

ARCHETYPE | **CONCENTRATE** | **METAMAGIC**

Prerequisites Familiar Master Dedication, able to cast spells

Requirements You have line of effect to your familiar.

Under your tutelage, your familiar has grown attuned to the hidden currents of the world and can serve as a conduit for your magic. If the next action you use is to Cast a Spell that has a range, the spell uses the familiar as its origin point.

IMPROVED FAMILIAR

FEAT 6

ARCHETYPE

Prerequisites Familiar Master Dedication

You find it easy to attract a powerful and unusual familiar to your side. The number of abilities required to make your familiar a specific familiar (page 147) is two lower than normal.

MUTABLE FAMILIAR

FEAT 8

ARCHETYPE

Prerequisites Familiar Master Dedication

Your familiar's supernatural spirit has outgrown its corporeal body. You can conduct a special 10-minute activity to reselect certain familiar abilities, switching one or more of the following abilities for other abilities on this list: amphibious, burrower, climber, darkvision, fast movement, manual dexterity, resistance (page 146), and scent. You can reselect only familiar abilities you would normally be able to reselect each day, not required familiar abilities for your familiar. You can't remove an ability that is required for another ability your familiar has (for instance, you can't remove manual dexterity if the familiar has lab assistant).

INCREDIBLE FAMILIAR

FEAT 10

ARCHETYPE

Prerequisites Enhanced Familiar

Your familiar is infused with even more magic than other familiars. You can select six familiar or master abilities each day, instead of four.

GLADIATOR

The roar of the crowd and thrill of competitive combat drive you to become the best—and the fame isn't bad either.

If there are sapient creatures observing a combat encounter, and these onlookers are neither engaged in the combat themselves nor allied or affiliated with either side, the combatants have spectators. The GM is the final arbiter.

GLADIATOR DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites Impressive Performance

You know how to turn combat into a form of entertainment. You become trained in Gladiator Lore; if already trained in Gladiator Lore, you instead become trained in another Lore skill of your choice.

At the start of a combat encounter, if you have spectators, you gain a number of temporary HP equal to your character level for 1 minute and you can roll Performance for your initiative.

Special You can't select another dedication feat until you have gained two other feats from the gladiator archetype.

FANCY MOVES

FEAT 4

ARCHETYPE | SKILL

Prerequisites Gladiator Dedication, expert in Performance

You show off your fighting style to discourage your foes. You can use Performance to Demoralize.

PLAY TO THE CROWD

FEAT 4

ARCHETYPE | CONCENTRATE

Prerequisites Gladiator Dedication

Trigger You reduce an enemy to 0 Hit Points during a non-trivial combat encounter with spectators.

You show off for the crowd. Attempt a Performance check; the DC is determined by the GM but is typically the standard DC for your level or the DC to Make an Impression on the spectators, whichever is higher. On a success, choose one of the following benefits; on a critical success, choose two benefits:

- A number of temporary Hit Points equal to your character level; these last for 1 minute.
- A +1 circumstance bonus to AC until the end of your next turn.
- A +1 circumstance bonus to your next attack roll before the end of your next turn.

STAGE FIGHTING

FEAT 4

ARCHETYPE

Prerequisites Gladiator Dedication

You pull punches to give a better show. You don't take the usual -2 circumstance penalty when making a nonlethal attack with a weapon or unarmed attack that doesn't have the nonlethal trait.

PERFORMATIVE WEAPONS TRAINING

FEAT 6

ARCHETYPE

Prerequisites Gladiator Dedication

You're skilled with flashy weapons. You are trained with the bo staff, dueling cape (page 249), spiked chain, sword cane (page 248), and whip. Whenever you gain a class feature

that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the weapons listed.

CALL YOUR SHOT

FEAT 8

ARCHETYPE

Prerequisites Play to the Crowd

When you successfully Play to the Crowd, add the following to the list of benefits you can choose from:

- Choose a creature within 30 feet that can see you to become frightened 1. This effect has the emotion, fear, mental, and visual traits.



HERBALIST

The plants around you can provide more remedies than the finest hospital or temple, and you are skilled in their use.

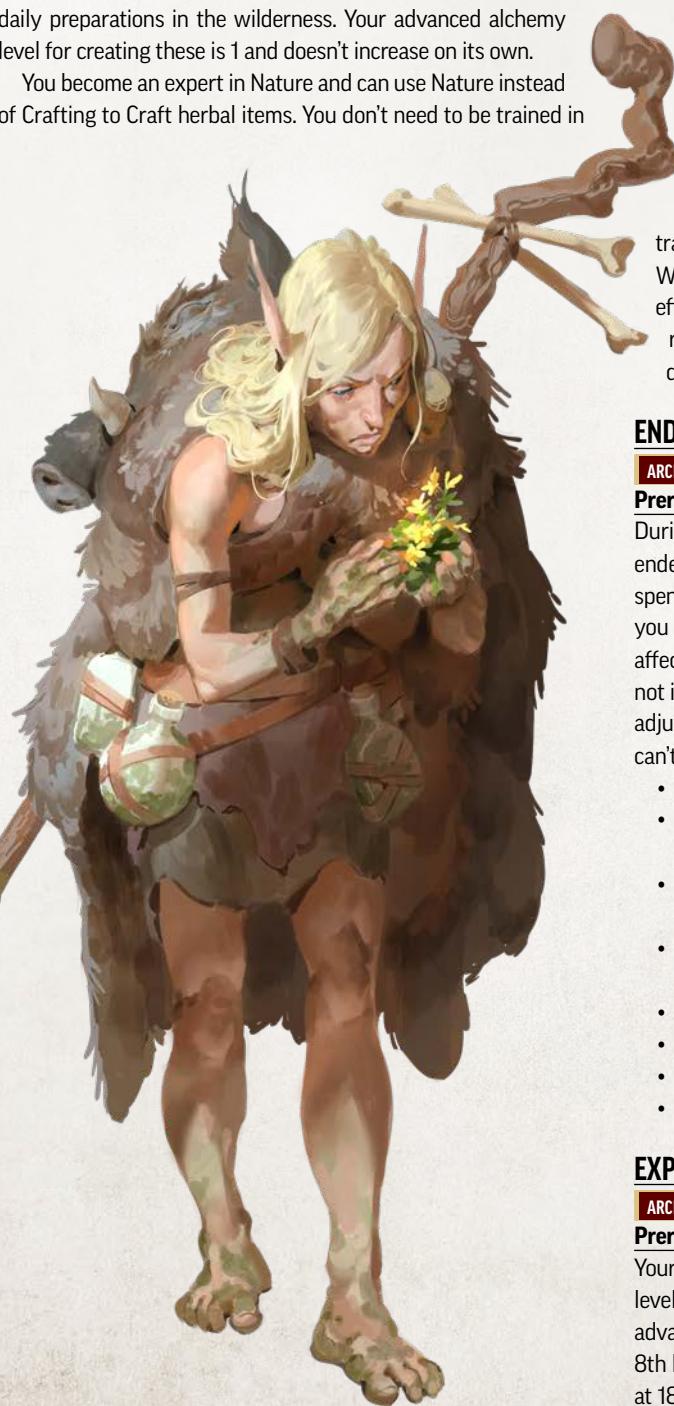
HERBALIST DEDICATION

FEAT 2

ARCHETYPE | **DEDICATION**
Prerequisites trained in Nature, Natural Medicine

You can create remedies and other herbal products. You gain the basic alchemy benefits (page 150), though they apply only for herbal items: alchemical items with the healing trait, plus antidote and antiplague. You gain batches of infused reagents per day equal to your level or half your level if you didn't make your daily preparations in the wilderness. Your advanced alchemy level for creating these is 1 and doesn't increase on its own.

You become an expert in Nature and can use Nature instead of Crafting to Craft herbal items. You don't need to be trained in



Crafting or have the Alchemical Crafting feat to do so, and you can use healer's tools instead of alchemist's tools.

Special You can't select another dedication feat until you have gained two other feats from the herbalist archetype.

FRESH INGREDIENTS

FEAT 2

ARCHETYPE | **SKILL**
Prerequisites Herbalist Dedication, expert in Nature

When using Natural Medicine to Treat Wounds, you can spend a batch of herbs to gain the +2 circumstance bonus from having fresh ingredients, even if not in wilderness. If you spend a batch of herbs in wilderness, you gain a +4 circumstance bonus instead.

POULTICE PREPARATION

FEAT 4

ARCHETYPE
Prerequisites Herbalist Dedication

When you create an herbal elixir, you can prepare it as a poultice instead. A poultice gains the oil trait (but remains alchemical, not magical) and loses the elixir and ingested traits. You can apply a poultice by Interacting with one hand. When you apply a poultice, in addition to the item's normal effects, the recipient can attempt an immediate flat check to recover from a single source of persistent acid, bleed, or fire damage, with the DC reduction from appropriate assistance.

ENDEMIC HERBS

FEAT 6

ARCHETYPE
Prerequisites Herbalist Dedication, trained in Survival

During your daily preparations, you find medicinal plants endemic to your location. Until your next preparations, you can spend an additional batch of herbs to add a benefit to an item you create with your herbalism. The benefit of the special herbs affects the creature that the item is applied to; if the benefit is not immediate, it lasts for 1 minute unless otherwise stated. This adjustment counts as an additive (*Core Rulebook* 75), so you can't include another additive without spoiling the item.

- **Aquatic** Gain a +1 circumstance bonus to Fortitude saves.
- **Arctic** For 1 hour, treat environmental cold effects as if they were one step less severe.
- **Desert** For 1 hour, treat environmental heat effects as if they were one step less severe.
- **Forest** Gain a +2 circumstance bonus to saves against disease and poison effects.
- **Mountain** Gain a +1 circumstance bonus to Reflex saves.
- **Plains** Gain a +1 circumstance bonus to Will saves.
- **Swamp** Remove one source of persistent bleed damage.
- **Underground** Gain a +1 circumstance bonus to Perception.

EXPERT HERBALISM

FEAT 6

ARCHETYPE
Prerequisites Herbalist Dedication, expert in Nature

Your advanced alchemy level for herbalism increases to your level – 3. You gain the formulas for elixirs of life as soon as your advanced alchemy level is high enough to create them: lesser at 8th level, moderate at 12th level, greater at 16th level, and major at 18th level.

HORIZON WALKER

Many long for the open road, but you prefer the trackless wild. You can find safe passage through the most inhospitable terrain in the world—icecaps, deserts, and similar environs are where you're comfortable. Your talents open untrod paths for you and help guide others through the wilderness.

Additional Feats: 10th Blind-Fight (*Core Rulebook* 173), Terrain Master (*Core Rulebook* 174); 12th Warden's Step (*Core Rulebook* 175).

HORIZON WALKER DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in Survival

You've mastered travel within a specific type of terrain. You gain the Favored Terrain feat (*Core Rulebook* 171). When in your favored terrain, you gain a +10-foot circumstance bonus to your travel Speed. When other creatures Follow the Expert with you as a guide in your favored terrain, they gain both the ability to ignore non-magical difficult terrain for the purpose of their travel Speed and the bonus to travel Speed.

Special You can't select another dedication feat until you have gained two other feats from the horizon walker archetype.

ACCLIMATIZATION

FEAT 4

ARCHETYPE

Prerequisites Horizon Walker Dedication

Your time spent in the hostile parts of the world has inured you to extreme climates. In your favored terrain, you gain resistance equal to half your level to all environmental damage and are affected by temperature effects as though they were one step less severe (incredible heat or cold becomes extreme, extreme heat or cold becomes severe, and so on). When other creatures Follow the Expert with you as a guide in your favored terrain, they too treat temperature effects as one step less severe.

SURE FOOT

FEAT 4

ARCHETYPE | SKILL

Prerequisites Horizon Walker Dedication, expert in Acrobatics and Athletics

You know the secrets of moving in your favored terrain. You gain a +2 circumstance bonus to skill checks to move within your favored terrain, such as Acrobatics checks to Balance on ice, Athletics checks to Swim in rough water, Acrobatics checks to Fly in windy conditions, and so forth.

PERPETUAL SCOUT

FEAT 6

ARCHETYPE

Prerequisites Horizon Walker Dedication

You spot anything out of place in the areas you know best. While in your favored terrain, you always gain the benefits of the Scout exploration activity, even if you are performing another exploration activity. If you're legendary in Survival, you gain these benefits in any terrain.

MAGICAL ADAPTATION

FEAT 10

ARCHETYPE

Prerequisites Horizon Walker Dedication

When an obstacle bars your path, you pull a trick from your sleeve to overcome it. You can cast *darkvision*, *spider climb*, and 4th-level *water breathing* as innate primal spells, each once per day.

WILD STRIDER

FEAT 12

ARCHETYPE

Prerequisites Horizon Walker Dedication

Natural obstacles pose no obstacle to you. You gain the ranger's wild stride class feature. This allows you to ignore the effects of all non-magical difficult terrain, treat greater difficult terrain as merely difficult terrain, and gives you an additional benefit from Favored Terrain based on the terrain.



LINGUIST

Whether you study to further your own ambitions or simply out of fascination with the intricacies of language, your way with words is unparalleled.

LINGUIST DEDICATION**FEAT 2**

ARCHETYPE | DEDICATION

Prerequisites You speak at least three languages.

You have studied languages and their development. You become trained in Society; if you were already trained in Society, you instead become an expert in Society. You gain the Multilingual skill feat twice.

Special You can't select another dedication feat until you have gained two other feats from the linguist archetype.

MULTILINGUAL CIPHER**FEAT 4**

ARCHETYPE | SKILL

Prerequisites Linguist Dedication, expert in Society

You use multiple languages to create and break codes. You gain a +1 circumstance bonus to Decipher Writing. If another creature attempts to Decipher Writing you encoded, they take a -2 circumstance penalty unless they speak all the languages you used when you created the writing.

PHONETIC TRAINING**FEAT 4**

ARCHETYPE | SKILL

Prerequisites Linguist Dedication, expert in Society

You can pronounce and repeat words with near-perfect accuracy even if you don't understand their meaning, and you can write them down in a phonetic script that allows you or another creature with Phonetic Training to read it later. Even if the words are in a language with sound you can't pronounce, you can faithfully transcribe them. Memorizing long sequences of words remains just as difficult as it is normally.

SPOT TRANSLATE**FEAT 4**

ARCHETYPE | AUDITORY | LINGUISTIC

Prerequisites Linguist Dedication

Trigger Another creature within 60 feet uses a linguistic effect in a language you understand.

You interpret a creature's words, repeating their message in a different language that you know. If the triggering effect's targets speak either the original language or the one you translated into, they are affected.

ANALYZE IDIOLECT**FEAT 6**

ARCHETYPE | SKILL

Prerequisites Linguist Dedication, expert in Deception and Society

You break down a specific individual's idiolect, memorizing their speech mannerisms and habits. If you interact with someone for at least 10 minutes, when you later attempt to Impersonate that individual, you gain a +4 circumstance bonus to your Deception checks and DCs. Due to the intense character study required, you can't remember more than one idiolect at a time.

READ SHIBBOLETHS**FEAT 7**

ARCHETYPE | LINGUISTIC | SKILL

Prerequisites Linguist Dedication, master in Society

All communication is filled with slight tells and signals. If you interact with someone for at least 10 minutes, their regional words, pronunciation changes, and nonverbal cues provide you with a minor fact about their social environment, such as their hometown or certain groups they might belong to. If a target of this ability is being deceptive about their social environment, such as a commoner pretending to be a noble, they must attempt a Deception, Society, or appropriate Lore check against your Society DC, providing you a false minor fact consistent with their assumed identity on a success.

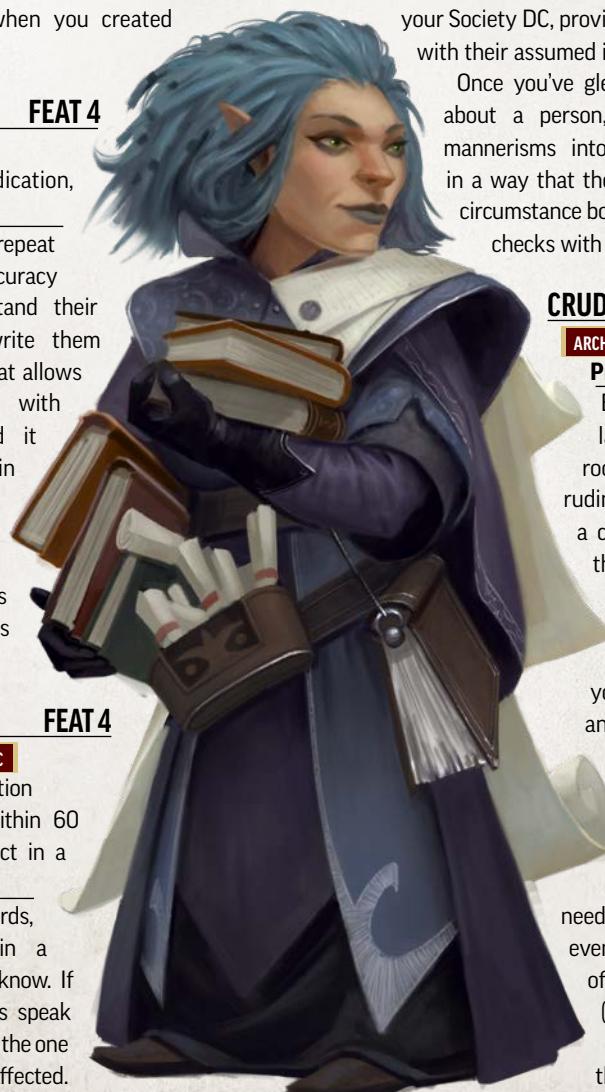
Once you've gleaned one or more true minor facts about a person, you can then incorporate these mannerisms into your speech to present yourself in a way that they find familiar. This grants you a +1 circumstance bonus to your Diplomacy and Deception checks with them.

CRUDE COMMUNICATION**FEAT 8**

ARCHETYPE

Prerequisites Linguist Dedication

Even if you don't speak a creature's language, you can rely on inflection, root words, and body language to infer rudimentary meaning. If you interact with a creature for at least 10 minutes and that creature can speak a language, the GM rolls a secret Society check with a DC appropriate for the language's rarity. On a success, you understand the gist of the meaning and can communicate basic concepts back to the creature; on a failure, you are mistaken or communicate incorrect concepts. If you're legendary in Society, you can communicate instantly without needing to attempt a Society check; even if you didn't know the medium of communication the creature uses (speech, sign language, and so on), you intuit this information as soon as they try to communicate.



LOREMASTER

Knowledge is power, and you labor in pursuit of that power. No matter the situation, you can usually procure some tidbit of knowledge to inform your actions. You specialize in secrets, both uncovering them and hiding them away, and your command of the written word borders on the supernatural. As you discover deeper secrets of lore, you might develop a power over knowledge that becomes outright magical, allowing you to understand and disguise information even more effectively.

Additional Feats: 4th Loremaster's Etude (*Core Rulebook* 100); 8th Assured Knowledge (page 113); 14th Enigma's Knowledge (page 114); 16th True Hypercognition (*Core Rulebook* 103)

LOREMASTER DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in at least one skill to Decipher Writing
You've compiled a vast repository of information that touches on nearly every subject. You are trained in Loremaster Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you have legendary proficiency in a skill used to Decipher Writing, you gain expert proficiency in Loremaster Lore, but you can't increase your proficiency rank in Loremaster Lore by any other means. You can take feats in the loremaster's additional feats entry even if you don't meet the enigma muse prerequisite.

If you have the Bardic Lore class feat (*Core Rulebook* 99), you gain a +1 circumstance bonus to skill checks with Bardic Lore.

Special You can't select another dedication feat until you have gained two other feats from the loremaster archetype.

MAGICAL EDIFICATION

FEAT 4

ARCHETYPE

Prerequisites Loremaster Dedication

You've learned those tidbits of magic that are most conducive to furthering your acquisition and transmission of knowledge. You gain *guidance*, *message*, and *sigil* as innate occult cantrips.

ORTHOGRAPHIC MASTERY

FEAT 4

ARCHETYPE | SKILL

Prerequisites Loremaster Dedication

You understand the principles that underlie all written words, allowing you to read nearly any text. You can attempt to Decipher Writing using Loremaster Lore in place of the required skill.

QUICK STUDY

FEAT 4

ARCHETYPE

Prerequisites Loremaster Dedication

During your daily preparations, you can study a particular subject to gain the trained proficiency rank in one Lore skill of your choice. You must have interacted with that subject in some way on the previous day, whether by reading about it, talking to someone knowledgeable on the topic, or experiencing it yourself. Alternatively, you can reference your notes to instead choose a Lore skill you've prepared before with Quick Study. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

GREATER MAGICAL EDIFICATION

FEAT 10

ARCHETYPE

Prerequisites Magical Edification

You've continued to expand your compendium of tools to compile knowledge. You can cast *comprehend language*, *mindlink*, and *secret page* as innate occult spells, each once per day. When you cast *secret page*, it is automatically heightened to the same spell level as your cantrips from Magical Edification.



MARSHAL

Marshals are leaders, first and foremost. Marshals can come from any class or background, though they all share a willingness to sacrifice their own glory for the greater good of the team. Some marshals lead from the front, sword and shield raised, while others may call instructions and encouragements from the rear while providing allied spellcasters with skilled support. Regardless of their preferred method of combat, marshals' ability to bring the best out in every ally is a valuable addition to any group.

Additional Feats: 8th Attack of Opportunity (*Core Rulebook* 90)

MARSHAL DEDICATION

FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in martial weapons and either Diplomacy or Intimidation

You've combined your social skills and combat training to become a talented combat leader. Choose Diplomacy or Intimidation. You become trained in that skill or become an expert if you were already trained in it.

In addition, you're surrounded by a marshal's aura in a 10-foot emanation. Your aura has the emotion, mental, and visual traits and grants you and allies within the aura a +1 status bonus to saving throws against fear.

Special You can't select another dedication feat until you have gained two other feats from the marshal archetype.

DREAD MARSHAL STANCE

FEAT 4

ARCHETYPE OPEN STANCE

Prerequisites Marshal Dedication, trained in Intimidation

Putting on a grim face for the battle ahead, you encourage your allies to strike fear into their foes with vicious attacks. When you use this action, attempt an Intimidation check. The DC is usually a standard-difficulty DC of your level, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success Your marshal's aura increases to a 20-foot emanation, and it grants you and allies a status bonus to damage rolls equal to the number of weapon damage dice of the unarmed attack or weapon you are wielding that has the most weapon damage dice. When you or an ally in the aura critically hits an enemy with a Strike, that enemy is frightened 1.

Success As critical success, but your aura's size doesn't increase.

Failure You fail to enter the stance.

Critical Failure You fail to enter the stance and can't take this action again for 1 minute.

INSPIRING MARSHAL STANCE

FEAT 4

ARCHETYPE OPEN STANCE

Prerequisites Marshal Dedication, trained in Diplomacy

You become a brilliant example of dedication and poise in battle, encouraging your allies to follow suit. When you

spend this action, attempt a Diplomacy check. The DC is usually a standard-difficulty DC of your level, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success Your marshal's aura increases to a 20-foot emanation and grants you and allies a +1 status bonus to attack rolls and saves against mental effects.

Success As critical success, but your aura's size doesn't increase.

Failure You fail to enter the stance.

Critical Failure You fail to enter the stance and can't take this action again for 1 minute.

SNAP OUT OF IT!

FEAT 4

ARCHETYPE AUDITORY EMOTION MENTAL

Prerequisites Marshal Dedication

You give a quick shout, hoping to shake the fog clouding your ally's thoughts. Choose one target ally within your marshal's aura who is affected by a mental effect that allowed a Will save and has a duration of no longer than 1 minute. That ally can immediately attempt a Will save with a +1 circumstance bonus against the effect's DC, ending the effect on a success. This can't end the effect for any creatures other than your target ally. Regardless of the result of the save, your ally is temporarily immune to Snap Out of It! for 10 minutes.

STEEL YOURSELF!

FEAT 4

ARCHETYPE AUDITORY EMOTION MENTAL

Prerequisites Marshal Dedication

You encourage an ally to toughen up, giving them a fighting chance. Choose one ally within your marshal's aura. The ally gains temporary Hit Points equal to your Charisma modifier and a +2 circumstance bonus to Fortitude saves. Both benefits last until the start of your next turn.

CADENCE CALL

FEAT 6

ARCHETYPE AUDITORY FLURISH

Prerequisites Marshal Dedication

Frequency once per minute

You call out a quick cadence, guiding your allies into a more efficient rhythm. Each willing ally within your marshal's aura is quickened until the end of their next turn, and they can use the extra action only to Stride. At the end of each ally's turn, if they used the extra action, they then become slowed 1 until the end of their following turn.

RALLYING CHARGE

FEAT 6

ARCHETYPE OPEN VISUAL

Prerequisites Marshal Dedication

Your fearless charge into battle reinvigorates your allies to carry on the fight. You Stride up to your Speed and make a melee Strike. If your Strike hits and damages an enemy, each ally within 60 feet who saw you hit gains temporary Hit Points equal to your Charisma modifier. These temporary Hit Points last until the start of your next turn.

BACK TO BACK**FEAT 8****ARCHETYPE****Prerequisites** Marshal Dedication

You excel at watching your allies' backs and helping them watch yours. As long as you and an ally are adjacent to each other, neither of you can become flat-footed due to flanking unless both of you are flanked. If you're adjacent to more than one ally, all eligible allies can benefit at a given time. The benefit is negated for everyone if at least you and any one eligible ally are flanked, but not if your allies are flanked and you aren't.

TO BATTLE! ◀ OR ▶**FEAT 8****ARCHETYPE****AUDITORY****FLOURISH****Prerequisites** Marshal Dedication

With a resounding cry, you rally your ally to the offensive. Choose one ally within your marshal's aura who has a reaction available. If you spend 1 action, that ally can use their reaction to immediately Stride. If you spend 2 actions, that ally can use their reaction to immediately Strike.

TOPPLE FOE ↘**FEAT 10****ARCHETYPE****Prerequisites** Marshal Dedication, trained in Athletics

Trigger An ally succeeds at a melee Strike against an opponent you are both adjacent to.

You take advantage of the opening created by your ally to tip your foe off their feet. Attempt an Athletics check to Trip the target of the triggering attack.

COORDINATED CHARGE ▶▶**FEAT 12****ARCHETYPE****OPEN****VISUAL****Prerequisites** Marshal Dedication

You heroically dash into the fray, inspiring your allies to follow. You Stride up to your Speed and make a melee Strike. If your Strike hits and damages an enemy, each ally within 60 feet who saw you hit can use a reaction to Stride, but they each must end their Stride closer to the creature you hit than where they started.

TACTICAL CADENCE**FEAT 14****ARCHETYPE****Prerequisites** Cadence Call

Your remarkable breath control and concise instructions allow you to coordinate your allies more effectively. When you grant allies the quickened condition using Cadence Call, they can use the extra action to either Stride or Strike, and they aren't slowed 1 on their following turn if they use the extra action.

TARGET OF OPPORTUNITY ↗**FEAT 14****ARCHETYPE****MANIPULATE****Prerequisites** Marshal Dedication

Trigger An ally succeeds at a ranged Strike against an opponent within your weapon's first range increment.

Requirements You have a ranged or thrown weapon in hand.

You capitalize on your ally's attack to create a coordinated barrage. Make a ranged Strike with a -2 penalty against the opponent targeted by the triggering attack. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike. If this Strike is successful, combine the damage from the attack with the damage from your ally's attack for the purpose of resistances and weaknesses.



MARTIAL ARTIST

You have trained in the martial arts, making your unarmed strikes lethal. You seek neither mysticism nor enlightenment, and you don't view this training as some greater path to wisdom. Yours is the way of the fist striking flesh, the hand turning aside the blade, and the devastating kick taking your enemy down. Your training is focused and practical, and since you have turned every part of your body into a weapon, you never find yourself without one. While you might have learned your techniques in a dojo or school focused on training the body, you might just as easily have learned them in street brawls and bar fights, combining instincts with intense athleticism for a deadly combination.

Additional Feats: 4th Brawling Focus (*Core Rulebook* 160), Crane Stance (*Core Rulebook* 158), Dragon Stance (*Core Rulebook* 158), Gorilla Stance (page 128), Mountain Stance (*Core Rulebook* 159), Stumbling Stance (page 128), Tiger Stance (*Core Rulebook* 159), Wolf Stance (*Core Rulebook* 159); 8th Crane Flutter (*Core Rulebook* 161), Dragon Roar (*Core Rulebook* 161), Gorilla Pound



(page 129), Mountain Stronghold (*Core Rulebook* 161), Stumbling Feint (page 129), Tiger Slash (*Core Rulebook* 161), Wolf Drag (*Core Rulebook* 162); 16th Mountain Quake (*Core Rulebook* 164)

MARTIAL ARTIST DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

You have trained to use your fists as deadly weapons. The damage die for your fist unarmed attacks becomes 1d6 instead of 1d4. You don't take the -2 circumstance penalty for making a lethal attack with your nonlethal unarmed attacks. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in all unarmed attacks.

Special You can't select another dedication feat until you have gained two other feats from the martial artist archetype.

FOLLOW-UP STRIKE

FEAT 6

ARCHETYPE | FLOURISH

Prerequisites Martial Artist Dedication

Requirements Your last action was a missed Strike with a melee unarmed attack.

You have trained to use all parts of your body as a weapon, and when you miss with an attack, you can usually continue the attack with a different body part and still deal damage. Make another Strike with a melee unarmed attack, using the same multiple attack penalty as for the missed Strike, if any.

GRIEVOUS BLOW

FEAT 8

ARCHETYPE | FLOURISH

Prerequisites Martial Artist Dedication

You know how to deliver focused, powerful blows that bypass your enemies' resistances. Make an unarmed melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal two extra weapon damage dice. If you are at least 18th level, increase this to three extra weapon damage dice.

This attack also ignores an amount of resistance to physical damage, or to a specific physical damage type, equal to your level.

PATH OF IRON

FEAT 14

ARCHETYPE | FLOURISH

Prerequisites Martial Artist Dedication

Frequency once per minute

With a burst of effort, you weave a path through your enemies, striking each in turn as you move past them. You Stride; this movement doesn't trigger reactions. You can Strike up to three times at any point during your movement, each against a different enemy. Each attack counts toward your multiple attack penalty, but your multiple attack penalty doesn't increase until you have made all your attacks.

MAULER

You shove your way through legions of foes, knock enemies on all sides to the ground, and deal massive blows to anyone or anything that comes near.

Additional Feats: 4th Knockdown (*Core Rulebook* 146), Power Attack (*Core Rulebook* 144); 12th Improved Knockdown (*Core Rulebook* 151); 14th Brutal Finish (*Core Rulebook* 151), Unbalancing Sweep (page 111)

MAULER DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites Strength 14

You specialize in weapons that require two hands. You become trained in all simple and martial melee weapons that require two hands to wield or have the two-hand trait. Whenever you gain a class feature that grants you expert or greater proficiency in weapons, you also gain that proficiency rank in these weapons. If you are at least an expert in such a weapon, you gain access to the critical specialization effect with that weapon.

Special You can't select another dedication feat until you have gained two other feats from the mauler archetype.

CLEAR THE WAY ➡➡

FEAT 6

ARCHETYPE

Prerequisites Mauler Dedication

Requirements You're wielding a melee weapon in two hands.

You put your body behind your massive weapon and swing, shoving enemies to clear a wide path. You attempt to Shove up to five creatures adjacent to you, rolling a separate Athletics check for each target. Then Stride up to half your Speed. This movement doesn't trigger reactions from any of the creatures you successfully Shoved.

SHOVING SWEEP ➡

FEAT 8

ARCHETYPE

Prerequisites Mauler Dedication, expert in Athletics

Trigger A creature within your reach leaves a square during a move action it's using.

Requirements You are wielding a melee weapon in two hands. You swing your weapon at your foe, rebuffing them back. You attempt to Shove the triggering creature, ignoring the requirement that you have a hand free. The creature continues its movement after the Shove.

HAMMER QUAKE ➡➡

FEAT 14

ARCHETYPE | FLOURISH | OPEN

Prerequisites Mauler Dedication

Requirements You're wielding a non-finesse melee weapon in two hands.

You smash the ground with your weapon, knocking nearby creatures to the ground. Choose a square within your reach, including your own space. If there's a foe in the chosen square, Strike that foe with the required weapon. Then attempt to Trip every foe in the chosen square plus each

square adjacent to that square, ignoring Trip's requirement that you have a hand free. This counts as three attacks toward your multiple attack penalty, but the penalty doesn't increase until after you've made the Strike, if any, and all the Trip attempts.

AVALANCHE STRIKE ➡➡

FEAT 16

ARCHETYPE | FLOURISH | OPEN

Prerequisites Mauler Dedication

Requirements You are wielding a melee weapon in two hands.

You attack all nearby adversaries. Make a melee Strike with the required weapon against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you have made all your attacks.



MEDIC

You've studied countless techniques for providing medical aid, making you a peerless doctor and healer.

MEDIC DEDICATION**FEAT 2**

ARCHETYPE | DEDICATION

Prerequisites trained in Medicine, Battle Medicine

You become an expert in Medicine. When you succeed with Battle Medicine or Treat Wounds, the target regains 5 additional HP at DC 20, 10 HP at DC 30, or 15 HP at DC 40. Once per day, you can use Battle Medicine on a creature that's temporarily immune. If you're a master in Medicine, you can do so once per hour.

Special You can't select another dedication feat until you gain two other feats from the medic archetype.

**DOCTOR'S VISITATION ◆ OR ◆****FEAT 4**

ARCHETYPE | FLOURISH

Prerequisites Medic Dedication

You move to provide immediate care to those who need it. Stride, then use one of the following: Battle Medicine or Treat Poison. You can spend a second action to instead Stride and then Administer First Aid or Treat a Condition (if you have it; see below).

TREAT CONDITION ◆◆**FEAT 4**

ARCHETYPE | HEALING | MANIPULATE | SKILL

Prerequisites Medic Dedication

Requirements You are holding healer's tools, or you are wearing them and have a hand free.

You treat an adjacent creature in an attempt to reduce the clumsy, enfeebled, or sickened condition. If a creature has multiple conditions from this list, choose one. Attempt a counteract check against the condition, using your Medicine modifier as your counteract modifier and the condition's source to determine the DC. You can't treat a condition that came from an artifact or effect above 20th level unless you have Legendary Medic; even if you do, the counteract DC increases by 10. Treating a Condition that is continually applied under certain circumstances (for instance, the enfeebled condition a good character gains from carrying an *unholy* weapon) has no effect as long as the circumstances continue.

Critical Success Reduce the condition value by 2.

Success Reduce the condition value by 1.

Critical Failure Increase the condition value by 1.

HOLISTIC CARE**FEAT 6**

ARCHETYPE | SKILL

Prerequisites trained in Diplomacy, Treat Condition

You provide emotional and spiritual care. Add frightened, stupefied, and stunned to the list of conditions you can reduce with Treat Condition. If the stunned condition has a duration instead of a value, you can't use Treat Condition to reduce it.

RESUSCITATE ◆◆◆**FEAT 16**

ARCHETYPE | HEALING | MANIPULATE

Prerequisites Medic Dedication, legendary in Medicine

Requirements You are holding healer's tools or are wearing them and have a hand free. Also, the target's body is mostly intact.

You can use Medicine to resuscitate the dead. Attempt a DC 40 Medicine check to revive a dead creature that has been dead for no more than 3 rounds. If you succeed, the target returns to life with the effects of *raise dead*, except it still has the wounded condition it had before dying, increased by 1 (or wounded 1 if it wasn't wounded before dying). Whether you succeed or fail, the target is temporarily immune to Resuscitate for 1 day.

PIRATE

You live a life of freedom, taking by force and intimidation all that you desire. You may be a privateer, raiding and plundering on behalf of a particular nation or another authority, or you may answer to no one but your own capricious whims. Either way, you rely on intimidation, wits, and combat prowess to take what you want from those you deem less deserving.

Pirates have much in common with swashbucklers, and many pirates have the swashbuckler class (page 82) or archetype (page 153). Much like a swashbuckler's daring deeds, classic pirate maneuvers are often showy feats intended to impress, intimidate, and gain panache. For example, if you have the panache class feature and your Acrobatics check for a Boarding Assault exceeds the very hard DC for your level, you would gain panache.

PIRATE DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in Intimidation

As a pirate, you sail the seas in search of enemy ships to plunder. You become trained in Sailing Lore, or become an expert in it if you were already trained. You ignore the effects of difficult terrain or uneven ground caused by a ship's movement. Additionally, you gain the Boarding Assault action.

Boarding Assault (flourish) Either Stride twice or attempt an Acrobatics check (DC determined by the GM, but usually DC 20) to swing on a rope up to twice your Speed. If you boarded or disembarked from a boat or similar vehicle during this movement, you can make a melee Strike that deals one additional weapon damage die.

Special You can't select another dedication feat until you have gained two other feats from the pirate archetype.

PIRATE WEAPON TRAINING

FEAT 4

ARCHETYPE

Prerequisites Pirate Dedication

You're particularly skilled at wielding traditional pirate weapons. You become trained with the following weapons: hatchet, rapier, scimitar, and whip. Whenever you gain a class feature that grants you expert or greater proficiency with a given weapon or weapons, you also gain that proficiency rank for these weapons.

ROPE RUNNER

FEAT 4

ARCHETYPE | SKILL

Prerequisites trained in Acrobatics and Athletics, Pirate Dedication

You run and climb across ropes and rigging almost as easily as on the ground. You gain a climb Speed of 15 feet, but only on ship's rigging or similar ropes. Whenever you succeed at an Athletics check to Climb a rope or an Acrobatics check to Balance on a rope, you get a critical success instead. You aren't flat-footed while Climbing or Balancing on a rope.

WALK THE PLANK

FEAT 8

ARCHETYPE

Prerequisites Pirate Dedication

You frighten a foe into moving where you want them, traditionally demanding they walk the plank. Attempt to Demoralize an opponent; this check gains the incapacitation trait. On a success, in addition to the normal effects, you can also force the target to Stride up to its Speed. You choose the path the target takes, and it does so as part of your Walk the Plank action. You can't force the target to move into a harmful space (one where it will take damage, fall, provoke reactions, or similar) unless the result of your check to Demoralize was a critical success. The target then becomes temporarily immune to Walk the Plank for 24 hours.



POISONER

People are so delightfully fragile when exposed to the glories of nature. The bite of a certain serpent makes the blood congeal to jelly. A particular stone, suitably powdered, causes hallucinations and delirium. The sap of a tree inflicts such pain that death seems preferable. You are a student of such dark wonders, making you a dangerous foe indeed.

Additional Feats: 4th Poison Resistance (*Core Rulebook* 77), Subtle Delivery (page 106); 6th Poison Weapon (*Core Rulebook* 185), Tenacious Toxins (page 107); 8th Sticky Poison (page 107); 10th Improved Poison Weapon (*Core Rulebook* 187), Pinpoint Poisoner (page 107); 12th Improved Poison Weapon (*Core Rulebook* 187); 18th Chemical Contagion (page 107)

POISONER DEDICATION

FEAT 2

ARCHETYPE | **DEDICATION**

Prerequisites trained in Crafting

You make a point of always having a few toxins near at hand—you never know when some arsenic or the like might prove useful. You gain the basic alchemy benefits (page 150), though they can be used only for alchemical poisons. You gain batches of infused reagents per day equal to your level. Your advanced alchemy level for creating these is 1 and doesn't increase on its own.

Special You can't select another dedication feat until you have gained at least two other feats from the poisoner archetype.

POISONER'S TWIST

FEAT 4

ARCHETYPE

Prerequisites Poisoner Dedication, trained in Medicine

Requirements Your last action was a successful melee Strike that dealt damage against a target that is afflicted by a poison, and you know which poison.

Poisons attack specific parts of the body—one venom might target the lungs, another the circulatory system, while another deteriorates the nerves. You know how to take advantage of such weaknesses. You deal 1d6 damage of the required Strike's damage type and 1d6 poison damage to the target. If you're at least 18th level, you deal 2d6 damage of each type.

EXPERT POISONER

FEAT 6

ARCHETYPE

Prerequisites Poisoner Dedication, expert in Crafting

Your advanced alchemy level for poison increases to your level – 3.

POISON COAT

FEAT 6

ARCHETYPE

Prerequisites Poisoner Dedication

Trigger A creature adjacent to you hits you with a melee unarmed Strike.

Requirements You have prepared your clothing to poison attackers (see below).

In nature, certain animals are covered in venomous spines, such that even touching them is deadly. To use this reaction, you must have brushed poison onto your clothing or woven sharp poisoned needles into the garment's fabric. This takes 10 minutes and uses one dose of contact or injury poison. You can have only one such poison suffused into your clothing at a time.

When you use this reaction, the triggering creature is exposed to the suffused poison.

ACQUIRED TOLERANCE

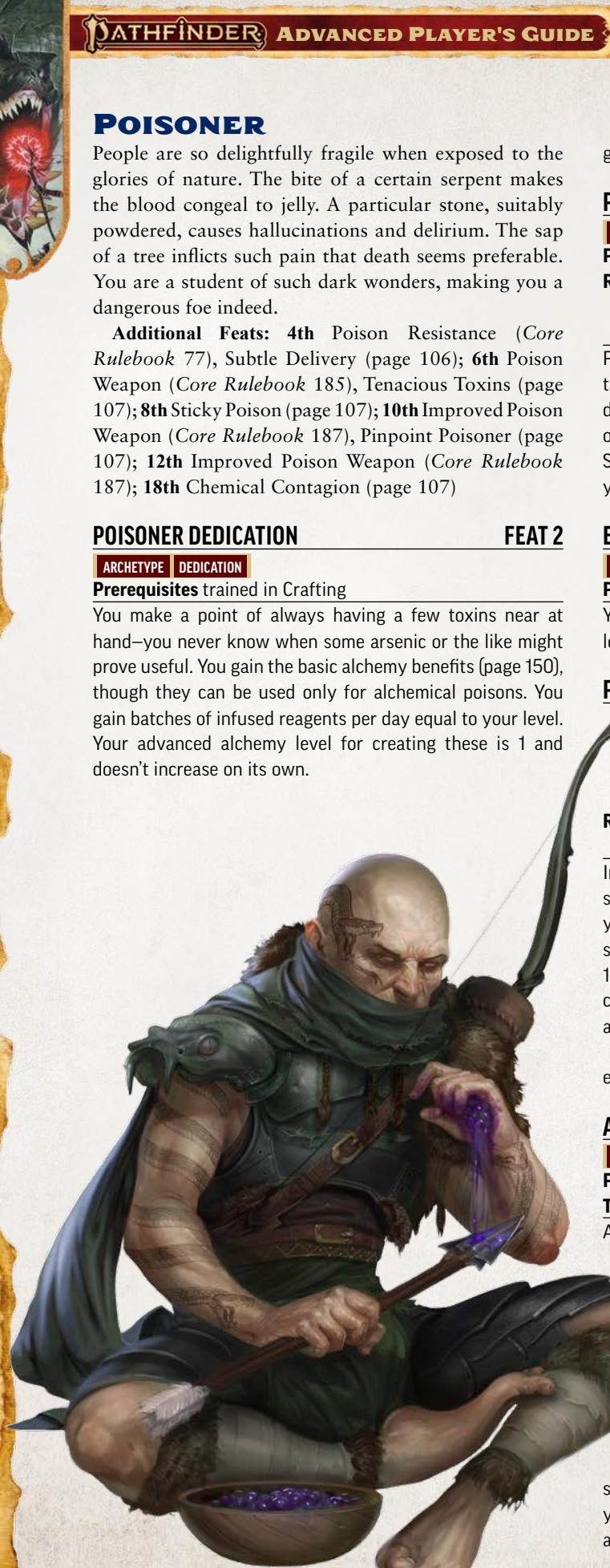
FEAT 8

ARCHETYPE | **FORTUNE**

Prerequisites Poisoner Dedication

Trigger You fail a save against a poison.

A small amount of poison, taken at nonlethal doses, can help the body build up a resistance against a more deadly dosage. Reroll the triggering check and use the second result. Once you use Acquired Tolerance, you can continue to use it against the same type of poison that day, but you can't use it against a different type of poison until after you make your next daily preparations. For instance, if you used the reaction on a save against giant scorpion venom, you could use it again against giant scorpion venom even if it came from a different source, but you couldn't use it against nettleweed residue, lich dust, or another poison.



RITUALIST

While some learn the art of ritual casting through rigorous study, other gifted individuals may find that a combination of natural talent and luck gives them surprising skill at performing rituals, whether they want that power or not.

RITUALIST DEDICATION

FEAT 4

UNCOMMON ARCHETYPE DEDICATION

Prerequisites expert in Arcana, Nature, Occultism, or Religion
You have begun to master the difficult art of casting rituals. You gain a +2 circumstance bonus to all primary checks to perform a ritual. 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. 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. 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.

Special You can't select another dedication feat until you've gained two other feats from the ritualist archetype. If you retrain out of this feat, you lose the rituals learned from it.

FLEXIBLE RITUALIST

FEAT 6

ARCHETYPE

Prerequisites Ritualist Dedication

You can perform two aspects of a ritual yourself. When you cast a ritual, you can reduce the number of secondary casters by 1. When you do, you must fulfill any requirements for the secondary caster, and you attempt the secondary check normally performed by that secondary caster. You can't replace a secondary caster who is the target of the spell (as in the *atone* ritual).

RESOURCEFUL RITUALIST

FEAT 6

ARCHETYPE SKILL

Prerequisites Ritualist Dedication

You can cast difficult rituals that might otherwise be just beyond your skill. You can attempt checks to cast a ritual that requires expert proficiency if you are trained, master proficiency if you are an expert, or legendary proficiency if you are a master.

EFFICIENT RITUALS

FEAT 8

ARCHETYPE

Prerequisites Ritualist Dedication

You can perform some rituals in less time. If the ritual normally requires 1 day to cast, you can cast it in 4 hours. If it takes longer than 1 day, you cast it in half the number of days, rounded up.

ASSURED RITUALIST

FEAT 10

ARCHETYPE

Prerequisites Flexible Ritualist

You can cover for a secondary caster's error. If you are the primary caster, after rolling all the secondary checks, choose one check on which the

secondary caster rolled a failure or critical failure, and treat the result as one degree of success better.

SPEEDY RITUALS

FEAT 14

ARCHETYPE

Prerequisites Efficient Rituals

You can perform rituals in only a fraction of the usual time. If a ritual has a casting time measured in days, you can cast it in an equal number of hours. If this results in a ritual longer than 8 hours, you split the ritual between multiple days, as normal for a ritual.



SCOUT

You're an expert in espionage and reconnaissance, able to skulk silently through the wilderness to gather intelligence, sneak through enemy lines to report to your comrades, or suddenly and decisively strike your foes. Your skills ease the difficulty of travel for you and your companions and keep you all on guard when you're approaching danger.

Additional Feats: 12th Camouflage (*Core Rulebook* 174)

SCOUT DEDICATION**FEAT 2**

ARCHETYPE | DEDICATION

Prerequisites trained in Stealth and Survival

You are a highly skilled scout, capable of providing your allies a timely warning of any danger. You gain the Scout's Warning ranger feat (*Core Rulebook* 172). When you're using the Scout exploration activity, you grant your allies a +2 circumstance bonus to their initiative rolls instead of a +1 circumstance bonus.

Special You can't select another dedication feat until you have gained two other feats from the scout archetype.

SCOUT'S CHARGE**FEAT 4**

ARCHETYPE | FLOURISH

Prerequisites Scout Dedication

You meander around unpredictably, and then ambush your opponents without warning. Choose one enemy. Stride, Feint against that opponent, and then make a Strike against that foe. For your Feint, you can attempt a Stealth check instead of the Deception check that's usually required, because you use the terrain around you to catch your foe off-guard.

TERRAIN SCOUT**FEAT 4**

ARCHETYPE

Prerequisites Scout Dedication

You gain the Terrain Stalker skill feat (*Core Rulebook* 267) twice, choosing a different terrain each time. If you Avoid Notice while exploring and any allies use Follow the Expert to follow you as you do so, you can choose one of those allies to gain the benefit of any one Terrain Stalker feat you have.

FLEETING SHADOW**FEAT 6**

ARCHETYPE | FLOURISH

Prerequisites Scout Dedication

You're able to quickly disappear and then move about stealthily. You Hide, then Sneak twice.

SCOUT'S SPEED**FEAT 6**

ARCHETYPE

Prerequisites Scout Dedication

You move faster, especially when traveling, allowing you to scout ahead and report back without slowing your allies. You gain a +10-foot status bonus to your Speed. When calculating your travel speed, this increases to a +20-foot status bonus.

SCOUT'S POUNCE**FEAT 10**

ARCHETYPE | FLOURISH

Prerequisites Scout Dedication

Requirements You are hidden from or undetected by all of your opponents, and you aren't within 10 feet of any enemy.

You leap from the shadows to strike your foes. Stride up to your Speed, then Strike twice. If you were hidden or unnoticed by the target of these Strikes, your foe is flat-footed against both attacks. Your multiple attack penalty applies normally for both attacks.

SCROLL TRICKSTER

Magic has long been written down, and in myriad forms. From the classic rolled parchment to strings tied with a hundred intricate knots, from baked clay tablets covered with incisions to bound collections of bamboo slips, magic is everywhere. You just need to know how to read it.

SCROLL TRICKSTER DEDICATION

FEAT 2

ARCHETYPE **DEDICATION**

Prerequisites trained in Arcana, Nature, Occultism, or Religion

You've studied scrolls in depth. This might have been a comprehensive education in formal setting, or the sort of education where you somehow obtain a number of scrolls and try not to explode anything you didn't mean to explode. You gain the Trick Magic Item feat (*Core Rulebook* 268), and you gain a +2 circumstance bonus to skill checks to Trick scrolls. If you roll a critical failure to Trick a Magic Item that's a scroll, you get a failure instead.

Special You can't select another dedication feat until you have gained two other feats from the scroll trickster archetype.

BASIC SCROLL CACHE

FEAT 6

ARCHETYPE

Prerequisites Scroll Trickster Dedication

You have a vast and overflowing collection of scroll scraps, riddled with errors and misspellings and leaking energy like a sieve. With enough care, you can coax these scroll scraps into functioning—briefly. Each day during your daily preparations, you can create a single temporary scroll containing a 1st-level spell. The spell must be a common spell from the *Core Rulebook*, or another spell you learned via Learn a Spell, and it must come from a tradition in which you have the corresponding skill trained. This scroll is an unstable, temporary item and loses its magic the next time you make your daily preparations if you haven't already used it. It can't be used to Learn the Spell.

At 8th level, add a second temporary scroll containing a 2nd-level spell.

SKIM SCROLL

FEAT 8

ARCHETYPE

Prerequisites Scroll Trickster Dedication

You can activate the magic of a scroll with a cursory read as you draw it from your belt. You interact to draw forth a scroll, then use Trick Magic Item on the scroll.

EXPERT SCROLL CACHE

FEAT 12

ARCHETYPE

Prerequisites Basic Scroll Cache

Your scroll collection is more powerful. In addition to your daily scrolls from Basic Scroll Cache, add a scroll with a 3rd-level spell. At 14th level, add a scroll with a 4th-level spell. At 16th level, add a scroll with a 5th-level spell.

MASTER SCROLL CACHE

FEAT 18

ARCHETYPE

Prerequisites Expert Scroll Cache

Your scroll collection is incredible, brimming with eldritch power, and you can prepare far more of them than an ordinary scroll trickster. In addition to your daily scrolls from the Basic and Expert Scroll Caches, add a single scroll with a 6th-level spell. At 20th level, add a scroll with a 7th-level spell.



SCROUNDER

You have spent countless hours disassembling and rebuilding complex items to learn how they work, giving you the skill to create just about anything from the most unlikely materials. While your improvised items don't last long, they tend to be just what you need in a pinch, and your enemies find that while they might be able to disarm you, the real challenge is keeping you that way. Locked rooms, diabolical traps, and desperate situations are each their own sort of puzzle to you, and the mundane objects around you are the pieces you use to improvise your own solution.

SCROUNDER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Crafting

You can Craft items even without appropriate tools or a workshop, though you take a -2 item penalty to your Crafting check. Additionally, you don't need a physical formula book to remember all of your formulas; you pay the same cost as normal to learn them, but you memorize them all.



You can Craft temporary items out of anything, anywhere, with whatever materials happen to be on hand, spending only 10 minutes to perform the initial Crafting check. The temporary item must be common, non-magical, 1st level or lower, and must be a weapon, armor, or a nonconsumable piece of adventuring gear (nonconsumable adventuring gear appears on Table 6-9 on page 288 of the *Core Rulebook*). Instead of a single item, you can create 10 pieces of a single type of ammunition. This is a shoddy item, but you don't take the normal penalty when using shoddy items you made using this feat. Your temporary item lasts for 1d4 hours before falling apart into its raw components; the GM rolls the number of hours secretly. You can create only the physical item, not any information or magic, so for example, while you could create a blank journal or one of random pages, you couldn't use it as a scholarly journal or a religious text.

You can incorporate any materials or items that you have on hand, even if they're not the type of materials that would ordinarily be used to Craft a given item, though you must have enough volume of material to make the item you want. Unless all the materials you used were an appropriate type to make the item, you take a -5 penalty to the Crafting check (or a -10 penalty if the materials you used were particularly unsuitable, as determined by the GM).

Special You can't select another dedication feat until you have gained two other feats from the scrounger archetype.

REVERSE ENGINEERING

FEAT 4

ARCHETYPE SKILL

Prerequisites expert in Crafting, Scrounger Dedication

You are able to reverse engineer items into formulas more effectively than most. You gain a +2 circumstance bonus to Crafting checks to reverse engineer a formula from an item. Additionally, if you get a critical success on your Crafting check, you can opt to not only create the formula but also reassemble the original item at the same time, leaving you with the formula and the item instead of the formula and raw materials equal to half the item's value.

HIGH-QUALITY SCROUNDER

FEAT 6

ARCHETYPE

Prerequisites Scrounger Dedication

When you Craft a temporary item using Scrounger Dedication, it can be an item of up to 3rd level (though the item must still be a weapon, armor, or a nonconsumable piece of adventuring gear). You can instead Craft it for someone else's use, allowing them to avoid taking the penalty for using a shoddy item when using it, but causing you to take the penalty if you use it.

EXPERT DISASSEMBLY

FEAT 7

ARCHETYPE SKILL

Prerequisites master in Crafting, Scrounger Dedication

You can apply the same techniques you use to reverse engineer objects to disable them. You can use Crafting instead of Thievery to Disable a Device or Pick a Lock.

SENTINEL

Armor offers solid, reassuring protection in combat, and as someone who faces danger on a regular basis, you have made it your business to get the most out of your defenses. You stand solid on any battlefield, encased in the sturdiest armor you can find. When danger threatens, your solid defenses will safely get you, and possibly your companions, home again. As a sentinel, you might be a member of an order of knights or bodyguards that trained you how best to take advantage of heavy armor. On the other hand, you might just be an adventurer who took one too many scrapes and decided that enough was enough, so you trained yourself to wear the heaviest plate you could get your hands on. Some witches or sorcerers have chosen to follow the path of the sentinel to increase their survivability.

Additional Feats: 10th Sacrifice Armor (page 120); 16th Greater Interpose (page 121)

SENTINEL DEDICATION

ARCHETYPE | DEDICATION

You have trained carefully to maximize the protective qualities of your armor. You become trained in light armor and medium armor. If you already were trained in light armor and medium armor, you gain training in heavy armor as well. Whenever you gain a class feature that grants you expert or greater proficiency in any type of armor (but not unarmored defense), you also gain that proficiency in the armor types granted to you by this feat. 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 the armor types granted to you by this feat.

Special You can't select another dedication feat until you have gained two other feats from the sentinel archetype.

STEEL SKIN

FEAT 4

ARCHETYPE | SKILL

Prerequisites trained in Survival, Sentinel Dedication

You wear your armor like a second skin. You can rest normally while wearing medium armor. If you are a master in heavy armor, you can also rest normally while wearing heavy armor.

ARMOR SPECIALIST

FEAT 6

ARCHETYPE | SKILL

Prerequisites Sentinel Dedication

You have trained hard to optimize your armor's protective qualities. You gain the armor specialization effects of medium and heavy armor.

ARMORED REBUFF

FEAT 8

ARCHETYPE

Prerequisites Sentinel Dedication

Trigger An adjacent foe critically fails an attack roll to Strike you with a melee weapon or unarmed attack.

Requirements You are wearing medium armor or heavier.

You rebuff puny attacks with your armor, knocking back your foe. Attempt an Athletics check to Shove the triggering foe, even if you don't have a hand free. If you succeed, you can't Stride to follow the foe, as you're knocking the foe back with the rebounded attack, not by physically moving towards them.

MIGHTY BULWARK

FEAT 10

ARCHETYPE

Prerequisites Sentinel Dedication

Thanks to your incredible connection to your armor, you can use it to shrug off an incredible array of dangers. Your bonus from the bulwark armor trait increases from +3 to +4, and it applies on all Reflex saves, not just damaging Reflex saves.



SHADOWDANCER

Shadow has always been the cousin of fear. Within the darkness, monsters dwell, plans are hatched, and enemies strike with fang and dagger and dark magic. But some embrace the shadow, gain power from it, and dance within its shifting dark.

A true shadowdancer is a creature who flits on the edge of light and darkness. Moving amid the inky blackness, shadowdancers are spies, assassins, infiltrators, and emissaries. Some shadowdancers use their relationship with the dark for good, while others embrace the primordial night, its terror, and its betrayal.

Regardless of the reason why someone embraces the shadows, the shadows embrace that person in turn, gradually transforming them into something inky, nebulous, and mysterious.

Additional Feats: **10th** Uncanny Dodge (*Core Rulebook* 229); **14th** Spring from the Shadows (*Core Rulebook* 188); **16th** Sense the Unseen (*Core Rulebook* 188); **18th** Cognitive Loophole (*Core Rulebook* 188)

SHADOWDANCER DEDICATION

FEAT 8

ARCHETYPE **DEDICATION**

Prerequisites master in Stealth, expert in Performance

You dedicate yourself to the shadows. Your coloring becomes gray and gloomy, your senses adjust to the darkness, and you can sneak through darkness with ease. You gain greater darkvision. You also gain a +2 circumstance bonus to Stealth checks when you are within dim light or darkness.

Special You can't select another dedication feat until you have gained two other feats from the shadowdancer archetype.

SHADOW SNEAK ATTACK

FEAT 10

ARCHETYPE

Prerequisites Shadowdancer Dedication

You gain the sneak attack class feature (*Core Rulebook* 181), except you deal 1d6 precision damage regardless of your level. Sneak attack from multiple sources isn't cumulative. If you have sneak attack from more than one source, use only the highest number of dice when you sneak attack rather than adding the amounts together.

SHADOW MAGIC

FEAT 10

ARCHETYPE

Prerequisites Shadowdancer Dedication

You gain the ability to fuse and play with shadows by using focus spells specific to shadowdancers. You learn a shadowdancer focus spell of your choice: *dance of darkness* (page 191) or *shadow jump* (page 191). If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by meditating within an area of dim light or darkness. The rules for focus spells appear on page 300 of the *Core Rulebook*.

Shadowdancer focus spells are occult spells. You become trained in occult spell attack rolls and spell DCs, and your spellcasting ability for these spells is Charisma.

CALL OF SHADOWS

The shadows call out to a potential shadowdancer in a myriad of ways. Often it starts with fear—fear of the dark, fear of enemies, or an underlying uncontrolled anxiety and the desire to gain power over the darkness. Many potential shadowdancers hear the shadows whisper in their heads. First dismissed as some perverse trick of the mind, the whispers can seem to ebb and wane, but a true calling becomes more lucid and more compelling.

In some shadow-infused lands in the Pathfinder setting, particularly Nidal, Ustalav, and even Cheliax, organizations search for and recruit those called by the shadows, eager to transform them into spies and assassins. But the call can come to any creature anywhere. It's just a question of whether the creature heeds the call and forms a pact with the shadows.

Though it is hard to convince many folks otherwise, given the fearsome reputations of shadowdancers working for dark powers and cabals, there is nothing intrinsically evil about embracing the shadows. Darkness is amoral but not without its champions for good and even law, though it is true that such shadowdancers are few and far between.

ADDITIONAL SHADOW MAGIC

FEAT 12

ARCHETYPE

Prerequisites Shadow Magic

Choose an additional shadowdancer focus spell you haven't already selected from Shadow Magic. Increase the number of Focus Points in your pool by 1.

SHADOW ILLUSION

FEAT 12

ARCHETYPE

Prerequisites Shadow Magic

With an artful eye, you shape shadows into illusory forms. You gain the *shadow illusion* (page 191) focus spell. Increase the number of Focus Points in your pool by 1. You become an expert in occult spell attack rolls and DCs.

SHADOW POWER

FEAT 14

ARCHETYPE

Prerequisites Shadow Magic

You can focus the shadows into a powerful blast. You can cast *shadow blast* (*Core Rulebook* 367) as an innate occult spell once per day. Its level is always 1 level lower than the level of your shadowdancer focus spells. You become an expert in occult spell attack rolls and DCs.

SHADOW MASTER

FEAT 18

ARCHETYPE

Prerequisites Shadowdancer Dedication

The shadows protect you better than any armor can, and they give you power to plunge others into darkness. Whenever you are in an area of dim light or darkness, you gain resistance 5 to all damage except force and damage from Strikes with the

ghost touch property rune. When you attempt a Reflex saving throw in an area of dim light or darkness, you can roll twice and take the higher result; this is a fortune effect.

SHADOWDANCER FOCUS SPELLS

DANCE OF DARKNESS

FOCUS 5

DARKNESS | EVOCATION

Cast somatic, verbal

Duration varies

You dance, Striding up to half your Speed. At either the start or end of your Stride, you create an area of magical darkness in a 10-foot burst centered on your location. This area is filled with magical darkness that works the same way as that created by a *darkness* spell of the same level. When you create the darkness, attempt a Performance check to dance, with a standard DC for your level, to determine the duration of the darkness.

Critical Success 1 minute

Success 2 rounds

Failure 1 round

SHADOW ILLUSION

FOCUS 6

AUDITORY | ILLUSION | SHADOW | VISUAL

Cast somatic, verbal

Range 500 feet

Duration sustained

You create a shadowy illusion of a creature or a stationary object, but the illusion can exist only in an area of dim light or darkness. The spell ends if the illusion is ever out of an area of dim light or darkness. If the illusion is an object, it must fit within a 20-foot burst, and the creature can be of any size up to Gargantuan, filling a 20-foot-by-20-foot space.

The object or creature appears to animate naturally; it even generates the appropriate sounds and smells, and feels believable to the touch, though its coloring is always muted.

If the illusion is a creature, *shadow illusion* has the effects of an *illusory creature* spell of the same level, except it deals 2d8 damage plus your spellcasting ability modifier, instead of the amount listed in *illusory creature*.

Heighten (+2) The area that an illusory object can fit in increases by 10 feet. The damage of the illusory creature's Strike increases by 1d8.

SHADOW JUMP

FOCUS 5

CONJURATION | SHADOW | TELEPORTATION

Cast somatic, verbal; **Requirements** You are in dim light or darkness.

Range 120 feet

You instantly transport yourself from one shadow to another. Teleport yourself and any items you're wearing and holding from your current space to a clear space you can see that's in dim light or darkness and within range. You can transport your familiar with this spell, but if *shadow jump* would bring any other creature with you—even if you're carrying the creature in an extradimensional container—the spell is disrupted.

Heightened (8th) When you arrive at your destination, you can become invisible until the end of your next turn or until you are no longer in an area of dim light or darkness, whichever comes first. The invisibility is an illusion effect.



SNARECRAFTER

You're able to take ordinary materials and use them to create deadly snares, special traps that you can rig up quickly when the situation demands. While traps might grant you less brute force to apply in a fair fight than weapons would, you rarely allow your fights to be fair. Instead, when a battle takes place at a location of your choice, you have a major advantage thanks to your well-placed snares. Once your foes come to realize that you may have trapped any location on the battlefield, their fear of walking into another trap can help you corral them toward the waiting blades of your allies, or even make them too paranoid to move at all, locking them in place.

Additional Feats: 8th Quick Snares (*Core Rulebook* 173); 10th Powerful Snares (*Core Rulebook* 174); 14th Lightning Snares (*Core Rulebook* 175)

SNARECRAFTER DEDICATION

FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in Crafting, Snare Crafting

You've learned to create a limited number of snares at



no cost. Each day during your daily preparations, you can prepare four snares from your formula book for quick deployment; if they normally take 1 minute to Craft, you can Craft them with 3 Interact actions. The number of snares increases to six if you're a master in Crafting and eight if you're legendary. Snares prepared in this way don't cost you any resources to Craft.

Special The feat counts as Snare Specialist for the purpose of feat prerequisites. If you also have the Snare Specialist ranger feat, the quick snares from both feats are cumulative. You can't select another dedication feat until you have gained two other feats from the snarecrafter archetype.

SURPRISE SNARE

FEAT 4

ARCHETYPE | MANIPULATION

Prerequisites Snarecrafter Dedication

You install one of your snares prepared for quick deployment in a space that's occupied by an opponent. It must be a snare that normally takes 1 minute or less to Craft. The snare automatically triggers, but it takes a -2 circumstance penalty to any applicable save DC, as well as any attack rolls or other checks the snare attempts.

REMOTE TRIGGER

FEAT 6

ARCHETYPE

Prerequisites Snarecrafter Dedication

You've learned how to trigger snares from afar, creating ranged hazards to assail your opponents and allowing you to disarm enemies' snares harmlessly. You can Strike a snare to trigger it prematurely. If you crafted the snare, you automatically hit. If someone else crafted it, attempt a ranged Strike against the Crafting DC, triggering the snare only if you hit.

GIANT SNARE

FEAT 10

ARCHETYPE

Prerequisites Snarecrafter Dedication

You can create bigger snares for quick deployment, making it more likely for a creature to walk into your snares. When you prepare snares for quick deployment, you can prepare some of them as giant snares. A giant snare takes up a 10-foot-by-10-foot area but costs two of your quick deployment snares. A giant snare can trigger from a creature entering any portion of its area, and all its effects apply over the full area.

PLENTIFUL SNARES FEAT 12

ARCHETYPE

Prerequisites Snarecrafter Dedication

You can prepare incredible numbers of snares each day out of simple ingredients. Double the number of prepared snares granted by Snarecrafter Dedication.

TALISMAN DABBLER

The classic idea of magic is that of a hoary wizard, poring over a crumbling book of spells. But magic is so much more than that—it is thought, will, and action, and with the right talismans, you can make even the cut of a sword a deeply magical act. This all hinges on the small magical talismans you affix to your gear. You know how to make and use the perfect talismans for any job.

TALISMAN DABBLER DEDICATION

FEAT 2

ARCHETYPE **DEDICATION**

You are trained in the use of talismans and similar magical paraphernalia. This training might have occurred in a formal classroom or been an agglomeration of folk magic picked up over time. You can craft talismans and know the formulas for all common talismans in the *Core Rulebook* of your level or lower. You remember talisman formulas and don't need a formula book for them.

Additionally, you carry a collection of magical baubles you can turn into temporary talismans. Each day during your daily preparations, you can make two talismans with an item level no higher than half your level. You must know each talisman's formula. A talisman created this way is a temporary item and loses its magic the next time you make your daily preparations if you haven't already used it.

Finally, when you Affix a Talisman, you can (in any combination) affix or remove up to four talismans in the 10-minute span.

Special You can't select another dedication feat until you have gained two other feats from the talisman dabbler archetype.

QUICK FIX

FEAT 4

ARCHETYPE
Prerequisites Talisman Dabbler Dedication

You can attach a talisman using only a bit of glue and some string. You gain the Rapid Affixture skill feat (page 208), even if you don't meet the prerequisites. When you use it, you can affix or remove up to four talismans in 1 minute instead of just one.

You gain the ability to Affix a Talisman as a 3-action activity from that feat at 12th level, regardless of your Crafting proficiency.

DEEPER DABBLER

FEAT 8

ARCHETYPE
Prerequisites Talisman Dabbler Dedication

With some streamlining to your process and a deeper collection of talisman materials, you make a greater number of talismans every day. You can create two additional talismans during your daily preparations.

Special You can select this feat a second time if you are 14th level or higher.

TALISMATIC SAGE

FEAT 14

ARCHETYPE
Prerequisites Talisman Dabbler Dedication

You have forgotten more about talismans than lesser warriors have ever known. Normally, affixing more than one talisman to an item causes the talismans to be suppressed, but when you Affix a Talisman, you can specially treat one item you're working on, allowing it to have two active talismans at once. This special treatment ends if you use Affix a Talisman to treat a new item for this ability.



VIGILANTE

As a vigilante, you have two faces: a public persona, and a secret identity that lets you hide your extralegal actions from polite society. Your secret identity lets you adventure and carry out clandestine missions while keeping the civilians you care about safe. Whatever your purpose—fighting crime, inciting rebellion, sowing chaos—your vigilante identity makes you both hard to pin down and a mysterious, intriguing subject of gossip.

Additional Feats: 4th Quick Draw (*Pathfinder Core Rulebook* 172)

VIGILANTE DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Deception

You have two identities, each with its own name, alignment, and abilities. Your social identity is an upstanding member of society, while your vigilante identity is a skilled and cunning warrior. Neither of these identities is a false front; you really are both of these people, and as such, your two identities can be at most one alignment step from each other (for instance, you could be neutral in one identity and neutral evil in the other, but not chaotic evil in the other). If someone attempts to discern your other identity, they must use a Seek action to attempt a Perception check against your Deception DC, as if you were using the Impersonate action. Your Deception DC against such attempts is $20 +$ your proficiency modifier instead of the normal DC. Unlike with Impersonate, you don't have to attempt a Deception check to interact with someone to conceal your other identity—a check happens only if someone else specifically tries to uncover your other identity.

Changing from one identity to the other takes 1 minute and must be done out of sight from other creatures. As this process involves both physical changes such as clothing and makeup along with an altered state of mind, other effects that change your appearance don't reduce the time required to change identities.

Your two identities are completely distinct. You have your current identity's alignment for effects that rely on alignment, though you are eligible for abilities that require a certain alignment (such as a cleric's deity) only if both of your identities qualify. Checks to Recall Knowledge about one of your identities don't reveal information about the other unless the person attempting the check knows both identities are the same person. Effects that detect you based on your identity, such as the *detect alignment* spell, work only if you are currently in the identity the effect is trying to detect; otherwise, the effect fails as if the target didn't exist.

To maintain the separation between your identities, some of your abilities have one of two traits: social or vigilante. You can use social feats only while in your social identity. Your class feats and vigilante feats are associated with your vigilante identity, and using them while in your social identity risks exposing you as a vigilante. This means that if you were particularly meek or inconspicuous before you took this feat, your identity could be at greater risk of exposure. If your

identity is exposed to the public, you lose the benefits of Vigilante Dedication to disguising yourself, but you can otherwise use both social and vigilante abilities in either identity unless they rely on your identity being a secret. You can use feats that don't have either trait regardless of your current identity.

Special You can't select another dedication feat until you have gained two other feats from the vigilante archetype.

HIDDEN MAGIC

FEAT 4

ARCHETYPE SKILL

Prerequisites expert in Arcana, Nature, Occultism, or Religion; Vigilante Dedication

You've learned to hide the magical auras of your gear. During your daily preparations, you carefully tweak any or all of your magic items to appear non-magical. Objects adjusted in this way remain so until your next preparations. A spellcaster using *detect magic* or *read aura* must succeed at a Perception check against your Deception DC to see through your obfuscations.

MINION GUISE

FEAT 4

ARCHETYPE SKILL SOCIAL

Prerequisites animal companion or familiar, expert in Deception, Vigilante Dedication

When you are in your social identity, you can also grant a social identity to an animal companion, familiar, or other minion you gained from a class feature. When changing to your social identity, you also change your minion's appearance to that of a socially acceptable creature of its type, such as grooming a wolf to appear as a large dog or disguising a familiar to appear as an exotic pet. Commanding your minion to use unusual magical or combat abilities it gained from your class features or feats while in this social identity risks exposing your vigilante identity.

SAFE HOUSE

FEAT 4

ARCHETYPE

Prerequisites Vigilante Dedication

You establish a safe house—a secure space in which to hide your secrets from the outside world. This safe house is roughly the size of a 10-foot cube. It's in a location you have access to, and it can be part of a larger building or structure, like a hidden room or an underground cave. The safe house protects objects and people inside it from magical detection. This has the effects of *nondetection*, using your Deception modifier for the counteract DC and half your level rounded up for the counteract level. Setting up or moving your safe house takes a week of downtime. The size of the safe house expands to four 10-foot cubes if you're an expert in Deception, eight cubes if you're a master, and 16 cubes if you're legendary.

SOCIAL PURVIEW

FEAT 4

ARCHETYPE

Prerequisites Vigilante Dedication

You have built a reputation for yourself in your social identity. Choose one archetype that you meet the prerequisites for. You gain that archetype's dedication feat and can select feats from that archetype, even if you haven't yet gained enough feats in the vigilante archetype to take another dedication feat. These feats become part of your social identity and gain the social trait—for instance, a fighter vigilante could take the wizard dedication feat and have a wizard social identity. Using these feats in your social identity doesn't risk exposing your vigilante identity, but using them in your vigilante identity could put you at risk for exposure.

STARTLING APPEARANCE

FEAT 6

ARCHETYPE EMOTION FEAR MENTAL VIGILANTE

Prerequisites Vigilante Dedication

Requirements You are completely unnoticed by the target creature.

You can startle foes who are unaware of your presence. Make a Strike against your target. That creature is flat-footed against this Strike, as normal. If your Strike hits, the target remains flat-footed for the rest of your turn and is frightened 1 (frightened 2 on a critical hit).

QUICK CHANGE

FEAT 7

ARCHETYPE

Prerequisites master in Deception, Vigilante Dedication

You can shift between your identities with ease. Instead of spending 1 minute to change your identity, you can now do so as a 3-action activity. If you are legendary in Deception, you can perform this change as a 1-action activity.

SUBJECTIVE TRUTH

FEAT 7

ARCHETYPE SKILL

Prerequisites master in Deception, Vigilante

Dedication

Your disparate identities allow you to defeat magic that detects lies. As long as what you say is true from the point of view of your current identity, you can say it even under effects like *zone of truth* that force you to speak the truth.

MANY GUISES

FEAT 8

ARCHETYPE

Prerequisites master in Deception, Vigilante Dedication

You can take on any number of mundane guises. Whenever you change your identity, instead of taking on your social or vigilante identity, you can become someone completely ordinary. This identity isn't a specific individual—rather, you become a nondescript member of your ancestry, of any gender, with a neutral alignment and a mundane occupation such as common laborer, farmer, or peasant. Spells and abilities detect you as if you were this ordinary identity, rather than either of your two real identities, unless they succeed at a counteract check against your Deception DC. You can't use either social abilities or vigilante abilities while in this identity.

FRIGHTENING APPEARANCE

FEAT 12

ARCHETYPE VIGILANTE

Prerequisites expert in Intimidation, Startling Appearance

Your dramatic appearances can frighten bystanders. When you make a Startling Appearance, you can also attempt to Demoralize each opponent within 10 feet to whom you were unnoticed before your Strike.

STUNNING APPEARANCE

FEAT 16

ARCHETYPE VIGILANTE

Prerequisites Startling Appearance

Your sudden appearance leaves your foe unable to respond. When you use Startling Appearance, if your foe's level is equal to or lower than yours, they are also stunned 1 on a hit, or stunned 2 on a critical hit.



VIKING

To go “a-viking” is to raid by sea, and thus vikings have spread far and wide. Some have even settled in the very communities they once raided. Vikings traditionally travel in longboats; a score of these warriors might live aboard their ship for days at a time, sailing the seas (or, as they call it, the “whale-road”) to ambush coastal communities. Once they arrive at a settlement, they charge ashore, plundering all they can find and slaying anyone foolish enough to get in their way. The ferocity of viking raids is legendary.

Additional Feats: 4th Reactive Shield (*Core Rulebook* 145); 6th Shielded Stride (*Core Rulebook* 146); 10th Quick Shield Block (*Core Rulebook* 149)

**VIKING DEDICATION****ARCHETYPE****DEDICATION**

Prerequisites trained in Athletics

Vikings spend long periods of time at sea, only to leap from their boats at a moment's notice, charge through the surf, and take their enemies by storm. You're trained in Sailing Lore. When moving through water using your land Speed, you ignore difficult terrain resulting from shallow water, such as in bogs or on beaches. In addition, if you roll a success for your Athletics check to Swim, you get a critical success instead.

Special You can't select another dedication feat until you have gained two other feats from the viking archetype.

FEAT 2**HURLING CHARGE****FEAT 4****ARCHETYPE**

Prerequisites Viking Dedication

You make a ranged Strike with a thrown weapon you already have in your hand, Stride, and then Interact to draw another weapon. If you are raging, you can add the additional damage with melee weapons you receive from raging to your damage with the thrown weapon.

VIKING WEAPON FAMILIARITY**FEAT 4****ARCHETYPE**

Prerequisites Viking Dedication

From childhood, you have been exposed to traditional viking weapons, and you soon learned to handle them in battle. Now, you can raid proudly alongside your fellows. You are trained with the battle axe, hatchet, longsword, and shortsword. In addition, you gain the Shield Block reaction.

VIKING WEAPON SPECIALIST**FEAT 6****ARCHETYPE**

Prerequisites Viking Weapon Familiarity

You are even more skilled in the weapons of your people. You gain the critical specialization effects of the battle axe, hatchet, longsword, and shortsword. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in the above four weapons.

SECOND SHIELD**FEAT 6****ARCHETYPE**

Prerequisites Viking Dedication

Trigger Your Shield Block causes your shield to break or be destroyed.

You're used to your shield breaking in the middle of battle, and you're prepared to use a backup or any convenient nearby object to defend yourself. You can Interact to draw a shield on your person or an unattended shield within your reach. If there is an object within your reach that could serve as an improvised shield—for example, a table or chair—you can Interact to draw it with this feat. The GM determines if something can be used as an improvised shield. Your new shield isn't raised until you use the Raise a Shield action, as normal.

WEAPON IMPROVISER

As far as you're concerned, the best weapon to wield is the one that your opponents never see coming. By knowing how to fight effectively with whatever's at hand, you ensure that you're never caught unarmed, and you often get the drop on opponents who mistakenly think they've caught you off guard.

Whether you're smashing someone over the head with a bar stool, tossing a mug of ale in their face to blind them, or stabbing your foes with a broken bottle, you can find weapons anywhere and employ them creatively whenever a fight breaks out. Because you fight with disposable weapons, you don't need to be as careful with your weapons as other warriors do, and you can break them when needed to win a fight without feeling any regrets later.

WEAPON IMPROVISER DEDICATION FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in all martial weapons

You don't take the normal -2 penalty to attack rolls with improvised weapons. Additionally, whenever you gain a class feature that grants you expert or greater proficiency with any weapon, you also gain that proficiency with improvised weapons.

Special You can't select another dedication feat until you have gained two other feats from the weapon improviser archetype.

IMPROVISED PUMMEL ♦ FEAT 4

ARCHETYPE

Prerequisites Weapon Improviser Dedication

Requirements You are wielding an improvised weapon.

You make a Strike with your wielded improvised weapon. You gain a +1 item bonus to the attack roll, and the Strike deals two weapon damage dice if it would have dealt fewer. If the attack is a critical hit, in addition to the effect of the critical hit, the improvised weapon breaks. If the item has a Hardness greater than your level, or if it's an artifact, cursed item, or other item that's difficult to break or destroy, the item doesn't break and the attack is a hit instead of a critical hit.

At 12th level, your item bonus to the attack roll increases to +2 instead of +1, and at 16th level, the Strike deals three weapon damage dice if it would have dealt fewer, instead of two.

SURPRISE STRIKE

FEAT 6

ARCHETYPE

Prerequisites Weapon Improviser Dedication

Whenever you make a Strike with an improvised weapon against a creature that hasn't seen you make a Strike using an improvised weapon or that is otherwise ignorant of your skill with improvised weapons, the creature is flat-footed against you for that Strike.

IMPROVISED CRITICAL

FEAT 8

ARCHETYPE

Prerequisites Weapon Improviser Dedication

You can apply critical specialization effects to improvised weapons you wield. For any given improvised weapon, the GM determines which critical specialization effect is most applicable, based on the type of object it is.

MAKESHIFT STRIKE ♦

FEAT 8

ARCHETYPE

Prerequisites Weapon Improviser Dedication

You quickly snatch up whatever's nearby and then attack with it as an improvised weapon. You Interact to pick up a nearby object you could use as an improvised weapon. It must be located at around your chest level, such as a mug on a table, rather than an object on the floor. You then either Strike or make an Improvised Pummel with the improvised weapon.

SHATTERING STRIKE ♦

FEAT 10

ARCHETYPE

Prerequisites Improvised Pummel

Trigger An improvised weapon that you are wielding becomes broken as a result of a critical success on an Improvised Pummel.

The improvised weapon shatters, destroying it completely but dealing an additional 3d6 piercing damage to the creature you hit with the Improvised Pummel. This extra damage you apply on the critical hit doesn't double from the critical hit, as normal.

IMPROVISED WEAPON IDEAS

Cavern: broken stalagmites, large mushrooms, old bones

Docks: barrel, crate, hook

Forest: branch, needles or thorns

Market: box, fruit, scale, sign

Noble Court: gavel, goblet, quill, lectern

Tavern: bottle, mug, serving tray, stool

