

SOULS D20



A full-system TTRPG experience
inspired by *Elden Ring* and the Soulsborne games

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1 World and Lineage

Introduction and Inspiration

Souls d20 is a full-system tabletop role playing experience, inspired by the *Elden Ring* and *Soulsborne* games.

The rules and systems in this book are designed to allow multiple player deaths with increased risk of permanent loss (Undying and Undeath), Stamina management in the form of Action Points (AP) to be used in combat, Recovery Flasks to heal and replenish Focus Points (FP) used for a variety of skills and spells, and a large selection of equipment and character choices to facilitate truly unique dark fantasy builds. Character progression is tied to leveling up with spendable Souls, and gaining proficiency in your favorite weapons, spells, or both. With enough proficiency, Player Characters (PCs) can unlock Weapon Feats from branching skill trees, improving their role-playing and combat abilities as well as discovering new ones.

Although some of the names and lineages are original creations of the author, this book and rules set are written for anyone to use in any setting or world of their choice. Dark fantasy worlds are often set many years after the fall of civilization, or during a period of stagnation and decay, but the Souls d20 rules set can be used to craft heroic high-fantasy stories as well. It is left up to the Game Master (GM) and Players to create their own adventure!

For example, a dark fantasy adventure could mostly involve combat encounters and follow the Player Characters as they slowly unravel the truths and secrets of the dead and monstrous world they explore.

Alternatively, perhaps a great evil/darkness/terror is currently befalling the world, and the Players may choose to hinder it *–or help it* while the world collapses around them.

For a more conventional RPG setting PCs can explore a living world before its collapse, making a name for themselves as great adventurers and heroes. In this setting, the GM could include entire towns, cities, and kingdoms full of characters to interact with, allowing for endless role-playing situations between the PCs and GM-created Non Player Characters (NPCs).

Lineages of Humanity

The following subsets of humanity are a base for creating a character or living world. Each comes with innate mechanical bonuses which can contribute to a characters overall build, and being the lineages and bloodlines of humanity, are all cursed with undeath. Whenever a character of these lineages is felled in battle, or even reaches old age, they start to crumble mentally and slowly become a crazed undead which only seeks to consume the souls and life force of others. More powerful humans which have used souls to level up to level one and beyond can resist this curse temporarily, reforming themselves at magical bonfires when they fall.

Sublineages (bloodlines):

Under each lineage includes a few options for sublineages, or bloodlines, which can be chosen instead. These provide some minor, or even major differences to the mechanics of the lineage, as well as the addition of some background and visual differences. Note that if a specific lineage bonus is not mentioned to be removed by a bloodline, then it is still included as part of the bloodlines mechanical effects.

Ferno (Wayfarers of Death): Ferno are an old lineage which are drawn to the dead, able to immediately tell the severity of undying of an individual they can see, and often serve as gravekeepers. They have a distaste for bright light but have no trouble seeing in the darkness. Visually they are very human like but with a dark blueish tint to their skin, black eyes, and commonly black or pale white hair. They are able to speak the Fernian language. (150-200 year lifespan).

Lineage bonus: Full darkvision (60 feet of no color vision in the dark). Sanity +2. Can automatically determine the number of undying stacks of another in sight. At level 11 and above, lower the number to beat on all undying checks by one. Regenerate 1d2 HP for every hour spent in full darkness. Increased to 1d4 at level 17.

Bloodlines:

Death Touched Ferno - Distinguished by the white and blue fire which burns in their throats and can be visible through their teeth when breathing heavily. These Ferno are said to have been exposed too closely to death. When they succeed on any undying check they may choose to respawn in place instead of the last bonfire/magical resting place they rested at, by erupting in a white ghostflame. The HP regen of a regular Ferno is replaced by 1d2 HP loss when they are exposed to direct bright light, although this HP loss cannot take place again for another hour.

Skin Draped Ferno - A paler group of Ferno that drape themselves in the skin of the dead as a holy penance for the dead. Their full darkvision becomes half (30 feet of no color vision in the dark), their +2 sanity bonus is replaced by precision +2, and they lose the ability to detect stacks of undying on others. By expertly removing a mat of skin from a corpse and draping it over their backs, they may improve their focus and harden their resolve. Each added mat of skin bestows +1 max FP, +2 max HP, and potentially another bonus based on the creature whose skin was removed (bonus resistance, status thresholds, skills etc.), but all stacked mats of skin rot and expire one full day after the first was harvested. They may have a total of $(1 + \text{level}/5)$ mats of skin giving these bonuses at a time. Rarely, a legendary mat of skin may be permanently draped and never rot.



Grme (Masters of the Hollowed Earth): The Grme were originally a nomadic lineage of humanity which were driven underground. Similar to the dwarves in standard fantasy, they are shorter stockier humans which are skilled craftsman. Their exile has made them reluctant to have contact with any outsiders, but they have a passion for trade and mercantilism. It is said that their cities where once connected by deep tunnels which formed a web connecting the entire world. They are able to speak the Grme language. (125-170 year lifespan).

Lineage bonus: Precision +2. Can craft spells and equipment twice as fast, and can work and craft at a faster rate in general. Innate one tier of physical damage resistance, which becomes two tiers at level 17.

Bloodlines:

Geode Grme - Grme which have lived for generations outside of their mountain cities in cramped caverns of crystalline ore. They have hard and rocky skin across most of their bodies, which can have visible crystal protrusions in spots. Their innate physical resistance is replaced with innate +1 flat physical and magic damage reduction (becoming +2 for both at level 13 and +3 at level 24).

Diamond Grme - These Grme have clear crystalline eyes said to have come from the intense pressures of smithing with a mantle forge over generations. Innate physical resistance replaced with +1 tiers of resistance to all resistible forms of damage, but only when they are 50% HP or less. This becomes +2 tiers of resistance at level 17.



Darrow (Forsaken Dwellers): A Lineage further split off from Grme which has spent generations out of the light. Pale greenish skin with white pupil-less eyes and large tusk like lower canine teeth. Fully blind, but have enhanced hearing and smelling senses which allows them to pinpoint the position of all creatures nearby as long as they can be heard or smelled. They are able to speak the Darrish language. (150-200 year lifespan).

Lineage bonus: Can pinpoint the position of all creatures within 40 feet as long as they can be heard or smelled. Auto fails perception checks related to sight, but has advantage on all other perception checks. Immune to impaired vision status condition, but deafened status also inflicts the conditions of impaired vision. Innate one tier of dark resistance which becomes two tiers at level 10 and three tiers at level 20. Gain +1 sanity every five levels and you may use your sanity bonus instead of athletics on any roll to resist an effect, and instead of perception on any type of perception roll.

Bloodlines:

Abyssal Darrow - Darrow which have been slowly exposed to the abyss over many years. They have darker skin covered in pock marks of a black viscous substance. Often afflicted with a permanent cough and harsh voice. They lose all Darrow sanity bonuses, but gain perfect spatial perception of the last creature that has made physical skin contact with them (for 10 hours).

Bleeding Eye Darrow - Generations ago these Darrow discovered, under the guidance of a group of Vileblood, that when they extract, cure, and then consume their own vestigial eyes, that they gained the ability to visually perceive small oily yellow flames around them. By interacting with these flames they found a reassuring madness that guided them. They lose all Darrow sanity bonuses, but gain the ability to interact with or be guided by these mysterious invisible flames. Once per short rest, on their own turns, they may spend 1 FP to focus on the madness in order to conjure an invisible yellow flame in an unoccupied space within 25 feet. Any creature with eyes, which moves or is moved into that space, must make a DC 12 sanity check or have their sight engulfed by maddening visions and be inflicted with the dazed status condition until the end of their next turn. The yellow flame lasts until the start of the conjurers next turn, but may be extended indefinitely by spending an additional 1 FP per round at the start of their turns. At character level 15 they gain an additional usage of this ability per short rest.



Corvian (Rookens): Bird like humans, sometimes feathered with mostly human features, or more crow-like with a beak and tail. Said to be humans that twisted and contorted their bodies into unnatural shapes in order to more closely resemble massive birds of the night. They stand much taller than regular humans with lanky limbs and often wing sprouted from their backs. They can move surprisingly fast for their size. They are able to speak the Corvian language. (60-80 year lifespan)

Lineage bonus: Half darkvision (30 feet of no color vision in the dark). Acrobatics +2. Take half damage from falling (stacks with other reductions) and can jump twice as far and twice as high. Regenerate 1 + (level/10) FP every hour.

Bloodlines:

Night Corvian - Corvians which have adapted to the dark skies of sunless lands. They have dark feathers with hard bone like material usually covering the area where their eyes would be. They gain full darkvision, but only get the Corvian bonus FP regen at night or in great darkness.

Broad Wing Corvian - The Corvian are often found at higher elevations. They have larger wing like appendages with a broad wingspan, but are less nimble and shorter stature. They gain the ability to glide and negate fall damage (one space down per space moved horizontally) but they lose the half darkvision, and jump bonuses of a regular Corvian.



Locust-folk (Abyssal Scholars): Short, frail, bug like lineage of humanity. They can have insect like wings, arms, legs, and even insect like eyes and mouths shielded by small mandibles. This lineage is particularly attuned with the abyss deep below the earth and carries on oral history which extends through ages of the world. They are able to speak the Abyssal language. (100-130 year lifespan).

Lineage bonus: Start with half the max HP of each starting background and only $1d4 + \text{vit mod}$ max HP increases on even levels (this HP increase die cannot be improved), but they cannot be killed in one hit when at full health (as long as their full health is greater than one). The attack that would kill instead leaves them at 1 HP. Gain two knowledge points every odd level instead of one. 15 base threshold for curse which becomes 20 at level 17. Once per bonfire long rest on their turn they may use locust drain to heal for half of all the damage they deal in one round. Gain an additional usage of locust drain at levels 4, 9, 16, and 25.

Bloodlines:

Sand Wretch Locust Folk - Locust Folk which have spawned relentlessly in the harsh depths. They have coarse and frail carapace which are often yellowish in color. A select few live long enough to become a Swarm Sentinel Locust Folk. They lose the ability to withstand an attack with 1 HP when full health.

Swarm Sentinel Locust Folk - Cannot be selected, only available to a **Sand Wretch Locust Folk** which has reached at least level 15 and found a “Wretch Queen” to bestow a secret Locust Ritual upon them. Discerned by their hard brownish yellow patterned carapace, lined with spikes. They gain +3 to their lowest non knowledge skill, and they may add all of their total knowledge skills to their maximum HP. Once per bonfire/magical long rest they may use locust spines to reflect an amount of HP lost back to a melee attacker as true damage. Gain an additional usage of locust spines at levels 18, 28, and 35.

Deep Earth Locust Folk - Locust folk which believed that the upper world would corrupt their oral records of history. They have stayed in the deep caverns of the earth for generations, only sending out small numbers of younger members of their tribes to learn of new events. They lose the locust drain ability and their bonus knowledge points at odd levels, but gain half dark vision (30 feet of no colour vision in the dark) and +2 flat damage resistance to dark. As well, whenever they are struck by an amount of dark damage from a hostile creature or the environment in combat, if the damage was fully negated by their resistance then they heal for that amount instead. At character levels 7, 13, and 24 they gain one additional flat damage resistance to dark.



Dragonkind (Serpent Touched): A lineage of humanity that worship ancient dragons. They went through any means to alter themselves to be like dragons in the pursuit of immortality or worship. They can have scales, lizard like faces, tails, or some combination of those features. Often they will be of a specific subtype which can also be seen in their appearance. For example, a dragonkind that takes after a poison dragon might have mold or mushrooms growing on their body, one that takes after a frost dragon might have frost or snow which forms on their skin etc. They are able to speak the Draconic language.

There are 6 known types of Dragons: Fire, Frost, Magic, Poison, Dark and Lightning. Although Dark Dragons, Lightning Dragons, as well as the Dragon kind that have dark or lightning affinity are extremely rare. (60-100 year lifespan).

Lineage bonus: Two tiers of resistance to either magic or fire, or 15 base status threshold for poison and toxic, or 15 base status threshold for frost. Two tiers of resistance to dark or lightning is also possible but dark and lightning dragon kind are extremely rare. Your racial elemental resistances go up by one tier, and racial status thresholds by 5, at level 10 and 20. Regenerate 1 FP when struck with the element or status build up given by this racial bonus, but this FP regeneration only applies to the statuses when you are struck by them in combat. Also, if you are struck by your chosen element but somehow take no damage, then you will only regen the FP if you are in combat.

Bloodlines:

Serpentine Dragonkind - These dragonkind come from worshipers of a number of leviathan species said to be a descendant of dragons. More snake like features as compared to other dragonkind. They lose the innate bonuses of regular dragonkind, but they can slowly grow and then shed scales to trade between higher defense or quicker movement. At the end of every long rest, if they do not already have them, they grow scales which gives them an innate +1 tier of physical resistance. For 3 AP they may shed these scales to lose the physical resistance but gain 1 AP worth of free movement on each of their turns of combat (until the scales are regrown). They may move through water without any speed penalty, and can hold their breath for twice as long in regular bodies of water. As well, while fully submerged within water or drenched in water, both effects are active (movement and physical resistance) regardless of scale growth. At level 17 the physical resistance of the scales is increased to two tiers, and their non scaled movement bonus is increased to 2 AP.

Ancient Scale Dragonkind - Can only be chosen by a regular dragonkind which has completed a pilgrimage to make communion with an ancient dragon of at least 3 of the normal dragon types (fire, magic, poison, frost, dark, lightning) and is at least character level 10. Their scales have begun to petrify like the dragons of old, causing them to lose their other bonus resistances, status thresholds and usual FP regen on hit. Instead, these dragon kind gain +3 knowledge of world and history skill, regain 1 FP at the end of each of their turns in combat, and gain four hard scale wings which may pulse with either lightning, magic, fire, dark, poison, or frost energy. Once per short rest on their own turns they may send out a powerful shockwave from their wings which cascades into all adjacent spaces, threatening any creatures which occupy them. Any creature hit by the wave takes 1d6 damage or 1d4 status build up corresponding to the active wing type. At character level 13, 21, and 30 the shockwave may be used an additional time per short rest and deals an additional die of damage or status build up. Once per short rest they may change their wing type for 3 AP. They may also change their wing type at the end of any short rest.



Demonkind (Progeny of Chaos): Human life born from the old chaos flame. Often are afflicted with a horrible malformity which makes them easy to pick out. Some examples of demonic afflictions are: spider appendages coming out of their back, a gaping hole on their body with lava slowly seeping out, ashen skin which flakes off revealing cinders underneath. Their connection with the chaos flame gives them an affinity to fire and pyromancy. They are able to speak the Demonic language. (50-70 year lifespan).

Lineage bonus: Fire Keeping +2. Once per bonfire short rest anytime you are attacked and hit in melee range you may deal 1d6 fire damage back to the attacker. At level 10, 20 and 30 increase the amount of times you can deal the damage per rest, and the number of die rolled. Gain one tier of innate fire resistance, which becomes two at level 17.

Bloodlines:

Fire Beacon Demonkind - Demonkind with extreme fire affliction that are said to be closer in lineage to the demons of ancient times. Their body is much more afflicted with fire which burns brightly, preventing many normal interactions and causing some degree of ostracization. They emit 10 feet of bright light and 10 feet of dim and replace the usual melee retaliation damage with a DC (10 + Att mod) perception check or inflict the attacker with the impaired vision status condition for one round. At character level 10, 20 and 30 increase the DC by 2.

Black Horned Demonkind - These Demonkind have a lesser fire affliction, but greater bone plate affliction, often involving dark ashen horns. They are said to be farther in lineage from demons of ancient times and have an easier time blending in to groups of other humans. Their retaliation damage is physical instead of fire, but also deals 1d2 durability loss to the targets armor (becoming 1d4 at level 15).



Unchanged Human (Primordial Trueborn): The lineage of humanity from which all other playable lineages were formed. Decedents of the primordial humans of the world that are said to have changed the least. Visually, they are closer to real life humans than any other subset of humanity. (70-90 year lifespan).

Lineage bonus: +2 to any skill, -1 to any skill. Choose any one stat to increase by one at first level for free, and again at level 17. At level 5, 10, and 20 gain +1 to any one skill.

Bloodlines:

There are no mechanically distinct bloodlines for Unchanged Humans. Their versatility allows for a number of different choices and flavor to fit the build of a character. Visually their bloodlines can be as diverse as a player would like to imagine within the bounds of their description.



Vileblood (Blood of the Void): A rare and eerily pale lineage of humanity with sharp gaunt features, long fingers with claws, pointed ears and reddish eyes. Born using the blood of a cosmic horror, this lineage has a particular connection to the eldritch beings of the cosmic void. They are able to speak the Lethrellian language. They live extremely long (>800 years)

Lineage bonus: Innate -2 to sanity. 15 base bleed threshold which becomes 20 at level 17. Every time they are attacked and take physical damage or bleed status build up, their blood leaves a red mist in that location (unless there is already a blood mist in that location). May spend 2 AP anytime on their turn, once per turn, to teleport to any of their blood mists, or 2 FP to absorb a blood mist that they are in contact with, healing 1d4 HP (becomes 1d6 at level 9, 1d8 at level 17, 1d10 at level 27). They may only have a maximum of (1+ level/10) blood mists active at a time, and the mists last for 2 minutes.

Bloodlines:

Outer Vileblood - Vileblood which have gazed at the cosmos and peered at things which should remain unseen. Within their full red eyes, Outer Vileblood have a dark clouded nebulous spiral. These spirals can also be seen forming along their spine and arms. Their Vileblood bleed threshold bonus is replaced by frost. Instead of physical damage or bleed build up which allow regular Vileblood to leave a blood mist, dark damage or frost build up allows them to leave a nebulous void in their location which can be reabsorbed by spending 1d4 HP to regen 1d2 FP (becoming 1d4 at level 10, 1d6 at level 20). Alternatively, once per round for 2 AP one of the voids can pull a creature within 15 feet, one space toward it if they fail a DC (10 + your Att mod) athletics check. They may have the same number of voids, and they last the same amount of time, as a regular Vileblood's mists.

Timeworn Vileblood - Vileblood who have aged through too many years for their mind and body to withstand. They lose their normal blood mist abilities (but retain the bleed threshold bonus and sanity impairment). Instead, these Vileblood must spend 2 AP for every 5 feet of normal movement (halving their normal movement speed) and cannot speak normally, but they gain the ability to speak telepathically to all creatures within 20 feet and the ability to teleport up to two grid spaces (10 feet) Att stat times per short rest for 1 AP on their own turns.



Elden (Children of the Deep): A rare and insular lineage of humanity. They are tall and thin with pointed ears and pupil-less blue eyes. They have very dark skin and commonly white or pale blueish hair. After birth their faces and body can be tattooed as a tribute to the deep, or their connection may manifest as webbing, small fins, kelp like hair, or growths of barnacles. Elden are particularly connected to the deep sea, and the abyss. They know the Deep Speech language, and live extremely long (5-6 hundred years).

Lineage bonus: Innate -2 athletics or acrobatics skill, -1 vitality stat, and -2 starting HP on all starting backgrounds, but one extra point of weapon proficiency at levels 1, 9, 19, 28 and 35. Can always detect abyssal and deep sea influence even without a cosmic influence check, and base +3 knowledge of cosmic influence. Gain the destined trait bloodthirsty for free.

Bloodlines:

Oceanic Elden - Elden which have become more attuned with their connection to the Deep Sea. They often have twisted oceanic features such as barnacles growing out of their flesh, webbed appendages, small fins, and a more translucent skin. They are said to be able to breath normally in the realm of the Deep Sea, and can hold their breath for twice as long in regular bodies of water. They lose their innate abyssal influence detection and the Bloodthirsty destined trait, but they may choose one level 5 weapon feat that they do not already have and gain access to it while fully submerged within water or drenched in water. They may also move through water without any speed penalty.

Spectral Elden - Elden which have attempted to shun their eldritch connections. At first glance they may look similar to a regular Elden, but with more faded and almost ghostlike features. Their movements are often followed by ghost trails and small parts of their body can randomly become translucent. They lose their innate deep sea and abyssal influence detection, as well as their bonus weapon proficiency points, but they gain a bonus attunement slot at levels 3, 7, 13, 19, and 27. As well, twice per long rest for 2 FP on their own turns they may fade and become slightly transparent and intangible until the start of their next turn (or for five seconds outside of combat). This prevents them from being grappled, hit with physical damage, allows them to pass through inorganic material (of three foot thickness or less, provided they can reach an unoccupied space), and gives them a bonus of +3 stealth. At character level 17 they gain one additional usage of their fade ability per long rest.



Mercurous Vessel (Silveren Reborn): A body of silvery substance in humanoid shape. Contains the being of another human, already born, and some which have already passed. This artificial lineage came into being after a pure vessel was created, and a monstrosity destroyed a great city in a prosperous forest. They have very short life spans but are able to re create themselves in their late life stage, with enough silver substance and a costly ritual, in order to re progress through their life anew. Each time they are reborn, they may reduce their stacks of undying by one and keep any skill bonuses they received from their previous Mercurous life cycle. Although, it is said that Mercurous Vessels which have been reborn too many times start to truly lose humanity.

Visually, they form of a chrome silver substance, which after the early stages of their life can easily mimic the look of a regular human lineage. Over their short lives this lineage can also develop silvered pupil-less eyes and silver hair. Their blood is of the same silvery substance and weeps slowly when cut. (1 year lifespan).

Lineage bonus: **Early life** (0-3 months) - A new form opens the mind but makes knowledge hard to parse. Gain a bonus two knowledge points, but they are assigned randomly. Gain quarter dark vision (15 feet of no color vision in the dark). **Middle life** (4-8 months) - A form is set and can be used well. Gain athletics +1, acrobatics +1 . Gain half darkvision (30 feet of no color vision in the dark). **Late life** (9-12 months) - The form is old but the mind strengthens. Sanity +1. Once per bonfire long rest they may collapse their form to make a dodge action which costs no AP and does not expend a normal dodge action. Gain full darkvision (60 feet of no color vision in the dark).

At any stage of life, whenever a Mercurous Vessel takes durability damage to their armor (or would have taken if they are not wearing armor), they take 10 true damage for each point of durability damage. All Mercurous Vessels can no longer gain exhaustion from lack of sleep or food.

Bloodlines: The Mercurous Vessel bloodlines are comprised of remnants of what the human used to be. Based on the prior lineage of a Mercurous Vessel, gain:

Ferno - Sanity +1 and they can automatically determine the number of undying stacks of another in sight.

Grme - Precision +1 and they can craft spells and equipment twice as fast, and can work and craft at a faster rate in general.

Darrow - Gain the ability to pinpoint the position of all creatures within 15 feet as long as the creature can be heard or smelled, but their darkvision does not go farther than 15 feet, even in mid or late life stage.

Corvian - Acrobatics +1 and they regenerate 1 FP every hour.

Locust-Folk - Their knowledge point bonus is no longer random during early life, and in middle and late life stages they gain an additional two random knowledge points, but they must roll only 1d4 on HP increases (this HP die cannot be improved).

Dragonkind - Gain one tier of resistance to either magic or fire, or +3 status threshold to poison or frost.

Demonkind - Fire Keeping +1 and the ability to make the regular Demonkind retaliation upon being attacked once per short rest, but the retaliation is 1d6 magic damage instead of fire.

Unchanged Human - +1 to a stat.

Vileblood - Sanity -1, but 13 base bleed threshold. They may extend any of their life stages by up to double the normal duration.

Elden - Athletics -1 and -1 starting HP on all starting backgrounds, but they gain one extra weapon proficiency point at levels 5, 13, and 23.



2 Combat

Turn Order and Progression of Battle

Battle starts with either an initial surprise turn based on the situation of battle, or an **initiative check** (a d20 roll plus dexterity modifiers). Players can take their turns simultaneously with a shared initiative rolled by one player of choice with monsters doing the same. Alternatively, each creature in combat can have its own initiative which is rolled individually. Its up to you which initiative system you prefer!

Actions and Reactions

On the start of a creatures turn in battle they replenish their full amount of **action points (AP)** unless otherwise stated. They may then spend their AP to make any number of actions not exceeding their total AP for the turn. Actions include moving along the grid, attacking, casting spells, using items, changing on hand equipment, making a skill check (like testing their knowledge of a specific monster), preparing a single action to execute when a condition is met, or anything else which they might be inclined to do in a period of one round of combat or about six seconds. A good general rule is that quick actions that don't fall under any other category and don't have an otherwise stated cost, such as pulling yourself up a short ledge or picking up a dropped item or weapon, should cost 3 AP. Changing on hand equipment and using items both have a cost which depends on the players dexterity stat (see chapter (3) for info on character stats). Player and non player character actions continue until all AP is consumed or they no longer wish to take an action, at which point it becomes the next turn in initiative. Certain more powerful attacks called weapon skills, as well as spells and spirit summons, also have a **focus points (FP)** cost and cannot be used without the required FP. A characters FP is dictated by their attunement stat.

Certain actions may be taken even when it is not a characters turn in battle. These are referred to as a **reaction**, or an action that is taken as a reaction. The most common of which is a dodge action. When a character perceives an attack coming their way they may spend AP and make a dodge action to avoid it. When a dodge is made on a turn in combat that is not their own, the dodging character spends AP from their following turn (or equivalently causing their next turns AP to regenerate to an amount less than full on their next turn). See the following section on movement and dodging for more info on the dodge action. Another reaction is a **prepared action**. Any one action may be prepared and held until a condition is met, but no other actions may be made while this is happening, and if the action costed FP then the FP is spent regardless of if the condition

is met. Prepared actions can be canceled at any time on a characters turn. A prepared movement action may only be a distance less than or equal to half of a creatures total AP of regular movement. Some reactions must be triggered by a specific condition (like dodging having the requirement of being threatened by an attack) while others can happen anytime based on their users choice. Reactions triggered by a specific condition can only take place **immediately after their triggering condition (i.e. with no other action of any kind taking place between them)**. A character must turn to face any creature that they are attacking on the grid, unless they are making a reaction attack, in which case the target creature must not be directly or diagonally behind them. Note that **a reaction attack, that is not a prepared action, cannot provoke another reaction from the creature that directly triggered it**. In other words, reactions happen almost simultaneously and as a result most counter attacks cannot be dodged or countered themselves.

Skills and Start of Turn Effects

In and out of battle, characters will face situations which will test their skills and abilities. Often the success of overcoming an obstacle, or resisting an adverse effect that was not dodged, will require a **skill check**. A skill check involves rolling a d20 and adding a skill bonus from the characters statistics, and its success is determined by a **difficulty class (DC)** which is a number that must be met or exceeded by the roll. In some situations abilities and circumstance can hinder or benefit a roll by adding advantage or disadvantage to it. A roll made with **advantage** is one where two d20 die are rolled and only the highest outcome is kept. Conversely, a roll made with **disadvantage** is one where two d20 are rolled and only the lowest outcome is kept. A player choosing to roll a knowledge skill in battle costs 3 AP.

Throughout the book many effects and abilities will have their timing progress in increments determined by the **start of turn** of their victim or user. Unless otherwise stated, the order of operations for start of turn effects is: Round over round recovery of health points (HP) or FP → Status effects/conditions procing and ending → Spell effects, feat abilities, and special buffs procing and ending → Slow actions resolving. See the following sections of this chapter for more info on status effects, status conditions, spells, and slow actions.

Dying and Undeath

As battle progresses, both players and their foes will take damage to their **health points (HP)**. If a players or leveled humans HP is dropped to zero they are killed and and can re form at the last bonfire/magical resting place that they rested at, or elsewhere if specified by a special magical effect. Some effects also bestow **temporary HP**, which is a separate pool of HP that is deducted from first when taking damage, but cannot

be healed or restored. Temporary HP can also stack unless otherwise stated. At each death a player (as well as any human greater than level 0) makes an undying roll (undying check) and determines if they have become fully undead by attempting to beat an increasing threshold. **An undying check** is a $d20 + (\text{Faith mod}/2)$ if Faith mod is positive, and $d20 + (\text{Faith mod})$ if Faith mod is negative. As a convention, unless otherwise stated, fraction values are always rounded down to the nearest whole number. See chapter (3) for info on character stats and their corresponding modifiers.

A fully undead player becomes hostile and cannot be returned to sanity in most cases. This is also true for any human which has taken in souls to level themselves above level 0. If a fully undead character dies they are permanently lost and do not reform. Commoners and regular people who have not taken in souls can still become a mindless undead if they experience a slow death (such as dying from old age) or a general loss of sanity. A new players undying stacks at level one start at zero and increase by one each time they make an undying check, up to a maximum of five. The number which must be strictly beaten in order to not become fully undead on an undying check is given by $[(5 + 3 * \text{undying}) - (\text{level}/7, \text{ rounded down})]$, minimum one, maximum nineteen. The following chart shows how undying checks change as a character levels up. For details on leveling up, see chapter (3).

Current undying:	Roll to beat (level 1-6):	Roll to beat (level 7-13):	Roll to beat (level 14-20):	Roll to beat (level 21-27):	Roll to beat (level 28-34):	Roll to beat (level 35):
0	5	4	3	2	1	1
1	8	7	6	5	4	3
2	11	10	9	8	7	6
3	14	13	12	11	10	9
4	17	16	15	14	13	12
5	19	19	18	17	16	15

Movement and Dodging

One of the most important actions a character may spend AP on is movement actions to change their position on the grid in battle.

Regular Movement and Sprinting

Players may make a **regular movement action** at any time on their turn to move along the grid, with each grid space (five feet) costing one action point (AP) on regular terrain and two AP over **difficult terrain**. Alternatively at the very start of their turn, after any of their slow actions resolve (see the next subsection for a definition of slow actions), characters may choose to spend their entire turn sprinting or taking a **sprint action**. Doing so doubles their movement speed for the duration of that turn, but prevents them from taking any other action that turn. So under normal conditions, while sprinting, a creature can move two grid spaces (10 feet) for every AP they spend or one space per AP over difficult terrain. Being knocked prone while sprinting cancels the action and ends the prone creatures turn.

Dodging

Another type of movement action that a player can make is a **dodge action**. A dodge action is made as a reaction to a perceived incoming attack, before the attack is made and its details are revealed, and by default moves the dodging character one grid space (5 feet) in a direction of their choosing into an unoccupied space. If this movement places the dodging character into a grid space which is not affected by the attack then the dodge succeeds and the attack does not affect them. If there are no unoccupied spaces for the dodging character to move into, or through some effect they cannot move at least one space for the dodge action, then they cannot dodge (or the dodge fails if attempted). If a creature dodges into a space that is still affected by the attack then they are still hit by it. If two opposing creatures are dodging the same threat into the same grid space then the order of their dodges can be determined with a Dexterity check. By default a dodge action can be made by a character a maximum of once per round (refreshing at the start of their turns). Both dodge distance and maximum number of dodges possible in a round can be increased through various abilities and equipment, but unless specifically stated no character can increase their dodge distance farther than three grid spaces (15 feet) and have any more than four dodges in a round.

A dodge action always costs AP from a characters following turn. So, while dodging multiple times may make a creature hard to hit, it could also drastically lower the number of actions they can make during

their next turn. **A dodge action costs AP depending on the dodging characters armor class and strength stat as follows:** Dodging in light armor costs 4 AP if strength stat is 6 or less, costs 3 AP if 7 to 9, and 2 AP if 10 or more. Dodging in medium armor costs 4 AP if strength stat is 9 or less, 3 AP if 10 to 12, and 2 AP if 13 or more. Dodging in heavy armor costs 4 AP if strength stat is 12 or less, 3 AP if 13 to 15, and 2 AP if 16 or more. Dodging with no armor costs 2 AP and has its based dodge distance maximum increased to two grid spaces (10 feet). For more information on armor see the "Armor bonus properties and tiers" section of this chapter.

Note that difficult terrain reduces maximum dodge distance by half, and dodge distance is always rounded down to the nearest 5 feet distance. Dodge distance can also be adversely affected by status conditions, see the "Status Conditions" section of this chapter for more information on status conditions. Dodging into a precarious grid space, such as the edge of a cliff or up onto a wobbly box, may require an acrobatics skill check with the difficulty depending on the space.

Encumbrance and Other Types of Movement

As some attacks and effects change if made from behind a target, it is important to indicate the direction a character is facing. **Turning the direction you are facing counts as a movement action** which costs 0 AP, and as such can usually only be done on your turn, or if you are in the process of completing other movement which costed more than 0 AP (such as a dodge which took place on another creatures turn). The common parlance for facing directions is as follows for a medium creature which takes up one grid space: **Directly in front** means the single grid space line from directly in the direction they are facing. **Diagonally in front** is the two diagonal directions starting adjacent to the front facing space. **In front** (or generally just "from the front") includes the spaces directly and diagonally in front. The same pattern follows for the **behind left**, or **rightward** directions.

To calculate a characters **maximum carrying capacity** in pounds, add the strength and endurance stats, divide by two, and multiply by fifteen. An over encumbered character can no longer dodge and movement along each grid space (five feet) costs three AP.

With a 10 foot (two grid spaces) running start a character can **jump** a horizontal distance equal to their strength stat in feet, or half of that without a 10 foot running start. Vertical jump distance is given by half of a characters strength stat with a 10 foot running start, and half of that without a running start. Every five feet jumped horizontally still costs one AP of movement, and every vertical jump has a minimum AP cost of 3 regardless of its height.

Players will also take damage from falling great distances. Every ten feet after the first ten deals 1d6 true damage upon landing. This, along with other sources of true damage, ignore any damage reduction granted by armor and most abilities. As well, being forcefully pushed into a hard object may cause a creature to take 1d6 true damage. Some abilities and spells allow a character to push others along the grid under some condition, but a regular **push action** may also be attempted for a cost of 4 AP. A push action threatens its target and causes them to be moved 5 feet directly back if they lose a contested athletics skill contest with the pusher.

Normally, **swimming or climbing a climbable surface also doubles movement costs and prevents sprinting.** To determine if a character can climb a surface, an athletics skill check can be made with the difficulty depending on the surface.

Attacking and weapons

When a weapons stat requirements are met by a character it can be wielded and, by spending the appropriate AP, can be used to make **attack actions** and perform special abilities learned from feats when leveling up. **A character must turn to face any creature that they are attacking on the grid, unless they are making a reaction attack, in which case the target creature must not be directly or diagonally behind them.**

Attack Actions

All attack actions fall into the following types: Light attacks, Heavy attacks, Spells, Charged spells, and Weapon skill attacks.

Light attacks are basic weapon attacks which deal damage based on the wielded weapons primary damage die plus scaling from the stats of the character wielding it. A scaling chart is provided later in this section.

Spells which are offensive and include dealing damage or adversely effecting adversaries are another basic attack action, but are performed with a casting implement. Note that spells and charged spells do not count as "weapon attacks" for the sake of wording in this book.

Heavy attacks and **Charged spells** cost one more AP than their corresponding light attacks or non charged spells, are initiated at the end of a characters turn, and go off (resolve) at the start of the creatures following turn (only one heavy attack or charged spell can be initiated per round of combat). These actions that resolve on your following turn are referred to as **slow actions**. When a heavy attack or charged spell resolve, they can be made against any target in range of the attack (allowing you to change the direction you face as you do so). Both heavy attacks and charged spells deal two extra primary damage die of damage unless otherwise stated, and heavy attacks cause their target to take poise damage equal to the AP cost of the weapons corresponding light attack, as long as they took damage from the attack, (to learn more about poise see the "Status Effects" section of this chapter). Charged spells have additional effects (for example increasing its range, the distance of its area of effect (AOE), its duration etc.), but some spells cannot be charged. Note that unless otherwise stated **a character can still dodge while in the process of making a slow action, but doing so cancels the action** (making it no longer resolve on the start of their next turn). As well, **being forcefully moved in a way that causes damage, or being knocked prone, cancels a slow action that has not yet resolved**. Heavy attacks with ranged weapons, or melee weapons with extended range, deal 1 less poise damage for each grid space between the target and the attacker.

Weapon skill attacks are special attacks made as a part of weapon skills, which also cost FP. **Any attack granted by feats which is not specifically labeled as a light or heavy attack, is treated as a weapon skill attack for the sake of any additional abilities and effects that can be applied to it.** An attack made as part of a weapon skill is only a weapon skill attack and does not count as a light or heavy attack. After using a weapon skill in combat, from a weapon which a player wields and meets the requirements for, they may permanently learn the weapon skill and can equip it to into an attunement slot. Attuned weapon skills can be used with other equipped weapons even if that weapon skill isn't already part of that weapon. Although, some weapon skills can only be used from ranged weapons, melee weapons, casting implements, or a combination of types. A list of all weapon skills and details on each is given in chapter [8](#).

In order to help them in battle, some characters may use a special technique called spirit summoning, which brings forth a spirit to perform an ability on the characters behalf. These spirit abilities include attacks actions and spells casts, but it is important to note that **attacks made by spirit summons as part of their spirit ability do not count as attacks made by their summoner.** Spirit summons are a distinct and separate action. See the following section on Magic and spellcasting, as well as the Spirit Summon Abilities chapter for more information on spirit summons.

The **six types of damage** an attack action can cause are fire, magic, lightning, dark, physical, or true damage. Where true damage is a special type which normally ignores any damage reduction granted by armor and abilities.

Precision Attacks

If a player would like to choose a specific location on a creature to target for their attack, then they must make a **precision attack**, where a precision skill roll must be made to determine accuracy. **Multi-target and area of effect (AOE) attacks cannot be made as purposeful targeted precision attacks.** Light or heavy weapon attacks made as precision attacks can be designated to be a **non-lethal attack** by a player, as long as the attack is not aimed somewhere on the target's body that would instantly kill them if damaged. Creatures that reach zero HP through non-lethal attacks are knocked unconscious for 1d4 hours, at which point they wake up with 1 HP.

Attacking specific parts of a target can sometimes cause status conditions (see the status conditions section ([2](#))). Depending on the creature you are attacking, these status conditions take place for one round when you deal 5% to 30% of the target's max HP in precision attacks to a specific body part (with the default being 20% of their max HP).

As an example of a precision or targeted attack, a humanoid creature has a DC of 12 to hit on the body, 16 to hit one of its limbs, 18 to hit its head, and 20 to hit a small specific spot on it like an eye or toe. If the precision attack is forced through condition or cover (so no specific target location is chosen) then the base DC is 12. Partial cover adds +3 to the DC, Half cover adds +5, and mostly full cover adds +10. Cover is given by being less accessible to an attack, either by positioning, environment, or type of armor like a full plate helmet protecting the ears for example. A precision attack which does not meet the DC misses completely and does not even threaten its target.

When attacking a much larger creature with easily targeted individual parts (parts that are approximately the size of a person or larger), then precision attacks are no longer necessary to hit those parts specifically. These non-precision targeted attacks can still inflict status conditions or break the creatures part if the appropriate proportion of damage is dealt. **Players must still call out the intended part target of these attacks.** Parts broken in this way can inflict a status condition that lasts much longer than one round. For example, attacking and putting enough damage into a dragons wing might hamper its ability to fly, or even prevent flight for the rest of combat.

Weapons and Weapon Types

When wielding a weapon characters may choose to **two hand** the weapon, or wield it in both hands, for the cost of 3 AP. Doing so lowers the strength requirement of the weapon by 4 and raises the physical strength scaling by one level. Note that if you are two handing a weapon when your Str mod is negative, then the “increase” in Str scaling should move to a lower letter, thereby giving you less of a detriment for having low strength.

The following table displays the light attack AP costs, and **primary damage die** of all weapon types:

Weapon type(s)	Light Attack AP costs	Primary (light attack) damage die	Other notes
Whips	4-5	d6 or d8	Deals one less poise damage than normal on heavy attacks
Twinblades	5	2d6	-
Daggers, Fist Weapons	2-3	d4	-
Straight/Thrusting Swords, Katana/Curved Swords, Axes, Bows, Crossbows, Hammers	3-4	d6 or d8	-
Spears, Halberds, Reapers, Greatswords, Greatbows	4-5	d8-d12	-
Ballista	2-3 (heavy AP) 4 (reload AP)	3d8-3d12 (heavy attacks)	Heavy attacks only. Deal two poise damage on attacks, regardless of range.
Greataxes, Greathammers, Ultra Greatswords	5-6	2d12	Colossal weapons. Deal one more poise damage than normal on heavy attacks.

Making a ranged attack with a **ranged weapon** will have range as specified by the weapon. **The common maximum ranges for non sidearm ranged weapons** are 30 feet for shortbows (bow), 60 feet for a longbows (bow), 100 feet for greatbows, and 300 feet for ballista. Although, **ballista also have a minimum range of 30 feet and have a chance to misfire when targeting a space between 150 and 300 feet** (roll a d4 to determine, with a misfire being a result of 1). When a ballista misfires, the attack instead targets an adjacent space determined by a d8 roll (with a result of 1 starting from the space north of the intended target and each result being the spaces clockwise from that position). **Ballista also work a little differently from most other weapons** as they cannot be used to make light attacks, and need AP to be spent to reload them before their heavy attacks can be initiated. Some ballista may have an ammo capacity greater than one, but **moving the ballista in any way unloads it, and it must be grounded to fire**. Players may leave their ballista unwielded in a grid space to prevent the unloading, but an unwielded ballista may not be fired and can take damage from attacks and AOE (see Equipment, Defense, and Shields section for info on weapons taking damage).

Note that bows, greatbows, and ballista must be wielded with both hands to make attacks, but crossbows may be wielded with only one hand. Ranged weapons of all types require ammo to use. Bows use arrows,

crossbows use bolts, greatbow use great arrows, ballista use great bolts, and guns use bullets. Most ammo can come in a variety of types which modify the element of the attack, or add a status effect. **Melee ammo attacks** deal $1d4 + E$ Dex/Str damage for 3 AP with arrows/bolts, and $1d8 + D$ Str for 4 AP with great arrows and great bolts.

Guns and shields are both known as **sidearms**, even though they can be dual wielded or used as a primary weapon just like anything else. For more info on shields, look at the "Equipment, Defense, and Shields" section of this chapter. Guns on the other hand work in a similar way to ballista weapons in how AP needs to be spent to reload them. **Guns** have a d10 primary damage die with 10 to 20 foot range, cost 1 AP to fire but 4 AP to reload one bullet. They require bullets to use and commonly only have a bullet capacity of one. Opposite to ballista, **guns can only be used to make light attacks**. After firing a regular bullet with a gun and dealing damage you roll a d4, if the result is one you misfire causing the gun to take 1d2 points of durability loss and only deal half the damage of your roll. For the effects of durability loss, see the "Equipment, defense, and shields" section in this chapter. Note that both guns and shields cannot make heavy attacks like other weapon classes.

Finally, any player character may also make **unarmed attacks** with their bare fists or feet. These do not count as weapon attacks but can be made as light attacks for 2 AP, dealing $1d2 + E$ Str damage, or heavy attacks for 3 AP, dealing two extra damage die of damage.

Attacking, practicing, or seeing combat with a weapon type during a character level allows you to assign a **weapon proficiency point** to that weapon type on your next level up. When your proficiency points reach 3, 5, 7, 10, 13, 15, 17, 20, 23, and 25 you may receive or choose a weapon feat from the weapon trees in chapter 4.

For a list of example weapons of each class see the equipment lists chapter 9. The following is an example of a dagger class weapon:

Weapon (type), AP cost:	Stat Reqs:	Dmg die + Scaling + Status/magic:	Weapon skill (FP cost):
bandit knife (dagger), 2 AP	12 Dex	$1d4 + E$ Dex + 1d2 bleed	Quickstep (2 FP)

So light attacks with this weapon cost 2 AP, it can only be used if you have 12 or more dexterity, and it deals $1d4$ damage plus an E scaling in dexterity. Additionally it deals 1d2 bleed build up per attack. For more details on status effects see the "Status effects" section of this chapter.

This weapon also has the weapon skill "Quickstep", which costs 2 FP to use. See the Weapon Skills chapter (8) for a list of weapon skills and their details.

Casting Implements and Spell Damage

In order to cast a spell a casting implement must be held and used. Sorceries require a staff (catalyst) or wind instrument, miracles require a talisman or string instrument, pyromancy requires a pyromancy flame or percussion instrument, hexes vary between each (or require a tongue instrument), and spirit summons require a summoners crucible or horn instrument. Equipping spells or spirit summons will also require the player to have the appropriate number of attunement slots which are increased by leveling the attunement stat. For more details on how spirit summons work see chapter 7. The following is an example of a staff and spell:

Casting implement (type)	Scaling	weapon skill and FP cost:
sorcerers staff (staff)	D Int	Steady Chant (3 FP)

Spell (type)	Stat Reqs:	Dmg die/type/range	Cost and effect:
Soul Arrow (sorcery)	10 Int	1d4/magic/20 feet	(2AP, 1 FP, 1 attunement slot) Fire a homing arrow of magic at the target. Charging this spell increases its range by 10 feet.

Like with all spells, the range, requirements, resources and attunement slot costs, and damage are specified by the spell. Note that **the damage of a spell is a die roll plus the scaling bonus from the casting implement used to cast it** (unless otherwise stated). Hexes, spirit summons, and pyromancy can scale with both Int and Fai when a catalyst includes them both and musical instruments can scale with a physical stat. Also, often both spells and spell casting implements have stat requirements. All staves may be used as melee weapons with a light attack dealing $1d4 + E$ STR physical damage for 4 AP cost, but with a heavy attack dealing no poise damage. For more specifics on how spirit summons work, and how they differ from regular spell casting, see chapter 7.

Musical Instruments are ways of tapping into archaic magic through sound and power of will, acting as incantations. It's said that those proficient enough in magical song can manifest sorceries, miracles, pyromancies, and even hexes or summon spirits through their music.

Instruments may not quite compete with their direct spellcasting implement counterparts, though they make up for it by bridging the gap between using physical and mental stats. Although, instruments that scale with strength do not receive a spell scaling increase in strength when wielded in two hands. Every instrument counts as a spellcasting implement as follows:

Wind Instruments: Sorcery casting implement. Scaling Dex and Int. (2 Handed) When you are wielding a Wind instrument in one hand and a weapon with a Dex requirement in the other hand, you may wield both weapons effectively including using the Wind instrument with one hand, possibly using your weapon to support holding the instrument while you play it, provided you meet all the requirements for both weapons and only one is an instrument. Wind instruments also use your Dex scaling for spells.

String Instruments: Miracle casting implement. Scaling Dex and Fai. (2 Handed) When you are wielding a String instrument in one hand and a weapon with a Dex requirement in the other hand, you may wield both weapons effectively including using the String instrument with one hand, possibly even using your weapon to pluck the strings of the instrument, provided you meet all the requirements for both weapons and only one is an instrument. String instruments also use your Dex scaling for spells.

Percussion Instruments: Pyromancy casting implement. Scaling Str and (Int or Fai). (1 Hand - Can be strapped to body and played with one hand) Some drums will use your Int, while others may use your Fai. Regardless, both also use your Str scaling for spells.

Tongues: Hex casting implement. Scaling Dex and (Int or Fai). (1 Hand - while positioned within the mouth, to play you must speak, chant or sing with one hand covering your mouth to keep the tongue in place.) Only one tongue may be wielded at a time. Alters your voice to sound like the owner of the tongue, which may or may not be human. Tongues may be used to cast any hex regardless of its usual casting implement, however, tongues can only cast hexes and cannot normally cast regular sorceries, miracles, or pyromancies. Tongues will use your Dex as well as either Int or Fai scaling for casting hexes, depending on the tongue.

Horns: Summoning implement. Scaling Str and (Int or Fai). (1 Hand - can hang on strap and blown with one hand) Some horns will use your Int, while others may use your Fai. Regardless, both also use your Str scaling for spirit summon abilities.

Special Weapons

Trick weapons are weapons which have two forms, each of a different weapon type. By switching between the forms, characters can take advantage of both weapon types depending on the situation. In combat it takes 2 AP to switch forms, and if a character makes a light attack in one form, they may spend the 2 AP to switch forms and immediately make another attack in the second form for no additional AP. This second attack deals the damage of a light attack and is referred to as a **trick weapon swap attack**. A trick weapon swap attack can only be made once per round. Different combinations of trick weapons can make for interesting combinations

of play style and flavor for a character. Note that **in order to wield each form of a trick weapon, the requirements of that form must be met**. See the Equipment and Items Lists chapter for some examples of trick weapons.

Twin weapons are weapons which come in a pair, or two parts. When both parts are wielded it counts as though you are dual wielding two of the same weapon type. For example a set of two daggers which wind around one another and are sheathed together. The daggers can be drawn and used together as one dagger, or pulled apart and dual wielded. Switching between dual wielding twin weapons cost the same as two handing a regular weapon (3AP).

Scaling

When dealing damage with any weapon, spell, or spirit summon you may add a bonus flat number to your damage roll dictated by your stats and the scaling multiplier of the weapon or casting implement.

Commonly, hammers/greathammers, greatswords/ultra greatswords, axes/greataxes, crossbows, greatbows and ballista, and shields scale primarily in **strength**. Daggers, whips, reapers, long and short bows, thrusting swords, curved swords, and katanas scale primarily in **dexterity**. Spears, guns, swords, fists, halberds and twinblades scale with **strength and/or dexterity**, depending on the specific weapon. Sorcery catalysts scale with primarily **intelligence**, miracles talismans with **faith**, pyromancy and hex casting implements or spirit summoner crucibles with both **intelligence and/or faith**.

Wind instruments scale with **intelligence and dexterity**, string instruments scale with **faith and dexterity**, percussion instruments scale with **strength and either intelligence or faith**, horn instruments scale with **strength and either intelligence or faith**, and tongue instruments scale with **dexterity and either intelligence or faith**. The following is a chart of scaling bonuses (note that scaling above S will not appear on regular weapons):

SS	Stat Mod ×4
S	Stat Mod ×3
A	Stat Mod ×2.5
B	Stat Mod ×2
C	Stat Mod ×1.5
D	Stat Mod ×1
E	Stat Mod ×0.5

Magic and Spellcasting

Categories of Magic

The **five greater categories of magic** are sorcery, miracles, pyromancy, hexes, and spirit summons. Spells/Summons of all types are accessible by any character as long as they meet the requirements to use them, have the correct casting implement equipped in hand, have learned the spell through a feat or spellbook (or spirit captured the spirit ability in battle), and have the spell or spirit summon equipped to an attunement slot.

Spells of each category can be further organized into sub-categories. **The list of sub-categories of spells are as follows:** Soul/Crystal sorcery, Frost sorcery, Assassin/Light sorcery, Cosmic sorcery, Healing miracles, Lightning miracles, Buffing and Defensive miracles, Force miracles, Fire pyro, Dragon Pyro, Pestilence pyro, Buffing and Debugging pyro, Dark hexes, Debugging hexes, Blood hexes, Darkfrost/BlackFire hexes, Death hexes, and finally a special class of magic found within any casting implement category is Time Magic.

In general, sorcery is cast with a staff or wind instrument, miracles with a talisman or string instrument, pyromancy with a pyro flame or percussion instrument, hexes vary between each (or a tongue instrument), and spirit summons with a summoners crucible or horn instrument (spells grouped by casting implements and sub-categories are listed in chapter [6](#) and spirit summon abilities in chapter [7](#)). A visual breakdown of magic categories and their necessary casting implements is given in the table below:

Greater Categories of Magic	Sub Categories	Casting Implement
Sorcery	Soul/Crystal Sorcery, Frost Sorcery, Assassin/Light Sorcery, Cosmic Sorcery	Staff or Wind Instrument
Miracles	Healing Miracles, Lightning Miracles, Buffing and Defensive Miracles, Force Miracles	Talisman or String Instrument
Pyromancy	Fire Pyro, Dragon Pyro, Pestilence Pyro, Buffing and Debugging Pyro	Pyro Flame or Percussion Instrument
Hexes	Dark Hexes, Debugging Hexes, Blood Hexes, Darkfrost/BlackFire Hexes, Death Hexes	Staff, Talisman, or Pyro Flame (Depending on the spell), or Tongue Instrument
Spirit Summons	...	Summoners Crucible or Horn Instrument

Spellbooks and Spellcasting

Spellbooks are acquired in game similarly to other equipment or weapons. If a player finds a spellbook they must make a roll to identify it with the appropriate stat (Intelligence for sorcery or pyromancy, Faith for miracles and pyromancy, and whichever stat is lower for hexes). Identifying a spellbook allows a character to read and learn the spell contained within, over the course of a number of hours equal to each of the spells stat requirements minus ten.

Both spells and spirit summons must be equipped to **attunement slots** during a bonfire rest before they can be used. Although, using a spirit summon does not count as casting a spell (but some spirits do cast their own spells) and spirits count as special buffs on the users person. Attunement slots are gained by leveling the attunement stat or through equipment. The attunement slots gained from the attunement stat are equal to $(1 + (\text{Att stat}-10))$ and cannot go below zero.

After being attuned, like other actions, **spell usage is only limited by the amount of AP and FP a character has**. If a spell costs more AP than a players maximum it can only be cast outside of combat. If a spell costs more FP than a players maximum it cannot be cast by them until their maximum FP is increased. The details of each well known spell including its requirements and resource costs are given in chapter 6. Spirit summons can normally only be used once each per round of combat. More details on spirit summons and a list of spirit abilities are given in chapter 7.

Each spell casting magic includes spells with varying effects, but miracles have many healing and buffing options, pyromancy has many area of effect (AOE) and status options, and sorcery has many direct damage, buffs, and utility spells. Hexes also have a variety of effects and can be more powerful but more costly. Spirit summoning varies based on the spirit summoned, and some spirits might even cast spells of their own as part of their ability. **Spells which buff weapons with bonus elemental or true damage may not be stacked with themselves or any other spell which adds bonus elemental or true damage**. This also applies to all elemental, true damage, or status build up buffs from items. Placing a new buff with one of these spells or items simply overwrites the old.

There are also **four types of elemental damage**: magic, lightning, fire, and dark. Magic damage is dealt primarily by sorceries, lightning by miracles, fire by pyromancies, and dark by hexes. **All non elemental damage is either physical damage, or true damage** which cannot be resisted normally.

Similar to weapons, using or practicing with a type of magic during the course of a character level allows

you to assign weapon proficiency points to that type of magic when leveling up. When your proficiency reaches level 3, 5, 7, 10, 13, 15, 17, 20, 23, and 25 you may receive or choose a weapon feat from that magic type. Musical Instruments also have their own proficiency tree which is more akin to the hybrid Dual Wielding tree in structure. These weapon proficiency trees are listed in chapter 4, with the magic types toward the end of the list.

Equipment, Defense, and Shields

Equipment and Armor Resistance

A **fully equipped character** may have one weapon in each hand, or one in both hands and one on their side. Two other weapons may also be held within easy reach on their person (for a total of four accessible weapons). **Swapping between accessible weapons, and two handing a weapon costs 3 AP** in combat. A **fully equipped character can also have an armor set (light, medium, or heavy), four rings/adornments, and one artifact.** The weight of all equipment adds to the players total encumbrance, which was described in the "Movement and Dodging" section of this chapter.

If a player has equipped their weapon in one hand then they may also equip another weapon or sidearm in their second hand. Wielding a single weapon in both hands (**two handing**) lowers its strength requirement by 4 and raises its physical strength scaling by one level. If you have a shield equipped in one or more hands you can use it to block incoming damage of a specific type (usually physical).

There are five possible tiers of **armor or elemental defense/resistance** a character can have, corresponding to one of the five non-true damage types (physical, magical, fire, lightning, dark). Tier 1 causes you to take 10% less damage of that type, Tier 2 Is 20% less, and Tier 3 through 5 is 30% less. (With the amount you resist rounded down). Then, damage is further reduced by a flat amount equal to your Tier of resistance to that damage type, plus any extra flat reduction you may have.

As an example, consider a character with 3 tiers of physical resistance taking 5 points of physical damage from an attack. First calculate the 30% reduction on the 5 damage, which is 1.5 (10% of 5 is 0.5, then multiplied by three to get 1.5). 1.5 is rounded down to 1, so they take 1 less damage from the attack. Then further reduce the damage by one for each of the 3 tiers of resistance, to get a final result of 5-1 (from the percentage reduction) -3 (from the flat reduction) = 1. So the character only loses 1 HP from the attack.

Note that through negative effects it is possible to have less than zero tiers of resistance, in which case each negative tier causes a character to take 10% more damage of that type.

A character wearing **light or no armor** has no inherent bonus to physical defense. A character with **medium armor** gains one tier of physical damage reduction, but takes a penalty of -2 to their stealth skill. A character with **heavy armor** gains two tiers of physical damage reduction but takes a penalty of -5 to acrobatics and stealth skills. Armors also have stat requirements based on the additional bonuses they can give. These bonuses can be to health, AP, FP, stats etc. With some armor types being better with some bonuses than

others. A chart of armor bonuses for each type, divided into four tiers, is given in the "Armor bonus properties and tiers" section of this chapter.

Players may equip up to 4 **rings or magical adornments** which have varying beneficial effects. See chapter (9) for a list of rings and adornments, and their effects.

In addition, each player character has one **artifact** equipment slot for a particularly powerful or cursed object, whose effects can vary greatly. Artifacts must be attuned to over the course of a bonfire/magical short rest, but can be unattuned at any time (unless stated otherwise). As these objects can be a significant part of the world being played in, it is up to the GM to decide their effects and how difficult they are to obtain. An **example artifact** is Armond's Rapport, which is an old tome that allows its attuned wielder to make the effects of the Rapport pyromancy spell permanent. An incredibly powerful object, and as such, may be very difficult to obtain.

Shields

Shields cost 2 or 4 AP to raise and defend with for a round of combat (regular costing 2 and greatshields costing 4) and convert all instances of blockable damage (by default only physical damage), on the round they are raised, into poise damage at a rate of 1/10 (Rounded up if using a regular shield and rounded down if using a greatshield). Taking poise damage from blocking does not cause AP loss per instance of poise damage, although, half of all poise damage taken while blocking with a shield is taken as AP loss to a creatures following turn (AP loss rounding down with a greatshield and up with a regular shield). As well, poise is not recovered if a shield was in the raised position immediately before the start of your turn. If an attack hits a shield that can block all of the types of damage dealt by the attack, then no status build up is taken from the attack. (The crucial part is that the attack must be absorbed by the shield. You cant block a cloud of acid that you are standing within by holding up a shield for example.) Note that **a character can still dodge on a round where they are defending themselves with a shield, but doing so lowers their shield and prevents further blocking.**

Shields, like guns, are classified as sidearm weapons and still can be used to perform weapon skills of the appropriate type. As well, wielding or practicing with one allows a character to gain weapon proficiency points into its weapon proficiency tree when leveling up. The weapon feats for shields are listed in chapter 4.

Regular shields can absorb attacks from directly in front and diagonally in front of a character on the grid, whereas greatshields also include the two spaces on either side of the player on a grid. Dual wielding regular

shields gives protection as though you are wielding a greatshield, and dual wielding greatshields gives protection everywhere except for directly from behind the wielder. For a list of a few example shields, see the equipment lists chapter 9.

Durability and Infusions

All equipment has a **durability** number from 1 to 10 corresponding to one tenth of its durability percent (10 is 100%, 5 is 50% etc.). When taking durability damage the equipment will lose an amount from its durability number and suffer effects at certain thresholds. 50% or less durability (or 5 or less durability number) makes all weapon scaling (including catalysts) go down to E (or be removed if it is already E) and all of its damage die lowered by one level. For armor, all bonuses from armor properties are lost. At 0% (or 0 durability number) the weapon is broken, can not longer be used to perform weapon skills or other special attacks, and can only deal half of 1d2 damage rounded down. At 0 durability, armor is broken and can no longer be used for any protection or bonuses.

Note that **any damage dealt directly to a regular weapon is converted to durability damage at a rate of 1/10**. This rate can also be applied to some objects when appropriate.

Infusions are a special upgrade which can be added to any weapon by a skilled smith with the appropriate elemental stones or crystals. For players this might involve bringing a smith a special elemental crystal, or paying a high price for the work, or both. Infused weapons gain the ability to make any of their light or heavy attacks into special **infused attacks** depending on the element of the infusion, for the cost of some durability damage to the weapon. Note that infused attacks are special ability attacks, and as such count as weapon skill attacks. Heavy attacks made into infused attacks still deal poise damage as normal. Infused attacks cannot be stacked with any other area augmenting effect, and their area of effect does not count as having extended your melee weapon range for the sake of feats and abilities. The possible elemental infusions are as follows:

Lightning infusion: 1d2 durability loss to infused weapon, to make a light or heavy attack become a lightning infused attack → all physical damage becomes lightning damage and the attack also hits all grid spaces within 5 feet of your target (not including your own).

Magic infusion: 1d2 durability loss to infused weapon, to make a light or heavy attack become a magic infused attack → all physical damage becomes magic damage and the attack simultaneously explodes out in a crystal burst, causing it to hit all grid spaces in a 10 foot cone away from you, starting from the target space.

Fire infusion: 1d2 durability loss to infused weapon, to make a light or heavy attack become a fire infused

attack → all physical damage becomes fire damage and the attack simultaneously expels a pool of lava onto one grid space of your choice within 10 feet of the target, not including the target space itself (the expelled lava also threatens any creatures already occupying the space it flies toward). The infused lava pool deals the fire and poise damage of the attack you made to any creature it lands on, as well as all creatures that end their turn on it, or move into its space (including dodging into it). Lasts two full rounds, but creating a new infused lava pool removes a previous one which is still active. The choice of which grid space to expel the lava pool onto must be made before it is known if the initial attack hit its target, and if the weapon attack targets a space occupied by a creature then the lava pool must splash onto a space not occupied by the same creature (essentially, the lava pool is expelled away from the weapon attacks target).

Dark infusion: 1d2 durability loss to infused weapon, to make a light or heavy attack become a dark infused attack → all physical damage becomes dark damage, and if the attack successfully hits a target creature, then it also hits and deals its dark and poise damage to the next creature which heals or attempts to heal the original target (including the target themselves) through a burst of dark potential. With the dark and poise damage of the dark burst taking place directly before the healing. Multiple of these dark bursts cannot stack on the same creature, but can be placed on multiple different creatures through a dark infused attack.

Armor bonus properties and tiers

The **armor types** a character may equip are light, medium, and heavy armor. The strength stat of a character and their equipped armor dictate their AP cost for making a dodge action as follows:

Dodging in light armor costs 4 AP if strength stat is 6 or less, costs 3 AP if 7 to 9, and 2 AP if 10 or more.

Dodging in medium armor costs 4 AP if strength stat is 9 or less, 3 AP if 10 to 12, and 2 AP if 13 or more.

Dodging in heavy armor costs 4 AP if strength stat is 12 or less, 3 AP if 13 to 15, and 2 AP if 16 or more. Dodging with no armor costs 2 AP and has its based dodge distance maximum increased to two grid spaces (10 feet).

As well, each armor type can have an innate bonus to physical defense and effect skills. A character wearing **light or no armor** has no inherent bonus to physical defense. A character with **medium armor** gains one tier of physical damage reduction, but takes a penalty of -2 to their stealth skill. A character with **heavy armor** gains two tiers of physical damage reduction but takes a penalty of -5 to acrobatics and stealth skills

In addition to the innate defense and effects as stated above, **armor can be found and crafted to provide a wide variety of helpful properties**. The chart at the end of this section shows these properties for each armor type and organizes them into four tiers. When adding a property to an armor its requirements are increased based on its crafters choice and the following rules:

- Light armor can require Dex, Int, or Fai. Medium armor can require Str, Dex, Int, or Fai but must have a physical stat requirement. Heavy armor can require Str, Dex, Int, or Fai but must have Str greater than or equal to all others.
- Adding a property from tiers 0,1,2,3 adds +1,+2,+4,+6 to a chosen stats requirements.
- No armor of any type can have more than +20 total from the above property requirement increases.
- If an armor doesn't already have a requirement in a stat, then adding one sets the requirement to 10 before applying the increase from the chosen property. This initial 10 does not contribute to the total property requirement increases.

Note that **each property can only be taken once in a given tier unless it is generalized to contain**

more than one different property. For example, a general status threshold increase can be taken twice at the same tier for two different statuses. Properties that increase a status threshold do not include poise status unless otherwise stated. Properties that increase HP, FP, or AP cannot be stacked with another property which increases that same attribute.

Some armors can include one property without increasing requirements if they have been specially crafted in some way. This non requirement increasing property is referred to as an **innate property**.

Armor type	Tier 0	Tier 1	Tier 2	Tier 3
Light	<p>+2 max HP</p> <p>+2 to a status threshold</p> <p>+2 max FP</p> <p>+1 to a skill</p>	<p>+4 to a status threshold</p> <p>+1 tier of resistance to an element</p> <p>+(Vit mod) max FP</p> <p>+2 to a skill</p> <p>+1 attunement slots</p> <p>+1 additional dodge per combat</p>	<p>+6 to a status threshold</p> <p>+2 tiers of resistance in an element, or +1 in two different elements</p> <p>+(2+Vit mod) max FP</p> <p>+1 FP regen each turn in combat</p> <p>+2 attunement slots</p> <p>+1 to endurance</p>	<p>+3 tiers of resistance to an element</p> <p>+(3+Vit mod) max FP</p> <p>+1 max AP</p> <p>+3 attunement slots</p> <p>+1 to the cap/maximum amount possible for either Int or Faith stats</p>
Medium	<p>+3 max HP</p> <p>+1 max FP</p> <p>+3 to a status threshold</p> <p>+1 to a skill</p>	<p>+1 tier of resistance to an element</p> <p>+2 max FP</p> <p>+4 max HP</p> <p>+6 to a status threshold</p> <p>+2 to a skill</p> <p>+1 flat damage reduction for one element</p>	<p>+(Vit mod) max FP</p> <p>+(2+2*Vit mod) max HP</p> <p>+8 to a status threshold</p> <p>+3 to a skill</p> <p>+2 flat physical damage reduction</p> <p>+2 flat damage reduction for one element</p>	<p>+10 to a status threshold</p> <p>+(2+Vit mod) max FP</p> <p>+1 max AP</p> <p>+(3+3*Vit mod) max HP</p> <p>+1 to str or dex, and +1 to int or faith stats</p> <p>+(Vit mod) to a skill</p>
Heavy	<p>+4 max HP</p> <p>+1 flat physical damage reduction</p> <p>+1 to a skill</p> <p>+1 to a status threshold</p>	<p>+(3+3*Vit mod) max HP</p> <p>+2 to a skill</p> <p>+3 to a status threshold</p> <p>+1 max FP</p> <p>+2 flat physical damage reduction</p> <p>+2 max poise threshold</p>	<p>+5 to a status threshold</p> <p>+2 max FP</p> <p>+Once per combat succeed on an athletics check to resist an effect (before rolling)</p> <p>+1 tier of resistance to an element</p> <p>+3 flat physical damage reduction</p> <p>+1 flat damage reduction for one element</p>	<p>+20 flat physical damage reduction on one attack, once per combat</p> <p>+(4+4*Vit mod) max HP</p> <p>+1 max AP</p> <p>+(Vit mod) max FP</p> <p>+1 flat physical damage reduction for each tier of physical resistance</p> <p>+2 flat damage reduction for one element</p>

Recovery Flasks, Items, and Bonfires/Resting

Flasks and Resting

Recovery flasks are a key item for any adventurer that regularly finds themselves in battle. Players should purchase or come upon a recovery flask on or before level 3 in order to stand a chance against more powerful encounters. Any player or human character may attune to a maximum of one recovery flask and use it in or out of combat in one of two forms. The two forms every recovery flask can take are the **crimson flask** which heals HP when drank, and the **cerulean flask** which replenishes FP when drank. A basic crimson flask heals for 15 HP per usage, and the basic cerulean flask replenishes 5 FP per usage. When the recovery flask is upgraded via a skilled craftsmen by combining it with a second recovery flask, its potency is increased. Each upgrade, up to a maximum of +9, adds 15 to the amount healed by the crimson flask and 2 to the amount of FP restored by the cerulean flask.

Both forms of the recovery flask have a number of charges which are replenished when making a bonfire long rest, and allocated by the attuned character between the two forms at the end of the rest, as they see fit. A **long rest** is defined as a rest of one full week within the influence of a magical bonfire or equivalent magical resting area. A long rest replenishes any abilities that are given back during a long or short rest, and bestows recovery flask charges based on the strength of the bonfire (see the "fire keeping" skill in the skills section of chapter (3), for more info on bonfire strength and number of gained recovery flask charges). A rest of about 8 hours, referred to as a **short rest** near a bonfire restores all HP and FP, as well as replenishes any abilities that are restored from short rests. **More specifically, a "rest" implies not engaging in combat (taking or directly dealing damage), or gaining any points of exhaustion.** Note as well that **dying and re spawning at a magical bonfire/resting area gives one the effects of a short rest.**

Note that recovery flask charges drop to zero when a flask is newly attuned, flask charges also drop to zero when the flask is removed from the vicinity of its currently attuned user (more than 30 feet away), and flask charges can only be refilled when the flask is currently attuned to a character. As a result, in order to successfully finish a long rest to refill your recovery flask you need to keep your flask on you, stay within the limits of a bonfires influence, and "rest" by not engaging in combat (taking or directly dealing damage) or becoming exhausted all for an entire week.

Using Items

Just like the recovery flasks, **items** may be used in and out of combat for a variety of effects depending on the item, and are often consumed after use. In combat, using an item is its own action that may be preformed on a characters turn, with AP cost depending on their dexterity stat. **Using items costs** 4 AP when Dexterity is less than 10, 3 AP when 10 or higher, and 2 AP when 18 or higher. Outside of combat items take only a few seconds to retrieve from a pack and use, but are still consumed as normal. Items which function as ammo like arrows, crossbow bolts, bullets etc. are lost upon use unless otherwise stated. For a list of consumables and general items see chapter (9).

Status Effects

Status effects take place when a specific **status build up** reaches a creatures maximum resistance or **status threshold** for that status effect. The base maximum status threshold for a character is 10, and is increased or decreased based on a variety of things including stats, equipment, and lineage. At the start of each creatures turn, the buildup of status effects decreases by 1 unless otherwise stated (such as poise for example). The same status cannot take effect more than once every round of combat, and a creature is immune to further build up of a status while that status effect is active. The following are the status effects and what they do when they reach their status thresholds:

- Bleed - Bleed out, drenching any occupied grid space/spaces with blood, and instantly take 20% of maximum health as true damage. On the start of the creatures next turn after bleeding out, they also take 10% of maximum health in true damage unless 2 AP is spent to staunch the bleeding.
- Poison - Become poisoned, taking 5% of maximum health as true damage each turn for ten rounds or until cured. The damage is taken on the start of the same creatures turn when the status threshold was met, or alternatively on the start of the poisoned creatures turn.
- Toxic - Become badly poisoned, taking 10% of maximum health as true damage each turn for ten rounds or until cured. The damage is taken on the start of the same creatures turn when the status threshold was met, or alternatively on the start of the badly poisoned creatures turn.
- Frost - Become frostbitten, lowering max AP by 2, preventing poise damage from recovering, and lowering all damage resistances to zero. These effects last for the next two rounds of combat.

- Curse - Die. This death produces the same result of any normal death but does not cause the victims HP to reach zero.

Finally, a special status is **poise**, which when built up to its threshold inflicts the "staggered" status condition. Poise status threshold is equal to 5 less than a characters endurance stat, minimum 5, and **poise damage build up** is recovered by half of its maximum threshold (rounded down) each round on the start of a characters turn. Poise damage is not inflicted like other status effects. Most commonly, poise damage is a result of a weapons heavy attack, blocking with a shield, or from a special ability or spell. **Each instance of poise damage inflicted upon a creature causes them to lose 1 AP from their next turn** (unless the poise damage was taken as a result of blocking with a shield).

Status Conditions

Status conditions take place in special circumstances based on environment, type of attack, special bonus effects, or landing precision attacks. The following is a list of possible status conditions and how some can be inflicted:

- Grappled - Target cannot make any movement actions, but can still attack. While grappled, a creature can choose to spend 3AP any number of times on their turn to attempt to escape the grapple, with the difficulty class (DC) depending on the grapple (often just a contested athletics check). The grappled creature also has disadvantage on acrobatics checks. A creature can normally only manage to grapple another creature that is no more than one size category larger than itself. If two or more creatures are grappling a single target then that target becomes restrained. Unless otherwise stated, any action which could result in a restrain must be made as a slow action.

players may attempt to make a hand-to-hand grapple with another creature in an adjacent grid space by spending 3 AP and threatening that creature. This action does not count as an attack and if it is not dodged then an athletics skill contest is performed to determine if the victim becomes grappled. Unless otherwise stated, while hand-to-hand grappling another creature, players may not perform any action other than regular movement (without also dropping the grapple). A grappled creature may be moved for double the AP cost assuming the grappler is strong enough to move the creatures weight.

- Restrained - Target cannot make any movement actions, spend AP to make attack actions, resolve slow

actions, or use items. Restrained creatures auto fail any acrobatics checks, but once per turn can spend 4AP to attempt to escape, with DC depending on the type of restraint, or a contested athletics check. Outside of combat when restrained, if the DC has not been made in one check then unless something changes regarding the difficulty of escape, the restrained creature cannot escape on their own. While restrained all precision attacks on a restrained creature have advantage. If a creature is restrained by two other creatures grappling them, then beating one of them in the athletics check reduces the condition to grappled (allowing them continue making skill checks to escape), and beating both fully clears the condition. Unless otherwise stated, any action which could result in a restrain must be made as a slow action.

- Prone - Costs 3 AP to stand back up on the prone creatures turn. Until the prone creature stands back up they have disadvantage on athletics and acrobatics checks, and all precision attacks on them have advantage. Being knocked prone cancels any slow actions which have not resolved. Creatures may not make any reaction attacks, heavy attacks, or weapon skills while prone. Light attacks or spells can still be performed while prone, but may be difficult and require a precision skill roll. Creatures can make a regular movement action while prone, but at half speed (2 AP per space), and cannot sprint. As well, the AP cost of dodging is doubled and dodges can go no farther than 5 feet.
- Mounting - Any creature that is of size large or greater (up to GM's discretion) can be mounted by a player character (medium or smaller creature) which can jump or otherwise propel themselves onto its back. The two creatures then must make a contested acrobatics check. If the creature doing the mounting succeeds, then they may hold onto the mounted creature, moving along their grid spaces as though they were difficult terrain and making attacks from the mounted position (which is often one of greater safety). The mounted creature may spend 3 AP to try and shake off a mounting creature with an athletics check contested by acrobatics from the mounter. If the mounting creature fails any of the checks then they are thrown onto an adjacent grid space and knocked prone.
- Impaired vision - You are forced to make precision attacks for all attacks you make and have disadvantage to hit. Your vision is reduced by half and you have disadvantage on perception checks involving vision. This status can sometimes be inflicted by multiple precision attacks to the head/eyes.
- Deafened - You cannot hear, disadvantage on all sanity and diplomacy checks, and auto fail any perception checks involving hearing. Can be inflicted by precision attacks to the head/ears.

- Dazed - You cannot speak and your max FP is halved. Penalty of -5 to precision attacks. Can sometimes be inflicted by precision attacks to the head.
- Limb fracture - Lose the function of an arm or leg for a small period of time. If inflicted on an arm which is wielding a weapon then the target drops the weapon. This cancels any slow actions which require the use of that arm. If inflicted on a leg the targets dodge range is halved (after any other reductions, and rounded down), and requires the creature to spend 1 extra AP on their turn each time they initiate a movement action (regardless of distance). If inflicted on all legs then the target is also knocked prone and cannot stand until this condition is cleared from all legs. Can be inflicted by precision attacks on a limb.
- Locked up - Double movement costs and disadvantage on acrobatics checks. The AP cost of dodging is increased by one. Can be inflicted by precision attacks on the body from behind.
- Staggered - Lose your next turn in combat (and the ability to make any actions at all over that round), automatically fail any skill checks to resist an effect, and the next attack made on you deals double damage. If inflicted on a creature during their own turn then it also ends that turn and cancels any actions they have not yet resolved. Can be inflicted by being parried, or by reaching poise status threshold. This condition lasts until the start of the next turn that the staggered creature can act, and cannot be refreshed while still active.
- Frenzy - Your maximum HP is halved for a period of time. This effect also applies to temporary HP. Can stack with itself.
- Berserk - Spend a period of time (an amount of AP) attacking and trying to kill the nearest ally, or the nearest creature, depending on how this status condition was inflicted.
- Exhaustion - (level 1: Disadvantage on all skill checks) (level 2: Double move AP cost and double all FP costs) (level 3: Max HP and FP halved) (level 4: Instantly become fully undead). Reduced by one level after a full, undisturbed, comfortable sleep + bonfire short rest + consumption of food and drink. Can be accumulated through hard labor or travel with no bonfire rests, lack of food or water for one or more days, lack of sleep for two or more days.

Monsters and Hostile Creatures

In order to better prepare GMs and players alike, this section will provide a general guide on monsters and hostile creatures. Most combat encounters will involve players going up against other humans, or any variety of monsters or both!

Fighting Humans

When doing battle with other **humans**, the stats and actions performed by the hostile humans can be exactly the same as those made by any player. These hostile characters can be built by the GM just like how a player might build a character. Leveling up to an appropriate level based on the character and encounter, and gaining the appropriate feats and abilities as they do. To keep things a bit more simple, a GM can restrict these hostile characters to just a few key actions and abilities based on their level. For example, a spell caster might only have a few spells they cycle through based on the situation, and only one or two abilities from their feats that they focus on. Players should be aware though, leveled up hostile humans can also follow the same rules of undying. It may be very difficult to perform an assassination on a human target which has a good chance of reforming at the town center bonfire, with their sanity intact.

Monster Rules

On the other hand, **monsters** follow a slightly different set of rules. Each monster should still have an array of stats which determine their skills and give a rough guideline for their HP, AP, and FP. But **monsters, in most cases, should have a pattern to their behavior and the actions they take in battle**. This allows players to learn and get better at fighting in each encounter. Such as learning which attacks to dodge, how to effectively dodge them, and where and when a monster dodges the players attacks. Smarter monsters could also change this pattern as the battle goes on and situations change. As an example, a monster could have a behavior in which they always target the nearest player with a combo of three attacks (assuming they have the AP for all three), where the third attack is much stronger and hits multiple grid spaces. In fighting this monster the players can learn to save their dodge for the final attack, and which grid spaces are safe to dodge to.

For more powerful abilities, monster should also have to spend FP, **but it is important to note that monsters should have a passive FP regeneration of at least one FP per round**. That way as the battle drags on they will be able to use their more powerful abilities again and again. Some monsters can even regain more FP by accomplishing small objectives in battle, like dealing a certain amount of damage, or

inflicting players with a status condition etc.

As monsters do not strictly follow the same rules as human characters, they can be designed to have abnormally high skills, stats, resistances, thresholds etc. but this is often to the detriment of something else. Such as a **large creature**, which takes up four spaces on the grid, being easier to hit and maybe not dodging as much, but having higher status and poise thresholds. For **armor and resistances**, monsters should use different tiers which are more drastic but allow for stronger specialization and easier calculation for the GM. Monsters can have 4 tiers of resistance in each damage type: 25%, 50%, 75% and 100%, but they can also have negative tiers if they are more vulnerable to a specific damage type. Some monsters also lose FP or have another detrimental effect take place when they are hit by a vulnerable damage type.

For simplicity, fully undead humans which were not particularly strong in life, such as commoners or foot soldiers, can be treated more like monsters than human characters. The following is an example of a weak rat monster, and an undead human monster:

Undead Rat	HP:10, AP:6, FP:0 Size: Small (1 souls) Phys Arm: None Res: None Poise max: 2 Status res: base 10, poison 13 bleed 7	Vit(-1), End(-2), Str(-1), Dex(+1), Att(-1), Int(-2), Fai(0) Behavior: A bulbous rat of great proportion. Moves two spaces per turn for no AP cost toward the nearest hostile target. If there is no hostile target in sight then the rat will seek to hide in ambush. Can dodge once per round, 5 foot distance, at the first instance of being attacked. Will always dodge backwards based on the direction it is facing.
Attacks/Abilities:		
<u>Bite</u> - 2 AP, (1d4 + Str) physical damage, 1d4 poison, 5 foot range <u>Leaping Bite</u> (*tier1) - 3 AP, leap up to two spaces and bite down on a creature within 5 feet dealing (1d6 + Dex) physical damage and 1d4 poison. Performed only if target is not in range of bite attack after free movement, but is in range of this attack.		

Undead Soldier Size: Medium (2 souls)	HP:25, AP:8, FP:0 Phys Arm: 25% Res: Fire -50% Poise max: 4 Status res: base 7	Vit(0), End(0), Str(+1), Dex(-1), Att(-1), Int(-2), Fai(0) Behavior: -5 sanity. A human soldier lost to undeath. Loses 1 AP from its next turn when taking fire damage. Targets nearest non fully undead creature it can see or hear. Otherwise does not move. Will prioritize using any equipped weapons. Can dodge once per round, 5 foot distance, at first instance of being attacked from the front. Will randomly dodge left or right based on direction it faces.
Attacks/Abilities:		
<u>Swipe</u> - 2 AP, (1d4 + Str) physical damage, 5 foot range		
<u>Sword</u> (Light Weapon Swing tier1) - (if equipped) 3 AP, (1d6 + Str) physical damage, 5 foot range		
<u>Flurry of Cuts</u> (*tier1) - 5 AP, (4d4 + 4*Str) physical damage, 4 poise damage, 5 foot range (becomes d6 if sword equipped). Slow action which is prioritized after a swipe or sword attack if enough AP remains. Hits all grid spaces in front.		
<u>Shield</u> (Shield Protector tier2) - (If equipped) 2 AP to raise, block all physical (1/10 poise damage rounded up). Prioritized when in groups and others are attacking.		

Note that the text in brackets after the monsters ability names indicate that that ability can be captured as a spirit ability, with a "*" indicating that the spirit ability has the same name as the monsters ability, followed by the tier of the spirit ability. See chapter (7) for more information, and a list of spirit abilities.

Size Categories

Throughout this book there are a variety of abilities and spells that have different effects on creatures of different **sizes**. The categories for sizes of all creatures, in an ascending scale, are as follows: **tiny, small, medium, large, massive, gargantuan, and astronomical**. All human/playable characters fall under the size category of medium and take up one grid space which they occupy. Small creatures can be about the size of a dog, whereas a tiny creature can be a rat or large insect. Small and tiny creatures can still be represented as occupying one grid space, but in most cases do not take up the space and can share it with others of their size. Large creatures take up a two by two or three by three section of grid spaces, massive creatures take up a four by four to six by six section of the grid, gargantuan take up a seven by seven to a ten by ten section, and astronomical creatures are anything larger.

In most cases, creatures larger than the "massive" size category should have much higher athletics skill, poise thresholds, and resistances, but might not be so concerned with dodging the attacks of a smaller creature (and in fact might not be able to move their bodies fast enough to do so). Meanwhile, creatures smaller than the

medium size category might be more nimble and acrobatic, but easier to stagger and overwhelm with strength. But, as with other aspects of monsters and encounters, this is something that can fall to a GM's discretion.

3 Character and Leveling

The purpose of this chapter is to help guide a player in the mechanical steps of making and leveling a character. Key details such as Stats, Skills, and starting backgrounds/equipment are found in this chapter and are important to include in any character sheet.

Making a New Character

For a new character, follow these steps to get started:

Step 1: Choose a starting background for base stats and starting equipment. These are listed later in this chapter. Use your base stats to find your max HP, AP, FP, Status resistances, Skills etc.

Step 2: Choose a lineage and/or bloodline from the "World and Lineage" chapter, and apply any bonuses.

Step 3: Spend Fate points on destined traits in the "Destined Traits" chapter. A new character starts with two points of fate.

Step 4: Level up to level one, and then whatever higher level your character will be starting at. See the Quick Leveling guide in this chapter for this step.

Combat and certain events award the players with souls, equipment, and rarely fate points. Enemies killed in combat award souls, which are used to level up and can be traded to other players or NPCs. The amount of souls required to level up is ten times a characters next level. So from level 1 to level 2, 20 souls are required. From level 8 to level 9, 90 souls are required. The maximum base character level is 30, but can be increased to 35 with the Limitless destined trait. Players can only level up when completing a short rest at a magical bonfire or equivalent.

Character Stats

Each stat has a value between 1 and 20 (but can be increased above 20 when specific abilities or equipment explicitly include an increase to this normal cap) and a corresponding modifier (mod) that is given by $(\text{stat mod} = (\text{stat} - 10)/2)$, always rounded down to the nearest integer below the value. The following are the character stats and what they effect:

Vitality - Dictates players maximum health and Vit mod can be used as a bonus for rolls to keep physical composure (such as holding your breath or preventing sickness). Every even level add $1d6 + \text{Vit mod}$ to

your maximum health. Whenever your vitality modifier is increased by one you may add one point to your maximum HP for each even level below your current level. More powerful armor can have bonuses which scale with Vit mod

Endurance - Dictates players maximum AP, poise threshold, and effects the skills Perception, Athletics, Acrobatics, and Fire Keeping. Maximum AP is given by $8 + EndMod$, and poise threshold is equal to 5 less than End stat, minimum 5.

Strength - Dictates scaling of heavier weapons and is required by certain equipment. Effects the skills Athletics, and Sanity. Strength also effects the AP cost of dodging in armor, maximum equip load, and jump distance. As well, Str mod is added to maximum frost and bleed status resistances. If you lack the strength for a weapon you may wield it in two hands which acts as though the strength requirement is reduced by 4, and its physical strength scaling is increased by one level.

Dexterity - Dictates scaling of light weapons and ranged weapons as well as the skills Stealth, and Acrobatics. Dexterity determines the AP cost of using items in battle, and Dex Mod is used to determine order of turns in battle through an initiative check.

Attunement - Dictates characters maximum FP, attunement slots, and the skills Stealth, Precision, Diplomacy, and Sanity, as well as checks to identify properties of armor and rings. Maximum FP is given by $5 + (Attstat - 10)$ when Att stat is 10 or more, and $5 + AttMod$ when Att stat is less than 10. The number of a characters attunement slots is equal to $1 + (Attstat - 10)$ and cannot go below zero.

Intelligence - Dictates scaling of sorcery, hexes, and pyromancy as well as the skills perception, and precision. Also used to identify sorcery or pyromancy spellbooks, as well as hex spellbooks if lower than faith. Int mod is added to maximum poison and toxic status resistances.

Faith - Dictates scaling of miracles, hexes, and pyromancy as well as the skills Fire keeping, and Diplomacy. Also used to identify miracle or pyromancy spellbooks, as well as hex spellbooks if lower than intelligence. Half of Fai mod is added to undying rolls on death if Fai mod is positive, and full Fai mod is added if it is negative

Skills

Skills are used to determine the success of difficult actions in and out of combat, as well as the ability to resist effects by meeting or beating a **difficulty class** (DC) number with your skill roll. **To make a skill roll simply add the skill number to a roll of a d20.**

The first eight skills listed in this section are calculated based on your character stat modifiers. These skills can be further increased by equipment and feats.

The final four skills are not inherently affected by stats and have a base value of zero on a new character. These are the **knowledge skills** (Knowledge of monsters, magics, world and history, and cosmic influence) and they are increased through leveling up and player choice. Every odd level, including level 1 when making a new character, the player gains one knowledge point which they may assign to one of the knowledge skills. Players will also gain knowledge points through adventuring achievements such as: learning a new language, discovering a new portion of their map, defeating a powerful monster, studying a magic artifact or crafting a new spell, coming in contact with cosmic entities or knowledge.

One knowledge skill may be rolled once per combat by each creature on their own turn, costing 3AP to do so, and may elucidate some information about the situation. For example, a high roll in knowledge of cosmic influence may allow a player to see something about their opponent that is not meant to be seen by regular mortal eyes, or a high roll in knowledge of monsters might reveal a monsters AP costs or abilities.

The following is a list of skills:

Athletics - (Str Mod + End Mod) Feats of strength made to overcome an obstacle, creature, or effect.

Acrobatics - (Dex Mod + End Mod) Ability to skillfully perform dexterous stunts or quickly avoid some undesirable effects.

Perception - (Int Mod + End Mod) Visual or auditory awareness as well as general deductive reasoning.

Fire Keeping - (Fai Mod + End Mod) Allows one to kindle bonfires, changing their effectiveness when restoring recovery flask charges. A bonfire kindled with a roll below 10 restores two recovery flask charges after completing a long rest, and each multiple of five from 10 and above adds one more charge to the fires power (roll below 10 stays at 2 charges, roll of 10 is 3 charges total, roll of 15 is 4 charges etc.). A fire that is already powerful, kindled with a low roll has its effectiveness reduced. Kindling a bonfire may only be done once per long rest. As well, once per long rest when away from a permanent bonfire, a temporary bonfire may be attempted to be created with a Fire Keeping skill check of 15 or greater. On a Roll of 25

or more the temporary bonfire may be made permanent, but fades if not tended to on a weekly basis. A newly created permanent bonfire starts with a base kindling level. Creating, as well as kindling a bonfire takes ten minutes of in game time.

Sanity - (Str Mod + Att Mod) Mental fortitude in the face of attack and the sight of cosmic oddities.

Stealth - (Dex Mod + Att Mod) Avoid detection by hiding yourself from sight, masking the sounds you make, or covering any smells which might reveal you. Often a stealth check must be made with the aid of obstacles, darkness, or cover of some sort. If a creature has not yet been made aware of your presence then a stealth check, contested by a perception check from the creature, may allow you to approach or avoid them undetected. A creature which has not perceived an incoming attack cannot dodge the attack. Stealth checks cannot normally be made in combat without the significant additional aid of a spell, substantial obstacles or cover etc. (Depending on how the creatures in combat perceive their surroundings, their intelligence, and up to the GM's discretion). As well, hitting a target with an attack almost always breaks stealth and reveals the attacker.

Precision - (Int Mod + Att Mod) Accuracy of precision attacks as well as precise movements and crafting. For example, firing an arrow or spell at a target behind cover, patiently pickpocketing a person without being noticed, or weaving strong rope from a bundle of vines. Attacking specific parts of a target can cause status conditions . Non lethal attacks must be made as precision attacks. See the Precision Attacks section ([2](#)) for more info on precision attacks.

Diplomacy - (Fai Mod + Att Mod) General charisma. Haggling, intimidation, persuasion, and the ability to see through these things.

Knowledge of monsters - A knowledge of types and kinds for a large variety of monsters and their abilities. An adventurer with high knowledge of monsters may be able to tell the stats and abilities of a creature or foe that they currently face, or even one that they are simply tracking.

Knowledge of magics - A knowledge of sources of magic and the ability to detect magical influence and type. A knowledge of magics may help a player understand what kind of magical effect is being used in a spell, spirit summon, piece of equipment, weapon, or artifact. Even when the exact effects of something are unknown a knowledge of magics roll may uncover a general understand of the types of magics being used. This might help lower the DC on an identification roll. A keen eye for magic might reveal an illusion

or a magical trap placed on a surface, the range or exact damage of a spell, an ability used by a spirit, or a magical influence on a person or creature.

Knowledge of world and history - A knowledge of past events, people, and locations. With a high knowledge of the world and history you may be able to tell where someone is from, connect past events, discover inaccuracies in a map, identify a lost language based on its sound or writing.

Knowledge of cosmic influence - Knowledge of a madman. Eyes on the inside which pull back the veil and elucidate things which may crack the mind of lesser mortals.

Quick leveling guide

Leveling up can only be done when resting at bonfires and requires souls equal to ten times the next character level. So for example, from level 1 to level 2, 20 souls are required, from level 8 to level 9, 90 souls are required etc. The base maximum level is 30 but can be increased to 35 with the destined trait "Limitless" from the destined traits chapter [5](#).

Each level allows a player to increase a stat by one, and gives one weapon proficiency point to assign to any weapon or magic they practiced with in or out of combat during that level. At even levels, after assigning an increase to stat points, the player increases their maximum health by $1d6 + \text{Vit Mod}$. Similarly, at odd levels the player gains one knowledge point to assign to one of the four knowledge skills, and if their level is less than 20 they also gain a secondary weapon feat which can only be assigned to a weapon type that is equal to or less proficient than their most proficient weapon type. Weapon feats are listed in chapter [4](#). Note that level 1 is included! So make sure to increase a stat, gain a knowledge point, and gain weapon proficiency after choosing your starting background.

Quick leveling lookup table: The below table gives a quick overview of what to increase/change based on the character level you just acquired

Level you just acquired is...	What you gain
an even level	<ul style="list-style-type: none">- Increase a stat by one,- gain one weapon proficiency point,- increase your maximum HP by ($1d6 + \text{your Vit mod}$). <p>Note that if your Vit mod increases as a result of increasing your vitality stat, then you also gain +1 max HP for each even level below your current (Vitality increases apply retroactively).</p>

an odd level	<ul style="list-style-type: none"> - Increase a stat by one, - gain one weapon proficiency point, - (If less than level 20) gain one secondary weapon proficiency point, which can only be assigned to a weapon type that is equal to or less proficient than their most proficient weapon type. - gain +1 to one of the four knowledge skills. <p>Note that if your Vit mod increases as a result of increasing your vitality stat, then you also gain +1 max HP for each even level below your current (Vitality increases apply retroactively).</p>
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Starting Backgrounds

The below table includes the starting backgrounds (at level 0) a player may choose from. Each background starts with two points of fate to be used to gain destined traits as in chapter 5, and only dictates what a player starts with, there are no restrictions otherwise. For the **Chaotic Tarnished** starting background: Choose one stat to be 15 (not including End), then roll 6d2 six times and assign the results to the other stats as you see fit.

Class:	HP:	Start armor:	Start wpn:	Vit	End	Str	Dex	Att	Int	Fai
Knight	24	med armor	short sword, shield	12	10	12	12	8	8	8
Mercenary	20	light armor	twin curved swords	10	12	8	14	10	8	8
Warrior	27	med armor	axe	14	12	14	8	8	8	6
Herald	20	med armor	halberd, talisman	10	12	12	10	10	6	10
Cruel Veteran	22	med armor	hammer, staff	12	10	12	8	10	12	6
Assassin	20	light armor	rapier, staff	10	10	8	12	10	12	8
Thief	17	light armor	dagger	8	10	8	14	12	10	8
Inquisitor	20	light armor	short sword, talisman	10	10	8	12	12	6	12
Sorcerer	14	light armor	dagger, staff	6	10	8	10	14	14	8
Cleric	17	light armor	club, talisman	8	10	10	8	12	8	14
Pyromancer	17	light armor	axe, pyro flame	8	10	10	8	10	12	12
Curious Noble	20	light armor	any casting implement	10	10	6	10	14	10	10
Wanderer	17	light armor	bladed quarterstaff	8	12	10	12	10	10	8
Deprived	20	no armor	hammer	10	10	10	10	10	10	10
Chaotic Tarnished	Vit*2	≤ 10 Str:light >10 Str:Med	two from start list with req met	??	??	??	??	??	??	??

Starting Equipment: Each piece of equipment below corresponds to the starting equipment of a starting background. If the background starts with a dagger, it is the dagger on this list. If the background starts with a staff, talisman, or pyro flame, then they also start with either the sorcery, miracle, or pyromancy on this list respectively. Note that damage and healing of spells is increased by the scaling provided by the catalyst. The starting shield of the knight is a Knights shield (see chapter 9 for details on the Knights shield).

Weapon (type), AP cost:	Stat Reqs:	Dmg die, Scaling, Status:	weapon skill (FP cost):
short sword (straight sword), 3 AP	10 Str, 10 Dex	1d6 + D Str + D Dex	shield splitter (3 FP)
twin crv swrd (curved sword, dual), 3 AP	14 Dex	1d6 + C Dex	spin slash (3 FP)
bladed quarterstaff (twin-blade), 5 AP	10 Str, 12 Dex	2d6 + D Dex	spin slash (3 FP)
hand axe (axe), 3 AP	12 Str	1d6 + C Str	warcry (3 FP)
halberd (halberd), 4 AP	12 Str, 10 Dex	1d8 + D Str + D Dex	charge (2 FP)
rapier (thrusting sword), 3 AP	12 Dex	1d6 + D Dex	lunging thrust counter (4 FP)
dagger (dagger), 2 AP	10 Dex	1d4 + E Dex	quickstep (2 FP)
wood club (hammer), 3 AP	10 Str	1d6 + D Str	warcry (3 FP)

Casting implement (type)	Requirements	Scaling	weapon skill and FP cost:
sorcerers staff (staff)	10 Int	D Int	steady chant (3 FP)
talisman (talisman)	10 Fai	D Fai	unfaltering prayer (2 FP)
pyro flame (pyro flame)	10 Int, 10 Fai	D Int + D Fai	combustion (2 FP)
spirit crucible (summoners crucible)	10 Int, 10 Fai	D Int + D Fai	-

Spell (type)	Stat Reqs:	Dmg die/type/range	Cost and effect:
Soul Arrow (sorcery)	10 Int	1d4/magic/20 feet	(2AP, 1 FP, 1 attunement slot) Fire a homing arrow of magic at the target. Charging Increases range by 10 feet.
Heal Aid (miracle)	10 Fai	Heal 1d4	(3AP, 2 FP, 1 attunement slot) Restore a very small amount of health. Cast as a slow action, interruptable. Cannot be charged.
Fire Ball (pyromancy)	10 Int, 10 Fai	1d6/fire/15 feet	(2AP, 2 FP, 1 attunement slot) Throw a ball of fire at target. Charging causes it to explode hitting all grid spaces within 5 feet of the target.

4 Weapon Proficiency Trees

Each level a player can assign one **weapon proficiency point** to a weapon or magic type they used or practiced with (including on creation of a character). Every odd level up to level 20, a player can also assign a **secondary weapon proficiency point** to a weapon that is less than or equal to their most proficient weapon. Every 3, 5, 7, 10, 13, 15, 17, 20, 23, and 25 points in a weapon proficiency tree allows the player to choose (if there is more than one option at that level), or gain one **weapon feat** that can be used with that weapon type or any other weapon type if not specified by the feat. For example, if a player has used or studied daggers for five levels and chosen the "Backstab" weapon feat then they gain its benefits on all attacks, not just attacks made from daggers! Because there are up to 45 levels of weapon proficiency points to assign, but each tree only goes up to 25, players can mix and match feats from different trees to build their character.

Below is the list of all weapon trees, containing all weapon feats for each weapon type.

Fist

Grapple, block, punch and swing your enemies around gracefully like the martial artist you are. The fist tree provides the tools for a mix of offensive and defensive utility. Get up close to your allies and enemies and control the battlefield. Fist weapons scale with strength or dexterity and the fist tree gives the added utility of more effective bare handed fighting.



Fightin' a group of enemies by your lonesome is a bad idea for most - but for me, its a hobby. Here I stand in a dingy dive bar facing off against four young bucks armed with bar furniture trying to prove their mettle against a defenseless Vileblood woman... well, not so defenseless.

I throw a quick jab at the first young'un, who ducked out of the way, then I follow up by driving my elbow into his buddy's temple. He was unconscious before he hit the ground. A third eejit swung a stool at my head, hard enough to kill. I threw my arms up in a block and it splintered against my thick skin. No broken bones, but it still hurt. So I returned the favor by slugging him so hard he did a pirouette. When his back was to me I wrapped my arm around his neck and used his face to block the next oncoming strike - another stool. I hurl the unconscious lad at his friend, knocking him to the floor. I stomp on his face, breaking a nose. Three down, one to go. This one had some sense and backed away. In a panic, he threw a cup at my face. I caught it. He fell back in fear, no fight left in him.

I head back to the bar and thrust my empty prize towards the barkeep and order another ale, which they obliged shakily. After downing the cup and wiping foam off my lip I smile at the lad. "Tough break, kid. You should choose your fights more carefully."

Martial Arts (lvl3) - Acrobatics +2. You may now choose weaponless fist attacks to be $1d4 + E\text{ Str}$, or $1d4 + E\text{ Dex}$, at a cost of 2 AP (instead of $1d2 + E\text{ Str}$).

Dancer (lvl5) - Your movements in battle are strung together precisely and inspirationally. Allies which start their turn in a space adjacent to you, after you have taken your first turn in battle, gain +1 bonus AP on that turn. This can affect a maximum of three allies each round. At character level 13 you also give those allies +1 FP. At character level 23 extend the range of this effect to allies starting their turn within 10 feet of you.

Boxer (lvl5) - (Str or Dex mod) times per long rest, by attacking in a flurry of quick movements, you may lower the AP cost of melee weapon attacks (including bare fists) by one (to a minimum of one), for one round of combat. You may now treat your bare fists as a weapon to use attuned weapon skills or weapon buffing spells on.

Grappler (lvl7) - Athletics +2. You may now perform a hand to hand grapple with each of your arms individually. As a result you may restrain a creature by yourself (with two grapple actions and the action to restrain must still be made as a slow action), or maintain two separate grapples. You may now still make light or heavy attacks while maintaining a single grapple.

Thick Skin (lvl10) - You may now double the contribution of your Str mod to your maximum bleed and frost resistance, or you may add your Dex mod to both your max bleed and frost resistance. $((Str \text{ or } Dex \text{ mod}/2) + 1)$ times per bonfire short rest, at any time, you may spend 2FP to absorb your bleed or frost status build up, dropping it back down to zero and healing you by the same amount. +5 Max HP.

Knock Around (lvl10) - Once per round you may choose to change the direction a small or medium creature is facing with a light or heavy attack. The creature must make a DC ($12 + \text{your Str Mod}$) athletics check to resist the change in direction. Any creature which fails this check takes 2 poise damage and any creature which fails twice within one minute is knocked off balance and you may choose to knock them prone following this second failure.

Deflect Missiles (lvl10) - (Dex mod + 1) times per bonfire short rest you may deflect any projectile attack made on you. Reduce the damage by $2d6 + \text{your Dex mod}$. If you take no damage from the attack then roll a d2, if the result is 2 then it refunds your usage of Deflect Missiles. At character level 15, increase the damage reduction die to $2d10$. Increase your Acrobatics by 2.

Cardio (lvl13) - Gain two AP worth of free movement at the start of each of your turns in combat. Increase your running horizontal jump distance by two grid spaces (10 feet). Increase your maximum poise threshold by 2.

Fitness (lvl15) - When wielding a fist weapon you gain one AP worth of free movement per turn. Increase your Endurance stat by one. If you have Thick Skin, then whenever you are inflicted by a status effect (your build up of that status reaches your maximum resistance) by a hostile creature, you may roll a d4 and regenerate the result in FP. Also, if the result of the d4 is a 1, you regain one usage of the absorption ability of Thick Skin. Knock Around now allows you to move any large or smaller prone creature by 5 feet for each attack you hit them with, and once per round deal an extra $1d10$ physical damage on an attack you make on a prone enemy. Using Deflect Missiles now gives you free movement as though you have made a dodge action, and it can now be used (Dex mod + 3) times per bonfire short rest. As well, if

you have Deflect Missiles and are grappling a creature you may spend one of its charges to force the creature you are grappling to instead take the damage of any attack made on you (regardless of the result of a precision attack to hit you instead). Although, this cannot refund a usage of Deflect Missiles.

Nothing to Hold You Back (lvl15) - Wearing light or no armor increases your bare fist attack damage scaling to D Str or D Dex. Thick Skin now gives you the use of Shed Skin on your own turn, once per status effect, per bonfire short rest. Shed Skin costs 2 FP and allows you to prevent your status build up from reaching your total resistance (stopping at one less than the max), for one round, for any status that has greater than zero status build up. During that round you may add your total status build up of that status to one of your attacks as bonus damage (with the damage type being the same as the majority damage of the attack). Shed Skin can only be used for one status effect at a time. The DC for knock Around is increased to ($14 + \text{your Str mod}$) and if you are wearing light or no armor you may also automatically grapple any enemy which fails the check. Deflect Missiles can now be used to lower the damage that any ally within 5 feet of you takes from a projectile, and can now be used ($\text{Dex mod} + 3$) times per bonfire short rest. As well, if you are wearing light or no armor you may spend two charges of Deflect Missiles to reduce any source of physical damage. Although, if you take no damage from one of these attacks, only one use can be refunded.

Fitness+/Nothing to Hold You Back+ (lvl17) - Fitness now prevents you from gaining levels of exhaustion from physical labor and allows you to get up from prone for one AP. Nothing to Hold You Back now increases the maximum distance you can dodge by one grid space (5 feet), and gives you advantage to resist being grappled while wearing light or no armor.

Hardy (lvl20) - Double the max HP bonus of Thick skin. The active status absorption ability of Thick Skin can now also be applied to poison or toxic status build up. Increase your maximum poison and toxic status resistances by either your Str or Dex mods. Once per bonfire long rest you may roll a d20, if the result is 20 you may lower your stacks of undying by one.

Choke Hold (lvl20) - The next attack on a humanoid enemy from behind after turning them around with Knock Around gives you a chance to make them fall unconscious for 3 rounds and be knocked prone. While they are unconscious taking any damage wakes them up. The enemy must make a DC ($10 + \text{your Str Mod}$) sanity check to resist.

Palm of Protection (lvl20) - Once per round you may intercept any ranged attack made on an ally within 20 feet by instantly, in a burst of speed, moving in front of the attack. You take the damage of the attack yourself. (Str or Dex mod) times per short rest you may use your martial mastery and knowledge of your close allies to redirect a projectile attack made by an ally which targeted you. When you do so, you may change the direction of the projectile and cause it to target a new space while simultaneously adding one additional damage die to it. Although, the projectile must still only travel a total distance less than or equal to its maximum range. Increase your magic resistance by one tier. If you use the weapon feat Deflect Missiles and take no damage from deflecting an attack, then heal $1d6 + \text{Dex mod}$.

Patient Swiftness (lvl23) - You may now prepare up to 75% of your total AP in different actions at the same time. These actions together count as one prepared action with one triggering condition.

Protect Self (lvl25) - You now take half damage from falling or being forcefully pushed into objects. On any round where you took a sprint action you take 50% less physical and elemental damage from all sources (before any armor reductions). ($\text{Str or Dex mod}/2$) times per bonfire long rest for 4 FP you may use your mastery of martial arts to reflect any one source of physical damage, or physical and elemental damage, dealt to you by any creature within one grid space (5 feet). You no longer take the damage of the attack, and the creature which made the attack takes all of the physical damage. If you have Knock Around then it now deals 4 poise damage whenever it succeeds. If you have the fist feat Thick Skin it now doubles the amount of health and maximum health it gives you (including any bonus from Hardy). If you have the feat Deflect Missiles, it now reduces the source of damage by $2d12 + \text{Dex mod}$ and you can use it $((2*\text{Dex mod}) + 3)$ times per bonfire short rest.

Dagger

Dont get hit, then hit them back where it hurts. The dagger tree promotes a quick and nimble playstyle which makes use of special circumstances in battle to greatly increase the power of your attacks. Choose the dagger tree to bolster your use of poison, deal bonus damage when an enemy is on the back foot, and increase your survivability through mobility. Daggers scale primarily with dexterity.



The job is simple: A corvian man with a missing eye is going to die tonight, make sure he stays that way. But simple isn't the same as easy. I stand by the town bonfire awaiting the corvian's resurrection. If he returns as an undead, then the town guards will deal with him. If he comes back retaining his sanity, that's when my knives get to work. But if he comes back after that, knowing someone is making an effort to cut his life short, he'll try to flee the city. Which, of course, would be bad.

The bonfire crackles cheerily, giving off its magical light, illuminating the town square even as the overcast night sky tries to swallow it. Then it happens. The bonfire roars for a moment, and a humanoid form materializes from the flame. I squint from my hiding spot in a nearby alley to get a better look. It's him, the one-eyed corvian. My ferno eyes grant me a few distinct gifts; they allow me to see through darkness - next to useless this close to the bonfire. However it also let's me see how close someone is

to losing their sanity. This corvian is, unfortunately, still sane but he's getting close. He's died a few times, it seems - not a popular man.

The town guards leveled their spears at the corvian, who raised his bejeweled hands and spoke, letting them know he was not a threat and muttering something about being run over by a carriage. They let him go. Time to go to work. As he rounds the corner, and before he could get too far from the bonfire, I approach from the shadows and drive my dagger into his back and cover his mouth with my hand to stop him from making any sound. There was no need, it was a perfect strike. He goes rigid and doesn't even whimper as he dissolves into ash.

I don't linger. I rush back to within sight of the bonfire in time to see the corvian form from the flames, fully undead this time. The town guards do their duty and take down the threat. Another job well done, I skulk away to get my payment.

Acrobatics Up (lvl3) - Acrobatics +2.

Backstab (lvl5) - Attacks from behind a creature deal an additional 1d4 damage. The default damage type of this bonus is physical, but if the attack deals no physical damage then this bonus damage is the same type as the largest source of damage from the attack, before any reductions.

Venomous Sting (lvl5) - You may now choose to add 1d2 innate poison build up to any dagger which does not already have a status build up. If the dagger already has an innate status build up then you may choose to replace it with this bonus. Weapon attacks which already have poison build up without the usage of this feat now apply it at one die level greater (1d4 becomes 1d6, 1d6 becomes 1d8 etc.)

Thievery (lvl5) - Your quick hands allow for deft actions. You may now use one item on any turn that you chose to sprint. On your turn while not sprinting you may now spend 3 AP to roll a contested acrobatics or precision check to steal something random and small when adjacent to and behind a large or smaller target, even during combat. Failing the contested check causes you to be spotted and steal nothing, but succeeding causes the creature to also be unaware of your action (although they might still be able to see you and form reasonable suspicion if they do). If the creature had nothing to steal on your successful check, and you have at least one throwing knife in your inventory, you may choose to instantly deal the damage of the throwing knife to the creature through a hidden stab, but as true damage. This does not use up the knife but counts as a special ability and not a weapon attack or item use.

Throwing Knife Expert (lvl7) - Throwing knives have their damage die increased by one level (d2 to d4, d4 to d6 etc.) and now have a 50% retrieval rate (roll a d2 for each knife thrown after combat is over, on a 2 you can retrieve it). The range of throwing knives is increased by 10 feet (to 30 feet) and they now count as daggers for the sake of weapon feats, but using one counts as a ranged weapon attack. You may also make ranged heavy attacks with throwing knives for one extra AP more than their item usage cost, but only dealing a maximum of 2 poise damage to adjacent targets.

Critical Hit (lvl10) - Light attacks on a staggered enemy cost half the AP. You can now make a finishing blow attack once per short rest on your own turn (becoming two times per short rest at character level 15). This attack is a melee weapon attack which costs no AP and deals the maximum damage of a light attack. If this attack kills a creature then you do not expend its usage. If the finishing blow is made with a dagger then it deals an additional primary damage die of maximum damage.

Shadow Assassin (lvl10) - The first weapon attack you make which hits a creature while they are unaware of you increases the number of primary damage die by two. If made with a dagger then increase the primary damage die by five instead. You may now take one additional action on a turn that you chose to sprint. That action is restricted to either using an item, or making a light attack with a dagger. This stacks with the Thievery feat of this tree. If the light attack hits a large or smaller creature from behind then you may automatically steal an object of your choice on their person that isn't held, although they become instantly aware that this has happened. On any round where you are sprinting, increase all of your damage resistances by one tier.

Backstab+/Venomous Sting+/Thievery+ (lvl13) - The weapon feat Backstab now prevents any creature from

dodging your dagger light attacks, when they target the creature from behind. Increase the bonus damage of Backstab to 1d6. The weapon feat Venomous Sting now prevents the target of your poison build up from losing 1 poison build up on the same round it was inflicted. The Thievery feat has its stealing AP cost reduced by one and now also lowers the AP cost of the first two items you use in combat by one. This item cost AP reduction can stack with others to make the AP cost of using the items 0 AP.

Poisons Expert (lvl15) - Inflict double poison status build up on hostile creatures. Once per short rest you are now also able to craft one rot paste item from the herbs and plants around you (as long as you are outside at the time of crafting). Increase the duration of rot paste to five turns (30 seconds).

Embedding Stab (lvl15) - Successfully making a precision attack with a dagger on a medium or smaller creature now allows you to leave your weapon embedded inside of them. This causes the creature to have a permanent status condition afflicted upon them until they spend 3 AP to remove the weapon, but removing the weapon deals 2d4 bleed status build up to them. If the dagger is embedded in a limb the target is inflicted with the limb break condition to that limb. If the dagger is embedded in their back they are inflicted with locked up. Embedded in the head inflicts them with dazed, and embedded specifically in an ear or eye inflicts deafened and impaired vision conditions respectively. You cannot have more than one embedded weapon on one creature at a time.

Reckless Dodge (lvl15) - You can now choose to make an effective dodge at the very last minute. Instead of dodging when a creature is about to attack you, you may wait until after the damage is rolled and the area of effect is revealed. Although, on any attack where you waited until the last minute before deciding to dodge (seeing the damage and area of effect before deciding), that attack pierces all of your armor and resistances if it hits you. Gain the ability to take one more dodge action per round of combat.

Critical Hit+/Shadow Assassin+ (lvl17) - Critical Hit now also allows you to permanently attune the weapon skill Parry without using an attunement slot. Critical hit now also makes the first hit with a dagger on a staggered enemy deal 5 extra damage die of damage, in addition to being doubled, and knocks them prone. As well, if made from behind the double damage hit on a staggered enemy gives them the locked up status condition when they stand up from prone. If you have the Shadow Assassin feat of this tree then gain +2 to your stealth skill. As well, (Dex mod) times per long rest during your own turn in combat you may perform an advanced stealth maneuver to cover your sounds, smells, and shroud yourself in a fog. This allows you to make a stealth check without the need for additional aids (cover, darkness, line of sight etc.) and potentially cause all nearby creatures to become unaware of you regardless of if they are already engaged in combat with you (Once again allowing you to make use of the effects of Shadow Assassin). Your advanced stealth lasts until until you make an attack or are otherwise revealed in some significant way. Each individual may prevent losing their perception of you with a perception check to contest your stealth.

Nimble Thief (lvl20) - You may now take one additional action on a turn that you chose to sprint. This action is unrestricted and stacks with the actions granted by the Shadow Assassin and Thievery feats of this tree. Any light attack you make with a dagger while you are sprinting, that hits a large or smaller creature from behind, now allows

you to automatically steal an object of your choice on the target that isn't being held without them being aware of the steal. If the object of choice is being held then you may attempt to steal it with a contested acrobatics check but they are instantly aware of this attempt (some creature may be immune to this held item steal, up to GM's discretion). On any round where you are sprinting, increase all of your resistances by one tier. This stacks with the bonus granted by the Shadow Assassin feat of this tree.

Feint Attack (lvl20) - (Dex mod) times per short rest, whenever you make a light attack which threatens a creature, you may spend an additional 1 FP to make it into a feint attack. If a feint attack is dodged then half of its AP cost is refunded, unless made with a dagger, in which case all of its AP cost is refunded. Gain +4 to any diplomacy checks you make to intimidate someone. A successful intimidation diplomacy check made after communicating with a creature for at least a minute, breaks their confidence, forcing them to subtract the result of a d6 from the next skill check they make within the following hour. Attempting to break a creatures confidence causes them to be immune to further attempts for the next hour.

Nimble Thief+/Feint Attack+ (lvl23) - If you have Nimble Thief then you are guaranteed to also steal half of all currency your target holds when you steal an object from their person as per the details of the feat or the Shadow Assassin or Thievery Dagger feats. In addition, on any round of combat that you took a sprint action on your turn, your maximum dodge distance is increased by one grid space (5 feet). Outside of combat your maximum jumping distance from a standing or running start is also increased by one grid space (5 feet). After making a feint attack, regardless of if it hits, you may immediately move one grid space for free. When you break a creatures confidence with an intimidation check as described by the Feint Attack feat, you may instead choose a skill and have the creature subtract the result of a d4 from all checks of that skill for the next ten minutes.

Tempo (lvl25) - Each turn in combat where you have attacked, or moved and attacked, your primary damage die for daggers increases in level up to a maximum of d10 (so a d4 to a d6 to a d8 to a d10). Spending AP on anything other than attacks, stealing objects, or movement actions, or having a turn of combat where you did not make an attack, resets the effect. Ending combat also resets the damage die back to their base level.

Straight Sword/Thrusting Sword

Battle is an art and you can be a master with the right skill and a graceful implement of destruction. The straight sword/thrusting sword tree gives you the ability to wield a wide variety of powerful battle skills and improve their effectiveness. Exploit weakness in a foes body, deliver a blow that counters defenses, and prepare the right strategy to make a fight look effortless. Straight swords scale with both strength and dexterity, while thrusting swords scale primarily with dexterity.



As much as I don't want to admit it, the demonkind with a thrusting sword was no slouch with the blade, darting in and out of reach and landing blows with precision strikes. He coated his weapon in elemental resin which gave him the edge in straight damage, and his clear experience using multiple weapons allowed him to use various techniques not typically learned when using a weapon of that type.

He had an intense focus, allowing him to land difficult blows in vital areas. I watched as he landed a devastating strike on my defender's shoulder, making his arm fall uselessly to his side. Bloodied, the defender tried to dodge out of the way of the demonkind's next strike, but was somehow anticipated, and the dodge didn't work, he took another brutal attack. The demonkind followed it up by rallying his allies, who promptly focused on the poor defender, and he was mercilessly cut down. Their opponent, defeated, they quickly sought out their next foe and put

them on the defensive.

Diplomacy Up (lvl3) - Diplomacy +2.

Versatile (lvl5) - Learn the weapon skills Parry and Lunging Thrust Counter. Reduce both of their FP costs by one (this reduction can stack with other FP cost reductions, but cannot lower the FP cost below zero). Activating a parry attempt or the counter attack of Lunging Thrust Counter during a round of combat now gives you one free space of movement at the start of your next turn.

Soldiers Resins (lvl5) - Increase the duration of all of the resin items to five rounds (30 seconds) and increase their bonus elemental damage to 3d8. Once per bonfire short rest you may use any nearby trees to craft one of the resin items at random. Roll a d4 to determine which one you craft, with a 1 being pale resin, 2 being gold resin, 3 being charcoal resin, and 4 being human resin.

Dancing Weapon Skills (lvl7) - (End or Att mod) times per bonfire short rest for one round of combat on your turn, you may swap any one weapon skill you have on any melee weapon, or attuned in one of your attunement slots, for any other melee weapon skill which you have learned. On that same turn regenerate 1d2 FP. You may only use this ability once per turn and the swap reverts back at the start of your next turn after resolving any heavy attacks or similar slow actions.

Natural Leader (lvl10) - Raise your weapon high and make an encouraging shout or short speech to inspire allies that can hear you clearly. Spend 3 AP on your turn in combat to give up to three allies, that can hear you clearly, 2 extra AP on their next turns. Usable only once per round of combat on your own turn. Outside of combat you can make an encouraging shout right before an ally makes an athletic or acrobatic feat to give them +2 to their skill roll. As long as they could hear your encouragement right before making the check. Being inflicted by the Dazed status condition prevents you from encouraging allies with this weapon feat.

Partbreaker (lvl10) - Increase your precision by +2. The default and specific HP percentages you need to deal in damage to a creatures limb in order to inflict the limb fracture status condition is now halved. More specifically, by default instead of needing to deal 20% of a creatures maximum HP in precision attacks to a limb, you need to only deal 10%. Hitting the lunging counter attack, when performing the lunging thrust counter weapon skill, now has its damage apply to the limb fracture threshold of one of the target creatures limbs of your choice, regardless of it was made as a precision attack or where it was targeting on the creature. Every attack you make on a staggered creature inflicts them with the limb fracture status condition on one of their limbs of your choice, regardless of if the attack was a precision attack or where it was targeting on the creature.

Weapon Skill Training (lvl13) - Learn any three weapon skills of your choice. Attune them without needing to spend attunement slots. They may still be temporarily swapped as though they took up a slot using the Dancing Weapon Skills feat of this tree.

Preparation (lvl15) - Each round of combat you may spend 1 FP to select an item type to prepare the usage of, or an accessible weapon to prepare to swap to. During the following round of combat the AP cost of using that item type or swapping to that specific weapon is reduced by one (this can stack with other reductions to lower the cost of using

the item or swapping to that weapon to 0 AP). You always gain one extra recovery flask charge after making a bonfire long rest. Outside of combat whenever you use an item roll a d4, if the result is 4 the item is not used up. Any prepared action which costs FP now refunds that FP if the condition was not met or you canceled the prepared action.

Roll Catch (lvl15) - Once per round of combat, when you threaten a medium or smaller creature with an attack, you may predict the exact grid space they intend to dodge into with a regular dodge action. If your prediction is correct (and they did intend to perform a regular dodge action) then their dodge fails, their movement is stopped, and the dodge action is expended.

Natural Leader+/Partbreaker+ (lvl17) - Activating the encouragement of Natural Leader during combat now also regenerates the poise of all affected allies by one, and cures the staggered status condition. If you have the weapon feat Partbreaker then any creature which you have inflicted with the limb fracture status condition no longer regenerates poise and takes one extra poise damage, per instance of poise damage, until after the condition is cleared.

Muscle Memory (lvl20) - Using a weapon skill that you have also used during the previous round of combat reduces its FP and AP costs by one (to a minimum cost of 1 AP, if it has an AP cost). Each time you perform a weapon skill which requires you to spend AP, you may spend extra AP to reduce the skills FP cost. For each extra AP you spend, reduce the FP cost of the skill by 2. Alternatively you may spend extra FP to lower the AP cost involved with a weapon skill. For every 2 extra FP you spend you may lower the AP cost by one, but you may not lower the total AP cost below two.

Vitiating Resistance (lvl20) - $(1 + ((\text{Str or Dex mod})/2))$ times per bonfire short rest you may make a light or heavy attack a vitiating attack. You must choose to make a vitiating attack before you know if the attack hits its target or not. When making a vitiating attack choose one element. If the creature you are attacking gets hit with the vitiating attack and has at least one tier of resistance to the element you chose, they completely lose that resistance then receive the damage of the attack. At the start of each of a vitiating creatures turns, for each tier of resistance lost they may choose to spend 1d2 FP to steel themselves, recovering a tier of lost resistance for the specified element. If a vitiating attack succeeds in reducing a creatures resistance then they cannot be affected by another vitiating attack of the same element, during the same instance of combat.

Preparation+/Roll Catch+ (lvl23) - If you have the weapon feat Preparation then outside of combat you may now roll a d2 when you use an item, and if the result is a 2 then the item is not used up. As well, within combat you may now roll a d4 whenever you use an item, with a result of 4 causing the item to not be used up. If you cause a dodge to fail as a result of predicting it with Roll Catch, then the target can no longer make any dodge actions that same round.

Legendary Sword (lvl25) - Every sword you use gains permanent elemental magic of your choice, changing its physical damage to that element. The element may be changed by you anytime, up to two times per bonfire short rest (including changing it back to physical damage if you so choose). The primary damage die of the weapon is increased by one level (eg. 1d6 becomes 1d8) and its light attacks regenerate your FP by one per attack, up to a maximum of 3 FP per round. Diplomacy is increased by 2 for your entire party. Whenever you change your swords element mid combat it

flares out, causing all non allied creatures which could see it to lose your choice of 2 diplomacy, perception, or precision for the duration of combat. Outside of combat this flare causes all non allied creatures to have the skill decrease, as well as disadvantage on their next initiative check, all for the next hour or until the next instance of combat finishes. This skill decrease stacks with itself.

Katana/Curved Sword

The patience of a samurai and the cunning of an outlaw mercenary. The katana/curved sword tree boosts your ability to learn an enemy as fast as possible while absorbing their blows and countering precisely. This tree also synergizes with any build wanting to exploit the bleed status to great effectiveness. Both katana and curved swords scale primarily with dexterity and commonly deal built in bleed status build up.



the damage of oncoming blows. I had never heard of such a technique, but I am intrigued all the same, and I am eager to see what the rest have in store.

My ferno bodyguard was the first to step up to the bandits who attacked my carriage, he engaged with a demonkind who was wielding a thrusting sword and a corvian who was using a scythe. Taking on two enemies at once seemed unwise, but the ferno swordsman seemed confident. Katana was a master of the blade and did not attack with undisciplined abandon. He was slow and methodical, he took his time reading his opponents movements, and used this insight to block any attempt at trickery. However when he did strike, it was a calculated flurry, causing blood to fly in all directions.

Swinging with precision, he was able to slash through the very air itself, dealing damage from a distance. He'd follow up by sheathing his weapon, then quickly drawing it again to deal a devastating blow. Then he did something I still do not understand: awash with the blood of his enemies, he seemed to focus his energy, which caused the blood to harden into a thin protective shell the reduced

Perception Up (lvl3) - Perception +2.

Swordsmans Awareness (lvl5) - You may now make a knowledge roll on every round of combat on your own turn (instead of only once per combat), and making a knowledge roll in combat now costs 1AP instead of 3AP. Increase your knowledge of monsters, magics, and world and history by one each. Learn the weapon skill Sword draw. The three sword draw skills (Sword Draw, Lai Sword Draw, and Golden Draw) now increase your physical damage reduction by one tier on any round of combat they were used.

Sellswords Concoctions (lvl5) - Learn the weapon skill Seppuku. Each time you deal 7 or more bleed build up to yourself from using Seppuku in combat you may add a rouge paste item to your inventory. If you use Seppuku with a katana or curved sword then lower this damage threshold to 5 or more bleed build up. Increase the bonus status build up of any rouge paste and cobalt paste items that you use to be 2d4 and increase their duration to five rounds of combat (30 seconds).

Outsmart (lvl7) - (Your character level/5) times per bonfire short rest, immediately after you have damaged a hostile creature, you may engage them in a precision, acrobatics, or diplomacy skill contest of your choice. If you succeed then you distract and misdirect them, causing them to lose 1d4 FP and restoring your own FP by one more than the amount rolled.

Hemorrhaging Wounds (lvl10) - All bleed status build up you deal to a target which has already bled out on the same round, is instead dealt as true damage. Once per round, whenever you deal true damage through this feat or are bled out yourself, you may convert the excess of blood into defensive armor. This blood armor gives you one tier of resistance to a damage type of your choice until the start of your next turn.

Spirit Share (lvl10) - Once per round in combat you may use an item or make a light or heavy attack by spending its AP cost in FP instead (the poise damage of a heavy attack made this way is still calculated as though you spent the AP). You may also spend FP to add the amount you spent to any skill check you make, but you cannot spend more than a total of 4 FP in this way per short rest.

Swordsmans Awareness+/Sellswords Concoctions+ (lvl13) - If you have Swordsmans Awareness then learn the weapon skills Lai Sword Draw and Double Slash. As well, rolling a 18, 19, or 20 on the die for a knowledge of monsters skill check on your turn in combat now allows you to use and activate any of the three sword draw weapon skills without spending AP or FP, as long as there is a creature in range of the skills movement and attack. If you have Sellswords Concoctions then each time you deal less than 7 bleed build up to yourself from using Seppuku in combat you may add a crimson water item to your inventory. If you use Seppuku with a katana or curved sword then lower this damage threshold to less than 9 bleed build up.

Quickdraw Items (lvl15) - The first item you use on your turn in combat costs 1 less AP. This AP reduction can stack with other reductions to make the AP cost of using the item 0 AP. (Dex mod) times per long rest, whenever you take 20% or more of your max HP in damage from one attack (after any reductions from armor, resistances, etc.), you may immediately use your recovery flask as a reaction for no AP cost. Although, using your flask this way is only half

as effective (heals half the normal HP or half the normal FP).

Samurai Counter (lvl15) - (Dex mod) times per long rest when you take damage to trigger one of the sword draw weapon skills, you may reduce that damage by 3d10 (before applying any reductions from armor and resistances). The amount of damage you negated is then added as physical damage to the resulting sword draw attack, and if this bonus damage is greater than or equal to 20 you may automatically inflict the limb fracture condition on any creature you hit with the attack (on a limb of your choice). If this ability is used and you take no damage from the attack that triggered one of the sword draw weapon skills, then you may regain 1d4 FP.

Hemorrhaging Wounds+/Spirit Share+ (lvl17) - If you have the weapon feat Hemorrhaging Wounds then whenever you bleed out a hostile creature (causing them to fully reach their bleed status threshold), you may make a free knowledge roll to discern something about the bled creature and add a rouge paste item to your inventory. As well, the blood armor of the feat now gives you two tiers of resistance to a damage type of your choice. If you have the weapon feat Spirit Share then you may use its effects twice per round, and you may now spend up to 6 FP to increase your skill checks each bonfire short rest.

Crippling Wound (lvl20) - $(1 + (\text{Dex mod}/2))$ times per bonfire short rest you may cause a light or heavy attack to inflict a crippling wound on a creature that is hit by the attack. You must make this choice when making the attack and before you know if it hits. Any creature afflicted by a crippling wound can no longer heal in any way, reduce their non-poise status build ups, and has their non poise status thresholds reduced by your Dex mod, all for one full round in combat.

Chronic Distress (lvl20) - $(1 + (\text{Dex mod}/2))$ times per bonfire short rest whenever you deal a killing blow to a creature, deal maximum damage using a katana or curved sword, or bleed out a creature using a katana or curved sword, you may choose another creature which is facing you at the time. The creature you choose witnesses your horrific kill and is inflicted by a mental distress for ten minutes. Any creature afflicted by this mental distress must make a DC (12 + your Dex mod) diplomacy check at the start of their turns, or lose 1d10 HP at the end of that turn for every FP they spent during the turn. Creatures that fail the check also have disadvantage on any perception and sanity checks on that same round of combat.

Crippling Wound+/Chronic Distress+ (lvl23) - Once per bonfire long rest, when a creature has been afflicted with a crippling wound, you may make that wound persistent. Each round of combat a creature with a persistent wound loses 1d4 max HP on the start of each of their turns. Outside of combat, a creature with a persistent wound loses 4d4 max HP every 6 hours after the wound was inflicted. This persists until the creatures max HP is reduced by half or more as a result of the wound, at which point the HP reduction stops and the creature gains three points of exhaustion. The max HP reduction then stays permanently until all three of those points of exhaustion are cleared. A persistent wound that is still reducing a creatures max HP may be cured by making a DC 13 faith check (a d20 roll adding faith mod), costing 3 AP to make in combat. This check can only be made once every 6 hours by the creature with the wound or any other within one grid space (5 feet) of them. The check may be attempted again upon receiving the healing of a

miracle with 15 or more faith requirements. A creature inflicted with this persistent wound continues to slowly bleed from it and may be easier to track as a result. If you have Chronic Distress, then all creatures which you inflict with a mental distress as described by the feat, that fail the first check to resist its effects, forget any and all specific details of their encounter with you the moment it ends. As well, upon damaging a creature which you have previously afflicted with mental distress, you may spend a charge of the feat to immediately re inflict them with the mental distress.

Spirit Roundslash (lvl25) - Build up combat knowledge and experience to unleash a devastating roundslash against your opponents. Each time you learn something through a knowledge check, inflict a crippling wound, inflict a mental distress, or twice per round hit a creature that is bleeding out, you gain one stack of spirit gauge up to a maximum of six stacks. The maximum number of spirit gauge stacks you can gain each round is two. You may expend all of your stacks of spirit gauge to make your next light or heavy attack a spirit roundslash. A spirit roundslash deals one more primary damage die of damage per stack of spirit gauge expended. If you are using a katana or curved sword then your spirit roundslash deals two more primary damage die per stack of spirit gauge. If your spirit roundslash has the maximum number of stacks of spirit gauge and the attack hits, you may roll 10d20. If the victims remaining HP is less than the result of the roll then you also deal 100% of their current maximum HP in true damage. This can decapitate any humans and deal a devastating blow to non human creatures that rends them into pieces. If the victims HP is greater than the result of the roll then the attack still creates a permanent wound up to GM's discretion (for example the permanent loss of a limb, a scar which never heals, etc.)

Greatsword/Ultra Greatsword

It takes more than just brute strength to fight effectively with a sharpened piece of steel almost as tall as yourself. Greatswords are massive and powerful weapons but favor a more strategic and adaptable approach to battle. Knock around enemies, combine offense and defense, and alter the heaviest of your attacks to cleave your enemies in two. Greatswords scale primarily with strength, but some might benefit from dexterity as well.



it?

The beast men attacked me. A vicious hoard of gnashing teeth, matted fur and crude weapons. Facing them one at a time is no challenge, but this lot attacked in numbers, it looked like they spanned the horizon. I swung my blade left and right, using Willbreaker, my trusty greatsword to hold back the tide of beastmen. Using the side of my blade, I blunted incoming attacks, then pushed them off the ruins edge. Using the combined weight of myself and Willbreaker, my stomps would shake the ground, felling any who didn't keep their footing, and opening them to attack. But the real trouble came when the chieftain arrived - a huge brute with large weapon to match. His strength nearly matched my own. We slammed our weapons into each other, causing a ringing that could be heard throughout the forest. Finally, I'd had enough. I squared myself against the fiend, wound up, and swung with all my might, killing the beast!

Anyways, that's why my sword is broken. Can you fix

Athletics Up (lvl3) - Athletics +2.

Push (lvl5) - On any weapon attack which costed you 4 AP or more, you may choose to push any creature you hit and damaged by one grid space (5 feet), if they fail a DC (12 + your Str Mod) athletics check. This push can be in a direction of your choice, not including directly toward yourself. Pushing enemies into hazards or walls may damage or even deal poise damage to them. Creatures much larger than yourself may be immune to this effect and it can only be used a maximum of twice per round.

Full Stomp (lvl5) - Learn the weapon skill Stomp, if you have not already learned it. The heavy attack made in conjunction with the Stomp weapon skill now deals an extra 1d10 physical damage, and you deal a bonus of 1d6 true damage to any creature which is knocked prone as a result of the skill. As well, any creature which you directly knock prone must now spend an additional AP to stand back up (4 AP instead of 3 AP).

Glory Hunter (lvl7) - Heavy attacks made on creatures that are size large or greater deal three extra primary damage die instead of two. They also deal one extra poise damage. Your offensive charged spells that hit creatures that are size large or greater now deal two poise damage to them, as long as they didn't already deal poise damage.

Weapon Block (lvl10) - (Str mod) times per short rest you may reduce an instance of incoming damage by an amount equal to one of your light attacks (rolled at the time of taking the damage), as long as the incoming damage type is the same as your weapons light attack damage type(s), or one that you have access to via an infusion or buff on that weapon. This reduction is applied before armor reduction. As well, when two handing a great or ultra greatsword you can now use the width of the blade to effectively block attacks as though you had a regular shield equipped (blocking the same damage types that your sword has access to). Raising your sword to block in this way costs 3 AP, and any shield weapon feats you have now apply to your sword while it is raised to block.

Reaching Stance (lvl10) - At the cost of 3 FP on your turn, you can increase the range of all your weapon and spell attacks by one grid space (5 feet) for the rest of that round of combat. This range increase includes any slow actions you initiate during that round. Every heavy attack or charged spell you directly hit and damage a creature with in combat lowers the FP cost of using this ability by one, until you use the ability or combat ends. This reduction can lower the FP cost to zero. You may now move one grid space for no AP cost before resolving a heavy attack.

Push+/Full Stomp+ (lvl13) - Push attacks, made as per the weapon feat Push, can now be done with weapon attacks which costed 3 AP or more. Increase the DC of Push by 2, and creatures which fail its check can now be pushed up to three grid spaces (15 feet) instead of only one (5 feet). Full Stomp now also teaches you the weapon skill Earthshaker Stomp and its effects also apply to it. As well, Full Stomp now increases the physical armor gained from the Stomp and Earthshaker Stomp skills to two tiers, and lowers their FP costs by one each.

Adaptable (lvl15) - (Str mod) times per short rest, whenever a creature successfully dodges one of your melee weapon light or heavy attacks you may choose to either recover half of the AP cost of the attack, or immediately turn to face and deal half of the damage of a light attack to a creature in range (including the original target if they are still in range). If you have the feat Weapon Block your great and ultra greatswords now count as a greatshield for the first

two attacks made on them, instead of a regular shield when you use the feat to block with them (Their AP cost to lift as a shield remains the same). If you have the feat Reaching Stance then its FP cost reduction happens each time you resolve a heavy attack or charged spell in combat, regardless of if the attack hit or damaged a creature or not.

Charged Attack (lvl15) - You may now add any remaining AP on your turn to the cost of starting a heavy attack to make it a charged heavy attack. For each AP you added to the attack, the charged heavy attack deals one extra primary damage die of damage and one extra poise damage (up to a maximum of two extra poise damage). Charged heavy attacks may be made in conjunction with the Stomp weapon skills, and still count as heavy attacks. If you have the Weapon Block feat of this tree and your charged heavy attack misses then you are refunded the extra AP you spent on the attack as a bonus that same turn. If you have the feat Reaching Stance then you may move up to two spaces for no AP cost before resolving any heavy attack.

Adaptable+/Charged Attack+ (lvl17) - If you have Adaptable and one of your heavy attacks or charged spells is dodged then your next heavy attack or charged spell costs half the AP (minimum 1AP cost). If you have Charged Attack then your base charged spells and heavy attacks now cost one less AP to perform.

True Charged Attack (lvl20) - If you have the Charged Attack weapon feat then completing a charged heavy attack a second time on the same creature allows the second charged heavy attack to instead deal two extra primary damage die for each extra AP spent. If you do not have the feat Charged Attack then you gain it, but not the additional effect given by this feat.

Focus (lvl20) - Everything that costs FP now costs one less, but this reduction does not stack with any other reduction to base FP costs. Every 30 total damage you deal in combat regenerates your FP by one.

Line Break Master (lvl23) - When using a greatsword or ultra greatsword you may not be hit by any melee attacks at a range greater than 5 feet, as you automatically redirect them with your weapon. As well, you may now move through any hostile creature for no AP cost on the same turn you have attacked and damaged them. Gain two AP worth of free movement on each of your turns in combat.

Rage Burst (lvl25) - Increase the maximum cap of two of your choice of strength, dexterity, or vitality by 2. (Str mod) times per bonfire long rest, whenever you take damage from a creature prior to resolving a heavy attack or charged spell, you may make the heavy attack or charged spell resolve as a reaction immediately after you took the damage (preventing it from being dodged by the creature which damaged you).

Axe/Greataxe

Scream, rip, and tear until either you die or your enemy does, that's all battle really comes down to. The axe/greataxe tree favors a barbaric playstyle of getting in hits wherever possible, regardless of what it means for your own safety. Cleave through defenses and go all out to achieve victory. Axes and Greataxes both scale primarily with strength and promote a purely offensive playstyle which can rely on drawing attention to yourself and sacrificing your own survivability.



I've never seen anything like it. As I write, my hands tremble of their own volition. My squad was simply doing the rounds when they struck - the barbarians. Brandishing absurdly large axes of jade, they charged at us not as men, but forces of nature. Their war cries were deafening, leaving us unable to coordinate a counterattack.

Our shields had little effect - they were broken down to splinters. Even when close to defeat, they attacked with focused fury, cleaving through our men in wide swings. Though they were repelled, their roars still linger in my head, uttering vows of violence.

Athletics Up (lvl3) - Athletics +2.

Quick Kill (lvl5) - Deal 1d4 extra damage per attack to targets wearing light, or no armor (1d8 if using greataxe).

The type of this bonus damage is the same as the majority damage of the attack.

Barbarian (lvl5) - Learn the weapon skills Warcry and Wild Swings. The effect of Warcry now lasts for two more attacks. Warcry now also adds +1 damage to your attacks in addition to the bonus gained from increased strength scaling. Killing a creature in combat, on your turn while Warcry is active, allows you to regain 2 AP and 1d4 FP. Killing a creature with a wild swinging attack now allows you to instantly regenerate 4 poise damage. Any poise damage you take while the poise threshold blocking effect of Wild Swings is active, or any poise damage you recover as a direct result of this using Wild Swings, is added as poise damage to your next attack.

Quick Kill+/Barbarian+ (lvl7) - Quick Kill bonus damage is increased to 1d6, or 1d12 if using a greataxe. Barbarian now causes the activation of Warcry to deafen all creatures within one grid space (5 feet) of you for two turns. As well, Barbarian now allows you to make heavy attacks into wild swinging attacks (as per the weapon skill Wild Swings), which also do one extra poise damage.

Opportune Sense (lvl10) - When a hostile creature moves, or is moved, out of your weapon attack range you may make a free reaction light attack (costing no AP) on them before they do. This triggering movement does not include teleports. If you are in the process of making a slow action when the creature leaves your range, and you choose to make the free light attack against them, then your slow action is canceled.

Barbaric Roar (lvl10) - The Warcry weapon skill now costs one less FP to use, and if it is still active it costs two less FP to refresh (these reductions do not stack). If the Warcry weapon skill is not active, then activating it also allows you to let out a shockwave projectile of sound toward a target space within 15 feet of you. If the shockwave hits a creature they take 2d8 physical damage and, if they are not already deafened, are deafened for one turn. Any wild swinging attacks you make while Warcry is active now have their strength scaling increased by two stages instead of one. Warcry now also adds +1 damage to your attacks in addition to the bonus gained from increased strength scaling. This stacks with the bonus from the Barbarian feat of this tree.

Shield Breaker (lvl13) - Heavy attacks with an axe/greataxe now deal 2d2/2d4 durability damage to shields. Any of your precision attacks on body parts which are armored no longer gain any cover and pierce one tier of armor.

Beat Up (lvl15) - You can now choose to make any of your attacks wounding attacks, which deal half of their damage back to you as true damage. Every time you deal 20 or more damage to yourself with wounding attacks in combat, the next attack you make on a creature during that same instance of combat deals a bonus ($2 + (\text{your Str mod}/2)$) poise damage to them and heals you for 10 HP if it hits. If you have Barbaric Roar, then activating or refreshing Warcry immediately after dealing the poise damage bonus of this feat causes you to heal for 3d6 HP. If you have Opportune Sense, then making the free light attack on a creature which leaves your range, on any round where you have made a wounding attack, heals you for 2d4 HP.

Berserker (lvl15) - Whenever your HP is 25% or less than your max HP, increase the amount of damage die you

deal on each of your attacks by one, and gain +4 to athletics. If you have Barbaric Roar, and when the bonus of this feat is active, wild swinging attacks no longer cost FP. If you have Opportune Sense, and when the bonus of this feat is active, your opportune attacks stop the target from leaving your weapon attack range the first time you make one against them in a round, as long as they were the ones that tried to move out of your range and weren't being moved. A creature stopped in this way still loses the AP or FP they spent trying to leave your range, but does not move.

Beat Up+/Berserker+ (lvl17) - The self damage threshold of Beat up is now reduced to 15, and making the Beat Up attack with bonus poise damage now regenerates your FP by 1d4. Berserker now activates when your HP is 40% or less than your max HP.

Cleave (lvl20) - Spend 1FP on your turn to also hit all grid spaces which overlap between spaces adjacent to yourself and your targets, with any of your attacks, until the start of your next turn (after resolving any slow actions).

And My Axe (lvl20) - Once per round (twice if using a regular axe) when an ally makes an attack on a hostile creature within your melee weapon range, you may make a free reaction light attack on that creature (this attack does not cancel any slow actions you have yet to resolve).

Cleave+/And My Axe+ (lvl23) - You may now spend 3 FP when activating the effect of Cleave to instead target all grid spaces within two grid spaces of both yourself and your targets. This does not include any of the grid spaces behind you, or diagonally behind you at any angle. And My Axe can now be activated three times per round (four with a regular axe).

Rampage (lvl25) - You may activate Rampage (Str mod) times per bonfire long rest, and it lasts for two turns (twelve seconds). While Rampage is active, any time you are damaged by an attack made by a creature further than one grid space (5 feet) from you, you may choose to move up to four grid spaces (20 feet) towards the creature for no AP cost (as long as they are accessible to you by foot or some other means). While Rampage is active, any time a creature makes an attack while within one grid space of you (5 feet), regardless of if the attack was made against you or if it hit you, you may make a free light attack or light wild swinging attack (costing no AP) targeting them. This free attack does not cancel any slow actions you have yet to resolve.

Hammer/Greathammer

An unstoppable wrecking force. Some hammers are so large and heavy its unclear whether the wielder is swinging the hammer, or the other way around. The hammer tree is a great combination of tankiness and crushing power. Use the abilities of this tree to destroy your enemies protection and bash them into the ground. Hammers scale primarily with strength and deal immense poise damage.



legendary levels. However, I still couldn't keep this up forever, we needed a decisive blow. I had no sooner finished the thought when I looked up just in time to see my ally catch a stray tail swipe and go flying, landing in a heap. Sensing weakness, the dragon spun around and lunged with hungry teeth. I wasn't going to make it in time. I leapt. Time seemed to slow down as I hurled myself forward. Gripping as tight as I could, I arched my back, pulling my hammer as far behind me as my body would allow, and swung...

Catching my breath, I leaped into action. I waited till the dragon had its back to me, then, I wound up and slammed my greathammer into the monster's frozen armor. There was a loud crack, quickly drowned out by a roar of pain. My weapon broke the ice scales. There was a cheer of victory, and my allies, who moments ago were grim with despair, attacked with renewed hope. Now, however, I had the dragon's attention, and it retaliated with its claws, knocking me down, but not out, and leaving horrid gashes in my carapace. Fine with me, let's play.

The battle began in earnest. I slammed my weapon into the creatures scales, leaving cracks and openings for my allies to take advantage of. But for every blow I dealt, the dragon responded to me in kind, focusing its attacks on me. Which made me angry. Which made me hit harder. Which made the dragon really angry. It was a vicious cycle. My kind wouldn't normally last this long, but my years of training with the heavy weapons built my endurance to

HP Up (lvl3) - Max HP +3.

Momentum (lvl5) - After every light or heavy hammer attack you may use the momentum of your swing to move your character one space (5 feet) for no AP cost

Divine Strike (lvl5) - Anyone you have attacked and hit on your turn, that is summoned or controlled, must make a DC (12 + your Str mod or Fai mod) diplomacy check or have their control broken. ((Str or Fai mod)/2) times per short rest you may cause one of your attacks that hits and damages an undead to force them to make the control breaking skill check. If they fail they are inflicted with the berserk status condition for the round, causing them to be aggressive to the nearest creature regardless of who or what they are. You may only have this effect active on one undead at a time. Attacking otherwise untargetable summoned spirits or apparitions now automatically dispels them. Breaking the control over a creature or dispelling a spirit or apparition with this feat allows you to regenerate 1d4 FP.

Retribution (lvl7) - For every 10 HP you lose when it is not your turn you may add 1d4 damage to the next attack you make on your following turn. Whenever a target successfully dodges out of the way of one of your melee range, non-reaching heavy attacks (range no greater than 5 feet), you instead hit the ground in the space they used to occupy. This quakes the ground after the attack resolves, causing all creatures within 5 feet of that space (excluding yourself) to still take half of the poise damage of the attack.

Capable (lvl10) - You may reroll any one of your damage die once per turn, on your turn. (Str mod/2 +1) times per long rest you may cause a melee weapon heavy attack to resolve on the same turn that you initiated it. Although, you can still only initiate one slow action per round.

Bulky (lvl10) - Every weapon proficiency point you have in hammers/greathammers increases your maximum health by one. Double this HP increase when you reach character level 20. (Vit mod) times per long rest you may spend 2FP to heal yourself 2d6 HP. In combat this healing can only be done on your turn.

Momentum+/Divine Strike+ (lvl13) - Momentum now also works with any damage dealing weapon skills and as a reaction once per round allows you to change the direction you are facing, or avoid any terrain based effects or damage. Increase the control breaking DC of Divine Strike by 2. As well, if you have Divine Strike, (Str or Fai mod) times per long rest you may make any physical damage dealing weapon attack a lightning infused attack without having your weapon take durability damage, and regardless of if the weapon is lightning infused.

Concuss (lvl15) - Choose one hostile creature you have attacked and damaged on your turn. They must make a DC (12 + your Str Mod) perception check or take 2 poise damage at the end of your turn. If you have Bulky then any creature that fails the check for this feat also takes (your max HP/20) extra true damage. If you have Capable then the DC for this feat is increased to (14 + your Str mod).

Stance Quake (lvl15) - You may now choose to not deal any bonus primary damage die of damage when making a heavy attack, in exchange you deal 1 extra poise damage on that attack. If you have Bulky then between initiating and resolving this type of heavy attack you also gain one tier of physical damage resistance. If you have Capable then this attack instead deals 2 extra poise damage when Capable is used to make it resolve on the same turn it was started.

Smash (lvl17) - $(3 + \text{Str mod})$ times per bonfire short rest you may choose to make one attack a smashing attack which knocks an enemy prone if they fail a DC $(12 + \text{your Str mod})$ athletics check. Making a smashing attack on a prone target deals one extra primary damage die of damage and if they fail the check while prone they gain the status condition locked up on the turn that they stand back up. Some creatures may be immune to this effect.

Crush (lvl20) - All of your hammer attacks now pierce one tier of physical armor. All of your heavy attacks now deal 1d2 durability damage to their targets armor when they hit. If you are using a greathammer then this becomes 1d4 durability damage. Heavy attacks which you make on a prone creature can no longer be dodged by that creature.

Trampling Rush (lvl20) - $(1 + (\text{Str mod}/2))$ times per long rest when you make a sprint action you may hold your weapon before you and put all you have into your momentum, taking a trampling stance to mow down other creatures as you sprint. While in this stance you may only change directions when you trample a creature by moving into their space. Every creature whose grid space you move into takes physical damage equal to one tenth of your maximum HP and large or smaller creatures must make a DC $(8 + \text{the number of grid spaces you have sprinted})$ athletics check or be pushed 5 feet in a direction of your choice and knocked prone. If they succeed the athletics check then you may still move through their space and damage them, but they are not pushed. You may only trample a creature once per activation of this feat, and you may not end your turn on a grid space occupied by another creature. If your final AP of movement places you in a grid space occupied by a creature which passes the check, then you are pushed back one space.

Concuss+/Stance Quake+ (lvl23) - Concuss now also lowers the dodge distance of any creature that fails its check by one grid space (5 feet). Stance Quake now allows you to still deal one extra primary damage die of damage to receive its bonuses.

Brute Force (lvl25) - Your strength and vitality stats are increased by 4 each and their maximum possible values are increased by 4 each. You always have advantage on athletics checks.

Twinblade

Dance across the battlefield and command the wind around you. The twinblade tree gives you the reaction and mobility to avoid enemies and combo their own attacks into graceful dodging counters. Further down the tree gain the ability to manipulate wind to toss around enemies, give yourself a boost, and eventually even make it seem like you can fly. Twinblades scale primarily with dexterity, but also some bolster great scaling in strength as well.



Shafts of sunlight illuminated the vast rime-covered cavern and glittered off the scales of the frost dragon, slumbering on the cave floor. A gargantuan lizard-like creature with great powerful wings and a mighty breath of ice has little to fear, so majestic and proud is he. However, a measure of wariness is always a virtue to have, especially when dealing with powerful adventurers looking to take your hoard. One such adventurer descends now into the home of the great frost dragon. A dragonkind wielding a twinblade makes her way to the dragon with confident ease, choosing the right spot to strike. Using her weapon as a fulcrum, she makes an airborne plunging attack against the back of the dragon's neck.

Vexed by this outrageous behavior, the dragon awakens with a roar, searching for the culprit. Spotting the dragonkind, a lesser mockery of his species, he lunged in her direction, teeth bared, but missed. The nimble twinblade

user dodged out of the way with finesse and landed another glancing blow against the dragon itself. Outrageous! This lesser creature will soon meet a painful doom by his claw! But try as he might, he could not land a blow against the warrior. She dodged and finessed her way out of strike after strike, even dodging his breath attack. The dragonkind ran for the exit, and the mighty dragon gave chase, always just behind his quarry, who dodged and struck with finesse. By his vow, this creature will meet its end this day, or he will die trying. Little did he know, he would.

Physical Skill Boost (lvl3) - Athletics +1 and Acrobatics +1. Increase your running jump distance by five feet (one grid space).

Flying Vault (lvl5) - Learn the weapon skill Vaulting Attack. When you perform a vaulting attack you may reduce the AP cost of the attack by two (to a minimum of 2 AP). The first time you kill a creature in a round of combat with a Vaulting Attack allows you to make another for no AP or FP cost.

Flowing Strikes (lvl5) - Whenever a creature dodges an attack that was not made by you (unless you made the attack with a twinblade), into a grid space within 5 feet of you, you may make a free reaction light attack targeting them (costing you no AP). Although, choosing to make this free light attack cancels any slow actions which you have not yet resolved at the time of making it. Your attacks now flow gracefully through their target. As a result, you may divert one damage die of damage on any of your single target/grid space attacks that hit a creature and has multiple damage die of the same damage type, from your target to one other creature within 5 feet of them. That second creature takes the damage of the attack and cannot dodge it.

Backstun (lvl7) - The first attack you make from behind a creature in a round of combat causes them to take a bonus 1d2 poise damage. If this attack was a Vaulting Attack then guarantee a result of 2 on the poise damage.

Blade Dance (lvl10) - Increase the maximum distance you can dodge by 5 feet. By spinning your weapons gracefully you may now dodge through any hostile creatures. Doing so threatens them, and if they are hit deals the damage die of one of your equipped weapons light attacks (without scaling). If you have a twinblade equipped then this damage also includes its scaling. If you have a ranged weapon equipped then this damage comes from the damage die of a melee ammo attack with the appropriate ammo, as long as you have at least one of that ammo type in your inventory.

Plunging Attack (lvl10) - Any attack you make immediately after falling, or jumping a distance of at least 15 feet deals one more primary damage die of damage. Any attack you make immediately after falling, or jumping a distance of at least 30 feet deals two more primary damage die of damage. You may reduce any fall damage by a number of d10 equal to one third of your character level.

Flying Vault+/Flowing Strikes+ (lvl13) - If you have Flying Vault then each time you hit a creature with the attack of the Vaulting Attack weapon skill you may reduce its FP cost by one, until the start of your next turn or until you miss the attack. This can reduce the FP cost of the skill to zero. If you have Flowing Strikes then any damage die that you divert from a target creature, may be diverted to all other creatures within 5 feet of the target.

Tornado Burst (lvl15) - Once per round after resolving a heavy attack, or any attack with a twinblade, you may immediately leave behind a small tornado of wind in your current grid space. This tornado counts as difficult terrain and lasts until the start of your next turn, at which point it bursts sending a shockwave toward all grid spaces within 5 feet of it, including its own. Creatures in the spaces of the shockwave are threatened, and all creatures hit take 2d10 physical damage and 2 poise damage. You are immune to the effects of your own tornado bursts and are not threatened by them. Your heavy attacks may now also hit the grid space directly behind you

Weapon Wind Storm (lvl15) - (Str or Dex mod) times per bonfire short rest for 2 FP you can imbue your next

weapon attack with a spinning gust of wind as long as the attack costed 4 AP or more, or was made with a twinblade. After making the attack choose any medium or smaller creature or object within melee weapon range (regardless of if they were the target of your attack). They must make a DC (12 + your Str or Dex mod) athletics check or be thrown 20 feet up into the air by the wind. While they are in the air you can choose to spin them around inflicting them with the dazed status condition before they fall slowly back to the ground, or throw them into the ground causing them to take 2d6 true damage and inflicting them with the limb break status condition on one of their legs. If a ceiling or obstruction prevents them from being thrown up the full distance then they slam against it taking 1d6 true damage, and fall back to the ground taking another 1d6 true damage. If the creature succeeds the athletics check then they are buffeted by the wind and still take 2d6 physical damage.

Front Flip (lvl17) - Whenever you are knocked prone you may still perform weapon skills. If you make an attack while prone you may stand up first for no AP cost. Standing up in this way prevents the locked up status condition on the round you stood up. You may now jump 10 feet farther when making a running jump, leaving behind a current of wind which allows allies to also jump 10 feet farther in that same location and direction. Gain +2 Acrobatics.

Wind Shield (lvl20) - Once per round at the end of your turn you may spend 1 to 3 FP to create a shield of turbulent wind which slows attack made against you. This wind shield allows you to gain one tier of physical damage resistance for each FP spent until the start of your next turn. At the start of your next turn your wind shield is absorbed by your weapon and causes it to deal an additional d6 of physical damage on the first attack you make with it on that turn, per FP spent. If your wind shield was fully powered (all 3 FP was spent), then when it is absorbed into your weapon a blade of wind grows from it and causes the bonus damage attack to have its range increased by 5 feet. Every two rounds of combat you have created a wind shield replenishes one charge of Weapon Wind Storm if you have it. If you have Tornado Burst then its poise damage is increased to 4.

Evading Wind Current (lvl20) - Increase the maximum number of dodges you may make during each round of combat by one. By suddenly changing and manipulating the wind within 200 feet of you when you dodge, yours and your allies subsequent dodges in the same direction are easier to perform. As a result, those subsequent dodges no longer cost AP. If you have Weapon Wind Storm then you can instead make the spinning gust horizontal, causing any creature which fails the check to be pushed 20 feet in a horizontal direction of your choice and be inflicted with the dazed status condition. If the creature being pushed horizontally impacts something sturdy (like a wall or a heavy object) before being moved the full 20 feet, then they take 2d6 true damage. If the creature being pushed horizontally impacts another creature before being moved the full 20 feet, then they take 2d6 true damage and the creature they impacted takes 2d6 physical damage (this threatens any creature they are about to impact). If you have Tornado burst then the shockwave has its ranged increased to 10 feet (two grid spaces).

Tornado Burst+/Weapon Wind Storm+ (lvl23) - If you have Tornado Burst then (Str or Dex mod) times per long rest you may, at any point during your turn, instantly place an additional tornado in your current grid space. This instant tornado bursts on the start of your following turn and behaves as dictated by the feat. Only one instant tornado

can be placed at one time, and they cannot be placed in the same grid space as the regular tornadoes of the feat. The spinning gust of wind from Weapon Wind Storm can now be used on any creature up to 5 feet farther than your melee weapon range (or 10 feet farther if using a twinblade). The FP cost of Weapon Wind Storm is reduced by 1 FP. Using the spinning gust of wind on a willing ally now allows them to be held by your wind up to 20 feet in the air for one full round of combat, before slowly gliding back to the ground. While held in the air they cannot take any movement based actions, but can attack and potentially avoid danger and any terrain effects below them. Although, they can be forcefully pushed out of the gust, which causes them to fall to the ground and take the appropriate fall damage if they were held high enough.

Hurricane Wings (lvl25) - Increase the cap for either your strength or dexterity stat by 2. (Dex or Str mod/2) times per long rest, at any time on your own turn, you may manipulate the wind into wing like appendages made of shimmering foggy air, like a great demon king of old. These Hurricane Wings last for ten minutes, count as a special buff on your person that can be dispelled, and while they are active you may move twice as fast across the ground (every AP spend on regular movement allows you to move up to two grid spaces/up to ten feet). As well, you may fly through the air but for double the normal AP cost per space of movement. You may spend two minutes of the duration on your turn to cause an explosion of wind to emanate from you instantly (without causing any perceivable threat) dealing 4d6 physical damage to all creatures within 20 feet of you, and if they fail a DC (12 + your Str or Dex mod) athletics check, be knocked away from you 5 feet and be knocked prone. You may also spend one minute of the duration of your Hurricane Wings to launch yourself forward at high speeds, traveling exactly 50 feet in one direction for just 1 AP. If you have the feat Wind Shield you may spend one minute of the duration of your Hurricane Wings to automatically place one of your fully powered wind shields on yourself or any ally within 40 feet of you for one round. If you have Evading Wind Current you may spend one minute of the duration of your hurricane wings to add its force to your reflexes, giving you +5 to the next athletics or acrobatics check you make while it is active. As well, if you have Evading Wind Current, you may fly with your hurricane wings for the regular AP cost of movement.

Spear

Stab them in the chest before they can muster the strength to even approach you. The spear tree boasts a play style revolving around charging into battle but also appreciating keeping enemies at a safe distance. Utilize melee attacks with extra reach to poke hostile targets to death while they struggle to close the distance and keep up with you. Spears scale primarily with strength or dexterity and use focus to maintain their reach advantage while still fighting effectively.



The spearwoman backed into a narrow crevice keeping her eyes on the hoard of undead shambling closer. They outnumbered her greatly, but in this natural choke point, it didn't matter.

Two undead surged forward, entering striking range. She thrust her trusty spear forward, felling them both in one strike. She backed up, the rest of the undead followed, and just like she planned, they formed a perfect line. Taking a deep breath, the spearwoman gripped her weapon tightly and charged. Screaming a war cry, she ran through the line of undead, skewering them at the end of her spear. She broke through the line and turned. Seeing her enemies defeated, the spearwoman nodded and rushed to rejoin her allies.

Athletic Thrusts (lvl3) - Athletics +1 and Acrobatics +1. Increase the range of all spear attacks by one grid space (5 feet).

Stand Back (lvl5) - By taking a leaned stance, you may now spend 2FP on your turn to increase the range of all polearm (spear, halberd, and reaper) and whip attacks by one grid space (5 feet), until the start of your next turn (including any slow actions which resolve at the start of that next turn). Upon activating this range increase on your turn, you may move one grid space in a direction of your choice for no AP cost.

Improved Charge (lvl5) - Learn the weapon skill Charge if you have not already learned it. The Charge weapon skill now also hits all enemies you charge through up to the final location, and has its distance increased by one space. You may also stop your charge on any space after your starting location.

Javelin Throw (lvl5) - You may now choose to accurately throw your melee weapon whenever a heavy attack resolves. This attack is considered a ranged weapon heavy attack with a range equal to ten feet more than double your melee attack range with the weapon. A target hit by this ranged heavy attack is knocked prone. If you are holding a spell casting implement in either hand, and have an Int or Faith stat of 13 or higher, then you may spend 3 FP and half the AP cost of a light attack with the weapon to summon it back to your hand immediately after it lands. Any creatures in the way of the weapons path back to your hand are threatened by it, and if they are hit they take the damage of one light attack.

Ease of Use (lvl7) - Lower all physical stat requirements on all equipment by two. Melee weapon heavy attacks that have extra reach (can hit targets at a range greater than 5 feet), now hit all grid spaces up to your maximum range with the weapon.

Pierce (lvl10) - Your melee weapon attacks now always pierce one tier of physical resistance, and your spear light attacks hit all spaces between you and your target. $(1 + (\text{Str mod}/2 \text{ or } \text{Dex mod}/2))$ times per short rest you may make your next light or heavy attack a corkscrew thrust which ignores all of your targets physical resistance tiers.

Sweetspot Attacks (lvl10) - Whenever you make an attack with a melee weapon that has enhanced reach (an attack at a range greater than one grid space (5 feet)), against a target at the weapons maximum range, you may increase the primary damage die of the attack by one level. So for example, a d8 becomes a d10, a d10 becomes a d12, and a d12 becomes a d20. Increase your precision skill by +1.

Pierce+/Sweetspot Attacks+ (lvl13) - On any turn where you hit multiple creatures with a single spear attack (heavy or light), your corkscrew thrust attacks on those creatures cannot be dodged. If you have the weapon feat Sweetspot Attacks, then hitting a creature with a heavy attack at your maximum melee weapon range (on an attack with enhanced reach) prevents the creature from regenerating poise damage on their next turn.

Polearm Bash (lvl15) - If you are wielding a polearm weapon (spear, halberd, or reaper) in both hands, then whenever you hit a creature that is directly next to you (within 5 feet) with a light attack you may hit them with an additional attack using the back of your polearm. This polearm bash attack costs no AP but only does the primary damage die of the weapons attacks (with no scaling), and one poise damage the first time in a round each creature is hit

by it. After making this attack you may back away from the target of the attack by up to two spaces for no AP cost. If you have Javelin Throw, after making a polearm bash attack, you may instead jump over your target and move away from them on their other side (as long as they are large or smaller, and you have the space to do so). If you have Stand Back then the polearm bash attack allows you to back away up to three spaces for free. If you have Improved Charge then increase the range of any Charge weapon skill made directly after a polearm bash attack by two grid spaces (10 feet), as long as you backed away from the target of the bash by at least two spaces. Permanently increase the range of all spear, halberd, and reaper attacks by one grid space (5 feet). This range bonus does not stack with the one given by the Sentinel feat.

Sentinel (lvl15) - The moment any hostile creature moves, or is moved, into your melee weapon attack range you may make a reaction light attack targeting them which costs no AP. This triggering movement does not include teleports. If you are in the process of making a slow action when the creature comes into your range, and you choose to make the free light attack against them, then your slow action is canceled. If you have the feat Stand Back then you may back away from a target of your free light attack by one grid space, once per round. If you have the feat Javelin Throw then your slow actions are no longer canceled by taking a sentinel attack. If you have the feat Improved Charge then any creature that you hit with a sentinel attack takes one extra primary damage die of damage from the next Charge weapon skill attack you make on them (during your next turn in combat). Permanently increase the range of all spear, halberd, and reaper attacks by one grid space (5 feet). This range bonus does not stack with the one given by the Polearm Bash feat.

Polearm Bash+/Sentinel+ (lvl17) - After making a polearm bash attack, if you back away from the target of the attack by at least two spaces then regenerate 1d6 HP and 1d4 FP. If you have the Sentinel feat then once per round you may turn and make a reaction light attack, which costs no AP, on any creature which attacked an ally of yours while within your melee attack range. This light attack takes place immediately after the creature makes their attack.

Rally (lvl20) - $(1 + (\text{Str or Dex mod})/2)$ times per bonfire long rest at any time, you may rally yourself and all allies within 25 feet, giving a bonus of 1d8 to their next skill roll and gaining the ability to re roll a result of one on the die. Also, upon activation, give yourself and all affected allies three free spaces of movement on their turns for the next five rounds of combat.

Slow the Advance (lvl20) - On your turns in combat, whenever you hit a creature with a melee weapon attack at maximum range (as long as your range is greater than 5 feet), that creature gains one stack of slowing. On that creatures turns, the first time they spend AP to move they must spend an amount of additional AP equal to their stacks of slowing. Spending this additional AP removes all of the slowing stacks, but otherwise they persist. If a creature does not remove their slowing stacks for two full rounds of combat then they are automatically removed at the end of the creatures second turn and they take poise damage equal to the number of stacks accrued.

Slow the Advance+/Rally+ (lvl23) - Any creature with 5 or more stacks of slowing has their maximum dodge distance lowered by one grid space (5 feet). Rally bonus becomes 2d6 and also increases the maximum dodge distance of

all affected creatures by one grid space (5 feet) on the round it was activated. The movement bonus of Rally now lasts the full duration of combat.

Metal Spire (lvl25) - Through super human movements you may project your spear attacks farther forward. This allows you to have a secondary maximum range for all of your spear attacks that is one grid space (5 feet) farther (effectively giving you two "maximum" melee attack ranges with your spears at all times). $(1 + ((\text{Str or Dex mod})/2))$ times per bonfire long rest you may take the metal spire stance on your turn. For one full round, metal spire stance increases the number of primary damage die for all spear attacks by one and reduces their AP cost by one, but turning the direction your character faces on this round now costs one AP. Any allies within 5 feet of you when you activate metal spire stance now also deal one extra primary damage die of damage on all of their weapon attacks. Any enemies within 5 feet of you when you activate metal spire stance take double damage and triple poise damage from any polearm bash attacks you make on them.

Halberd

Swing, stab, reach, and cut. A halberd is lacking in no areas as a weapon, and the halberd tree gives you the choices to match. Your progression in the halberd tree gives you options to simultaneously gain multiple proficiencies in other trees, become a leader in battle and guide your allies in success, and demonstrate the grandeur of elemental battle skills. Halberds scale with both strength and dexterity and can also employ extended reach and a wide variety of skills.



We watched in awe as the dragon crashed to the earth in a spray of dirt and stone. None of us said a word, these heroes were incredible.

The leader of our warband called for our attention, a locustfolk with a well-crafted halberd of black metal and gold accents. Once we all gathered, he began to speak. He spoke words valor, honor and bravery. He spoke of taking back our homes with our own hands. His words filled our hearts and smothered our fears. Then, aiming the point of his halberd at the dragon he charged, and with a roar we followed.

The battle against the frost dragon was nothing short of carnage. The beast was colossal. Muscles rippled under hardened scales of ice, every movement causing destruction and harm. Despite this, our leader pressed on. The locustfolk was a master of the halberd, making use of both the axehead and the sharp end spike, making sure to take advantage of its reach to avoid retaliation. In his presence, we were able to dodge further and fight harder, and, through some magic, he was able to impart elemental boons to our weapons, giving us a fighting edge.

But it wasn't enough. This was a creature of legend, and it would not fall.

Diplomacy Up (lvl3) - Diplomacy +2.

Elemental Leadership (lvl5) - Learn the weapon skill Falling Bolt, and upon gaining this feat you may choose to elementally infuse two melee weapons of your choice (wielded by yourself and/or a nearby ally). Whenever you make a melee or ranged weapon attack that hits and deals elemental damage to a hostile creature, you may choose to pulse its effects toward an ally within 20 feet of the damaged creature. The next attack of any kind that ally makes, until the end of their next turn (or over the next ten or so seconds outside of combat), deals a bonus 1d4 damage of the highest damaging element of your attack and replenishes their FP by one if it hits. This effect does not stack and can only be active on one ally at a time. When you reach character level 9 this bonus damage becomes 1d6, at character level 13 it becomes 1d8, and at character level 17 it becomes 1d10. Whenever one of your heavy attacks which would have dealt an amount of elemental damage, is dodged by a creature, you may refresh your focus to regenerate 1d2 FP. Increase the maximum range of all Halberd attacks by one grid space (5 feet). This range increase and the one given by the Hurricane Spin weapon feat do not stack.

Hurricane Spin (lvl5) - Learn the weapon skill Spin Slash. At the start of any of your turns in combat before you make any other actions (other than resolving any slow actions), if you make a Spin Slash weapon skill attack, then at the end of that same turn you may make a free Spin Slash weapon skill attack (costing no AP or FP). The free Spin Slash must be done after any other action you make on that turn except for initiating a heavy attack or charged spell. Your heavy attacks can now lead into a deadly spin. For an additional cost of 3 FP, right before one of your melee range heavy attacks go off, you may make that attack a spinning heavy attack. Spinning heavy attacks only hit all grid spaces which are at your maximum attack range. This spinning heavy attack does not stack with other area augmenting heavy attack effects. Increase the range of all Halberd attacks by one grid space (5 feet). This range increase and the one given by the Elemental Leadership weapon feat do not stack.

Elemental Leadership+/Hurricane Spin+ (lvl7) - If you have the Elemental Leadership feat of this tree, then gain the ability to change the element of the Falling Bolt skill to another element of your choice each time you take a long rest. With magic being a cascade of crystal, fire being a wave of flames, and dark being a bolt of black lightning. Also allow the elemental pulse damage buff of Elemental Leadership to be active on up to two allies at once. Lower the FP cost of the spinning heavy attack of the Hurricane Spin feat from 3 FP to 2 FP. You may now choose to increase the range of the free Spin Slash weapon skill made at the end of your turn in the Hurricane Spin feat, by one grid space (5 feet).

Two In One (lvl10) - Choose one level 5 Spear feat and one level 5 Axe/Greataxe feat, and gain both of them. If the wording of the feat requires a specific weapon then that specific wording now also includes halberds.

Physical Leadership (lvl10) - If the first dodge you make in a round of combat is successful (avoids all damage and effects of an attack), then you may choose one ally within 60 feet to inspire with your physical prowess. The next dodge that the chosen ally makes has its maximum range increased by 5 feet and no longer counts toward the total dodges they may make in a round. This buff does not stack multiple times on one ally. Rolling a natural 20 on an

athletics or acrobatics skill check permanently increases your maximum HP by 2, but this bonus cannot give you more than a total of 10 max HP.

Deliberate Skill (lvl13) - The first time you use a weapon skill on your turn you may choose to roll a d4. If the result is greater than one, you may refund the FP cost of the skill you used, and regenerate your FP by the number you rolled. Regardless of the result of the roll you may no longer spend FP to use any more weapon skills for the rest of your turn.

Elemental Whetstone (lvl15) - Learn the weapon skill Powerful Infusion. Twice per bonfire long rest you may now place an elemental infusion of your choice on one melee weapon, or change one infusion element to another. Doing so takes 10 minutes of work on the weapon. Any weapon which you have infused no longer receives any negative effects until it reaches 7 durability damage, instead of 5 durability damage, and infused weapons which you wield recover 1 durability damage every hour you have them equipped.

Mental Leadership (lvl15) - Increase your sanity and diplomacy skills by two each. Whenever you make a successful sanity or diplomacy check to resist an effect from a hostile creature or the environment, you may lower the threshold DC of that effect by 2 for yourself and all allies within 60 feet of you for the rest of combat, or for the next 10 minutes when outside of combat. Whenever any ally within 60 feet of you succeeds at making a sanity or diplomacy check to resist an effect you may add a primary damage die of damage to one of your attacks made over the next round of combat or within the next 10 minutes outside of combat. This damage bonus does not stack.

Physical Leadership+/Two In One+ (lvl17) - Physical Leadership now also restores 1d4 HP and 1d4 FP to the ally that you inspire, and gives you a permanent +2 athletics and acrobatics. The maximum HP increase on Physical Leadership can now go up to a total of 20 and the athletics or acrobatics die result to trigger the effect is now 19 or 20. Two In One now also gives you one level 10 Axe/Greataxe or Spear feat of your choice. If the wording of the feat requires a specific weapon then that specific wording now also includes halberds.

Master of All Trades (lvl20) - Choose one level 20 Spear, Axe/Greataxe, or Straight Sword/Thrusting Sword feat and gain it. If the wording of the feat requires a specific weapon then that specific wording now also includes halberds.

Mental Leadership+/Elemental Whetstone+ (lvl23) - Mental Leadership now further increases your diplomacy and sanity skills by two each, and each time you roll a natural 20 on a sanity or diplomacy check of any kind you may permanently increase the maximum FP of yourself or any one ally within 60 feet of you, by one. This bonus cannot exceed two maximum FP on any one creature. Elemental Whetstone now allows you to add or change elemental infusions three times per bonfire long rest. As well, Elemental Whetstone now allows you to make an elemental discharge attack, which is an elemental infused attack that removes the elemental infusion from the weapon, but doubles an effect of the attack. More specifically a lightning infused discharge attack hits all grid spaces within 10 feet of your target (not including your own), a magic infused discharge attack hits all grid spaces in a 20 foot cone behind the target, a fire infused discharge attack allows you to place two infused lava pools, and a dark infused discharge attack deals double the dark and poise damage to the next creature which heals or attempts to heal the original target creature. Elemental

discharge attacks cannot be made in conjunction with the Powerful Infusion weapon skill.

Greatness (lvl25) - Gain two fate, increase your diplomacy skill by 5. Your commanding presence brings safety to your allies. You may now make any diplomacy or sanity check to resist an effect in place of any ally that you can see. Although, you may only make one resisting check at a time. So as an example, if you have two allies making a sanity check to resist an effect simultaneously, you may make the check instead of only one of them. If you are among the group making the check then you cannot also make it for an ally. (Diplomacy/3) times per long rest (with a maximum of three per long rest), you may command one non allied (neutral or hostile) creature to perform a simple task that is not against their nature or harms them directly. They must obey that command as long as they can understand it. If you have the Mental Leadership feat of this tree then you can also make a sanity or diplomacy check for one ally to resist an effect, even if you need to simultaneously make the check yourself. These two checks both count as yours, but if you fail on the allies check then they still take the negative effects. If you have the Elemental Whetstone feat of this tree then infused weapons no longer have negative effects until they reach 9 durability damage, and if you successfully make a diplomacy or sanity check to resist an effect in place of an ally that is adjacent to you, then you may instantly infuse or change a weapon infusion on one of their weapons without using one of your per long rest infusions.

Reaper

An unintuitive weapon to most, but a tool to control and pick apart enemies for those with the necessary skill. The reaper tree allows you to utilize your weapons in unconventional ways to reach through defense and trip up your enemies. Wring out the blood of foes and bring them a cold destruction with the frost and bleed synergies found within. Reapers primarily scale with dexterity but their size usually requires some strength or both hands to wield properly.



The Corvian wielded a long-handled scythe and had a peculiar fighting style that I wasn't entirely sure was natural. She bled quite a bit, but she returned the favor by hitting her opponent with strikes they couldn't entirely predict, the strange choice of weapon attacking from unconventional angles, which allowed her to pull and even trip up her opponent. I imagine the scythe would be havoc for shield-bearers.

While her duel with her opponent continued, the chill touch of death cooled the air, the blade of the corvian's scythe began to glow with blue energy, and, when she landed hits, began to heal some of her own wounds. Her opponent slowed as frost coated their limbs - a secondary affect of the imbued scythe no doubt - and the corvian to take advantage of their weakness, slashing with menacing fury. Open wounds and frost covered her opponent, making them easy prey for the reaper's wide swings. With the corvian's black feathers and emaciated appearance, the glow from the blue flame made her appear like the visage of death itself.

Precision Up (lvl3) - Precision +2.

Reach Behind (lvl5) - Attacks with a reaper now deal +2 poise damage to targets that are blocking. Attacks on shields with weapons other than reapers now do +2 poise damage on their first attack on the side of the shield each turn (directly on the side for greatshield, or diagonally in front for regular shield). Learn the weapon skill Neck Swipe if you have not already learned it. The Neck Swipe weapon skill can no longer be blocked and can be used even if the target has no reachable neck. Killing a hostile creature with the Neck Swipe skill now refunds its FP cost and regenerates your FP by an additional 2d2.

Sharp Cuts (lvl5) - You may now choose to add 1d4 innate bleed build up to any reaper which does not already have a status build up. If the reaper already has an innate status build up then you may choose to replace it with this bonus. Weapon attacks which already have bleed build up without the usage of this feat, now apply it at one die level greater (1d4 becomes 1d6, 1d6 becomes 1d8 etc.)

Rime Sickle (lvl5) - You may now choose to add 1d4 innate frost build up to any reaper which does not already have a status build up. If the reaper already has an innate status build up then you may choose to replace it with this bonus. Weapon attacks which apply frost build up, now apply one extra die of frost when they hit a creature from the front (in other words, while the creature is facing the attack), or when they hit a prone creature.

Pulling Swings (lvl7) - Once per turn, on your own turn, you may make one of your melee weapon attacks a pulling attack. Any target creature hit and damaged by a pulling attack must make a DC (12 + your Str mod) athletics check or be pulled towards you and turned to face you. If the target is within 5 feet of you then you may move yourself and the target both back one space and turn the target to face you. If the first time a heavy attack of yours is successfully dodged by a threatened target when it resolves, you may now make the heavy attack resolve a second time immediately targeting any creature in your range. Increase the range of all reaper attacks by 5 feet.

Trip (lvl10) - (Dex mod +1) times per short rest you may choose to make a light or heavy attack into a trip attack, which trips any creature it hits and damages if they fail a DC (12 + your Dex Mod) acrobatics check. If a trip attack is successful then the creature takes 2 poise damage and is knocked prone. Some creatures may be immune to this effect.

Drain Souls (lvl10) - Each attack on a target that was bled out (fully reaching their bleed status threshold) the same round heals you for 50% of the damage it deals (before any reductions from resistances).

Reach Behind+/Sharp Cuts+/Rime Sickle+ (lvl13) - Reach Behind now causes Neck Swipe to ignore two tiers of armor, and once per turn, on your turn, you may make an attack in front of a medium or small target that counts as attacking from behind. Sharp Cuts now allows you to guarantee a maximum die roll of bleed build up once per round of combat, but when you choose to activate this property you take 2d4 bleed build up yourself. If you have the feat Rime Sickle then whenever you inflict frostbite on a creature with a weapon attack (causing them to fully reach their frost status threshold), you may immediately make a free light attack with that same weapon, targeting the same creature.

Reap Souls (lvl15) - Gain 10% more souls per defeated enemy. You may also make Trip attacks twice as often.

Drain Souls now also allows you to spend up to 50 souls and 3FP, to heal an amount equal to the souls you spent. This can only be done on your turn in combat, and a maximum of (Att mod) times per long rest.

Icy Veins (lvl15) - All bleed build up you do also deals the same amount of frost build up, and vice versa. Gain one tier of damage resistance to fire. Gain +5 frost status resistance. Trip attacks on already prone, dazed, or locked up targets now deal a bonus 1d6 frost build up.

Trip+/Drain Souls+ (lvl17) - You can now expend two uses of Trip attacks to make your target dazed and locked up if they fail its check, instead of knocked prone, and the DC for all Trip attacks is increased to (14 + your Dex mod). Drain Souls now also lowers the targets maximum bleed resistance by 1 per attack you hit them with, on the round they were bled out (or by 2 if the attack costed 4 or more AP). The minimum this can lower bleed resistance to is one, and their maximum bleed resistance regenerates up to its normal value by one every round on the start of their own turn.

Siphon Souls (lvl20) - Each weapon light attack on a target that is frostbitten restores your FP by $(1 + (\text{Att mod}/2))$ per attack (minimum 1). Drain Souls healing on attack now also activates if your target is inflicted with poison, or toxic status effects.

Fleshbreak Ritual (lvl20) - (Dex mod/2) times per long rest whenever you hit a creature with any of your attacks while they are prone, you may automatically inflict them with another status condition of your choice from the following list: Impaired vision, deafened, dazed, limb fracture, or locked up. For every negative status condition currently on a creature that you hit with one of your attacks, you may heal for 1d10 HP. This healing can only be done once per round of combat. Additionally the first time you hit a creature on your turn with any of your attacks, all of the creatures status conditions which expire over a period of time have their duration increased by one round.

Wide Sweeps (lvl23) - (Precision/3) times per bonfire short rest, anytime you hit a precision attack on a target in your melee weapon range you may also make a free light attack targeting all other creatures in your melee weapon range. Precision +2. You may now add your Dex mod to your precision skill if you do not currently have a feat which already adds it.

Aspect of Fear (lvl25) - Increase your sanity by +3, and increase your strength stat by +2. $(1 + (\text{Dex mod}/2))$ times per bonfire long rest you may activate Aspect of Fear on your turn while you have a reaper equipped. All hostile creatures within 50 feet of you, that have a natural fear of death and fail a DC (14 + your Dex mod) diplomacy or sanity check, see a twisted aspect of inevitable demise in your place, consuming them with fear. You can choose to inflict every creature that fails the check with either a fight or flight response. For creatures inflicted with the fight response, they lose all logical thought and can only wildly move toward and make weapon light attacks, or equivalently basic attacks, targeting you and no one else for the duration of Aspect of Fear. The attacks they make on you act as though they are inflicted with the impaired vision status condition. They cannot heal themselves, and lose all tiers of armor/resistance as they are no longer concerned with protecting themselves. For creatures inflicted with the flight response they cannot take any offensive actions against you and if they make movement actions they can only be away from you for the duration of Aspect of fear. They are also unable to turn and face you on their own, but if they are forced to they take 3d6 true

damage and lose 1d4 FP the first time they are moved to face you in a round. Aspect of fear lasts for one round, but can be extended by an additional round for 2 FP, then 4 FP the round after, then 6 FP, then 8 etc. affected creatures may make another sanity or diplomacy check at the start of each of their turns to try and end their crippling fear.

Whip

It takes someone particularly crazy to bring what is essentially a long piece of leather to a battle. If nothing else, whips are an intimidating choice. Low on damage but a reach unmatched by any other melee weapon, and a master of pestering hostile creatures and motivating speed into your allies. Whips scale primarily with dexterity and the whip tree has a number of special abilities with great utility.



The whip-user is probably the most unconventional fighter I'd ever seen in my life. In this battle, swords-masters and magic-wielders are lopping off limbs and bending the fabric of reality, so imagine my surprise when I saw this demonkind standing in the middle of this carnage commanding the battlefield. First off, the whip she used was incredibly long, allowing her to strike any target from a great distance, and what was confusing was she was whipping her allies just as much as her enemies, yet they seemed to like it. It invigorated them beyond their limits, pushing back against my defenders who, until she stepped in, had the upper hand. She utilized the crack of the whip itself to deafen her enemies, which proved most effective against the blind darrow that uses sound to perceive his surroundings. I also noticed there were notches of sharp metal coated in a liquid substance. When she would hit her enemies they bled profusely and became sick with poison. She seems to have thought of everything.

Brutal, effective, unorthodox and honestly quite rude.

Precise Whipping (lvl3) - Precision +1. Increase the range of all whip attacks by one grid space (5 feet).

Ally Driver (lvl5) - Making a melee weapon light attack on an ally gives them AP equal to the cost of your attack for their next turn, but they also take the damage of the attack.

Deafening Crack (lvl5) - (Dex mod) times per bonfire short rest, after making an attack you may choose to crack your whip. All creatures within 10 feet of the target space of your attack, not including yourself, must make a DC (12 + your Dex mod) diplomacy check or be deafened over the next round.

Tether (lvl7) - When two handing a whip, or a length of rope no more than 15 feet long, you may make a ranged grapple attempt on a creature in range (which still threatens them as though it was an attack). You may now also use Acrobatics as your skill check for any grapple and attempted escapes. If you use your whip for this grapple, then it costs the AP of a light attack, and if it succeeds you may choose to make the target take the damage of a light attack. If you use a length of rope then the grapple attempt costs 3 AP. (Note that if this grapple could result in a restrain then it still needs to be made as a slow action). Successfully grappling in this way makes you unable to use the whip or rope for anything else until the target escapes or you release them. You may still move while maintaining this grapple as long as your movement does not take you out of your whips range (or the ropes length) of the target. Increase the range of all whip attacks by one grid space (5 feet).

Disarming Attack (lvl10) - When making a precision attack to a limb, lower the DC by your Dex mod. (Dex mod) times per bonfire/magical short rest before making a light or heavy attack you may make the attacking disarming. A disarming attack is a precision attack to an arm or appendage holding a weapon, which if it hits causes the target to drop the weapon and, if they fail a DC (12 + your Dex mod) acrobatics check, be inflicted with the limb break status condition on that limb for one round.

Ridiculous Length (lvl10) - Increase the range of all whip attacks by one grid space (5 feet). When grappling a target with a whip at a distance using the tether feat, once per turn, you may force them to move one space toward you or away from you for the cost of one light attack in AP. Moving them in this way causes them to take 2 poise damage the first time you do so in a round of combat, and they must make a DC (12 + Str mod) acrobatics check or be knocked prone.

Ally Driver+/Deafening Crack+ (lvl13) - Making an ally driving attack on an ally now gives them one more AP than the cost of your attack. As well, your ally driving attacks only deal half damage. Deafening Crack now also inflicts the dazed status condition for one turn on any creature that fails the check.

Light Breaking Crack (lvl15) - (1 + (Dex mod/2)) times per bonfire/magical long rest, you may make any light or heavy attack into a light breaking attack which strikes with such speed that it cannot be normally perceived and dodged. Each light breaking attack also causes a blinding flash of light at its target location. This blinding flash forces all creatures except yourself, within 5 feet of the target grid space (including creatures in the space itself), to make a DC (12 + your Dex mod) perception check or be inflicted with the impaired vision status condition over the next round of combat.

Serrated and Poisoned (lvl15) - All whip attacks gain 1d4 bleed and 1d4 poison status. If your whip already deals poison or bleed status build up before this bonus, then those build up die are increased by one level. The status build ups given by this bonus dont need to be included in an attack if you so choose (such as in an Ally Driver attack), but if you choose to include them then they both need to be included.

Light Breaking Crack+/Serrated and Poisoned+ (lvl17) - Light Breaking Crack now also deals 1d6 lightning damage to all who fail its DC, and lights up the area around its target space in 30 feet of bright light for two turns. Serrated and Poisoned now prevents targets hit by a whip attack from losing one build up of bleed or poison each turn, and bleeding a target now causes them to lose 1d4 FP.

Pleasure n' Pain (lvl20) - While in combat, making light attacks on allies with a whip now no longer damages them and instead heals them for half the damage you roll on the attack. $(1 + (\text{Dex mod}/2))$ times per short rest you may make a target of one of your weapon light attacks make a DC $(12 + \text{your Dex mod})$ diplomacy check or have all of their healing halved for the next two rounds of combat.

Space Bending Crack (lvl20) - $(1 + (\text{Dex mod}/2))$ times per bonfire long rest, for 3FP, you may make any two spaces within your melee attack range act as though they are adjacent spaces on the grid, for two turns, by bending the space between them with your whip crack. Ranged attacks may travel through one space to the next as though it was only a 5 foot gap, AOE attacks may affect these spaces as though they are the same space, and a melee weapon attack made next to one space may hit the other without any additional range.

Penance (lvl23) - In combat you may now make a light attack on yourself to increase your physical armor by one tier for the next two rounds. Any ally within 15 feet of you when you make this self attack may pierce one tier of armor on their next attack and regain 1d2 FP.

Unending Labor (lvl25) - Double the amount of times you can activate a special ability, or action granted by a weapon feat (either per turn, per combat, or X times per short or long rest). Gain one point of fate.

Bow/Crossbow

Variety, utility, and cunning use of positioning is the key. The bow/crossbow tree gives access to a playstyle that promotes hindering your enemies and taking advantage of your range and the environment around you. Lay traps, tame beasts, and have access to the largest variety of ammo to take advantage of any situation. Bows scale primarily with dexterity and crossbows with strength, but both can use a combination of either stats.



The darrow raced through the forest, crossbow in hand, hot on the heels of his target. Folks don't usually see darrow in wooded areas, their squat stature and sightless eyes make them better suited to the underground labryns of the world. However their acute sense of smell and hearing help quite a bit in the lively atmosphere, once, of course, you learn to tune out the unimportant stuff like shifting trees or chirping insects. Up ahead, the darrow heard his quarry, hooves galloped upon the rooted earth, antlers smacked against branches, breath heavy from exertion. He even smelled fear from the animal. To his side was another story; padded paws and excitement bolted in the same direction, keeping pace, but not getting too close, the time wasn't right yet.

After a while, the forest floor gave way to stone, which meant they were near the ravine.

*"Fence!" the darrow barked. His hunting companion peeled away, taking a wide arc and closed in on the beast from its flank. Panicking now, their target, their juicy, delicious target, veered right, attempting to run down a narrow ravine, where its only direction was forward, directly into the trap. He heard the metal teeth clamp onto the beasts leg, heard it yelp in pain, and heard it slow down as it tried to escape. Closing the distance, the darrow took aim at his exhausted and wounded prey and fired in the direction of the beasts pained cries. He heard a wet *thwak*, and then silence.*

His companion approached his side and gave an excited bark. The darrow patted his head excitedly.

"Good work, boy! We'll be eating good tonight."

Precision Up (lvl3) - Precision +2.

Tripline Bolas (lvl5) - (Str or Dex mod) times per short rest you may make one of your ranged weapon attacks into a bolas shot. Any large or smaller creature hit by a bolas shot, that moves through the use of limbs, must make a DC (10 + your Str or Dex mod) acrobatics check every time they finish a movement action until the end of their next turn, or until they fail the check. If they fail this check then their limbs are tripped up by the bolas and they are knocked prone after the movement is complete. Only non-elemental, non-status, and non-blood bullet ranged weapon attacks can be made into a bolas shot. Bolas shots made with a greatbow or ballista can also affect massive sized creatures.

Intercept (lvl5) - As a reaction you may attempt to intercept any ranged attacks you can clearly perceive, with a ranged attack of your own, but your ranged attack must contain damage of the same type as the attack you are intercepting. Twice per round you may attempt this by rolling a precision skill check (DC depends on what you are attempting to intercept). Increase the range of all ranged attacks by one grid space (5 feet).

Trapper (lvl5) - Gain proficiency with arming and deploying a variety of trap tools, which can be placed in an adjacent, unoccupied grid space for 3 AP to buff allies or impede enemies. Without additional aid, the traps are plainly visible and can be spotted by any creature with average intelligence. Each short rest, upon completing the rest, you gain the use of (level/4) of your choice of the following traps: **Metal Teeth** → Can be used to trap and kill small animals. If a large or smaller creature steps in this trap then they take 1d4 physical damage and 1d4 bleed build up on the start of their turns, for the next four rounds, as the trap clamps down on them. This trap can be removed for 4 AP with a DC 12 athletics check. **Centering String** → A silken strand which when armed in a fight, pulls and ties itself to any creature which steps on it. The creature it attaches to rolls a d2 on the start of each of their turns, for the next four turns before the strand dissolves. If the result is a 1 then they heal for 1d4 HP and if the result is a 2 then they gain 1 FP. This strand can only be placed and armed while in combat. **Ring Chain** → A metal ring on a 10 foot chain which contorts and binds the first medium or smaller creature which steps on it. Any creature held by this trap can no longer move more than 5 feet from the grid space it was placed, until the trap is removed or takes more than 15 damage. This trap can be unbound from the creature with a DC 12 acrobatics check. After they are placed, all traps last for ten hours if they are not triggered. Traps can also be dismantled by you or anyone else who has this feat for 4 AP, or by another who does not have this feat over the course of 15 minutes with a DC 15 precision check (failing the check causes the trap to spring and activate on them). Traps dismantled by you are added back into your inventory for use.

Lucky Shot (lvl7) - You may now make lucky shots, which are non spell based precision attacks that do maximum damage on all die rolls made for that attack, but are made with a (-8) modifier to hit. You may also now add your Dex mod or Str mod to any precision attacks you make, not including lucky shots.

Beast Tamer (lvl10) - You may now attempt to pacify ANY beast or animal to stop conflict with them or make them more friendly toward you. Pacified creatures may be friendly towards you and follow you for a time, but retain their own decision making and personality. In order to pacify a beast or animal they must not be under the control or influence of any other entity, and you must be within 5 feet of them. Roll a knowledge of monsters check with DC based

on the power of the creature (up to GM's discretion, somewhere from 10 to 45), if you succeed then roll a d100 and if the result is greater than (70 - your knowledge of monsters) the creature is pacified. If you fail the initial knowledge skill check you can no longer attempt to tame that specific creature until after your next bonfire/magical short rest, but as long as you pass the initial check you may keep making attempts to pacify that creature. These checks cannot be made without the creatures awareness of you, and in combat they cost a total of 6 AP to perform. You may have a total of (1 + Att mod/2) pacified creatures following you at a time. A pacified creature that chooses to help you in battle will not risk more than 25% of their max HP doing so.

Roll Shot (lvl10) - Once per round of combat, after successfully completing a dodge (avoiding all effects of an attack), you may make a free reaction light attack which costs no AP. If you are using a bow or crossbow then you may also take one AP worth of free movement before making the free attack.

Tripline Bolas+/Intercept+/Trapper+ (lvl13) - Creatures which fail the skill check of Tripline Bolas now also lose 1d2 FP, and are inflicted with the limb fracture status condition on one of their legs until the start of their next turn. Intercept may now be used three times per round and now instead increases the range of all ranged attacks by two grid spaces (10 feet). The Metal Teeth trap of the Trapper feat has its physical damage increased to 1d8, and each of the three base traps have their removal DC increased to 14. The Trapper feat now also gives you access to the following additional traps: **Debilitating Knot** → A heavy knot which attaches and shocks any medium or smaller creature which steps on it. The creature it attaches to has disadvantage on all of their athletics and acrobatics checks until the start of their next turn. This trap can be removed for 4 AP with a DC 14 precision check. **Hazard Plate** → Can be used to trap and kill small animals while poisoning their meat, causing anyone who consumes it to take 3d4 poison build up. If a large or smaller creature steps in this trap then they take 1d6 fire damage and 1d4 poison build up on the start of their turns, for the next four rounds, as the trap sticks to them and burns with a putrid fire. This trap can be removed for 4 AP with a DC 14 fire keeping check.

Roll The Dice (lvl15) - At the beginning of your turn you may choose to roll a d6 with different effects depending on the outcome. Starting at character level 20 you may reroll this die once, taking the second result if you do so. The results of the d6 are as follows 1: You explode dealing 6d6 damage to yourself, 2: Every arrow and bolt fired by you for the rest of your turn heals up to five allies within 60 feet of you for 1d2 HP (1d4 HP if firing a great arrow and 3d4 if firing a great bolt), 3: Any heavy attacks you initiate on this turn with a ranged weapon now deal two extra poise damage (this bonus is not reduced by the distance between you and your target), 4: All enemies that die in the next round give you 1.5 times the souls, 5: Your bow and crossbow attacks now deal 1d2 durability damage, and +2 poise damage to shields for the rest of your turn (greatbow attacks deal 1d4 durability damage, and +3 poise damage to shields. ballista attacks deal 3d4 durability damage, and +6 poise damage to shields.), 6: Your bow, crossbow, greatbow, and ballista attacks over the next turn now silence the last spell or spirit summon your target has used until the start of your next turn. Note that this silence does not dispel already existing special or magical effects on the target.

Tangling Net Shot (lvl15) - (Str or Dex mod) times per short rest you may make one of your ranged weapon

attacks into a tangling net shot. Any large or smaller creature hit by a tangling net shot, must make a DC (12 + your Str or Dex mod) acrobatics check or be tangled by the net and become grappled. They or their allies may attempt to beat the DC again on their own turns for 3 AP per attempt, but failing the DC three times in a row advances the condition to restrained. The net lasts for one hour, or until its DC is achieved by the target creature. Only non-elemental, non-status, and non-blood bullet ranged weapon attacks can be made into a tangling net shot. Tangling net shots made with a greatbow or ballista can also affect massive sized creatures.

Beast Tamer+/Roll Shot+ (lvl17) - If you have the weapon feat Beast Tamer then Your pacification of beasts and animals now fully tames them. Tamed creatures will be friendly toward you and help you in and out of battle by obeying your commands. Although, they still retain a mind of their own and may abandon you if you treat them badly or give them orders which are too distant from their nature. You may have a maximum of $(1 + \text{Att mod}/2)$ tamed creatures following you at a time. A tamed creatures maximum HP is lowered to 50% of their non tamed HP. If you have the weapon feat Roll Shot then gain the ability to take one more dodge action per round of combat, and you may now use Roll Shot twice per round instead of once.

Spectral Archer (lvl20) - Gain one infinite use spectral but tangible arrow/bolt (or great arrow/great bolt) of one elemental or status type of your choosing (excluding curse or poise status). The same spectral arrow/bolt may be fired and re summoned back to your bow/crossbow any number of times, preserving any additional magical buffs on it (such as the magic weapon spell for example). If not summoned back, the spectral arrows/bolts decay and disappear over one minute. You may swap the type of your spectral arrow/bolt to any other, once per bonfire/magical short rest on your turn, and once upon completing a bonfire/magical short rest.

Ranger Sense (lvl20) - Increase your precision and perception by +5 and you can permanently add your Str or Dex mod to your knowledge of monsters. Any knowledge of monsters check you do outside of combat that results in a die roll of 10 or less, may be rerolled. Your vision is increased by 50 feet (10 spaces), including any half or full darkvision you might have. If you are of the Darrow lineage then this vision increase applies to the range of your blind sense. If you do not have any darkvision and can see, then you gain half darkvision (30 feet of no color vision in the dark). Gain the innate ability to track people and beasts over large distances without needing a skill check. Any animal/beast/magical companion you have tamed or under your control has its maximum HP increased by your knowledge of monsters skill.

Pinpoint Accuracy (lvl23) - Whenever you make a successful precision attack to target a specific body part on a creature, and the attack hits, you may make any subsequent attacks on that creature target the same body part without the need of another precision attack. This effect lasts until you make another precision attack, you lose sight of the creature, or the creature is killed.

Fast Reflexes (lvl25) - You can now fire your Dex Mod amount of arrows per attack with a bow, or Str mod bolts per attack with a crossbow, or $(1 + (\text{Str mod}/2))$ great arrows with a greatbow (Each extra arrow/bolt fired adds one primary damage die to the attack, but not scaling). Making any multiple arrow/bolt attack through this feat costs 1 extra AP. On the first round of combat (after any surprise actions) you always get to take your turn in initiative first if

you so choose (regardless of the result of your initiative roll). Increase the cap for either your strength or dexterity stat by 2. Increase the range of all bows and crossbows by 30 feet. Acrobatics + 4.

Greatbow/Ballista

The kings and queens of ranged warfare use these engineering marvels to lay waste to distant foes, and form mechanical support for themselves and allies. Take advantage of the greatbow/ballista tree to create sentries to buff and fight alongside you, boost your effectiveness with the largest of the ranged weapons, and lay waste to any stronghold or cover in your path. Both greatbows and ballista scale primarily with strength.



and the massive artillery flying his way, charged in the direction of greater threat.

The grme took careful aim. He waited for the right moment, and just when the dragon was on top of his little distraction, he fired. Three large arrows flew and punctured the dragon's wings. It let out a furious roar as it lost control, and crashed to the ground. The grme nodded and launched a smoke signal in the air so the next phase can begin.

He stood at the edge of the city ruins, awaiting the dragon to get within range. The timing would be difficult, but if it worked, they stood a chance. The grme watched as the dragon approached. It weaved and snapped its powerful jaws this way and that trying to catch a figure that was leaping between ruined buildings, moving closer to him. It was time to go to work.

He planted a ballista on the remains of the town wall, loaded it, and began turning the crank until the ballista was taut. Now for the tricky part, he activated the auto-firing mechanism, setting the timer, and ran. The ballista began firing in the direction of the dragon. He didn't stay to find out if he hit or not, that wasn't the point. If it worked as intended, the ballista would annoy the dragon and bring it here so he can perform the second part of the plan. He ran out of the city and took position on a nearby hill, pulled out his greatbow and took aim. Yes! The dragon, sufficiently agitated by the high-flying dragonkind

Draw Strength (lvl3) - Athletics +1 and Precision +1. You may now swap to or from wielding a ranged weapon that requires two hands, any number of times on your turn, for only the cost of having swapped the equipment once.

Short Range Archery (lvl5) - Lower the minimum range of ballista attacks from 30 feet to 20 feet. Any bow and crossbow attack made from 10 feet or less from its target deals an extra 1d4 damage, any greatbow attack made from 15 feet or less from its target deals an extra 1d6 damage, and any ballista attack made from 40 feet or less from its target deals an extra 1d10 damage. The type of this bonus damage is the same as the majority damage of the attack. Melee arrow attacks with bow/crossbow arrows/bolts now count as dagger attacks for the sake of feats, and melee arrow attacks with greatbow/ballista great arrows/bolts count as spear attacks (melee attacks deal 1d4 + E Dex/Str damage for 3 AP with arrows/bolts, and 1d8 + D Str for 4 AP with great arrows and great bolts).

Anchor (lvl5) - By planting your feet into the surface you stand on you can now more easily prevent yourself from being moved. With a greatbow or ballista this allows you to anchor yourself to any sloped surface without falling. Gain +5 on any athletics checks to resist being moved, grappled, or restrained. In addition, gain advantage on those rolls and one tier of physical damage reduction on a turn when you have fired a greatbow or ballista. After firing a greatbow or ballista, up to five allies within 20 feet of you gain one AP worth of free movement on that same round of combat (this bonus can only apply once per round on any given ally).

Crash Shot (lvl7) - By utilizing the sheer size of ammo fired from greatbows and ballista you may cause your light or heavy attacks, when they are fired, to become crash shots. A crash shot fired from a greatbow hits one additional grid space adjacent to your target (chosen before firing), and a crash shot fired from a ballista also hits all grid spaces adjacent to your target. Crash shots may be fired from bows and crossbows with a similar effect to that of a greatbow, but must be made using three arrows or three bolts respectively, of the same type at once.

Mechanized Sentry (lvl10) - After firing a greatbow or ballista at a target grid space, you may leave the weapon in your grid space and arm it with an auto firing mechanism and an amount of ammo no greater than 10. Every following round at the end of your turns the weapon will automatically fire once, targeting the same grid space you initially fired it at. This will continue until the weapon runs out of ammo, it is picked back up for 3 AP, or takes an amount of durability damage. (The auto fired shots will be light attacks with a greatbow and heavy attacks with a ballista). If you have the weapon feat Anchor then the sentry can provide the movement bonus to your allies as though you fired it.

Phial Artillery (lvl10) - (Str mod) times per short rest, at the start of your turns after any slow actions resolve, you may choose to take a wide stance and load 2 rejuvenating phials as ammo into your ranged weapon. You may then rapidly fire the phials for no AP cost at any unoccupied grid spaces in range, leaving a rejuvenating mist in those grid spaces. Any allies may make regular movement, sprint, or dodge actions into those spaces without spending any AP. The mists last until the start of your next turn. Although, on any of your turns after you loaded and fired phials, you may no longer take any movement actions as you recover from the recoil. When you reach 15 and 20 proficiency points in this tree you gain an additional phial to fire per usage of this ability.

Siege Skills (lvl13) - Learn the weapon skills Castle Breaker and Splintered Rain. Lower both of their FP costs

by one and increase both of their damage by one primary damage die. As well, cause Castle Breaker attacks to ignore the minimum range of your ballista, and allow Splintered Rain to be used regardless of any ceiling height. Hitting a creature with either Castle Breaker or Splintered Rain allows you to immediately take one free space of movement, once per round.

Banner Totem (lvl15) - You may leave a greatbow or ballista in an adjacent grid space and cause it to fold and change into a totem of inspiration and focus. During combat, this Banner Totem regenerates 1 FP for yourself and up to four allies of your choice whenever you end your turns within 10 feet of it. The totem lasts for one hour, until it takes any durability damage, or until you spend 4 AP to reform and pick up the weapon which made the totem. At the end of the hour duration the totem reforms into the regular weapon. Learn the weapon skill Banner of Inspiration and lower its FP cost by one. If you have the Mechanized Sentry feat of this tree then the sentry now continues to fire even if it has run out of ammo, up to a full ten round duration from when it was placed. These shots fired with no ammo create a meditative frequency, allowing yourself and up to four allies within 10 feet of it to increase any sanity or perception checks you make by +3 each.

Pulse Turret (lvl15) - By scrapping a crossbow or ballista weapon over the course of 5 hours of hard work, you may construct a small Pulse Turret which you can mount to your shoulder over the course of ten minutes of work. You may only mount one Pulse Turret to your shoulders at a time. Once per round (or once every ten seconds outside of combat) you may fire a mounted pulse turret to create an invisible, but loud pressure wave which travels in a line up to a maximum range of 30 feet, or until it impacts the first object or creature in its path. Any light object hit is severely damaged or destroyed, and any sturdy object hit is damaged or pushed up to ten feet directly away from the turret (up to GM's discretion). Creatures in the path of the wave that can hear are threatened, and any medium or smaller creature hit must make a DC 12 athletics check or be pushed back 10 feet away from the turret. If the turret takes any durability damage (including non grounded AOE or being targeted by precision attacks), or if you are knocked prone, or take any amount of fall damage, then it is destroyed. If you have the Mechanized Sentry feat of this tree then the sentry now continues to fire even if it has run out of ammo, up to a full ten round duration from when it was placed. These shots fired with no ammo quake the ground around it creating and maintaining difficult terrain in all grid spaces within 10 feet of it.

Mechanized Sentry+ / Phial Artillery+ (lvl17) - If you have Mechanized Sentry then for 3 FP you may now make any light or heavy attack into a tracking shot. Tracking shots cause a Mechanized Sentry to change its target to the grid space you fired at (as long as the target you fired at was within the range of the sentry). If you have Phial Artillery you may now use up two of your phials to fire one Berserker phial instead. Berserker phials can be fired at any creature in range to force them to make a DC 14 diplomacy check. If a creature with 10 or less Intelligence fails the check then they are inflicted with the berserk status condition until the start of your next turn, preventing them from distinguishing between friend or foe. Berserker phials threaten the creatures they are fired at, and some powerful creatures may be immune to their effects.

Full Mechanist (lvl20) - (Str mod) Times per long rest you may gear up an adjacent Banner Totem, Mechanized Sentry, or mounted Pulse Turret in order to give them the ability to move while still functioning as normal. A geared up Totem, Sentry, or Turret may get up and move itself for 5 AP worth of regular movement while still functioning normally, every round on your own turns. They each last for 5 rounds before the gearing mechanism stops working and they can no longer move. A Pulse Turret which has stopped moving from using this ability must be picked up and re-equipped for 3 AP in order to continue functioning.

Attention Lock (lvl20) - (1 + Att mod) times per long rest on your own turn you may spend 2 FP and expend all of your dodge actions for the round (without spending their AP cost), to take a low stance and heavily focus your attention on any one creature you can see. That creature can no longer avoid any of your attacks until the start of your next turn (after any of your slow actions resolve). The creature may still dodge when threatened by your attacks, but as long as they remain within your attacks range after they do so, the attack still hits them. If you are inflicted with impaired vision or lose sight of the creature you are focusing on, then this ability ends.

Resetting Strength (lvl23) - (Str mod) times per long rest you may use your superior experience with drawing and loading ranged weapons to allow a heavy attack with a bow, crossbow, greatbow, or ballista to resolve immediately after it was initiated. Although, you still may only initiate one slow action per round. If this heavy attack hits and damages a creature then it drains them of 1d2 FP and restores your FP by the same amount.

Atmospheric Hold (lvl25) - As a slow action, for 5 AP and 3 FP, you may fire up to 5 arrows/bolts/great arrows/great bolts (depending on the ranged weapon used with this ability) directly up into the sky, to such a height where they hold and remain there until you call them back or until ten rounds have elapsed (one minute). You may call the ammo back down for no extra cost, at any time on your own turns, up to a maximum of twice per turn. When this ammo is called back it falls toward one grid space within 300 feet, threatening any creature occupying it. Creatures hit by the falling ammunition take the damage of a light attack (or heavy attack if hit with a great bolt). If this ability is used under the cover of a lighter ceiling such as a wooden roof, then the fired ammo simple breaks through the roof on its way up and on its way back down. If fired under the cover of a heavy ceiling such as a deep cave, then the ammo impacts the roof and deals significant structural damage (such as: causing rocks and boulders to fall from above, a cave to start caving in, an entire building to start collapsing, only part of a building to collapse etc. Up to the GM's discretion.) You may only have a maximum 7 units of ammo holding in the sky at the same time. Increase the cap for your strength stat by 2.

Gun Sidearm

A loaded gun is a quick way to turn the tides within, or outside of battle. A gun is a perfect offensive tool to add to many builds, and the gun sidearm tree both boosts their effectiveness and gives you the means to overcome any reloading and reliability issues. All you need to do is pull the trigger! Guns scale with either strength or dexterity and can make use of your own blood for ammo after some investment into this tree.



The raid went poorly. It was a small vessel with naught but a skeleton crew, we figured we could handle it. But this small crew were armed to the teeth and fought like the blazes. One corvian in particular was... an artist with the firearm. When attacked he wouldn't even bother dodging out of the way, he would blow holes in his enemies quicker than they can strike. But when he would dodge, he was able to reload his weapon mid-tumble. The dexterity on that man, the grace! But the damnedest thing happened when I watched my crewmate take the opportunity to attack when he had run out of bullets. The corvian did something to his gun - it looked like he... bled into it? In any case, we had counted, he was out of ammo, but then, without a moments thought, he leveled the weapon at my crewmate and pulled the trigger, blasting him off the ship.

That's when we decided to cut our loses and run. They didn't chase us, they didn't need to. Because they knew they were the hunters, not the prey.

Bloodtinge Bullets (lvl3) - You may spend 3 AP and 1d4 HP to create up to 3 bullets for your gun out of your own blood. You can hold a maximum of 6 of these blood bullets, and firing a gun loaded with blood bullets misfires when rolling a one on a d10 instead of a d4. Each round in combat at the beginning of your turn you can choose to make a blood bullet automatically reload into your gun for no AP cost. Note that if you have more than one gun, then only one gun can be reloaded in this way at a time, and you can only reload accessible guns on your person. The blood bullets last for one hour after they are created.

Visceral Shot (lvl5) - If you have a loaded gun in hand you may now fire a bullet as a reaction when you are attacked (but you may not attempt to dodge the attack if you use this ability). Firing a blood bullet as a reaction now allows you to guess the remaining AP of the creature that attacked you (after the attack, like a parry attempt), and if you are successful they take 3 poise damage.

Spread Shot (lvl5) - You can now choose to make any of your regular gun light attacks become spread shot attacks. Spread shot attacks hit and threaten all grid spaces in a cone up to your guns maximum range, but do not pierce through cover or creatures they hit. If you fire a blood bullet in a spread shot attack then all target creatures hit by it, the first time they are hit by it in a round, take 1 poise damage.

Quicksilver Bullets (lvl7) - You can now hold up to 12 blood bullets, and can create up to 4 at a time for the usual cost. Once per round you may spend half the cost of a spell, spirit summon, or weapon skills FP cost (rounded up) in blood bullets instead of FP. Blood bullets now last for eight hours after being created. Making a successful Visceral Shot (where your target took poise damage) now also allows you to reroll your gun damage once, and take the higher number. Making a Spread Shot from melee range of a target now allows you to reroll your guns damage once, and take the higher number.

Gun Dash (lvl10) - Dodging successfully (dodging an attack and taking no damage) allows you to create two free blood bullets, if you have room for them, and reloads a gun with one of them. You now no longer need to hold a gun in your hand to use it. Instead the gun can be holstered, drawn to fire or reload, and re-holstered all for the AP cost of the firing or reloading action only. This also counts for the reaction attack of Visceral Shot. Note that to use a gun this way it still needs to be accessible on your person, taking up one of the two non held equipment slots as described in the Equipment, Defense, and Shields section in the Combat chapter.

Bone Marrow Cinders (lvl10) - Any and all damage die which roll maximum damage when firing a gun, repair it for 1d2 durability and create one free blood bullet if you have room for it (but do not reload the bullet into the gun). A misfire shot now changes the damage of the attack to fire damage and increases the damage by one extra damage die. A misfire also no longer deals half damage, and you may choose to misfire any shot on purpose before the damage is rolled.

Shield

Dancing and rolling around all the time can be tiring, so instead just stand your ground and absorb the attacks instead. Shields are the ultimate defensive tool to have available in hand, but be strategic about which hits you take and which you avoid or you might find yourself staggered. The shield sidearm tree is easily added to a character build and gives options to make blocking even more effective, or to add offensive options to your shields defense.



Two soldiers, brandishing practice weapons, rush their instructor, who is holding two shields. The trainer intercepts one soldier. Crouching low, he steps in and, using his shield, completely flips the first soldier over his head, landing him on his rear. The second soldier takes advantage of the opening and strikes from behind. The instructor spins around, deflecting the attack with his shield in one hand, and punch the soldier in the face with his other shield, his momentum adding extract force behind the strike. The soldier falls to the ground with a bloody nose.

'Pathetic!' said the smiling instructor. 'Can't even land one strike against an old man with no weapon. Back on your feet and into starting positions. We're doing this again and again until you get it right.'"

Shield Skills (lvl3) - Learn the weapon skills Parry and Barricade shield. You may now equip them to attunement slots and use them with any shield.

Turtle (lvl5) - You may choose to lift your shield and leave it in front of you throughout multiple turns, attacking from behind your defense. As a result, the AP cost for raising a shield to block is lowered to zero on every turn after the first where the normal AP cost was spent. This effect is reset at the start and end of combat, and whenever you perform a dodge action (which automatically causes the shield to be lowered).

Strong Bash (lvl5) - Learn the weapon skill Shield Bash. At the start of your turns before any of your heavy attacks or charged spells resolve, after a round in which you kept your shield raised and you have the Shield Bash weapon skill attuned, you may make one free shield bash attack costing you no AP or FP. A shield bash attack with a regular shield now also forces any medium or smaller victim to make a DC ($12 + \text{your End mod}$) sanity or diplomacy check or be inflicted with the dazed status condition for one round. A shield bash with a greatshield now also forces any medium or smaller victim to make a DC ($12 + \text{your End mod}$) athletics check or be knocked prone.

One Man Phalanx (lvl7) - While your shield is up, anytime a creature circles around you out of your shields protection while in your melee weapon attack range, you may turn around to face them and make a free reaction light attack or free reaction shield bash attack on them (the weapon skill Shield Bash must be attuned to make the shield bash attack).

Tank (lvl10) - Increase your maximum poise threshold by 4. Every time your shield blocks a melee attack which caused you to take ten percent or less of your maximum poise threshold in poise damage (rounded down), the attacker also takes that poise damage plus one. On rounds of combat where you held your shield up to block, you now still recover two poise damage on the start of your turns.

Guard Counter (lvl10) - Each time your shield is hit with an attack which does not stagger you, you may immediately make a light attack with any weapon you wield as a counter attack (including your shield if you have it if you have the Shield Bash weapon skill attuned). This attack's AP cost must come from your next turn's AP at the time of the attack, and deals $1d4$ extra damage for each poise damage you took from blocking the attack. If one or more of the extra $d4$ damage results in a 4 then your target loses 1 AP at the time of the counter attack.

Sorcery

Only the greatest minds can comprehend and harness the power and beauty of sorcery. Progressing down the sorcery tree gives a variety of powerful magical abilities corresponding to the categories of sorcery magic. Teleport in an instant, create illusory images of yourself, freeze your foes, peer into the void beyond, and bend the flow of time itself. There is no lack for defense, offense, or utility in this tree that any build with enough intelligence can make use of. Sorcery magic scales with the intelligence stat.



The grme sorcerer's bout with the pyromancer was really heating up, hehehe... Anyways, the sorcerer proved to be quite proficient with magic, the pools of lava were barely a hindrance, as the sorcerer had the ability to magically appear elsewhere on the battlefield. The sorcerer also had an affinity for butterflies, it seems. Butterflies made of crystal floated around the grme and attached themselves to the pyromancer's face, hindering his vision. They hindered the sorcerer as well, but he didn't seem to mind. If anything, it seemed to give him focus, allowing him to recover any lost magic. That wasn't his only trick, he made crystal shards fall from the sky, created walls of pure magic to block attacks, and could even conjure weapons from thin air.

As I watched in awe and amazement, I realized the potential of magic was truly limitless.

Sorcery Training (lvl3) - Every three points of proficiency you gain in the sorcery tree now allows you to choose a new sorcery spell to learn (including at this level). The spell you choose must have Intelligence requirements strictly less than $13 + (\text{sorcery prof points}/3)$.

Academy Mage (lvl5) - Learn the sorcery spell Magic Weapon if you do not already have it, and lower its FP cost by one. Learn the weapon skill Steady Chant and lower its FP cost by one. Gain +2 in both perception and precision skills, and you may permanently add your Int mod to one of your knowledge skills, except for knowledge of cosmic influence.

Ephemeral Light Weapon (lvl5) - Learn the sorcery spell Betraying Dart if you do not already have it. Casting it on a creature as a surprise, in which they were unaware of the source of the spell, causes its damage die to now be increased to $1d10$. (Int mod) times per short rest for 2 FP, at any time, you may use your adept ability with Assassin/Light sorcery to cause a weapon or small object that you touch to become invisible for ten minutes. While invisible the weapon or object may still be wielded as normal but it is undetectable through normal sight. As a result, an invisible casting implement may be used to cast spells without being noticed, or a weapon may be perfectly concealed. Melee weapons that are invisible with this effect may confuse their targets into not perceiving their threat. Once per combat per creature, when the wielder of an invisible melee weapon attacks, they may make a stealth check contested by the perception of their target. If the target fails then they are not threatened by the attack and cannot choose to dodge it. By expending another usage of this ability you may reverse this invisibility early. Gain +2 stealth.

Frost Mage (lvl5) - Learn the spell Cold Burst if you do not already have it. Whenever you hit a creature with Cold Burst you may choose for it to scatter ice and also hit one other creature with 5 feet of them, regardless of if this additional creature attempts to dodge, and its range is increased by 5 feet. $(1 + (\text{Int mod}/2))$ times per bonfire short rest, whenever you take a non frost, non self inflicted status build up in combat, you may instead take half of that status build up as frost. Increase your frost resistance by an amount equal to your Int mod.

Unbreakable Focus (lvl7) - Max FP +1. $(1 + (\text{Int mod}/2))$ times per bonfire short rest, at the beginning of your turn in combat (after any of your slow actions resolve), you may narrow your vision and improve your focus. During the rest of that turn you are inflicted with the status condition impaired vision, but at the end of the turn you regain $3d4$ FP. Outside of combat the focusing time is increased to two hours, but any number of the charges of this feat can be spent at the end of the two hours to regenerate $3d4$ FP per charge. A Darrow, or any blind character using this ability is instead inflicted with the deafened status condition.

Blink (lvl10) - At any time as a reaction, for 3 FP you may instantly teleport to within 5 spaces (25 feet) of your current location and change the direction you are facing, as long as the target location is unobstructed. Blink can be used $(1 + (\text{Int mod}/2))$ times per bonfire short rest.

Mirror Images (lvl10) - $(1 + (\text{Int mod}/2))$ times per bonfire short rest, once per hour on your own turn, you may cut your current HP and FP by any non zero amounts of your choosing to create two identical, tangible, light-based clones of yourself in unoccupied adjacent spaces. The clones act on your turn and have identical statistics, weapon

proficiencies, and destined traits as yourself. They each have a maximum of 6 AP, and maximum HP and FP equal to the respective amounts you cut to summon them. Your clones have the same in hand equipment as you but the rest of their equipment (armor, rings, items etc.) are only images of yours and only provide their passive effects to the clones. The clones can only make regular movement actions (no sprinting or dodging), and cast one non charged spell that you have attuned per round. As well, the clones can make weapon light attacks and interact with the environment in simple ways. The clones are fully controlled by you, but do not grant you any extra vision or perception. After ten rounds (1 minute) the clones dissipate. You may only have one instance of these clones active at a time and using this ability again disperses any currently active clones. If a clones HP reaches zero then they dissipate.

Mind Flay (lvl10) - $(1 + (\text{Int mod}/2))$ times per bonfire short rest, on your turn, by spending 2 FP you may confuse the thoughts of a creature with 10 or more intelligence that you can see. If the creature fails a DC $(12 + \text{your Int mod})$ sanity check then they take $(\text{your Int mod}/2)$ poise damage, they no longer recover poise on their next turn, and they take true damage equal to the DC of this ability as their mind is enveloped with pain. If the creature succeeds the check then they still take half of the DC as true damage. If the creature you are attempting to mind flay has less than 10 intelligence then it does not work, but the usage is not expended.

Sorcery Specialization (lvl13) - Upon gaining this weapon feat you may swap any of the spell choices you made through the weapon feat Sorcery Training, while treating the maximum possible requirements for the spells as though they were at your current number. Upon gaining this weapon feat you may also choose one of the following bonuses based on your preferred sorcery spell casting category: **(Soul/Crystal Sorcery)** Learn a sorcery spell of your choice from this category, with requirements strictly less than 17. All of the spells in this category may be cast for one less FP when they are cast as a charged spell. **(Frost Sorcery)** Once per round when you inflict frostbite on a creature with one of the spells of this category you may regain a bonus 1 AP for that turn, and all magic damage you deal to a frostbitten creature is increased by 10%. **(Assassin/Light Sorcery)** All of the spells of this category can now be cast even if they have been silenced, for an additional cost of 1 FP per cast. As well, increase the duration of all spells of this category by one round (six seconds) if they have a duration, and gain one AP of free movement on any turn that you have a spell of this category active on yourself. **(Cosmic Sorcery)** Gain a permanent +1 sanity for each different spell of this category that you have attuned. Once per round, affecting a hostile creature with a spell from this category lowers their sanity by one, for one hour. This effect stacks with itself.

Empowered Spells (lvl15) - Once per round of combat you may choose to make an offensive spell cast by you deal double damage (before any reductions from armor or resistances), but cost double the FP. This choice must be made when the casting of the spell is initiated and not after it is resolved or hits its target. You can also choose to make any cast of a non offensive spell cost double the AP but half the FP. Your mirror images now each have twice the FP that you chose to cut and may cast two spells per round. Blink now allows you to spend two charges to also teleport one ally that is adjacent to you on the grid, to a location in range that is adjacent to your final location. Mind Flay now also effects creatures with less than 10 intelligence, but inflicts them with the dazed status condition for one round instead of

the poise damage and recovery prevention.

Moonlight Greatsword (lvl15) - Once every ten minutes you may spend 4 FP on your turn to conjure a floating moonlight sword in an unoccupied adjacent grid space. The sword lasts for 10 rounds (one minute) and is controlled by you mentally on your own turn. It can move with a speed of three grid spaces (15 feet) per round, including the turn it was summoned, and it may make one attack per round threatening an adjacent space. Any creature hit by the sword takes $1d8 + B$ Int magic damage and, after they take the damage of the attack, has their magic resistance lowered by one tier for one round (this does not stack). The sword dissipates when it is more than 50 feet away from you. The sword can be buffed by spell effects. Killing a creature with the moonlight sword refreshes two charges of Blink, and Blinks range is increased by 10 feet. Your mirror images now have the ability to swing a moonlight greatsword of their own as a 3AP light attack, with a range of 5 feet. As well, your mirror images may now make weapon heavy attacks (including with their moonlight greatswords, gaining base damage and poise damage as usual). Having Mind Flay causes the moonlight greatsword to also make its targets take one bonus poise damage when hit.

Nebula of Eyes (lvl15) - Learn the sorcery spell Void Comet if you do not already have it. If you ever acquire the destined trait "Limitless" then also learn the sorcery spell Satellite Eye. ($\text{Int mod}/2$) times per long rest you may take a meditative position and think on the void beyond. After one uninterrupted hour in this meditation, all of your current FP will be drained and the void will glance back to bestow you with a nebula of eyes at your location. As long as you can maintain the meditation by not taking any damage, being forcefully moved, or dying, you may see through the nebula of eyes with 40 feet of darkvision and move them wherever you choose. Ceasing your meditation causes the nebula of eyes to disappear back into the void of the cosmos. They move at a maximum speed of 5 kilometers per hour (approx 3 miles per hour) in any direction, unhindered by physical objects, and appear invisible to all except those that have +7 or more knowledge of cosmic influence. They count as a special buff on your person and can be dispelled at their location or at yours. As well, if they take any amount of elemental damage then they are dispelled. Each hour you spend looking through the eyes gives you one point of exhaustion. Blink now allows you to momentarily see past the veil of the physical world. At the moment you blink, anytime you do so, you may make a free knowledge of cosmic influence check at advantage to see the truth of the area around you. You may now simultaneously perceive through the senses of your mirror images, sharing your mind with them. As well, your mirror images may now cast charged spells. If a creature is staggered as a direct result of the poise damage from your Mind Flay, then they are also inflicted with the frenzy status condition for one round (if they are not immune to it).

Mirror Images+/Blink+/Mind Flay+ (lvl17) - Your mirror images now each have twice the HP you chose to cut and last for ten minutes instead of ten rounds (one minute). The DC for Mind Flay is increased to ($14 + \text{your int mod}$) and its FP cost is reduced by one. Blink can now be used ($2 + (\text{Int mod}/2)$) times per bonfire short rest and its FP cost is reduced by one.

Transcend (lvl20) - At any time, and for however long you wish, you may float up to two feet above the ground. This allows you to avoid any and all terrain effects. On your turns you may increase your focus and spend 2 FP to instead

float up to ten feet (two spaces) above the ground for one round. Moving up or down each grid space still costs an AP as though you were performing a regular movement action. Using Blink in combat now allows you to cause a crystal flash when you disappear dealing $1d4 + (\text{your Int mod}/2)$ magic damage to all creatures within 5 feet. Each creature hit by the crystal flash increases your max FP by one for the duration of combat. Your mirror images now have 8 AP instead of 6. Mind Flay now no longer costs FP and lowers the targets magic damage resistance by one tier when they fail the check.

Mind Read (lvl20) - For 3 FP when you make physical contact with someone you can choose to read their mind. Make a perception roll resisted by a sanity roll from the target. If they fail you gain visions which give you knowledge about them and their motivations, and if the target is human and has a knowledge skill greater than your corresponding knowledge skill, then you may choose to increase that knowledge skill by one. Although, you may only increase a knowledge skill in this way by one per long rest, as time is needed to digest the learned information. If your mind reading attempt fails then you cannot use it again on the same creature until an hour has elapsed. Targets of the mind read are not aware that you have used this ability unless you roll a 1 on the die for your perception check. You may also speak telepathically to any creature that you can see (and they can respond to you within their minds if they so choose). Mind Flay now regenerates your current turns AP, or increases your next turns AP, by an amount equal to the poise damage taken by the target creature. You may now re-absorb any number of your mirror images on your turn, while they are still around and within your line of sight, to regain HP and FP equal to half of their remaining HP and FP (per absorbed image). Outside of combat your mirror images now last for ten times as long, but dissipate if they move more than 150 feet from you (upon starting combat any already conjured mirror images have their duration lowered to the regular maximum duration if it is less than their remaining time). For an additional FP cost Blink may now dilate time, allowing you to choose not to reappear for one full round after disappearing when it is used. You may spend a charge of Unbreakable Focus during the round you are away to gain its benefits without having impaired vision when you reappear.

Advanced Sorcery Specialization (lvl23) - Upon gaining this weapon feat you may swap any of the spell choices you made through the weapon feat Sorcery Training, while treating the maximum possible requirements for the spells as though they were at your current number. Upon gaining this weapon feat, the bonuses you chose based on the sorcery feat "Sorcery Specialization" are improved in the following way: (**Soul/Crystal Sorcery**) All of the spells in this category may now be charged for no extra AP cost, and once per short rest you may make a charged spell in this category resolve on the same turn you initiated it (although you may still only initiate one slow action per round). (**Frost Sorcery**) Once per round when you inflict frostbite on a creature with one of the spells of this category, you may now regain a bonus 3 AP for that turn, and all magic damage you deal to a frostbitten creature is increased by 20%. (**Assassin/Light Sorcery**) All of the spells of this category can now be cast even if they have been silenced, for no additional cost. As well you may now increase the duration of all spells of this category by two rounds, if they have a duration, and gain two AP of free movement on any turn that you have a spell of this category active on yourself. (**Cosmic Sorcery**) The

sanity lowering effect from affecting a hostile creature with spells of this category, may now take place up to three times per round. Lowering a creatures sanity from positive to negative now inflicts them with the frenzy status condition for one round (some creatures may be immune to this effect).

Move Through Time (lvl25) - (Int mod /3) times per bonfire long rest at the cost of half of your maximum FP and all but one of your HP you may stop time whenever you choose (as a reaction), for 2 rounds at a time (12 seconds). If time is stopped during combat you may reverse time to the start of combat, but doing this permanently lowers your sanity by 2 points. Outside of combat while time is stopped you may also reverse time, but by up to three minutes, for the same cost of permanently lowering your sanity by 2 points. When time is reversed only you retain memory of the timeline which you reversed through (with rare possible exceptions). After you stop or reverse time this feat cannot be used again for 5 rounds (30 seconds) as you readjust to the regular flow of time.

Miracles

Become a great force of will with the hope and determination to make any legend a reality. The miracle tree boosts the power of miracle magic and allows you to become a great healer and protector, powerful damage dealer, or a combination of both. No feat is too great to accomplish and no ally will be left wanting with you beside them. Miracle spells scale with the faith stat.



“Sit down,” she snapped. “Let me patch you up. You took a nasty hit from that last one and we don’t know how many more are out there.”

“I’m fine,” the large dragonkind snapped back. He finished tying off a raggedy bandage around a bloody wound in his leg and nodded to the gold sigil bear lying dead nearby, “she got a lucky shot. If another one shows up, I can still fight.”

As he finished that sentence, almost as though by some cruel joke, a second gold sigil bear emerged from the thick brush. It was huge, standing taller than a man when hunched, and twice as tall when on its hind legs, as it stood now. Its thick black fur was matted and it bore a swirling gold pattern on its chest and huge shoulders. The hulking creature roared, showing dagger-length teeth and claws the length of a man’s forearm. It rushed towards them.

The dragonkind tried to rise but stumbled on his injured leg. Just before the gold sigil bear could close the distance, the ferno woman intercepted them and cast Emit Force. A shockwave pulsed from her in all directions which pushed the behemoth away, knocking it to the ground. Gripping her talisman tightly, the ferno conjured a bolt of crackling lightning. She took aim and threw, striking the downed gold sigil bear as a large figure rushed past her. She bought enough time for the dragonkind to get his feet under him. Closing the distance, the dragonkind lifted his greatsword and, using his momentum, swung the blade down in an overhead arc, severing the bear’s head from its massive shoulders.

They stood in silence for a long moment, catching their breaths.

“I’ll take that healing now,” he muttered. She glared at him.

Miracle Training (lvl13) - Every three points of proficiency you gain in the miracle tree now allows you to choose a new miracle spell to learn (including at this level). The spell you choose must have Faith requirements strictly less than $13 + (\text{miracle prof points}/3)$. Increase the range of all healing category miracles by 5 feet (healing miracles that are self target have a range of zero for the purpose of range increases).

Soul Aligned Lightning (lvl5) - Learn the miracle Lightning Arrow if you have not already learned it. Upon gaining this weapon feat you may permanently choose between one of the following enhanced types of lightning, which you will apply to any and all lightning that you conjure or wield. You may choose between; (**Red Lightning**) Once per round bonus of 2d2 bleed to each target damaged by your lightning, as it shreds their flesh. (**Blue Lightning**) Once per round bonus of 2d2 frost to each target damaged by your lightning, as it super cools the area around it. (**Yellow Lightning**) Leave a streak of light from its source, to wherever your lightning traveled to damage a creature, dimly illuminating the area for 6 seconds after it travels through that space. Once per round these streaks of light restore 1 FP to the first ally of yours (not including yourself) which makes contact with them on the round they were first generated. (**Orange Lightning**) Add a deep heaviness to your lightning, allowing it to pierce one tier of lightning resistance with charged lightning category miracles as well as heavy attacks with weapons that deal lightning damage, and cause charged lightning category spells to no longer cost extra AP to charge.

Incandescence (lvl5) - On your turn spend 3 FP to glow in brilliant incandescence, brightly lighting up a 35 foot area around you with magical light. Upon activation, force any creature in an adjacent space to make a DC $12 + (\text{your Faith mod})$ Perception check or be inflicted with the impaired vision status condition for the next round (6 seconds). The light lasts for 2 minutes or until you choose to dim it. Increase the healing of the spells Heal Aid and Med Heal by one dice roll each. The weapon skill gentle prayer now costs one less FP to use.

Great Force (lvl5) - Learn the spell Emit Force if you have not already learned it. Emit Force and Wrath of the Gods can now push targets up to 15 feet (three grid spaces) instead of 5, based on your choice at the time of casting. The range of the spell Force can now be chosen on each casting to be 10 feet instead of 5. The weapon skill Unfaltering Prayer now costs you one less FP to use.

Blessing Warrior (lvl7) - +3 Max HP to all allies you are currently adventuring with. Increase the range of all healing category miracles by 5 feet. $(1 + (\text{Fai mod}/2))$ times per bonfire short rest you may give one of your allies a blessing on the start of your turn, before any of your slow actions resolve. That ally heals 1d4 HP for every 10 damage you deal to any hostile creature on that same turn (before any damage reductions from resistances).

Lightning Spellsword (lvl10) - Learn the miracle Lightning Blade if you have not already learned it. Whenever Lightning Blade is active on a weapon you are using, and one or more of its bonus damage die roll the maximum amount to damage a victim of one of that weapons attacks, you may regenerate 2d4 FP.

Loud Blessing (lvl10) - All healing category miracles now effect all allies within their range (Projected heal heals all targets in a line up to its final range). Increase the range of all healing category miracles by 5 feet.

Self Sacrifice (lvl10) - Once per turn on your turn you may choose to take 10% of your max HP in true damage

to give up to four allies within 60 feet that you can see, a bonus 1d2 AP on their next turn and 1d2 FP.

Miracle Specialization (lvl13) - Upon gaining this weapon feat you may swap any of the spell choices you made through the weapon feat Miracle Training, while treating the maximum possible requirements for the spells as though they were at your current number. Upon gaining this weapon feat you may also choose one of the following bonuses based on your preferred miracle spell casting category: (**Healing Miracles**) Once per short rest you may cast a miracle from this category that is a slow action to cast as though it was not, resolving its casting immediately. (**Lightning Miracles**) All spells of this category cost one less FP to cast. (**Buffing and Defensive Miracles**) Choose two spells from this category that each cost one attunement slot. You may now attune them without using any attunement slots. (**Force Miracles**) Gain +1 athletics for each spell of this category you have currently attuned. All physical damage dealt by your spells of this category now pierce one tier of physical resistance.

Regeneration (lvl15) - You now heal for 1d4 HP on the start of each of your turns in combat. Any ally you heal gets a bonus 1d6 healing, once per round. If you have Lightning Spellsword you gain one innate tier of lightning resistance, and on any turn in combat you may forgo the healing from Regeneration to instead add 1d4 lightning damage to one of your attacks on that same turn. If you have Loud Blessing you may also give one ally this feats regenerative healing at the beginning of each of your turns (this choice of ally can be changed each round). If you have Self Sacrifice you can now use it for 5% of your maximum HP instead of 10%.

Jolly Cooperation (lvl15) - When an ally dies in combat spend 4 FP to roll a d20, if the result is greater than 15 you delay their death for another 2 rounds, at which point they succumb to death (Being attacked in this state works like they had the destined trait Delay Death). If you roll a 20 then they are saved by you, meaning their health is restored to one and they are no longer dying. If you have Lightning Spellsword you may lower the delay and saving roll thresholds of this feat by one for every tier of lightning resistance you have. If you have Loud Blessing any (non recovery flask) items you use on yourself can also affect any ally within 5 feet of you if they are willing to receive its effects. If you have Self Sacrifice any allies within sight range of you may choose to split the damage you would have taken to activate Self Sacrifice (the total damage is still a percentage of your max health, but that number may now be split, with you taking at least one true damage).

Luminous Force (lvl15) - Learn the spell Wrath of the Gods if you have not already learned it. Wrath of the gods now heals allies in range for half the damage it would have dealt, and it no longer inflicts status conditions on them (they can still be pushed if they so choose). Emit force and wrath of the gods now cost one less FP to use, and enemies struck by their force have disadvantage on their athletics checks to resist being pushed and afflicted by the spells status condition. Increase the damage force deals to large creatures from 1d4 to 1d6. If you have Lightning Spellsword, (Faith mod) times per bonfire short rest you may change the damage of Force, Emit Force, or Wrath of the Gods to lightning damage, and the status condition they inflict to impaired vision. If you have Loud Blessing, then enemies are inflicted by the status conditions caused by emit force and wrath of the gods for two rounds instead of one, and failing the check deals an additional 1d6 physical damage to them. If you have Self Sacrifice, activating its effects allows you to move any

willing ally which received them by up to ten feet (two grid spaces) in a direction of your choice.

Regeneration+/Jolly Cooperation+/Luminous Force+ (lvl17) - Regeneration now heals you 1d6 per turn in combat and the ally bonus healing becomes 1d8. Jolly Cooperation now costs one less FP to use and has its delay and saving roll thresholds lowered by two each. Luminous Force now allows Emit Force to instead heal allies for half of its damage, and no longer inflict status conditions on them (they can still be pushed if they so choose), and the DC of being pushed and afflicted by the corresponding status condition, for Force, Emit Force, and Wrath of the gods is increased by one. Luminous Force now teaches you the spell Sacred Oath if you have not already learned it.

Sunlight Stake (lvl20) - Upon taking this feat, you can now choose to cap the maximum number of undying stacks you can have to three. If you have the feat Self Sacrifice you may choose to take its damage as lightning damage and resist it appropriately. If your lightning has a soul alignment, as described by the Soul Aligned Lightning weapon feat, then your color choice gains a new bonus; (**Red Lightning**) Your lightning ripples through blood and bone, fully effecting all grid spaces within 5 feet of the lightnings target location that are occupied by a creature other than yourself, or contain a significant amount of blood and/or bones. (**Blue Lightning**) Your lightning ripples through water and ice, fully effecting all grid spaces within 5 feet of the lightnings target location that are also soaked with water or frozen. (**Yellow Lightning**) The streaks of light left by your lightning now, once per round, restores 2 FP to the first ally which makes contact with them during the same round they were first generated. -1 to the FP cost of all of your lightning category spells. (**Orange Lightning**) Your charged lightning category spells now deal an additional two extra damage die if they hit a target within 5 feet of yourself. Heavy attacks with weapons which deal lightning damage now hit one additional grid space of your choice within 5 feet of another grid space already being hit (with the choice made when the target of the attack is chosen). If you do not already have the weapon feat Soul Aligned Lightning, you may now gain it but not the bonuses to the types of lightning described in this feat.

Whisper of a God (lvl20) - Increase the range of all healing category miracles by 40 feet. If you have the feat Self Sacrifice the 1d2 rolls become 1d4. Your fire keeping and sanity skills are increased by 4, and you now always know the direction of the last bonfire you rested at.

Advanced Miracle Specialization (lvl23) - Upon gaining this weapon feat you may swap any of the spell choices you made through the weapon feat Miracle Training, while treating the maximum possible requirements for the spells as though they were at your current number. Upon gaining this weapon feat, the bonuses you chose based on the miracles feat “Miracle Specialization” are improved in the following way: (**Healing Miracles**) All spells of this category that require casting as a slow action have their AP cost reduced by two. If an ally of yours is blocked from being healed by a special effect, then they may still be healed by your spells of this category but at half the amount. (**Lightning Miracles**) All spells of this category now pierce one tier of lightning resistance. (**Buffing and Defensive Miracles**) You may now choose another spell from this category to attune without taking up a slot. This spell could have costed any number of slots. As well, choose one of your auto attuned spells from this category, you may now cast that spell once per short rest for no FP cost. (**Force Miracles**) The bonus athletics from attuning spells of this category is now

permanent. All physical damage dealt by your spells of this category now pierce two tiers of physical resistance.

Miracle (lvl25) - You may choose to re roll any stat or skill check, keeping the result of the second roll. (Fai mod -1) times per bonfire long rest you may force any creature you can see to roll a one as a result of a die roll of theirs, or force any creature you can see to roll the highest possible result on their die roll (a natural 20 on a d20 for example). Any ally which dies within 60 feet of you gets advantage on undying checks.

Pyromancy

A chaotic force of frenzy. Become proficient at pyromancy magic to spread flame, harness the power of dragons, and bend nature to your whim. The pyromancy tree specializes in chaotic magic and improving the potency of its spells while giving you resistance and immunity to natures destructive forces. Pyromancy magic scales with both intelligence and faith.



The dragonkind pyromancer hireling engaged in battle with a sorcerer. A battle of mages took place before my eyes, and it was fascinating! At first I was uninterested when the pyromancer began to speak, thinking he was trying for a peaceful resolution, however I was mistaken. The pyromancer spoke words of ancient power and the sorcerer burst into flames. Then the fight began in earnest, the pyromancer began hurling fire in a variety of ways; great orbs, tapering streams, and cresting waves. Everywhere his fire reached, pools of lava formed on the ground, giving the sorcerer little space to maneuver. My face grew hot just from the proximity.

Fire wasn't his only trick, however. The dragonkind would blow clouds of toxic fumes, which poisoned the sorcerer. Yet when the pyromancer would step in the poison mist, he would breathe deep, the gas invigorating him for more powerful spells. He even used the earth itself, changing the terrain to suit his advantage, creating fissures, pillars and walls when needed. It was then I realized that pyromancers used the forces of nature itself, and Margo help whoever gets in their way.

Pyromancy Training (lvl3) - Every three points of proficiency you gain in the Pyromancy tree now allows you to choose a new pyromancy spell to learn (including at this level). The spell you choose must have (Int + Faith) requirements strictly less than $23 + (\text{pyromancy prof points}/2)$. Gain +2 to fire keeping.

Pyromancer Spellsword (lvl5) - Learn the pyromancy spell Erume Flame Arc if you have not already learned it. Every round of combat that your Erume Flame Arc is active on a weapon which successfully dealt bonus fire damage as a result of the spell, you may regain 1 FP. Weapons buffed by your Erume Flame Arc now radiate a cleansing heat which can cauterize poisons. Any creature wielding a weapon buffed with your Erume Flame Arc regains 2 poison build up per round on the start of their turns instead of just 1 (including yourself). The FP cost of Erume Flame Arc is now lowered by one.

Poison Aspect (lvl5) - Learn the pyromancy spell Horn Growth Aspect if you have not already learned it. Anytime you take damage from a melee attack you can choose to conjure glowing spines to make the attacker and yourself both take 1d2 poison build up. You may also conjure the glowing spines whenever you damage a creature with any of the "Aspect" pyromancy spells, causing you both take the poison build up.

Burning Voice (lvl5) - Your words now drip with the heat and charisma of a dragon. Gain +2 diplomacy, and whenever you succeed on a diplomacy or sanity check to resist an effect you can choose to make the source of the effect take $(1d6 + \text{your Fai mod})$ fire damage by throwing insults at them, as long as the source of the effect was a creature that can hear you. $(2 + \text{Int or Fai mod})$ times per long rest you may use this ability at any time on your own turn, regardless of if you made a check or not. Learn the pyromancy spell Defuse if you have not already learned it. You may use one charge of this ability to, instead of dealing damage to a creature, calm them with your formidable presence. This calming voice increases the DC of the next usage of the Defuse spell by 4, when used on the same creature within the next minute.

Poison Aspect+/Burning Voice+/Pyromancer Spellsword+ (lvl7) - Poison Aspect rolls are now 1d4 poison, becoming 1d6 at character level 15, and the feat gives you +2 max poison and toxic threshold. Burning Voice damage die is now a d8 instead of a d6 and you gain one extra usage of the ability on your turn per long rest. At character level 13 it becomes a d10, and at character level 19 it becomes a d12 and you gain an additional usage of the ability on your turn per long rest. If you have Pyromancer Spellsword, Erume Flame Arc no longer costs an attunement slot, and you gain +2 fire keeping. As well, if you have Pyromancer Spellsword you may now use a weapon buffed with your Erume Flame Arc continuously pressed against the flesh of a poisoned or badly poisoned creature to prevent them from taking the true damage of the status effect every six seconds and instead take 1d6 fire damage (per effect) until it subsides.

Lava Drip (lvl10) - You may choose to make all fire category pyromancy spells, upon being casted, leave behind lava on the grid tiles they hit dealing 1d10 fire damage to anyone upon first entering the lava, or anyone that starts or ends their turn on that same tile. The lava lasts for two rounds (12 seconds).

Draconic Eyes (lvl10) - Learn the spell Magma Heave if you have not already learned it. $(\text{Fai mod} + 2)$ times per short rest at any time you may choose a piece of equipment, or small object that you can see within 30 feet, regardless of

if it is worn or equipped by someone, and cause it to emit a strong heat for a couple of seconds. This heat deals 1d6 fire damage to any creature that is making contact with it. In combat this can be done once per round at any time. If this is done to a weapon the moment it is being used to make a precision attack then bestow a -3 penalty to that precision check. As you use this ability and dragon pyromancy spells your eyes begin to yellow and become more lizard-like. Gain +2 perception.

Great Swamp Omen (lvl10) - You are immune to poison, gaining an infinite poison status threshold. While in combat, poison build up die rolls now heal you for half the amount rolled. Learn the pyromancy spell Humid Dew if you have not already learned it. As an omen of a great swamp you may now choose to make any rain you conjure become rotten rain at the same intensity (light rain becomes a light rotten rain, heavy rain stays heavy). Rotten rain inflicts 1d2 poison buildup once per round in combat to any creature fully drenched by it (or once every six seconds to fully drenched creatures outside of combat). This rain deals toxic buildup to any creatures already poisoned (see GM guide for more info on extreme weather).

Pyromancy Specialization (lvl13) - Upon gaining this weapon feat you may swap any of the spell choices you made through the weapon feat Pyromancy Training, while treating the maximum possible requirements for the spells as though they were at your current number. Upon gaining this weapon feat you may also choose one of the following bonuses based on your preferred pyromancy spell casting category: **(Fire Pyromancy)** All spells of this category now deal a bonus 1d4 fire damage, once per round, to one creature of your choice that was damaged by one. **(Dragon Pyromancy)** All spells of this category which deal damage, give you one tier of bonus resistance to their damage type when you cast them on your turn in combat. This bonus resistance lasts until the start of your next turn. **(Pestilence Pyromancy)** Add a +1 bonus poison build up to each spell in this category made against hostile creatures whenever the spell deals damage, status build up, or has the hostile creatures fail a check. This bonus build up is dealt after any other effects of the spell. **(Buffing and Debuffing Pyromancy)** All spells of this category have their duration doubled and their AP cost reduced by one.

Frenzied Magic (lvl15) - At the start of your turn you may let a spiraling yellow flame envelope your eyes and let out a howl of madness to modify your spells with chaos over the next round. Roll a d6 and gain a random effect on all of the spells you cast for that round. The results of the d6 modify your spells as follows **1:** You combust into a yellow flame and take 1d8 fire damage for each spell you cast. **2:** You inflict yourself with the frenzy status condition for the round (stacking additionally for each spell you cast), but your spells deal one extra damage die plus another extra damage die for each stack of frenzy you have (alternatively if the spell deals no damage but has a DC then its DC is increased by one plus the stacks of frenzy you have). **3:** When you cast a spell your eyes erupt in a violent burst spewing chaotic flame in all directions. Roll 1d4, you must spew that much chaotic flame distributed amongst all creatures within 30 feet of yourself (including allies), each dealing 1d6 fire damage. This fire can stack multiple times on a creature but the fires must be distributed as equally as possible. This fire is too chaotic to effectively perceive as a threat. Each time you cast a spell you must repeat this effect increasing the d4 by one until the round ends. **4:** You pull from the madness to

speed your casting but are pulled into a casting frenzy. You may only cast charged spells this round but every charged spell you cast resolves instantly (allowing for multiple charged spells to be cast in the same round). Each spell you cast this way forces you to roll a d4 after it resolves. If the result of the d4 is a 1 then your casting implement disintegrates into a dust that fades from existence, a 2 causes your casting implement to take 10 durability damage, a 3 causes your casting implement to take 5 durability damage, and a 4 causes nothing to happen. **5:** The earth around you trembles whenever you cast a spell. You must choose one grid space within 10 feet and either raise the ground 5 feet, lower the ground 5 feet, or create a jagged difficult terrain in that space. **6:** You reach focus within madness. After every spell you cast this round, replenish your FP by one.

Flaming Heart (lvl15) - You are now two tiers more resistant to fire damage. Starting or ending your turn in the lava created by pyromancy spells using the Lava drip feat no longer damages you, and instead heals you for 1d10 HP. Although, the initial shock of the hot lava still deals fire damage to you upon first entering it. Learn the spell Immolation if you have not already learned it. You are now immune to the self damage from immolation and its duration is doubled. Note that immolation still counts as being hit by fire once per turn, but this fire no longer does damage to you. The poison and toxic status effects now last for 5 additional rounds when inflicted by you. The heating ability of Draconic Eyes now heals you by an amount equal to the fire damage it would deal, when you use it on your own armor, clothes, or held weapon. If you have Great Swamp Omen then any rotten rain you cause becomes boiling and also deals 1d4 fire damage whenever it inflicts poison or toxic build up.

Potent Rot (lvl15) - You may now choose to make any poison build up you deal become toxic at half the amount. Enemies that you poison or badly poison now take one point of exhaustion. Great Swamp Omen now also increases your toxic status threshold by 5. If you have Lava Drip then your lava drips become poisonous and also deal half of their fire damage as poison build up. If you have Draconic Eyes then you may spend a charge to glare with poisonous ambition, and instead of dealing fire damage to its wielder you may cause a weapon you can see within range to deal a bonus 2d2 poison build up on the next attack it hits within 2 rounds.

Great Swamp Omen+/Lava Drip+/Draconic Eyes+ (lvl17) - Great Swamp Omen now allows you to be healed for all poison build up you take within combat. Lava drip now deals 1d12 fire and lasts for three turns but can be dissipated at any point by you. The heat from Draconic Eyes now deals 2d6 fire damage to any creature making contact with it, and you can choose to also deal 1 durability damage to the piece of equipment or object that was heated. When you use a charge of Draconic Eyes to hinder a precision attack being made with a weapon and the attack misses, the creature is now forced to drop the weapon.

Geomancer (lvl20) - $(1 + ((\text{Fai} \text{ or } \text{Int mod})/2))$ times per bonfire short rest, for 4 FP, you may almost instantaneously change the terrain of earth within 20 feet of you, moving the earth around into another formation. You may not move while you are doing this, but the movement of the earth may indirectly change your position in a way you choose. As well, the changing of the terrain may hinder the paths of creatures around you but it cannot be used to directly damage them. For example, you may make a pit underneath a creature to cause them to drop down into it, or a wall of

earth sprout in front of them hindering their path to you. But you cannot make the earth you are moving impact and deal damage to them directly.

Fire Keeper (lvl20) - Increase your fire keeping by 5. Your maximum recovery flask charges can no longer fall below the maximum amount that they have ever been. You can now make fire keeping checks to improve or create a bonfire every short rest instead of long rest. You are now able to control the magic of bonfires at will, creating them and putting them out instantly with only a line of sight. As well, (Int or Fai mod/2) times per long rest you may carry one bonfire within your body from one location to another (it does not have any normal bonfire effects while it is within you). As well, for 3 FP you may manipulate the flames of a bonfire into an auditory and/or visual illusion as long as you are within sight range of the fire. The illusion may not move from the location of the bonfire but is indistinguishable from what it looks like or sounds like, as long as you are familiar with that image or sound.

Advanced Pyromancy Specialization (lvl23) - Upon gaining this weapon feat you may swap any of the spell choices you made through the weapon feat Pyromancy Training, while treating the maximum possible requirements for the spells as though they were at your current number. Upon gaining this weapon feat, the bonuses you chose based on the pyromancy feat "Pyromancy Specialization" are improved in the following way: **(Fire Pyromancy)** Increase the range of all spells of this category by one grid space (5 feet), and increase the once per round bonus fire damage to 1d8. **(Dragon Pyromancy)** All spells of this category now strike fear into the hearts of any creature that is damaged or affected by them, dealing one bonus poise damage to them, once per round. **(Pestilence Pyromancy)** The bonus poison build up from spells of this category is now +2. Once per round whenever you poison a creature with spells from this category, gain 3d6 temporary HP. **(Buffing and Debuffing Pyromancy)** All "flesh" spells within this category can now stack with each other. All charming spells within this category continue to last indefinitely, but after their regular duration moving further than the range of the spell from you or taking any source of damage breaks the spell on the creature.

Cinders of Primordial Flame (lvl25) - ((Int or Fai mod)/3) times per long rest you may harness the magic of the primordial flame and pull yourself into a state of pre death. Your flesh crumbles to ash as though you have been killed and all that remains of you is an ethereal ghostlike form which flickers in magical fire. While in this state you heal for all damage you take immediately after you take it (although you still die if something were to bring you to 0 HP), and you regain all the FP you spend immediately after you spend it. This form lasts for two rounds and you revert back to normal when it is over. Whenever you die while not already in this form you may immediately activate it without expending a usage. With this free usage you manipulate the magic of the fire to delay your reformation and are held at 0 HP for one full round. While in this 0 HP form you no longer take damage (and still recover FP as per the activatable form), but when the round is up you succumb to death. If you have the Poison Aspect pyromancy proficiency then the poison build up die is increased to 1d8. If you have the Geomancer pyromancy feat then its range is increased to 35 feet. If you have the Fire Keeper pyromancy feat then increase the number of bonfire creation and kindling checks you may make per long rest by one, and your bonfire illusions may now make tangible contact with nearby creatures and objects.

This allows them to manipulate objects and make an attack targeting one space with up to a 20 foot range or all spaces in a cone up to a 15 foot range, twice per round, dealing 4d8 of your choice of fire or physical damage to any creature it hits.

Hexes

Wield the hidden power within humanity to lay waste to all in your path and strive for power regardless of the cost to your own life. The hex tree boosts the power of hex magic and pushes you to extremes to achieve a world changing result. Hexes scale with both intelligence and faith and give the best access to dark damage, the least resisted element.



*He slithered from the darkness into the torchlight with a grin splitting his face, making me and the prisoner jump. The torch was the only source of light in the bowels of the dungeon, giving the effect that we were in an endless cavern, so my nerves were already on edge, nevermind the poor fool tied to a chair. A captured enemy soldier from a kingdom in the desert to the south. He was brought down here and I was told to watch and make sure he didn't escape. Now that *he* was here, escape is the last thing I should be worried about - I heard his methods of interrogation made sleep difficult for anyone who witnessed.*

The Warden offered a greeting, his soft, soothing voice at odds with his nightmarish appearance. The lower half of his demonkind body was serpentine, and his skeletal wings were curled to his back but you could hear them creaking as he slithered along. He was also teetering on the edge of sanity, his face, and muscles looked withered and atrophied

- though some say that his closeness to undeath makes him stronger. I muttered a response and maintained a stoic expression, trying not to make eye contact with the prisoner who, no doubt, was looking to me desperate for help.

*The Warden turned his attention to the prisoner, who squirmed in his chair and tried to scream through his gag. Leaning close, he whispered sweet words that dripped with venom. The prisoner shook his head. The Warden whispered something else, and got the same response. The Warden, mildly frustrated, unfurled his skeletal wings, they spread to either side like long boney fingers, and he began casting spells. Blood spilled down his arms and strange orbs of dark magic began to swirl around them both. Gusts of wind picked up from out of nowhere, the torch struggled to stay alight. The darkness deepened and, for a moment that lasted a lifetime, it felt as though a *presence* had come into the room, a presence you don't want to take notice of you, but *saw* through everything. It took everything I had not to drop my weapon and run, but the magic slowly faded, and the dungeon went back to normal.*

The prisoner was crying, his whimper dampened by his gag. Smiling, The Warden removed the gag, he leaned close and whispered, "Tell me everything".

Dark Luck (lvl3) - You may add $(1 + \text{your number of stacks of undying})$ to the result of any of your own skill checks, once per skill check, but each time you do this you lose 1d4 max curse resistance until your next bonfire rest. Note that this addition may be made after you see the result of the skill check and if your curse resistance drops to zero then you die.

Silence (lvl5) - Upon hitting a creature with dark damage you may choose to disable the last spell they cast for one minute (10 rounds). This cannot be done to more than one spell at a time on one creature, or on more than one creature at a time. At character level 7 you may apply this silence to weapon skills and spirit summons. As well, at character level 12 this silence can apply to two creatures at once or two spell, weapon skills, or spirit summons on one creature.

Drain Darkness (lvl5) - During the night or in an area of great darkness you may heal for $1d10 + \text{your number of stacks of undying}$, once every two hours. If this healing is taken during a combat encounter then it can be done at any time, even as a reaction. At character level 12 you may use Drain Darkness once every hour instead.

Volatile Magic (lvl7) - Once per round you may add $(3 + \text{your number of stacks of undying})$ in dark damage to any offensive spell for each damage die that rolled maximum damage in that spell. Choose one of the following hex spells to learn: Atonement, Deep Soul, or Gnaw.

Dark Blood of Humanity (lvl10) - Use your occult magic to draw out the dregs of your blood, draining your own life force to improve your focus. Activate for 2 AP on your turn to lose 10% of your max HP and regain 1d8 FP.

Enhancement (lvl10) - Gain one bonus attunement slot for every two stacks of undying you have. Spells can no longer cost more than one slot. Increase your maximum HP by the total number of attunement slots you have. Increase one of your non knowledge skills by the number of attunement slots you have. These bonuses increase as your number of attunement slots increase.

Follower Sacrifice (lvl10) - $(1 + (\text{Int or Faith mod}/2))$ times per bonfire short rest, for 3 FP on your own turn you may request any willing ally within 15 feet of you to take 10% of their maximum HP in true damage in order to empower you temporarily. For each ally that consents to the sacrifice, you gain 1 bonus AP for that turn and regain half of the total HP they lost.

Occult Specialization (lvl13) - Upon gaining this weapon feat you may choose one of the following bonuses based on your preferred hex spell casting category: **(Dark Hexes)** Learn the dark category hex Great Deep Soul if you have not already learned it. Any damage caused by a spell of this category now extinguishes all light emanating from its target, or held by its target. Extinguishing one or more light source by casting a spell of this category regenerates your FP by 1. Damage dealt by charged spells of this category now pierces one tier of dark resistance. This becomes two tiers at character level 20. **(Debuffing Hexes)** Learn the debuffing category hex Vow of Silence if you have not already learned it. Whenever you are in combat and have line of sight with a hostile creature that is under the effects of one of your spells of this category, you may choose to give them a penalty of -1 to all skill rolls they make. This becomes -2 at character level 20. **(Blood Hexes)** Learn the blood category hex Sanguine Barbs if you have not already learned

it. Once per round whenever you deal bleed build up with a spell of this category, such that the result of the die was less than the maximum, you may deal an amount of true damage to yourself to increase the bleed build up by that amount, up to the maximum possible amount which could have been rolled. At character level 20 you may do this twice per round. (**Darkfrost/BlackFire Hexes**) Learn the darkfrost/blackfire category hex Black Fire Orb if you do not already have it learned. Hitting a frostbitten creature with any black fire spell in this category now also deals a once per round bonus of 1d2 poise damage, and every dark frost spell in this category deals one extra die of frost build up to each creature that has been hit with a black fire spell that same round. (**Death Hexes**) Learn the death category hex Faces of Malice if you do not already have it. Gain +1 maximum curse resistance for every spell of this category you have currently attuned. By taking double its AP cost in curse build up you may make a charged spell in this category resolve on the same turn you initiated it (although you may still only initiate one slow action per round). At character level 20 this curse build up is reduced by one.

Forbidden (lvl15) - Hexes cost one less FP for every two stacks of undying you have (FP cost cannot go below one). Weapons skills for weapons that deal dark damage cost one less FP to use (FP cost cannot go below one). Dark Blood of Humanity now allows you to add $(1 + (\text{Your stacks of undying}/2))$ to the FP roll and increases your bleed status resistance by 3. Enhancement now allows you to choose one spell each time you attune spells at a bonfire rest to make it no longer cost you an attunement slot to equip. Until you use this effect on another spell, that spell either has its range increased by 5 feet or its duration increased by one round (with the choice being made upon attunement). Follower Sacrifice now costs one less FP for every two stacks of undying you have.

Dark Mark (lvl15) - After casting a non charged offensive hex which costed you AP, you may reduce your current HP by 10% of your max HP to cast the same spell again for no AP cost, but with its FP cost increased by 2. You may choose to make weapons which deal dark damage, deal one more die of dark damage per attack, but hurt you for 1d4 dark damage per attack. Dark Blood of Humanity now allows you, once per combat, to instead lose 20% of your max HP to also increase your maximum AP by 1 for the duration of combat, starting on your following turn. Enhancement now gives you two additional attunement slots, but the spells attuned to these slots can only be used when you are lower than 50% HP. Bonuses from those attunement slots still apply regardless of your health. Follower Sacrifice now allows allies to also choose to lose another 1d10 hp to lower all of your status build ups by 1d4 each, as well as cure you of the dazed, deafened, or impaired vision status conditions.

Dark Blood of Humanity+/Enhancement+/Follower Sacrifice+ (lvl17) - When you activate Dark Blood of Humanity while below 50% HP the AP cost is reduced to 1 and the FP regeneration is increased to 1d10. Enhancement now increases your max FP by one for each spell you have equipped that costs 2 or more attunement slots. Enhancement also gives you one tier of dark resistance for every three attunement slots you have. Follower Sacrifice can be used an additional time per bonfire short rest, your heal is increased to all of the HP the allies lost, and when an ally within sight drops to 0 HP you gain a bonus 3 AP for your next turn and heal for 20% of their maximum HP.

Necromancy (lvl20) - For 5 FP you may reanimate a mostly intact corpse that you can see within 80 feet, into a

simple undead that lasts for ten turns (approx one minute), and then turns to ash. The undead can move 3 spaces (15 feet) per turn, can attack twice per turn dealing $1d4-1d20 +$ your stacks of undying damage (depending on what was reanimated), and has health between 1 and 50 also depending on what was reanimated. Some special, particularly strong creatures can break these limits of HP and attack damage when reanimated, up to the GM's discretion. Reanimated creatures can also perform simple tasks depending on what they are. If you have the Hex feat Forbidden, corpses may instead be reanimated for 3 FP and they may cast a spell, or use a special ability (including a weapon skill) they knew in life, once, before they turn to ash. If you have the Hex feat Dark Mark, a reanimated corpse will heal you for 10% of the damage it deals, can move 4 spaces per turn, and if the creature could speak a language you could understand then it may speak a total of ten words to you before it turns to ash. Those words may be in response to a question you ask it or they may be of the creatures own accord, but the creatures responses will be very basic and possibly cryptic.

Wreathed in Darkness (lvl20) - At the end of your turns, all hostile creatures within one grid space (5 feet) of you take $1d8 +$ your number of stacks of undying in dark damage. Every hostile creature within one grid space of you (5 feet) is inflicted with the status condition impaired vision until they leave that range, unless they have full dark vision. By simply willing it, you may extinguish all sources of non magical light that you can see, from any fully enclosed room or chamber, and you now have true vision which allows you to see through any illusions and in perfect darkness. You may trigger the hex feat Drain Darkness even in bright areas if you have it. Drain Darkness can now be used twice per hour. After activating Drain Darkness you may add the amount you healed in dark damage to your next dark damaging attack. The hex feat Silence can now be used on any number of creatures at a time. Each spell or spirit summon that has been silenced by you in combat increases your attunement slots by one for the duration of that combat and allows you to immediately equip a spell or spirit summon you have learned to that slot.

Corrupted Magic (lvl23) - Gain one pyromancy with Int + Faith requirements totaling 28 or less, sorcery with Int requirements 16 or less, or miracle with Faith requirements 16 or less. Choose a hex, cast with the same casting implement, that you have already learned. These spells are now linked. You may equip both spells with the same attunement slots (using the higher of the two). If the linked sorcery/pyromancy/miracle deals damage, half of the damage it deals is now dark type damage and it counts as a hex for any additional feat effects.

Abyssal Avatar (lvl25) - You can choose to activate Abyssal Avatar once at any time. Make two undying checks, if you succeed both you gain cosmic knowledge which will grant you one wish to fulfill your greatest desires, and you can permanently add your Int or Faith mod to your knowledge of cosmic influence skill. If you fail either roll the abyss takes hold of you turning your character into a monstrosity, and in a tidal wave of darkness, defiles the land within 5 Kilometers (approx 3 miles). Creatures caught in the wave must make a DC 15 sanity check or be instantly corrupted and killed.

Spirit Summoning

The memories of battle will serve you as more than just an experience. Harness the foes you defeat by summoning their spirits to perform abilities they knew in life. Progress down the spirit summoning tree to better utilize your spirits, improve your focus, and even gain special spirits which further aid you and your allies. Spirit summoning magic is learned by defeating enemies in combat and scales from both your intelligence and faith stats.



The darrow who was part of my retinue was an interesting find. On the surface, he seemed quite useless with his sightless eyes, and I had secretly been waiting to see how effective he would be in defending my royal persons. To my surprise, there was more to this darrow than meets the eye. He raised what looked like a mortar full of ash and conjured a spectral pack of wolves that launched themselves hungrily at his opponents who were probably more surprised than me and they immediately went on the defensive. That wasn't all, the darrow also conjured what looked like a steed made of starlight, which he used to outpace his enemies, circling around them while taking shots with his firearm. I watched in disbelief as he summoned trick after trick from his arsenal, summoning beasts, undead warriors, even elementals to his advantage. The Darrow was a one man army, and could always keep the enemy guessing what was to come next.

*I later learned this was called *spirit summoning*, a highly complex magic where you use a creature's remains to conjure their spirit to do one's bidding, making the Darrow a one man army, who could always keep the enemy uncertain what was to come next or how to defend against it.*

FP Up (lvl3) - Max FP +2.

Spirits of the Wild (lvl5) - Choose one of the following spirits: Wolf, Bear, Owl, or Lion. (Att mod) times per short rest, at any time, you may instantly summon your spirit of the wild to watch over you or one ally within 30 feet. Giving them a special buff with effects and duration based on the spirit. **Wolf** (three round duration): affected creature can add 1d4 damage to one of their attacks for each ally within 15 feet of their target, up to a maximum of 6d4. Once per round while being watched over. **Bear** (one round duration): affected creature gains 2d10 temporary HP while being watched over. **Owl** (ten round duration): affected creature gains full darkvision, and is immune to the impaired vision and deafened conditions while being watched over. **Lion** (five round duration): affected creature gains +4 to their acrobatics and athletics, and can add 1d4 bleed to one of their attacks made every round while being watched over. You may change your spirit of the wild every time you take a short rest.

Black Separation Crystal (lvl5) - When either a summoners crucible is used to perform a spirit ability or a creature performs an ability that one of your already learned spirits also performs, within 15 ft of you and in a way that you can perceive, you may roll a d6 -1, if your roll is greater than the tier of ability you negate the ability entirely. When a spell caster or a creature performs a spell within 15 feet of you that you can perceive, you may roll a d4. If the highest requirement of the spell is less than or equal to 10 plus the result, then the spell is negated entirely. At character level 10, increase this spell negation die roll to a d6. You may make these ability and spell negations (Att mod) times per long rest, but failing to negate a spell or ability does not expend a use.

Spirit Steed (lvl7) - By spending 3 AP and 3 FP on your own turn, as long as you have a summoners crucible equipped, you may summon and automatically mount a spirit steed. The steed has $(3 + \text{Att mod})$ AP which can only be used for regular grounded movement on your turn. While mounted you may not use your own AP for movement or dodging, but you may still take any other action. At any time, as a reaction, the spirit steed can be leaped from up to five feet away and dismissed. Note that this may be done in reaction to an attack to move you out of that attacks threat, as though you had dodged (but without counting as you making a dodge action). The steed has no HP and cannot be destroyed, but counts as a magical buff to your person and can be dispelled. When riding the steed you are immune to any terrain effects (but are not protected from fall damage). The steed lasts for only one round but can be extended indefinitely by spending an additional 1 FP at the start of your turn, every round after the first. Increase the maximum summon tier total for your active spirits by one.

Summoning Swarm (lvl10) - During each short rest you may now choose one tier 1 spirit summon to instead created two copies of that spirit when you summon it. The two spirits can move and use their abilities independently, and they may both use their spirit abilities whenever the cost is spent to use just one. As well, the two spirits only count as one tier 1 spirit when considering the maximum number of spirits you have active at a time.

Spirit Range (lvl10) - You may now summon spirits up to 10 feet away from yourself, instead of only within 5 feet of yourself. This does not affect the innate movement that some spirit abilities already have. As well, spirits now dissipate when they are more than 35 feet from you (instead of only 25 feet). (Att mod/2) times per short rest on your

own turn, you may spend 4 FP to increase the range of all attacks made by up to four allies of your choice within 40 feet of you (not including yourself), by 5 feet for one full round. This range increase is also applied to your own attacking spirits that you summon over that round.

Replacement Essence (lvl13) - (Att mod) times per long rest, for 3 FP, you may replace a spell, spirit, or weapon skill equipped to one of your attunement slots with another that you have learned. This can be done at any time, in or out of combat. As well, for the same cost and one charge of replacement essence, you may allow any ally within 30 feet, or yourself, to replace a choice made within a feat that would normally require a bonfire rest to replace. Such as the elemental arrow choice of an archer with the Spectral Archer feat, the buff choice of a sword user with the Legendary Sword feat, the spirit choice of the Spirits of the Wild feat, etc. This may also be done at any time. Increase the maximum summon tier total for your active spirits by one.

Dried Fingers (lvl15) - If you spend FP and fail to capture a spirit, you may make a second attempt. As well, when you successfully capture a spirit you regain half of the FP you spent on the successful attempt, if the creature had dealt damage to you during your battle with it. If you have the feat Spirits of the Wild you may now choose from three additional spirits, which you may place on any hostile creature within 30 feet of you for one round. The hostile creature must fail a DC (12 + your Att mod) sanity or diplomacy check in order to be affected. If they pass they can not have a Spirit of the wild placed on them during the same round, but you do not expend any uses of the feat. The three new spirits are as follows: **Nightbird**: The affected creature has its mind read and its general intentions communicated to you. If in combat with you, they must reveal to you either where they intend to move on their turn the first time they move before taking another non movement based action, who they intend to attack next, or what ability/spell they intend to use next (not including a basic attack). What is revealed is your choice and they must stick to the answer they give as long as it is still possible or at least reasonable for them to do so. **Kraken**: The affected creature believes they are drowning or suffocating. At the start of their turn they must spend 2 AP struggling to breath, take 2 poise damage, and for the rest of the round they take 1 point of exhaustion. **Dragon**: The affected creature emanates an aura of fear to their allies, who must make a DC (12 + your Att mod) diplomacy check at the start of their turns or only move in a direction away from the affected creature if they choose to move. If you have the feat Black Separation Crystal then the ability canceling roll is now a d6 (instead of d6 -1), the spell negation die roll is increased to a d8, and at character level 20 the spell negation die is further increased to a d10. Also, if you cancel an ability corresponding to a spirit ability that is not just learned but equipped in one of your attunement slots, then you regain 1d4 FP and you may push the creature or summoner up to 10 feet in any direction on the grid. Using Replacement Essence to equip the spirit ability to a slot the moment you cancel the attack counts as having it equipped.

Summoners Signs (lvl15) - You may now write glowing summoners signs upon any static surface. You can have a maximum of (Att mod) signs active at a time, which are either orange or red. Orange signs store a message that you must speak at the time of writing, that are no longer than 25 words. Whenever a creature interacts with the orange sign in melee range, one of your learned spirit summons (which you choose upon creation of the sign) appears. The spirit

then speaks the signs message using your voice and can also make small gestures of your choosing. In addition, whenever an orange sign is activated you become aware of it and may spend 5 FP to briefly (up to 30 seconds) connect to the sign. While connected you lose of all your senses in your body and instead see and hear through the spirit created by the orange sign. Red signs store one spirit ability and cost 3 AP and 2 FP in addition to the cost of summoning the stored spirit when drawn. When drawing the red sign you may decide on a triggering condition, which is by default a creature approaching the sign at melee range (the trigger must involve a creature and has a range of 5ft). When the condition is met you become aware of it and may choose to activate the sign. Upon activation the spirit is summoned to use its ability at the signs location and target an activating creature in its range. After the spirit ability is used the red sign disappears. The spirit summoned from the red sign may use its ability regardless of its distance from you, but the spirit dissipates after the ability is used. Both red and orange signs have an indefinite range and duration but can be dispelled by you at any time. If the surface they are written on is moved or destroyed then the sign is also destroyed.

Summoning Swarm+/Spirit Range+ (lvl17) - The effects of the Summoning Swarm feat now apply to both one tier 1 spirit and one tier 2 spirit of your choice. Spirit Range now allows you to summon spirits up to 15 feet away from yourself, and spirits now dissipate when they are more than 45 feet from you (Increasing from more than 35 feet).

Summoners Obelisk (lvl20) - You may now make one additional fire keeping skill check to create a magical bonfire per long rest, and may now spend a usage of that type of fire keeping check to create a summoners obelisk next to yourself in an unoccupied space. If you choose to roll the fire keeping check and the result is 15 or more you can also make a bonfire in addition to the obelisk, but the obelisk can be made instantly while the bonfire takes 10 minutes. The obelisk is a six foot tall spectral, but also tangible, spire which forms in its location and has a faint blue glow. You and every creature that isn't hostile to you within 30 feet of the obelisk regain either 1d2 FP or 1d4 HP every turn in combat (each making their own choice), and have the FP cost of the initial summoning of spirits reduced by one. Outside of combat the obelisk allows everyone within 30 feet of it to complete a bonfire short rest in only three hours instead of eight, as long as there is also a bonfire within its range (but does not give you a full nights sleep in that time). The obelisk lasts indefinitely but disappears when you spend more than 5 minutes out of its area of influence. It can be destroyed if it takes half of your maximum HP in damage, or dissipated at any time by you. If you have the Summoning Swarm feat then tier 1 and 2 spirit summons also have the AP cost of their initial summoning reduced by one when summoned in the obelisks area of influence. If you have the Spirit Range feat, the obelisks area of effect grows to 50 feet.

Summoners Bell (lvl20) - (Att mod) times per long rest you may create a floating spirit bell 5 feet in the air in an unoccupied space, within your maximum summon distance, which allows spirit summons to be active within your maximum summon distance from it. You may perceive and summon spirits from the bells location as though you also occupied its position. Whenever a spirit is summoned from the bell it lets out an audible ghostly ring. The bell lasts for one hour but counts as an intangible magical buff on your person and can be dispelled. By spending an additional usage of this ability you may extend the duration of the bell by another hour. If you move more than 60 feet from the bell then it dissipates. If you have the Summoning Swarm feat then tier 1 and 2 spirit summons may continue to persist

within the bells influence during its duration without the need for you to spend FP after five rounds of not using their abilities. If you have the Spirit Range feat then you may move up to 100 feet from the bell without the bell dissipating.

Retrieve Fallen Ally (lvl23) - (Att mod/2) times per long rest, on your own turn, you may spend 7 FP to summon the spirit of a player character or friendly npc which has permanently died while traveling and allied with you during your campaign. They appear as a shimmering bluish white phantom which joins your group in combat for one full round, or out of battle for ten minutes. The spirit may use any of the characters abilities that they had while still alive (excluding any lvl25 weapon feat), and their stats/equipment are that of the character when they fell. If the spirit falls to zero HP they disappear. The spirit cannot communicate and is only a magical apparition of your past ally. You can only summon one fallen ally spirit at a time, and they can be dismissed by you at any time. Note that if the ally was killed in combat while in your group, then respawns at a far away bonfire and is put down permanently at that fire while fully undead, it would still count as a summonable allied spirit once it is found out by you that they did not make it. In this example they still would have been considered traveling with you and allied to you even if the destruction of their fully undead form happened far away. Increase the maximum summon tier total for your active spirits by one.

World Phantoms (lvl25) - Increase your current attunement stat and the maximum cap on your attunement by 2 each. During your travels you can now perceive white summoning signs written on the ground which are undetectable otherwise. These signs are in the form of the name of a summonable glowing white phantom, which can be a monster, fully undead human, or even a living person depending on the location of the sign. It is up to the GM's discretion where and how often you see them, but they should appear in every significant and distinct area. For example a dungeon, a city, a specific forest etc. By spending your full AP at one of these signs you may summon the allied phantom (Att mod/2) times per bonfire long rest. The phantom accompanies you for one hour as long as you remain in the general location where it was summoned. It has stats (HP, FP, AP etc.) which are identical to its true stats, and has all of its non phantom abilities (excluding level 25 feats). In combat the summoned phantom acts on your turn (and is controlled by you) spending it's AP and FP as normal, although it cannot recover FP or HP. Phantoms can understand commands, can make basic gestures to attempt to communicate, but cannot communicate verbally.

Musical Instruments

Blast spells, concussive notes, and hum ominous tunes to manipulate and conquer the battlefield. The instrument tree acts as a synergizing proficiency with a focus on spellcasting. It contains three main paths through the tree; a synergistic/complementary path, a support/utility path, and a spellcasting path. The Instrument types are: Wind, String, Percussion, Tongues, and Horns. They allow you to make use of your physical stats to cast sorceries, miracles, pyromancies, hexes, and spirit summons respectively, based on the type of instrument.



The old man looked around the town square, a sense of dread growing in his gut. Everyone was staring at the group of musicians who were, in turn, staring at each other with hate in their eyes. The old man was a soldier once and learned to sense of danger when it was near. The other onlookers watched with amusement, expecting a show. They couldn't feel the violence that was brewing. Even his own grandson, who was hopping up and down enthusiastically, couldn't sense it.

"Grandpa!" the boy said, pulling at the old man's hand. "Are they going to play a concert?" "Something like that." muttered the old man.

Before anyone could react, the musicians played their instruments, and carnage ensued.

A grime had a big round drum strapped to his chest, and he slammed a polyrhythm that thundered throughout the square and caused one of the other musicians to burst into flames. A ferno blared his brass horn. In an instant, a second, spectral visage of that same ferno appeared, then the ghost - or whatever it was - blew its horn which summoned a spectral bear. A locustfolk began to sing a hissing, haunting melody that caused several of her opponents to clutch their heads in agony and raised the hairs on the old man's arms. Many other musicians pulled out their instruments and played a frantic chorus that had various magical effects, from deafening their opponents to conjuring lightning bolts to creating magical protections in the blink of an eye.

The old man's grandson jumped up and down, tugging his arm again.

"Grandpa!" the boy said. "Can I be a musician when I grow up?" "No!" the old man said sharply. "You'll be something safer." "Like what?" The old man paused for a second, rubbing his stubby chin. "Like a soldier," he finally said.

Attacca (lvl3) - Diplomacy +2. With a burst of sound, you may now perform light and heavy attacks using a musical instrument which are considered ranged weapon attacks with a range of 5 feet (although musical instruments are still considered to be only casting implements for the usage of weapon skills). At character level 5 all light and heavy attacks made using an instrument hit two grid spaces in range. At character level 13 instrument light attacks now hit three grid spaces and heavy attacks hit all grid spaces up to a target distance less than or equal to your maximum range (of your choice). Light attacks cost 4 AP, use the corresponding stats as the instrument, and deal the following damage:

Wind	$1d2 + E DEX + E INT$ Magic damage
String	$1d2 + E DEX + E FAI$ Lightning damage
Percussion	$1d2 + E STR + E (INT \text{ or } FAI)$ Fire damage
Tongue	$1d2 + E DEX + E (INT \text{ or } FAI)$ Dark damage
Horn	$1d4 + E STR + E (INT \text{ or } FAI)$ Physical damage

Power Songs (lvl5) - You may now initiate one of a variety of powerful songs using an instrument for 3 AP during combat. At the start of each turn you must spend 2 AP to continue the song or it ends. Whenever you lose health equal to half or more of your maximum HP, the song ends. Being forcefully moved immediately ends the song. At the start of the third turn of playing a song, by extending the song for the second time, you play its conclusion which has enhanced effects until the start of your next turn where the song naturally ends. **Refocus** → Up to 3 allies per round who can clearly hear you, excluding yourself, may choose at the start of their turn to spend up to 2 AP to recover that amount in FP or Poise. During the conclusion allies may instead choose to recover 2 FP and Poise at no cost. **Blade Waltz** → Up to 3 allies per round who can clearly hear you, excluding yourself, gain the ability to damage hostile creatures by simply moving into a space adjacent to them. The first time in each round that an affected ally moves into a space adjacent to a hostile creature, they may choose to deal $1d4$ physical damage to the creature, without threatening them. During the conclusion the damage dealt is true damage instead of physical. **Lament** → When an enemy that can clearly hear you would recover status build up, you may either prevent that recovery or deal that amount in true damage to the creature. When an ally that can clearly hear you would recover status build up, you may double that recovery. During the conclusion you may prevent enemies from recovering status build up and deal twice that amount in true damage, and ally status build up recovery increases by 3 instead.

Building Rhythm (lvl5) - On the start of each of your turns in combat you gain one point of rhythm. At any time you may spend a number of rhythm points to: Regain 1 FP (1 rhythm point), hit one extra grid space in range with your next weapon attack (must be next to another space the attack already hits) (1 rhythm point), add one extra primary damage die to your next weapon attack (2 rhythm points), or add +2 to any skill check before you see the result (1 rhythm point). You may spend multiple rhythm points at a time to stack these effects with each other, but you may not use any effect more than once in a row. Leaving combat reduces your rhythm points back to zero and you may only hold up to a maximum of 5 rhythm points at a time.

Repertoire (lvl5) - Choose one spell with requirements of 13 or less to be a repertoire spell of yours. Alternatively,

you may select the summon abilities Inspiring Presence or Ruined Earth to be a repertoire summon. You gain the spell or summon if you do not already have it, and the form of your summon is based off of the instrument used, if you are using an instrument. You may use either your Str or your Dex in place of one Int or a Fai requirement to be able to use a repertoire spell or summon, and they may be cast from any musical instrument regardless of type. At character level 7 you may select a second spell of requirements 14 or less, or summon from the list, to be added to your repertoire.

Musical Flourish (lvl7) - You may now simultaneously initiate a heavy attack and a charged spell with one musical instrument, maintaining both slow actions as one. Alternatively, you may do the same with a casting implement and weapon that you are both wielding. The musical instrument combined slow action costs one more AP than the cost of the charged spell (as well as its FP cost), while the casting implement plus weapon combined slow action has the AP and FP cost of the charged spell plus the AP cost of the light attack of the weapon. When the slow actions resolve, the heavy attack resolves first, followed immediately by the charged spell. If you are using an instrument able to cast a spirit summon, then you may spend one more AP than the spirit summons cost (as well as its FP cost) to initiate a heavy attack with the instrument that also immediately summons the spirit after the heavy attack resolves. Alternatively, if you are using a summoning implement and a weapon than you may spend the AP and FP cost of the spirit as well as the AP cost of a light attack with the weapon to initiate a heavy attack with the weapon that also immediately summons the spirit after the heavy attack resolves. This does not count as having summoned a spirit for the resolving round, and allows to you summon another.

If you have the feat Power Songs you may extend a song for no additional AP cost on any turn where you have resolved any of these combined slow actions. If you have the feat Building Rhythm then whenever you hit a creature with the heavy attack of these combined slow actions, you gain an additional rhythm point. If you have the feat Repertoire you may recover 1d2 FP after hitting with the heavy attack of any of these combined slow actions, as long as the charged spell or spirit summon portion of the combined slow action was a repertoire spell or summon. Increase the range of all instrument light and heavy attacks by one grid space (5 feet).

Sharp Notes (lvl10) - Increase the damage die of all instrument light attacks by two levels. When a creature takes damage from your instrument attacks a non-stackable note resonates in the air around the creature until the start of your next turn. If the creature is damaged by any non-instrument weapon attack, spell, or summon the note cuts harshly through the creature dealing the instruments damage for a second time and the creature faces an additional effect based on the instrument used: **Wind** → deal an additional 1d6 frost. **String** → deal an additional 1d6 bleed. **Percussion** → deal an additional 1d6 poison. **Tongue** → the creature must make a DC 12 sanity check or take 1d2 poise damage. **Horn** → the creature must make a DC 12 athletics check or be pushed one space away from you.

Skilled Artist (lvl10) - Choose a lvl 10 weapon feat or two lvl 5 weapon feats from the weapons you wield. The lvl 10 weapon feat choices are determined by the type of instrument/casting implement you wield. The first lvl 5 weapon feat choice is determined by the type of instrument/casting implement you wield and the second lvl 5 weapon feat must be from a weapon you wield that is not a spellcasting implement, or summoners crucible (but can be any weapon that you

can wield and spend time practicing with over the course of 2-3 days). **Wind/Staff** → Choose a lvl 10 or lvl 5 Sorcery feat. **String/Talisman** → Choose a lvl 10 or lvl 5 Miracles feat. **Percussion/Pyro Flame** → Choose a lvl 10 or lvl 5 Pyromancy feat. **Tongue/Hex focused implement** → Choose a lvl 10 or lvl 5 Hexes feat. **Horn/Summoners Crucible** → Choose a lvl 10 or lvl 5 Spirit Summoning feat.

Lullaby (lvl10) - (Att mod) times per short rest for X FP you may hum, or play with an instrument, a slow droning or melodic tune which forms a purple gas that moves toward a target space other than your own within 5 feet (or 15 feet if using an instrument). Any creature in the target space that could hear your song, that has current FP less than X, falls into a deep sleep for a number of rounds in combat equal to X (maximum 5 rounds), or 5X minutes outside of combat (maximum 25 minutes). Any instance of damage or forced movement awakens the creature, or they may be awoken by another for 3 AP. Any creature in this deep sleep regenerates 5% of their max HP per round in combat or every 5 minutes outside of combat. This ability may be used on willing allies, and some creatures may be immune to its effects (including humans which are a much higher soul level than yourself). Any creature which experiences the maximum duration of this deep sleep outside of combat without being prematurely awakened, may count it as a full nights rest for the sake of exhaustion. No creature may be put to sleep by this effect more than once every 12 hours.

Power Songs+/Building Rhythm+/Repertoire+ (lvl13) - The Refocus song from the Power Songs feat now allows allies to roll 1d2 per AP spent for FP or Poise recovery, rolling 2d2 during the conclusion, and the Blade Waltz song has its die increased to 1d6. The Lament song now deals double the damage. The Power Songs feat now allows you to play a mashup of two songs at the same time. When you or an ally perform a skill check, the Building Rhythm feat now allows you to add +2 to any subsequent check immediately after, provided that it is the same type of check performed by a different ally. This increases to +3 for any new allies that follow, provided they are attempting the same type of check and there are no repeated allies in the chain. If you have the weapon feat Repertoire, you may choose two more spells with requirements of 15 or less to be repertoire spells. Alternatively you may choose one of the following spirit abilities to be a repertoire summon: Inhuman Shuffle, Attention Grabbing Annoyance, or Shield Protector. You may also choose an additional repertoire spell with requirements of 15 or less, or another summon from the list, at character levels 17, 23, and 27.

Effusive Refrain (lvl15) - (Att mod) times per long rest for 2 AP you may initiate a slow action as you start playing with an instrument, or humming, a lavishly building chorus which fills the air with an echo of notes. Upon completing this slow action, an effusive refrain is left echoing in your current grid space for one round. The next single instance where any creature who heard these notes casts a spell or summon triggers the effusive refrain which duplicates a non-charged version of that spell or summon. The caster of the spell or summon chooses the target of the duplicated spell/summon, but the spell/summon is considered cast by the effusive refrain and does not carry any additional effects from feats or proficiencies. The spell/summon is cast from the grid space where the effusive refrain triggered, meaning if the spell/summon has a range of self it must target that space, or if it has range then it is measured from that space.

Master Artist (lvl15) - Choose a lvl 15 weapon feat or two lvl 10 weapon feats from the weapons you wield.

The lvl 15 weapon feat choices are determined by the type of instrument/casting implement you wield. The first lvl 10 weapon feat choice is determined by the type of instrument/casting implement you wield and the second lvl 10 weapon feat must be from a weapon you wield that is not a spellcasting implement, or summoners crucible (but can be any weapon that you can wield and spend time practicing with over the course of 2-3 days). **Wind/Staff** → Choose a lvl 15 or lvl 10 Sorcery feat. **String/Talisman** → Choose a lvl 15 or lvl 10 Miracles feat. **Percussion/Pyro Flame** → Choose a lvl 15 or lvl 10 Pyromancy feat. **Tongue/Hex focused implement** → Choose a lvl 15 or lvl 10 Hexes feat. **Horn/Summoners Crucible** → Choose a lvl 15 or lvl 10 Spirit Summoning feat.

Reshuffle (lvl15) - (Att mod) times per long rest, on your own turn in combat, you may spend 3 AP to sing or play a swift and complex tune. Up to 4 allies (including yourself) which can hear the tune may immediately move themselves up to two grid spaces in a direction of their choice, with a quick spinning dance, as long as the spaces of movement are unobstructed. This movement costs no additional AP. You may also use a charge of this ability to attempt to swap the grid positions of two creatures of equal size, by charming them to spin around each other. The creatures can resist with a DC (12 + your Int or Fai mod) diplomacy check.

Encore (lvl17) - Twice per long rest at any time immediately after a creature other than yourself resolves an action, you may hum or play a repetitive tune and make that creature immediately repeat their last action as long as they could hear your tune. If used on a willing ally it allows them to immediately repeat the last action they took with any AP or FP resource costs reduced to 1, as long as they are physically able to complete the action (up to GM's discretion). If the action had a limited number of uses per rest, then this repeat action does not cost any. This ability does not work on single use abilities. If used on a hostile creature they must make a DC (12 + your Att mod) diplomacy check or be forced to repeat their last action, as long as they have the resource costs to do so. If this ability fails then its usage is not spent.

Fantasia (lvl20) - At any one time after obtaining this feat you may instantly create a new spell and have it permanently attuned without taking up a attunement slot. The creation of this spell must follow the rough guidelines of the spell crafting section of the GM guide, but with no possibility of failure. You instantly learn the spell after creation but may only create a spell that you have the requirements to cast. If you have the Repertoire feat of this tree, then you may choose to make the spell a repertoire spell regardless of its requirements.

Dual Wielding

Why settle with only one weapon when you have two perfectly usable hands? The dual wielding tree allows you to gain benefits from using a wide variety of equipment, buffs your ability to attack with multiple weapons in quick succession, and gives you the opportunity to take proficiencies from other trees to fit your build.



The ferno warrior charged towards the instructor and brought his warhammer thundering into his shield. The instructor attempted to parry him, but this is what the ferno was waiting for. Turning with the parry, he brought out his second warhammer and crashed it into the instructors chest, knocking him backwards. He didn't fall though, and, bearing both his shields, began charging at the ferno. The ferno knew the shields and their bearer could take a lot of punishment, however his time in on the battlefield has taught him that a well-timed strike of sufficient force, can break through any defense. This was going to hurt.

Taking a wide stance, the ferno let the instructor get within striking range before attacking. He made to look like he was going to strike hard with both hammers at once. The instructor anticipated and braced himself for the impact. But at the last second, just before contact, the ferno staggered the strikes. The first one hit hard, then he poured everything he had into the second strike, which

sent searing arcs of pain coursing through his upper body. The blow knocked the instructors shields to the side, leaving him open for a finishing blow. The ferno followed up with a dual strike, and knocked the instructor to the floor.

Realizing he may have killed him, the ferno dropped his hammers and rushed to the instructors side to see if he was still alive.

"I'm so sorry! I'm so terribly sorry!" He said over and over. However when he turned the burly man over, he realized he was bellowing laughter.

"Now THAT!" he exclaimed. "is how you deal with a shieldmaster!"

Skill up (lvl13) - Increase any one non-knowledge skill of your choice by +1.

Twin Attack (lvl15) - After attacking with one of your weapons (including casting an offensive spell with a casting implement) you may immediately make a light attack with your second. If this second attack is made on your turn then its AP cost is reduced by one. At character level 13 increase this reduction to two less AP. If this second attack is made while it is not your turn in combat, then the AP cost is not reduced and must come from your following turn. This ability can only be performed if the normal AP cost of the first attack is greater than or equal to the normal AP cost of the second. The minimum the second attack can cost is one AP.

Swapper (lvl15) - You may now switch between wielding a weapon in two hands, one hand, and swap between weapons in your hands and any other easily accessible weapons on your person for only 1 AP (instead of the normal 3 AP cost). This includes dual wielding twin weapons, but not switching the forms of trick weapons. As well, the first time in combat you swap an on hand weapon with an accessible one on your person and then make an attack with the new weapon, you may regain 2d2 FP. At character level 13 you may get this FP bonus the first two times you swap per combat, although the bonus cannot be received more than once per round.

Weapon Flourish (lvl17) - When dual wielding you can no longer be parried. Gain a bonus of +4 to diplomacy checks when you are attempting to intimidate and a bonus of +4 precision when making precision attacks.

Skilled Wielder (lvl10) - Choose a lvl 10 weapon feat from either of the weapons you wield (or any weapon that you can wield and spend time practicing with over the course of 2-3 days), or both lvl 5 weapon feats from one.

Power Stance (lvl10) - You now gain access to the “power stance” weapon skills, based on whichever two weapons of the same type you are dual wielding. See the end of the Weapon Skills chapter for a list of the power stance weapon skills.

Skilled Wielder+/Power Stance+ (lvl13) - In addition to its previous effects Skilled Wielder now also allows you to choose one level 7 weapon feat from either of the weapons you wield, or the level 3 weapon feat from both. If you have Power Stance then reduce the cost of all power stance weapon skills to 2 FP.

Twin Mind (lvl15) - Any single weapon (including shields, guns, and catalysts) can now be dual wielded with an identical mirror of the weapon appearing in your off hand. The duplicate weapon can only be conjured during a bonfire rest, and disappears if it is more than 60 feet away from you or if it is wielded by anyone other than yourself. Any durability damage taken by the duplicate weapon is also taken by the weapon it copies and vice versa. You may also duplicate and wear one of your rings/adornments in another ring slot (duplicating and stacking its effect as you do so, regardless of its description).

Master Wielder (lvl15) - Choose a lvl 15 weapon feat from either of the weapons you wield (or any weapon that you can wield and spend time practicing with over the course of 2-3 days), or both lvl 10 weapon feats from one.

Master Wielder+/Twin Mind+ (lvl17) - In addition to its previous effects, Master Wielder now also allows you to choose one level 13 weapon feat from either of the weapons you wield, or gain one point of fate. Twin Mind now also gives you a permanent fifth ring/adornment slot.

Dual Attack (lvl20) - After attacking with one of your weapons (including making a spell attack) you can then immediately make a light attack with your second weapon for zero AP, cast a spell for with your second weapon (casting implement) for zero AP, or initiate a heavy attack with your second weapon for one AP (if it is your turn in combat). This reduced cost attack can only be made once per round of combat, and requires the normal AP cost of the first attack to be greater than or equal to the normal AP cost of the second.

5 Destined Traits

Each new character created starts with two points of Fate. Fate is gained from making extremely successful feats of power or skill as well as through accomplishments while leveling up. Players should get about 4 points of fate when leveling from 1 to 30 (1-5, then 5-12, then 12-20, then 20-30), so six total. One more point from 30-35 is also possible for a new total of 7. Fate points can be spent to automatically succeed on an undying check and save their character, but doing this does not reduce their undying number. **Fate can also be spent on destined traits during a bonfire/magical rest.** The destined traits to choose from and their Fate costs are listed below:

Accurate: (cost 1)

Whenever you hit a creature with a precision attack, the next precision attack you make on them has advantage. Increase your precision by +2.

Advanced Legwork: (cost 1)

Every turn in combat you may take 1 AP worth of free movement on your turn. At character level 15 this becomes 2 AP of free movement. The free movement given by this feat may be used before resolving a slow action such as a heavy attack or charged spell.

Armorer: (cost 1)

Your expertise with armors causes each type of armor to give you one more tier of physical damage reduction (light now gives one tier, medium two, and heavy three). Wearing heavy armor now also gives (Vit mod) bonus max HP, +1 poise threshold, and the penalty to stealth and acrobatics is reduced to -3 each. Gain (Vit Mod) to all status resistances (not including poise threshold) when wearing medium armor, and no longer take a penalty to stealth. Gain $(1 + \text{Vit mod}/2)$ Max FP when wearing light armor. You now have advantage on attunement checks to identify the properties of unknown armor.

In addition, over the course of a long rest you may now spend 4-5 days of hard work (2-3 days if you are a Grme, but still only once per long rest) near a magical bonfire/resting area to add an innate tier 0 property to your own or an allies armor (as long as the armor doesn't already have an innate property). See the "Armor

bonus properties and tiers" section of the "Combat" chapter for more info on innate properties and for a list of properties of each tier. Over that same period of time you may instead fully repair an armor, removing any normal durability damage it has sustained.

Artisan of Physic: (cost 2)

From studying the effect of a wide variety of curiosities and materials you have become adept at creating wonderous custom medicines. Over the course of a long rest you may spend typically 4-5 days of hard work (2-3 days if you are a Grme, but still only once per long rest) near a magical bonfire/resting area to create a number of potions and medicines, by using the magic of the bonfire/resting place. Note that any potion or medicine you create through this feat counts as an item with appropriate AP cost to use in battle (based on Dexterity stat). The number of potions you can create over this time depends on your character level and the type of potion you are crafting. During each crafting session, every character level gives you one artisan point which you may spend to craft the following type of consumables:

<p>Blood Extraction: (1 artisan point each, up to a maximum of 3 per crafting session) → Extract and process your own blood to be used in a pinch. Roll a d2, if the result is a 2 then successfully process the blood and create a blood vial item. If the result is a 1 then the blood congeals and separates creating a crimson water. See the items list for details on the blood vial and crimson water items.</p>
<p>Material Potions: (2 artisan points each) → Brew a mix of a drop of your own blood, and materials such as plants and monster parts to create a drink or consumable with a useful effect. Does not cost many artisan points, but each one requires specific separate materials which must be collected.</p> <p>A list of material potions and their ingredients:</p>
<p>Minor potion of frost resistance (requires → bellowing snowbloom, or rime blue moss bulb): Drink to gain +3 frost status resistance for next four hours.</p>
<p>Potion of frost resistance (requires → frost resistant monster flesh): Drink to gain +6 frost status resistance for next four hours.</p>
<p>Cream of frost cure (requires → great tree root resin, pristine ice, and potent herbs): Apply to wounds when poisoned to cure the poisoned status effect but take 1d4 frost build up. The first time this is used to cure a creatures poison, that creature gains a permanent +2 frost resistance.</p>
<p>Minor potion of blood clotting (requires → monster blood clot, or bloodred moss bulb): Drink to gain +3 bleed status resistance for the next four hours.</p>
<p>Potion of blood clotting (requires → unclotted and cold beast blood): Drink to gain +6 bleed status resistance for the next four hours.</p>

Cream of blood warmth (requires → great tree root resin, razor tulip, and potent herbs): Apply to wounds when frostbitten to cure the frostbitten status effect but take 1d4 bleed build up. The first time this is used to cure a creatures frostbite, that creature gains a permanent +2 bleed resistance.
Minor potion of elemental resistance (requires → colourful flowers and dense coal (fire), or crystal residue (magic), or gold flower (lightning), or dried sane human flesh (dark)): Drink to increase elemental damage resistance by one tier for four hours. The elemental resistance gained corresponds to the element of the potion that was brewed.
Potion of elemental resistance (requires → colourful flowers and mantle coal (fire), or white blood (magic), or fulgur steel (lightning), or living human bone powder (dark)): Drink to increase elemental damage resistance by two tiers for four hours. The elemental resistance gained corresponds to the element of the potion that was brewed.
Balm of embetterment (requires → dense coal, gold, and the most pristine organ of a fast monster (Endurance), or wise monster (Faith), or intelligent monster (Intelligence), or strong monster (Strength), or dextrous monster (Dexterity), or focused monster (Attunement)): Apply the warm balm to your skin to increase a stat by one for the next hour. The increased stat depends on the pristine organ ingredient used in brewing.
Companion restoration potion (requires → mercury residue and a blessed mushroom): Drink to revive a magical companion (as per the Companion destined trait) which was destroyed when within 60 feet of you. The companion is restored to half HP and FP, and appears in an unoccupied space next to you, or in your space if it is your own turn and they can move out of the space on their own.
Custom rejuvenation potion (requires → dried herbs, a blessed mushroom, and a prism stone): Upon creation of this potion, allocate ten points into either HP or FP regeneration. When this potion is drank it restores the allocated amount of HP and FP.
Potion of translucence (requires → mercury residue, crystal residue, and a silken cloth): Drink to gain the non charged effects of the Hidden Body spell on yourself.
Broth of ephemeral tongues (requires → mercury residue and a living humans tongue): Consume the thick broth to gain the ability to fluently speak the racial language of the person whos tongue was used in brewing (Grme, Fernian, Corvian, Draconic, Demonic, Darrish, Abyssal (Locust speak), Deep speak (Elden), Lethrellian (Vileblood/Ancient)). This effect lasts for four hours after consumption.
Green bulb tea (requires → greenblossom bulb (x4), or blooming greenblossom bulb (x2)): A very pleasant tea which revitalizes the body. Drink to increase the AP of your next two turns in combat by 3. This effect does not stack with itself or that of raw greenblossom or blooming greenblossom bulbs.
Purple bulb tea (requires → purple moss bulb (x3) and a blooming purple moss bulb): A strong and pungent tea which strengthens the bodies response to poisons. Drink to cure both poisoned and badly poisoned statuses, and the first time it is used to cure them, permanently increase your status threshold for poison and toxic by +2 (for curing poisoned and badly poisoned statuses respectively).

<p>Incense Jars: (3 artisan points each) → A strange mix of expanding gasses and particles which can often be sprayed over an area of multiple grid spaces. These medicines can give buffs to yourself and multiple allies, but often come with negative side effects. Does not require any external materials for creation. Ten days after they are made, incense jars lose their potency and effects, becoming a pale vapour with little to no value.</p> <p>A list of incense jars and their effects:</p>
<p>Sizzling Bubbles: Toss the jar of fumes into the air around you to coat yourself and up to two willing allies of your choice, within 15 feet of yourself, with sizzling sparks of repelling force. All affected creatures gain three tiers of physical resistance, but also the impaired vision status condition, until the start of your following turn.</p>
<p>Bloodrage Aroma: Spray blood red fumes in a cone reaching up to 15 feet in front of yourself, or directly into your own face. You, or any willing allies within the area you sprayed, may breath deep of the fumes to enrage themselves until the start of your next turn. Each enraged creature may add two d20 damage die to any two attacks they make (with the damage type being the same as the majority damage of the attack), but they are also inflicted by the berserk status condition forcing them to no longer make the distinction between friend or foe over the same period of time.</p>
<p>Petrification Perfume: Pop open this jar of incense to allow yourself and one willing ally within 5 feet of you to breath deep of its fumes. You both become inflicted with the staggered status condition, but are also immune to any non true damage until the condition clears. In this state you are frozen in position and cannot resist any hostile effects or forced movements.</p>
<p>Clinging Bell Fume: Toss the jar of metallic particles into the air around you to coat yourself and up to three willing allies of your choice, within 15 feet of yourself, with small vibrating strands or metal. All affected creatures are inflicted with the deafened status condition by the vibrations, but gain the ability to easily cling to and climb any surface (for regular AP cost of movement), until the start of your following turn.</p>
<p>Flowered Spice: A wonderfully scented incense which is a pleasure to imbibe. Any creature exposed to this scent gains a heightened sense of focus, but also a dependence on the substance for a short time. Use on yourself, a willing ally, or a restrained creature which cannot hold its breath for long, to give them +1 FP regeneration on the start of their turns in combat and +5 to perception and precision for ten minutes. When this effect subsides the creature must use another dosage of this incense within the next hour or gain a point of exhaustion.</p>
<p>Incense of Rebirth: Toss these crystalline fumes over a small area during a bonfire/magical short rest to allow up to two willing and adjacent creatures to raise one stat of their choice, and lower another. This incense jar will only affect a creature the first time it is used on them, and gives them a permanent paler and more sickly complexion.</p>
<p>Chaotic Rejuvenation Mists: Spray the jar of mist into the air around you to coat up to three willing creatures of your choice, within 10 feet of you, in a rainbow dew. Each affected creature affected must roll (2d10 - 8). If the result is positive then they may distribute the number into HP and FP regeneration as they see fit. If the result is negative then they must take its magnitude in true damage or FP loss as they see fit. If the result is zero then they may permanently increase their maximum HP by two (up to a maximum possible +6 max HP from this incense jar).</p>

Chaotic Status Mists: Spray the jar of mist into the air around you to coat up to three willing creatures of your choice, within 10 feet of you, in a prismatic dew of a specific (non-poise) status effect which was chosen upon the creation of this incense jar. Each affected creature must roll (2d8 - 7). If the result is positive then they may reduce their build up of the status effect by the same amount. If the result is negative then they must take its magnitude in status build up of the specified status effect. If the result is zero then they may permanently increase their maximum status threshold for that status effect by one (up to a maximum possible +3 max status threshold per status from this incense jar).

Mimic's Veiled Fog: Spray the jar of vapours into the air around you to coat up to three willing creatures of your choice, within 10 feet of you, in an ever changing fog. Each creature affected gains the non charged effects of the sorcery spell Powdered Light, but for only twelve seconds (two rounds of combat). When the duration elapses all affected creatures are inflicted with the dazed status condition for six seconds (one round in combat).

Ignition Powder: Spray a sparking powder in a cone reaching up to 15 feet in front of yourself, which then ignites and burns as an item based attack. All creatures which are hit by the burning powder take (2d4 + D Str, D Dex) fire damage, and 1d2 durability loss to their equipped armor or innate physical protection.

Jagged Crystal Powder: Spray a mist of jagged crystalline powder in a cone reaching up to 15 feet in front of yourself, which crackles and cuts the area as an item based attack. All creatures which are hit by the crystal powder take (2d4 + D Str, D Dex) magic damage, and 1d2 bleed build up.

Heavy Powder: Spray a fog of heavy gravitational powder in a cone reaching up to 15 feet in front of yourself, which falls and causes the earth to spike up from the area as an item based attack. All grounded creatures which are hit by the spiked earth take (2d4 + D Str, D Dex) physical damage. After the attack is resolved, the area of spiked earth becomes difficult terrain as the spikes crumble.

Wonderous Concoctions: (5 artisan points each) → An expertly mixed concoction providing custom effects when drank. **Each one is a mix of two beneficial properties of your choosing.** Does not require any external materials for creation, but a creature may not experience the effects of a second wonderous concoction until they finish their next bonfire/magical long rest. Ten days after they are made, all wonderous concoctions will dilute, causing them to lose their effects and become an oily liquid with little to no value.

Choose up to two of any of these effects when creating a wonderous concoction:

- Set all damage resistances to 90% reduction, until after the next instance of damage you take, or until one minute has elapsed (ten rounds of combat).

- The next instance of elemental damage you take, of an element of choice, instead heals you for the amount of damage you would have taken (not including any damage resistances you may have had, and with the choice of element being made upon brewing the concoction).

- Gain the ability to cast spells for no FP cost until the start of your next turn after drinking (about 6 seconds). Although, any AP cost reduction to casting these spells does not apply while this effect is active.

- Increase your innate speed, allowing you to immediately start a sprint while retaining the ability to make any other action until the end of your turn.

- Increase your maximum HP by 20% (but do not heal for that amount). This effect is prioritized to take place before any other effect of the concoction, and lasts for one minute (ten rounds of combat).

- Heal for 50% of your maximum HP.
- Increase your maximum FP by 25% (but do not replenish it for that amount). This effect is prioritized to take place before any other effect of the concoction, and lasts for one minute (ten rounds of combat).
- Regenerate 50% of your maximum FP.
- Increase your maximum AP by one, for one minute (ten rounds of combat).
- Increase your maximum poise threshold by 2, for one minute (ten rounds of combat).
- Swap your status effect thresholds for two status effects (not including poise). This effect lasts for one minute (ten rounds of combat).
- Heal 1 HP for every point of status build up you reduce on yourself (including over time reduction of build up). This effect lasts for one minute (ten rounds of combat).
- Reduce your status build up for a chosen non poise status to zero (with the choice of status made upon brewing the concoction).
- Every attack you make until the start of your next turn (after resolving any slow actions), deals a bonus +1 damage which increases by 1 for each attack you make.
- The next heavy attack you make deals +2 poise damage. This effect dissipates after one minute (ten rounds of combat).
- If you die from having your HP reduced to 0, until the end of your next turn, you may add +3 to your undying check.
- The next skill check you make to resist an adverse effect in combat, automatically succeeds. This effect dissipates after one minute (ten rounds of combat).
- Explode, dealing 2d10 fire damage to all grid spaces within 10 feet of yourself, but deal the same amount in true damage to yourself. This effect is prioritized to take place after any other effect of the concoction.

Athlete: (cost 1)

You may now climb most surfaces and swim through normal water without any speed penalty (although you still might need to make a skill check to determine if you can climb a surface). You may now also jump 5 feet farther from a standing position, and attempt to grapple an adjacent creature with your hands for only 2AP (instead of 3). Your vertical jump AP cost is now reduced from 3 to 2.

Bloodthirsty: (cost 1)

You are an endless vessel for souls and can pull forth more souls than usual. Whenever you gain souls from defeating enemies in combat, you now gain 5% more souls (rounded down). Lower the souls you need for each level up by 10%.

Companion: (cost 2)

You have a permanent pet or small monster companion that is magically bound to you and an extension of your person. In battle it acts on your turn. The companion can communicate basic feeling to you through sound or line of sight, and you can give them verbal or non verbal commands. If your companion dies they re spawn the next time you take a short rest at a bonfire. They can move away from you to any range, but if they are killed outside of a 60 foot range of you then they will not re spawn until your next long rest, instead of your next short rest.

Their resources and attacks depend on your stats, and are as follows; HP: $10 + (5 \times VitMod) + (\text{character level})$, AP: $2 + (\frac{1}{2} \times \text{your max AP})$, FP: $1 + (\frac{1}{2} \times \text{your max FP})$, Basic Attack: costs 2 AP and deals $1d4 + C Str$ (or Dex, your choice) to an adjacent space, and with a heavy attack that deals two more damage die and two poise damage, but costs one more AP as usual. Your companions attack scaling increases by one letter grade at character levels 10 and 20.

Your companion is immune to status effects, and their skills are all zero with two non-knowledge skills of your choice starting at +2. At character level 9 you may increase those two skills to +4 and choose two more non-knowledge skills to be +2. At character level 19 you may increase the +4 skills to +6.

Your companion may have one special ability that they can use a maximum of once per round on your turn, costing 1 FP. This ability can either give one medium or smaller creature within 5 feet of them the impaired vision status condition for one round (this ability costs 2 FP instead), heal an ally for $1d4 + (\text{your Att mod})$ HP at a range of 60 feet (increasing to $1d6$ at level 10 and $1d8$ at level 20), take 50% reduced physical damage from the next attack they are hit by that round, or add $1d2 + (\text{your character level}/10)$ status damage to all of their attacks for the round (status of your choice excluding curse, toxic, and poise damage). Your companion can dodge a distance of 5 feet, once per round, for a 2 AP cost. This feat can be taken multiple times.

Cook: (cost 1)

Once per long rest you may spend 1-2 days of hard work to prepare up to (character level/3) delicious meals for yourself and allies. These delicious meals may heal a number of d6 in HP equal to half of your character level, add a number of d2 in temporary HP equal to one third of your character level (until the next bonfire short rest), and give advantage on the next vitality check made until the next bonfire short rest. These meals take one hour of rest to fully consume and digest, and once someone has consumed one they may not benefit from the effects of another until they finish a short rest. The meals expire at the end of your next long rest.

As well, you may use any local ingredients and your cooking skills to make sure that you and up to four other allies have been fed well enough to not gain any points of exhaustion from hunger.

Craftsperson: (cost 1)

You are a skilled craftsperson that is well acquainted with creating useful tools and items by expertly using only few materials. Over the course of a long rest you may spend typically 4-5 days of hard work (2-3 days if you are a Grme, but still only once per long rest) near a magical bonfire/resting area to craft a number of items, by using the magic of the bonfire/resting place. The maximum number of items you may create during your crafting time is equal to $(1 + (\text{your character level}/5))$. Each item requires some specific materials to create and the details of their effects can be found in the Items list section. The recipes of craftable items are as follows (where each entry with a multiplier, such as x5 or x10, counts as one item for the sake of your crafting):

Prism Stone (x5) → small round stone + throat flesh + colourful flowers

Light bugs → common fireflies + fulgur steel

Purging Stone → pure abyssal crystal + glimmering stone + innocent human faces (x20) + siderite chunk

Blessed Mushroom (x10) → mushroom + miracle spell casting implement

Dried Greatfeather (x10) → large bird feather + dense coal

Bellowing snowbloom → snowbloom flower + bottled strong wind

Divine Blessing → miracle spell casting implement + priest's ring + gold

Throwing Pots → round pot + oil (Firebomb)/black powder (Black Firebomb)/fulgur steel (Lightning Pot)/crystal residue (Mage's Pot)/mercury residue (Sleep Pot)

Status Knives → throwing knives + acid (Acidic throwing knives)/razor tulip (Lacerating throwing knives)/snowbloom flower (Frosted throwing knives)/poison gland (Poison throwing knives)

Arrows/Bolts (x10) → quality wood, or small beast bones + bird feather

Great Arrows/Bolts (x5) → large quality wood, or large beast bones + large bird feather

Elemental Arrows/Bolts (x10) → arrows/bolts (x10) + crystal residue (Magic)/gold flower (Lightning)/dense coal (Fire)/dried sane human flesh (Dark)

Status Arrows/Bolts (x10) → arrows/bolts (x10) + razor tulip (Bleed)/snowbloom flower (Frost)/poison gland (Poison)/poison dragon mold (Toxic)

Elemental Great Arrows/Bolts (x5) → great arrows/bolts (x5) + white blooded monster skin (Magic)/fulgur steel (Lightning)/mantle coal (Fire)/living human bone powder (Dark)

Status Great Arrows/Bolts (x5) → great arrows/bolts (x5) + large beasts blood (Bleed)/pristine ice (Frost)/large poison gland (Poison)/poison dragon mold (Toxic)

Status Pastes → moss slime + blood clot (Rouge paste)/rotten flesh (Rot paste)/pristine ice (Cobalt paste)

Element Resins → great tree root resin + white blood (Pale resin)/gold flower (Gold resin)/dense coal (Charcoal resin)/dried sane human flesh (Human resin)

Pure infusion stones → great tree root resin + glimmering stone + white blooded monster flesh (Magic)/fulgur steel (Lightning)/mantle coal (Fire)/living human bone powder (Dark)

Bug Pellets → dried monster liver + large insect head + crystal residue (Blue bug pellet)/gold flower (Yellow bug pellet)/dense coal (Red bug pellet)

Orange Soapstone → spirit egg stone + monster fat + gold flower

Stone of gentle warmth → round stone + dense coal + fireproof monster part

Duel charm → steaming hot tears + gold

Sand trap → hot desert sand + unclotted cold beast blood

Drain capsule → bottled strong wind + dried herbs + spongy monster part

Numbing mist → steaming hot tears + potent herbs + acid

Repair powder → gold + crystal residue + powdered glass

Rope (x feet) → x feet of vines or reeds

Torch → cloth + oil

Critical Rolls: (cost 1)

Once per round, any time one of your weapon attacks has one or more of its damage die roll maximum damage, you may add two more of that damage die to that attack as bonus damage. If any of the bonus damage die also roll maximum damage you may add ONE more bonus damage die to those rolls as well, continuing to add bonus damage die until they no longer roll maximum damage. For example, attacking with a greataxe and rolling a 12 on one of its d12 damage die gives you a bonus of two more d12 damage to that attack. If either of those two bonus d12 also roll a 12 then you may add another bonus d12 damage for each one that did. This continues until you no longer roll maximum damage on the bonus die. increase your precision skill by one.

Cultivate Mass: (cost 1)

You now roll 1d10 to increase your health at every even level. Taking this feat allows characters at level two or higher to reset their HP back to the base level dictated by their starting background (plus any other HP bonuses they might have) and re roll all of their even level HP increases.

Delay Death: (cost 2)

You embrace being undead. When your health drops to zero you may choose not to die. When you choose to stay alive at zero HP any damage will now start to mangle you instead, giving you permanent injuries and reducing your effectiveness in battle (based on the attack you take, up to GM's discretion). These injuries

persists until your head is destroyed or you choose to end your suffering and die. Some example injuries effects are:

Body injuries → lower max AP, recover half as much AP, lower max HP, lower effectiveness of healing on you, lower poise threshold.

Head injuries → drastically lower perception, loss of the ability to speak, hear, or see, lower max FP or effectiveness of FP regeneration.

Leg injuries → drastically lower acrobatics or athletics, double movement costs, prevent dodging, prevent movement actions at all, take more poise damage.

Arm injuries → drastically lower acrobatics or athletics, lose the use of an arm, forced precision check when attacking.

Other injuries from specific attacks → permanent lowering of resistances, permanent status effect (frostbitten, bled out, poisoned, badly poisoned).

Deliberate Items: (cost 1)

You may now use multiple items on yourself as a slow action, for your regular item usage AP cost (reducible by other feats which reduce that cost). These items must be “consumables” (i.e. have the word consume or drink in their description), and you may only use a maximum of three at once (including drinking multiple charges of a recovery flask). Although, if you take damage or are moved before the action resolves then it is interrupted. You must declare what you are consuming when the slow action is initiated, but you don’t have to decide how many charges/multiples of the item you are consuming until the action resolves.

You may also now use throwing items as slow actions (items or tools with the word “throw” or “thrown” in their description). This allows them to be thrown so that they hit the first creature in a line up to their maximum range, increases their range by one grid space (5 feet), and allows damaging throwing items to deal two extra damage die of damage.

Desperation Dive: (cost 1)

Increase the maximum distance you can dodge by one grid space (5 feet). You now have the choice to make a desperation dive as a reaction to an attack instead of a basic dodge action. A desperation dive is a dodge which can travel up to twice as far, doubling your dodge distance and increasing the cap to 6 grid spaces (30 feet), but knocks you prone and causes you to be unable to take any action until the end of your next turn.

Desperation dives can be used to push willing allies away from danger. This halts your dodge and knocks you prone as usual, but pushes your ally the remaining distance of your dive, in the same direction. A desperation dive cannot be made when you are prone, and cannot be made as a reckless dodge (as described in the Reckless Dodge dagger weapon feat).

Durable: (cost 1)

Increase your Maximum HP by 5 and your Vitality stat by 2.

Elemental: (cost 1)

Upon taking this feat you may permanently gain one tier of resistance to either magic, fire, or lightning damage. Getting hit by that type of element also regenerates your FP by 1. Gain +1 to your attunement stat. At level 17 you may take an additional tier of resistance, in the same element or different (from magic, fire, or lightning). If you choose a different element it also regenerates your FP by one when you are struck by it. Note that if you are hit by an element you choose, and somehow take no damage, then it will only regenerate your FP if you are in combat when hit.

Fast Roll: (cost 1)

You may take an additional dodge action per round of combat. Increase your acrobatics by 2.

Fire Clairvoyant: (cost 1)

Staring into chaotic magical flames has granted you the gift of knowing what will come to pass through gaining stacks of clairvoyance. $(1 + (\text{Fire Keeping}/3))$ times per short rest when a creature other than yourself is about to perform a skill check you may declare whether it will be a success or failure before the roll is made as long as the DC is at least 8, gaining a stack of clairvoyance upon a successful prediction. Alternatively you may declare one participant a victor or loser in the case of a skill contest as long as the creatures are hostile towards each other. If there was only one possible outcome of a prediction the GM will notify you that your prediction has automatically failed. Once you have made a prediction you must complete a short rest before you can make another prediction about that same creature. All clairvoyance stacks expire upon completing a short rest.

You now have the choice to make a perfect dodge as a reaction to an attack instead of a basic dodge action by expending a stack of clairvoyance. When performing a perfect dodge, choose a valid location within range of your current dodge distance, if the chosen location is not targeted by the attack you avoid all incoming damage of the attack and may choose your final location to be either the chosen location or your starting location. If a perfect dodge succeeds then its AP cost is 0. If you successfully make a perfect dodge and choose to remain in your starting location you are treated as not having made a movement action for the purpose of things such as breaking a slow action.

You may spend one stack of clairvoyance to capture the final result of another creatures die roll, as long as you could see the creature and the result has not already been captured or forced. The next time that creature makes the same type of die roll, if you can see them, you may force them to use the result that you captured. You can only capture one die roll at a time, you may not make clairvoyance predictions on results that have been forced, and you may not capture die results that have been forced. Any captured die expire upon completing a short rest, or if the creature makes the check again and you did not force the result.

A stack of clairvoyance may also be expended to reduce the FP cost of the following spells to 0: Translucence, Unveil, Empathy, Lithomancy, Pyrovoyance.

Focus Armor: (cost 1)

As a reaction when you about to receive any non-true, non self inflicted damage, you may reduce that damage by an amount equal to $(Xd10 + \text{Att mod})$, by spending $2*X$ FP to generate an internal barrier of magical focus. For example, spending 4 FP allows you create a focus barrier which reduces the damage you are about to receive by $2d10$ plus your Att mod. You may use this damage reducing ability after you see the amount of damage you are about to take, and it can be used (Att mod) times per bonfire short rest. Regenerate $1d2 + (\text{Att mod}/2)$ FP on the start of your turn, on any round of combat where you used the damage reducing ability of this feat and took no damage.

Free of Burden: (cost 1)

Only the starting background "Deprived" may choose this feat. Start with any two pieces of starting equipment. Your total equip load is double the normal amount. Increase your strength stat and your maximum poise threshold by one.

Haggler: (cost 1)

Increase your diplomacy skill by 2. You may always purchase things from NPCs for 20% fewer souls or money.

Hidden Bobby: (cost 0)

You may now spend 1 FP to summon Hidden Bobby at any time. Hidden Bobby may or may not exist.

Human Skill: (cost 1)

Gain +3 Precision, Acrobatics, and Stealth. These bonuses increase to +4 at level 7, +5 at level 13, +6 at level 19, and +7 at level 24. Each stack of undying lowers these bonuses by one (they can be negative if undying is high enough).

Innate Spell: (cost 1)

Choose one of the spells Great Soul Arrow, Cold Burst, Fire Orb, or Med Heal to be an innate spell of yours. You gain the spell if you do not already have it. At character level 3 it also no longer takes up an attunement slot. At character level 5, in combat, you can cast the innate spell for one additional AP, but no FP. At level 9 you gain +1 fire keeping if you chose Fire Orb, +1 precision if you chose Great Soul Arrow, +1 stealth if you chose Cold Burst, and +1 diplomacy if you chose Med Heal. At character level 13 and above, the first time you cast the spell each combat so that it costs no FP, you instead regain 1 FP.

Library of Knowledge (Skills): (cost 1)

Gain knowledge and learn any two skills from the following list: Shield Splitter, Barricade Shield, Phantom Slash, Wild Swings, Rotted Spores, Perseverance, Gravity's Reinforcement, Galvanize, Banner of Inspiration, Airblade Slice, Follow Through, Piercing Shot/Attack, Back Attack, Life Drain, Assassin's Blood Sand, White Shadow Mist, Illusory Darts, Nightbird's Call, Spinning Weapon, Item Juggler, Flaming Cascade, Water Body, Lightning Tumble, Necromantic Chant. At character level 13 and 17 learn another skill from the list. Gain three knowledge points and +1 to your attunement stat.

Library of Knowledge (Spells): (cost 1)

Gain knowledge of any two spells with all requirements strictly lower than 14. At character level 13 learn two more spells with all requirements that are 15 or lower. At character level 23 learn two more spells with all requirements that are 17 or lower. Gain three knowledge points and +1 to your attunement stat.

Limitless: (cost 600 souls) Increase your maximum character level to 35, and the maximum possible value of two stats to 22. This feat can be invested into at any point while leveling a character.

Linguist: (cost 1)

You are fluent in one additional racial language (Grme, Fernian, Corvian, Draconic, Demonic, Darrish, Abyssal (Locust speak), Deep Speech (Elden), Lethrellian (Vileblood/Ancient)), as well as one majority language from your country or a neighboring country. Increase your perception by +2, and gain a knowledge point. Once per short rest you may focus deeply to expertly adapt your gestures and words to another creature, allowing them to understand what you wish to communicate to them as long as you can describe your communication in 25 words or less. This is possible as long as the creature can actively perceive you (visually, audibly, touch, taste etc.), regardless of if you share a language or normal form of communication. At character level 10 and 20 you gain an additional use of this ability per bonfire short rest.

Lord of Undeath: (cost 2)

You have advantage on undying checks. Each stack of undying increases your maximum HP by 5.

Lucky: (cost 1)

Rolling a natural 20 on any non knowledge skill roll has a DC 10 chance to permanently increase that skill by 1. Each time this feat increases a skill the DC chance to permanently increase that skill increases by one, up to a maximum DC of 20. So, for example, if you have increased your perception 5 times through this feat then the next time you roll a natural 20 on a perception check, you need to make a DC 15 on another d20 roll to add another +1 to your perception with this feat.

Mage Slayer: (cost 2)

When a creature within melee range of you attempts to cast a spell or use a spirit summon you may make a free weapon light attack on them as a reaction. Gain one tier of resistance to the last element you were struck with. If you are hit with a weapon that is buffed by a spell, the spell is removed.

Malformed Aspect: (cost 1)

You can only take this trait when creating a new character. You are afflicted by an aspect of the crucible, and must choose to have a malformed non demonic affliction that is either: white horns growing from your head, a malformed white tail, or malformed gray wings (that cannot be used to fly normally). Upon taking this feat learn the Horn Growth Aspect spell, then at character levels 5, and 12 learn the Tail, and Wing Growth Aspect spells respectively. When learned through this feat, these spells may be attuned without needing to spend spell slots or meet the stat requirements, and can be cast with no casting implement, but their normal scaling is replaced by (your character level/5). If you cast the spells normally with a casting implement and meeting their requirements, then they each deal damage at one die level greater (d6 becomes d8, d8 becomes d10) and you may choose to use their normal scaling. Decrease your diplomacy skill by 1.

Mobile: (cost 1)

You are no longer affected by difficult terrain. You may now run and climb along walls, without needing a skill check, at half normal speed (twice the AP cost). Gain advantage on all acrobatics checks.

Multi Proficient: (cost 1)

Gain a tertiary weapon proficiency point every three levels, up to level 30 (gaining a total of ten). Tertiary weapon proficiency points can only be spent on a weapon tree that is less than or equal to your two most proficient weapon types.

Observant: (cost 1)

Increase your perception by 2. Whenever a beast or non verbal person is trying to communicate with you, you may perceive their intentions with great ease. You have advantage on any checks to identify properties of armor/rings and content of spellbooks, as well as the ability to read lips.

Power Funnel: (cost 1)

Permanently lower one of your positive skills by an amount X which does not make the skill negative, then increase your maximum health by 2.5X and increase a different non-knowledge skill by X/2. The number X cannot be chosen be greater than 10.

Prosthetic Limb: (cost 2, 2)

This feat can only be taken when making a new character, or during a suitable moment in RP (up to GM's discretion). Replace a missing arm or leg with a mechanical prosthetic made up of gears, rope, metal, and hard wood. The prosthetic limb bestows you with new abilities and enhancements based on if it is an arm or a leg. The limb can take durability damage and if a prosthetic limb would have normally been inflicted with limb fracture, it instead takes 1d6 durability damage. At 5 durability damage a prosthetic can no longer be used for its special tools and abilities, and at 10 durability damage it is permanently affected by the limb fracture condition until it is fully repaired.

Prosthetic Arm

Costs 2 points of fate. Over the course of a long rest you may spend typically 4-5 days of precise work (2-3 days if you are a Grme, but still only once per long rest) near a magical bonfire/resting area to equip your prosthetic arm with a number of useful tools and contraptions based on your character level. Each time you equip your prosthetic, any tools and contraptions it contains are replaced with the new ones you choose. During each prosthetic equipping session, every character level gives you one prosthetic tool point to be spent on the following prosthetic tools:

Shuriken (x5 for 2 prosthetic tool points) → Small shuriken which can be thrown up to 20 feet toward a target space to deal (1d4 + E Dex) physical damage. Using a shuriken costs AP equal to your item usage cost and counts as a throwing knife for the sake of bonuses from feats.

Elemental Shuriken (x5 for 3 prosthetic tool points) → Small shuriken which can be thrown up to 20 feet to deal (1d4 + E Dex) fire, lightning, or magic damage to a target space in range. The element of each batch must be decided when this tool is equipped. Using an elemental shuriken costs AP equal to your item usage cost as well as 1 FP, and counts as a throwing knife for the sake of bonuses from feats.

Hatchet (x3 for 2 prosthetic tool points) → Small hatchets which can be thrown up to 20 feet toward a target space to deal (1d6 + C Str) physical damage. Each hatchet costs 3 AP to use.

Status Hatchet (x3 for 3 prosthetic tool points) → Small hatchets which can be thrown up to 20 feet toward a target space to deal (1d6 + D Str) physical damage and 2d4 bleed, frost, or poison status build up. The status type of each batch must be decided when this tool is equipped. Each status hatchet costs 3 AP as well as 1 FP to use.

Overheat Charge (x1 for 4 prosthetic tool points) → Build in a powerful cartridge which allows you to overheat the prosthetic and add damage to an attack. On your turn in combat you may expend the cartridge to add a bonus 1d20 damage to a weapon attack, with the weapon wielded by the prosthetic. This bonus damage is the same type as the majority damage of the attack. After the buffed attack, the arm can no longer be used to attack with any weapon or use any additional tools until the end of your

next turn. This prosthetic tool may only be used before it is known if your attack hits.

Concealed Weapon (5 prosthetic tool points) → Choose any weapon which you can wield in one hand and engineer a contraption which allows it to fold in and out of your prosthetic. Allows you to spend 2 AP and 1 FP to draw the weapon into your hand or conceal it back into the arm. This does not take up one of your accessible equipment slots, but if the arm is destroyed with a concealed weapon then it cannot be retrieved until the arm is repaired.

Deflection Plate (7 prosthetic tool points) → Allows you, once per round, to spend 3 FP to spring out a deflection plate and use the weapon skill Parry without needing to attune it or wield a weapon which has access to it. This tool is not affected by FP reductions to the usage of Parry itself.

Auto Shield (7 prosthetic tool points) → Spend 3 FP to unfurl a metallic umbrella shield from the prosthetic arm as a reaction, blocking an attack which threatens you from any direction. You may use this tool once per round before an attack hits you, in order to convert the attacks physical damage into poise damage as though you had blocked with a regular shield (including the AP loss from taking poise damage with the shield). Using this tool does not count as using a shield for the sake of feats, but causes you to no longer recover poise on the start of your next turn.

Prosthetic Leg

Costs 2 points of fate. The prosthetic leg gives you +3 athletics, +3 acrobatics, and allows you to make enhanced jumps which increase your horizontal and vertical jump distances by 10 feet. For a cost of 3 FP on your turn, you may overcharge the leg to double your movement speed and increase your dodge distance by 5 feet until the start of your next turn. At the start of your following turn after overcharging your prosthetic leg, the leg goes into a cool down mode and causes all of your movement AP costs (including dodging) to be doubled until the start of your next turn.

As well, you may expend a pure infusion stone (or any other method to infuse a weapon) to infuse the prosthetic leg and give yourself access to a special elemental stomp attack. An elemental stomp attack costs 3 AP and 2 FP and can only be done once per round. The attack sends an elemental cascade across the ground around you, hitting all adjacent grid spaces and dealing 2d6 elemental damage (of the same type as the infusion) to any grounded creatures that are hit, before pushing them five feet (one space) directly away from you.

Protege: (cost 1-3)

Each level of Protege costs one point of fate and requires the level below it. Additional levels may be purchased at any point during a bonfire short or long rest, as though they were separate destined traits.

Level 1: Gain a level 3 weapon feat from any weapon tree (although this does not give you any weapon proficiency points in that tree). Upon gaining a lvl 10 feat from a tree you may also choose to gain a level 5 feat that you do not already have from that tree. You may only gain one additional level 5 feat from this level of Protege.

Level 2: Upon gaining a lvl 15 weapon prof feat you may also choose to gain a lvl 10 or a level 5 feat that you do not already have from that weapon prof tree. You may only gain one additional level 10 or 5 feat from this level of Protege.

Level 3: Upon gaining a lvl 20 weapon prof feat you may also choose to gain a lvl 15 or a level 10 feat that you do not already have from that weapon prof tree. You may only gain one additional level 15 or 10 feat from this level of Protege.

Note that the weapon feats gained through this feat do not count towards more activations of the trait itself.

Purity: (cost 1)

You have advantage on undying checks. Every time you lower your undying stacks by an amount X, gain $1.5 \times X$ to any non knowledge skill of your choice, rounded down. Undying stacks can be removed with certain rare abilities or Purging stones.

Quick Hands: (cost 1)

Reduce the AP cost of the first item you use on your turn in combat by 1 AP, and increase the range of thrown items by one grid space (5 feet). This AP reduction can stack with other reductions to make the AP cost of using the item 0 AP. You may now use your slight of hand to expertly hide your usage of items which are consumed orally. When you do so, your usage of the items can no longer be detected by the creatures around you. Increase your precision skill by 2.

Reassignment: (cost 1, or 0 if accompanied by a good RP reason)

You may reassign all of your level up stats, weapon proficiency points, purchased feats, and knowledge points up to the level you are when you choose this feat (your base stats are that of your starting background). If you spend a point on this feat then it cannot be refunded and the feat must be included in the re built character.

Resilient: (cost 1)

Through past trauma, your pain tolerance is greater. Gain a permanent 1 flat damage reduction to all resistible damage types and 1 to all of your non-poise status thresholds. At levels 10 and 20 choose 1 damage type and non-poise status effect to increase by an additional 1 flat damage resistance and threshold respectively.

Ritual Caster: (cost 1)

All non offensive, non healing spells may be cast outside of combat for no FP cost. When cast this way the spells casting time is increased by five minutes. Gain one permanent attunement slot, and +1 to your attunement stat.

Skill Monkey: (cost 1)

Add (your level)/5 to any one non knowledge skill of your choice. This bonus increases as you continue to level.

Skilled Undead: (cost 1)

Each stack of undying allows you to add +2 to any non knowledge skill.

Spell Archer: (cost 1)

Add half of either your positive Int mod or Faith mod (rounded down), to either your Dex stat or Strength stat. Alternatively, add half of either your positive Str mod or Dex mod (rounded down), to either your Int stat or Faith stat. As your mods are increased this bonus also increases. This bonus does not stack with the Spellsword destined trait. You are adept at casting spells by channeling them through your ranged weapons. As a result, you may now cast spells while two handing a ranged weapon as long as you have the appropriate spell casting implement as one of your four “accessible” weapons. The scaling of spells cast this way comes from the casting implement as though you had it in hand. Whenever you make a light or heavy ranged attack, using elemental ammo corresponding to any spell casting implement you have as one of your accessible weapons (magic ammo → staff, fire ammo → pyro flame, lightning ammo → talisman, dark ammo → implement with bonus to cast hexes), you may spend 1 FP before resolving the attack to add one primary damage die to the attack. These abilities are only possible if you meet the requirements of the casting implement in question.

Spellsword: (cost 1)

Add half of either your positive Int mod or Faith mod (rounded down), to either your Dex stat or Strength stat. Alternatively, add half of either your positive Str mod or Dex mod (rounded down), to either your Int stat or Faith stat. As your mods are increased this bonus also increases. This bonus does not stack with the Spell Archer destined trait. Upon taking this feat you may choose and gain one pure infusion stone, of an element of

your choice, which you can apply to one weapon during any bonfire/magical rest. This consumes the stone and infuses the weapon with the same element. See the end of the “Equipment, Defense, and Shields” section in the “Combat” chapter for more info on weapon infusions. Whenever you are wielding a magically buffed weapon (buffed by a spell with a duration) you gain + 2 to any diplomacy check to intimidate another creature, and any durability loss your buffed weapon sustains is lowered by half (rounded down).

Spite: (cost 1)

Adrenaline and lust for revenge keeps you going even when all is lost. Whenever you are slain, you may make a single reaction to the killing blow which costs no resources (but must have costs that you can spend in one turn of combat). After making this reaction you die as normal.

Stance Change: (cost 1)

As an expert of the flow of combat you may now spend 2 AP on your turn to take a defensive stance and increase your resistance to one damage type (excluding true damage) by one tier until the start of your next turn. Alternatively, at the start of your turn before resolving any slow actions you may take an offensive stance to gain 2 bonus AP which can only be spent on light or heavy attacks, but lowers all of your damage resistances by one (including the possibility of making them negative) until the start of your next turn.

Storyteller: (cost 1)

During a short or long rest at a bonfire you may tell an inspiring story to your allies. They all gain 1d4 + (your diplomacy) temporary health. The die becomes 1d6 at character level 4, 1d8 at level 8, 1d10 at level 12, 1d12 at level 16, and 1d20 at level 20. This ability does not stack with itself.

Tactical Mind: (cost 1)

Whenever you and an ally are flanking a hostile creature (on opposite ends and within melee range of the creature) you both gain 1 bonus AP at the start of your turns. As well, the hostile creature you are flanking loses 1 FP at the start of their turns while you are flanking them. If both you and the ally you are flanking with have this feat then the hostile creature instead loses 2 FP and both you and your flanking ally also gain 1 FP on the start of your turns.

Tip the Scales: (cost 1)

$(1 + (\text{Att mod}/2))$ times per long rest you may increase or decrease the result of any die you roll by 1, after seeing the result. This effect cannot be stacked with itself or any other effects which alter a die roll after the result is seen. Note also that this effect does not add a bonus to the roll, but changes the result of the die itself (so a 19 can be increased to a 20 on a d20, but a 20 on the same die can only be decreased).

Toxicology: (cost 2)

Through mastering a blend of chemistry and biology you may now expertly modify and craft poisonous material. Once during a long rest you may spend typically 2-3 days of hard work to create rot vials which behave similar to the rot paste item, but with an additional effect that triggers if poison build up is successfully dealt using the rot vial and then the creature becomes poisoned within the same turn. Alternatively, if the rot vial is fully drank/consumed and the consumer fails a DC $(10 + \text{Toxicology Point cost})$ Vitality check they become poisoned and suffer the additional effect (Non-humanoids with high poison resistance may have advantage or even immunity to this check). A creature will only suffer the effects of the last rot vial they were influenced by and cannot be under the effects of multiple rot vials.

The number of rot vials you can create over this time depends on your character level and the type of rot vial you are crafting. During each crafting session, you may use up to $(1 + (\text{level}/4))$ toxicology points to create rot vials. You may now also apply a rot paste or rot vial to a quiver of regular (non-elemental and non-status) ammunition or throwing knives to enhance your ranged attacks of that specific ammo type with the rot paste or rot vial for the item duration. The following is a list of the craftable rot vials and their effects:

Vial of Veridical Rot (1 toxicology point) (requires → small monster tongue): While poisoned this creature cannot knowingly tell a lie.
Vial of Malignant Rot (1 toxicology point) (requires → three charges of low quality strong drink): While poisoned this creature cannot sprint and their jump distance is halved. Also, they have disadvantage on all skill checks made outside of combat.
Vial of Accursed Rot (1 toxicology point) (requires → cursed root): While poisoned the creature does not lose HP from this poisoned status effect and may be completely unaware they are afflicted. The GM privately rolls 1d20, after a number of hours equal to the result has passed the creature suddenly takes true damage equal to 5% of their maximum health multiplied by the number of rounds they had originally remained poisoned for.
Vial of Atrophic Rot (1 toxicology point) (requires → rotten aged blessed mushroom): While poisoned the next 2 instances of healing are negated for the creature.

Vial of Virulent Rot (1 toxicology point) (requires → poison gland): While poisoned this creature deals 1d2 poison status build up to all other creatures within 5 feet upon losing HP from the poisoned status effect.
Vial of Amaurotic Rot (2 toxicology point) (requires → steaming hot tears): While poisoned this creature is under the effects of the impaired vision status condition.
Vial of Indolent Rot (2 toxicology point) (requires → sleep pot): When poisoned this creature must make a DC 12 sanity or diplomacy check or fall unconscious and be knocked prone. While poisoned and unconscious the creature does not lose HP from this poisoned status effect and remains unconscious throughout the duration unless they take damage or are woken by a creature spending 3 AP to do so. Indolent rot vials are treated as sleep pot dust for the purposes of resistance from repeated exposure within 12 hours.
Vial of Fugue Rot (2 toxicology point) (requires → numbing mist): While poisoned this creature must make a DC 12 Knowledge Magics or Knowledge World/History check in order to remember any attuned spell or weapon skill before they may use it. On a successful check that spell or skill will be remembered for the rest of the poison duration.
Vial of Paralytic Rot (3 toxicology point) (requires → drain capsule): While poisoned this creature is under the effects of the locked up status condition.
Vial of Calamitous Rot (3 toxicology point) (requires → poison dragon mold): For the first two rounds this poisoned status effect causes the creature to take 15% of their maximum health as true damage instead of 5%. This poisoned status condition for the creature has its duration lowered by 4 rounds.
Vial of Feral Rot (4 toxicology point) (requires → pristine blood clot of a monstrosity and the eye of a madman): While poisoned this creature is under the effects of the berserk status condition (can no longer tell friend from foe).
Vial of Terminal Rot (4 toxicology point) (requires → live insects of death): While poisoned the creature does not lose HP from this poisoned status effect, though a significant disease visibly spreads across their body. If the creature remains poisoned for a full ten rounds then a disease sets in afflicting them until cured. While diseased, the creature must make a DC 14 sanity check each night or be unable to gain a restful sleep for the purposes of exhaustion. This DC can be lowered by daily medical care by experts of disease or by someone with the Artisan of Physic destined trait. When a Multifarious rot vial combines Terminal rot it may persist (not including damaging effects) the other rot vial effects throughout the disease potentially leaving long term or permanent effects at the GM's discretion. The method and difficulty of curing the disease depends on its effects and is also up to the GM's discretion.
Vial of Ceaseless Rot (X toxicology point) (requires → poisonbite ring): This poisoned status condition for the creature is extended by a number of rounds equal to Xd8. When a Multifarious rot vial combines Ceaseless rot with Veridical, Malignant, or Indolent rot the effect persists by X hours after the poisoned status effect ends if the creature remained poisoned for a full ten rounds.
Vial of Multifarious Rot (X toxicology point) (requires → amalgamated flesh): You may combine multiple rot vial effects into a single multifarious rot vial by spending their total toxicology points cost + 1 and expending each of their required materials.

True to Form: (cost 1)

You can only take this feat when creating a new character and before you have leveled that character. Increase your highest stat by 2 and decrease your lowest stat by 2. If you have more than one stat tied for highest or lowest then you can choose between them.

Voice of Inspiration: (cost 1)

Give yourself or an ally advantage on their next skill check with some inspiring words, a song they can hear, or a beautiful pose that they can see. You can use this ability (Diplomacy/2) times per short rest, at any time on your own turn.

Wanderer: (cost 1)

You have spent many years on the road and have become accustomed to its hardships. The effects of exhaustion are pushed back by one level for you, and your first stack of exhaustion now has no effect (i.e. the normal effects of level 1 exhaustion now take place at level two, the normal effects of level two exhaustion is pushed to three etc.) Replenish your FP by one for every ten kilometers you travel by foot (without any prolonged rest).

Weapon Master: (cost 1)

All of your weapon attacks now ignore one tier of physical armor. If you are wielding a weapon with more strength scaling than dex scaling, lower its strength requirement by one (to a minimum of 10), +2 athletics, and your equipped weapon no longer contributes to your equip weight. If you are wielding a weapon with more dex scaling than strength scaling, gain one AP worth of free movement for the first two rounds of combat, and +2 acrobatics.

Weapon Sculptor: (cost 1)

You are a skilled machinist that can alter and hone weapons to better suit their wielder. Over the course of a long rest you may spend 4-5 days of hard work (2-3 days if you are a Grme, but still only once per long rest) near a magical bonfire/resting area to alter the scaling on one non-catalyst weapon and/or fully repair any of its durability loss, by using the magic of the bonfire/resting place. You may lower the weapons already existing physical or elemental scaling in a stat by one level (A to B, B to C etc.) and increase its physical or elemental

scaling in a different stat by one level, up to a maximum of S scaling (adding/increasing strength or dexterity for physical scaling, or intelligence or faith for elemental scaling). Although, this can not add a new damage type to the weapon. If the stat scaling you are decreasing is at E, then it is removed. If the stat scaling that you are increasing does not already exist on that weapon, then it is increased to E. As well, adding a new stat scaling to a weapon which doesn't already have a requirement for it, gives it a requirement of 10 in that stat. A weapon's scaling may have up to two alterations in this way, and an alteration from this feat can be reversed and removed through the same process. Weapons altered through this feat are more valuable and may sell for a greater price, and through your experience with them you have an easier time identifying and perceiving the quality of weapons. You now have advantage on attunement checks to identify the statistics of strange unknown weapons.

In addition to the other effects of this feat, while away from a bonfire/magical resting place, you may use your skills and whatever materials you have to apply a quick fix to a weapon wielded by yourself or a nearby ally. This quick fix costs 3 AP to do in combat and increases the weapons durability by 2d4, but allows the weapon to be more easily damaged again. As a result, the durability loss thresholds for negative effects on that weapon are lowered by two until its user gets it properly repaired (applies a non quick fix durability increasing effect to it). So for example, weapon scaling would be reduced/removed at 3 durability damage and weapons are broken at 8 durability damage, instead of 5 and 10 respectively. This negative effect can stack if you make multiple quick fixes on the same weapon before it is restored.

Worthless Husk: (cost -1)

All of your non knowledge skills are reduced by two. Gain one point of fate. (You can take this feat a maximum of twice).

6 Spells List

The following is a list of known spells which may be found in spellbooks and learned through the casting weapon feats. Note that the damage of a spell is a die roll plus the scaling bonus from the catalyst used to cast it (unless otherwise stated, and status damage does not get a scaling bonus), where only hexes and pyromancy can scale with both Int and Fai when a catalyst includes them both. Each group of spells is listed by the casting implement which can be used to cast them, as well as their sub categories within sorceries, miracles, pyromancies, and hexes. The spells of the special category time magic are also listed here, at the end of each section.

Cast with a staff (sorceries and hexes)

Crystal Pebble (Soul/Crystal Sorcery): (2AP, 1FP, 1 slot), 25 foot range. 1d2 magic damage, 10 Int requirement.
Fire a small glowing crystal shard toward a target. This spell can pierce through one creature that it hits, continuing up to its maximum range or until it hits a second. Charging this spell allows it to ricochet off of the first target it hits and change direction before flying towards a second (or until it flies a total distance equal to its maximum range).
Soul Arrow (Soul/Crystal Sorcery): (2AP, 1FP, 1 slot), 20 foot range. 1d4 magic damage, 10 Int requirement.
Fire a homing arrow of magic at a target. Charging this spell increases its range by 10 feet.
Great Soul Arrow (Soul/Crystal Sorcery): (2AP, 2FP, 1 slot), 20 foot range. 1d8 magic damage, 14 Int requirement.
Fire a strong homing arrow of magic at a target. Charging this spell increases its range by 10 feet.
Great Heavy Soul Arrow (Soul/Crystal Sorcery): (3AP, 2FP, 1 slot), 20 foot range. 2d8 magic damage, 15 Int requirement.
Fire a larger, strong homing arrow of magic at a target. Charging this spell increases its range by 10 feet, and once per charged casting causes it to change direction and follow a target that dodged out of its way, as long as it still has the range to do so.

Magic Weapon (Soul/Crystal Sorcery): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 14 Int requirement.
Run your casting implement along a melee weapon in range to buff it with magic. The wielder of that weapon may add 2d4 magic damage (plus your scaling from this spell), once per round to each creature that they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration, but does not increase the damage of the buff.
Great Magic Weapon (Soul/Crystal Sorcery): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 16 Int requirement.
Run your casting implement along a melee weapon in range to buff it with heavy magic. The wielder of that weapon may add 2d6 magic damage (plus your scaling from this spell), once per round to each creature that they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration, but does not increase the damage of the buff.
Crystal Magic Weapon (Soul/Crystal Sorcery): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 18 Int requirement.
Run your casting implement along a melee weapon in range to buff it with crystallized magic. The wielder of that weapon may add 2d8 magic damage (plus your scaling from this spell), once per round to each creature that they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration, but does not increase the damage of the buff.
Magic Shield (Soul/Crystal Sorcery): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 12 Int requirement.
Run your casting implement along a shield in range to buff it with a magic barrier. Over the duration of the spell, that shield may block magic damage and also reduce the magic damage it takes when defending by 25% (before converting to poise damage). This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration.
Great Magic Shield (Soul/Crystal Sorcery): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 14 Int requirement.
Run your casting implement along a shield in range to buff it with a magic barrier. Over the duration of the spell, that shield may block magic damage and also reduce the magic damage it takes when defending by 50% (before converting to poise damage). This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration.
Alvina Hail (Soul/Crystal Sorcery): (4AP, 3FP, 1 slot), 15 foot range. 3d6 magic damage, 15 Int requirement.
Fire a small soul projectile up into the air above a space in range. The projectile then bursts and rains down a hail of magic, hitting all grid spaces in a 10ft by 10ft area of your choice below it. Charging this spell increases its range by 10 feet, and increases its area of effect to 15ft by 15ft.

Crystal Hail (Soul/Crystal Sorcery): (4AP, 4FP, 2 slots), 20 foot range. 3d8 magic damage, 16 Int requirement.

Fire a small crystal projectile up into the air above a space in range. The projectile then bursts and rains down a hail of magic crystal shards, hitting all grid spaces in a 15ft by 15ft area of your choice below it. Charging this spell causes it to burst and deal its damage again over the same area, on the start of your following turn after it resolves.

Crystal Tether (Soul/Crystal Sorcery): (3AP, 3FP, 1 slot), 10 foot range, 10 round duration. 1d4 magic damage, 15 Int requirement.

Launch a wrapping crystal rope projectile at a target in range. After casting this spell and hitting two to four creatures or objects within range of yourself and each other, the crystal ropes connect themselves and pull firm. If cast on a creature capable of resisting, they can resist with a DC (12 + your Int mod) athletics check. If successful, their crystal rope does not connect to other targets, but they still take half of this spells magic damage over its duration.

All targets bound together by the crystal are pulled to be adjacent to each other, and are then unable to move more than 5 feet from each other (but can pull one another if they have the strength to do so). The damage of the spell is taken at the start of each targets turns, and does not benefit from scaling. This spell does not stack with itself, but can be cast again on the same target to refresh its damage and force another check. Charging this spell causes it to fire two crystal rope projectiles at the same time, and increases the DC to resist being bound by 2.

Twisted Wall of Crystal (Soul/Crystal Sorcery): (6AP, 4FP, 1 slot), 10 foot range, 10 round duration. 15 Int requirement.

Conjure a wall of crystal centered in range that is 3 feet deep, 10 feet tall, and 15 feet long. The wall blocks all movement, physical attacks and projectiles, while allowing all elemental projectiles to pass through. The wall crumbles to crystal dust at the end of its duration, and if any creatures or objects obstruct the wall when cast, the wall does not appear in the obstructed locations. You may have (your Int mod/2) instances of crystal walls from this spell active at a time. Charging this spell increases its range by 5 feet, and increases the length of the wall to 25 feet.

Devorac's Crystal Butterfly (Soul/Crystal Sorcery): (4AP, 3FP, 1 slot), 15 foot range, 3 round duration. 14 Int requirement.

Conjure a swarm of crystal butterflies that float above your head for three rounds and attach to the first hostile creature which enters the spells range. The creature then needs to make a DC (12 + your Int mod) perception check or be inflicted with the impaired vision status condition for the next full round of combat. Charging this spell increases the DC by 3.

Floating Soulmasses (Soul/Crystal Sorcery): (6AP, 5FP, 1 slot), 20 foot range, 10 round duration. 1d6 magic damage, 16 Int requirement.
Conjure three masses of soul magic which stay floating above your head for the duration of the spell. You may choose to fire any number of them at any target space in range, during your own turn, for no additional AP or FP cost. Each soulmass deals the magic damage of this spell, with the total scaling split between them. Charging this spell adds a fourth soulmass, but does not add extra damage die to the individual soulmasses.
Floating Crystal Soulmasses (Soul/Crystal Sorcery): (8AP, 6FP, 2 slots), 20 foot range, 10 round duration. 1d8 magic damage, 17 Int requirement.
Conjure three masses of crystal magic which stay floating above your head for the duration of the spell. You may choose to fire any number of them at any target space in range, during your own turn, for no additional AP or FP cost. Each crystal mass deals the magic damage of this spell, with the total scaling split between them. Charging this spell adds two additional crystal masses, but does not add extra damage die to the individual masses.
Altia's Soul Feathers (Soul/Crystal Sorcery): (7AP, 6FP, 2 slots), 20 foot range, 10 round duration. 1d6 magic damage, 18 Int requirement.
Conjure three magical feathers which stay floating above your head for the duration of the spell. You may choose to fire any number of them at any target space in range, during your own turn, for no additional AP or FP cost. Each feather deals the magic damage of this spell, with the total scaling split between them. While any of the feathers still remain floating above you, you may fly at the normal speed of movement but you may not make a dodge action while flying above the ground with this spell. Charging this spell adds a fourth magic feather, but does not add extra damage die to the individual feathers.
Soul Spear (Soul/Crystal Sorcery): (4AP, 3FP, 1 slot), 40 foot range. 4d10 magic damage, 18 Int requirement.
Fire a massive projectile of soul magic toward a target in range. This spell can pierce through one creature that it hits, continuing up to its maximum range or until it hits a second. Charging this spell allows it to also pierce through one object or source of cover no thicker than 5 feet, without dissipating.
Crystal Soul Spear (Soul/Crystal Sorcery): (4AP, 3FP, 2 slots), 40 foot range. 6d10 magic damage, 20 Int requirement.
Fire a massive projectile of crystal magic toward a target in range. This spell can pierce through up to two creatures that it hits, continuing up to its maximum range or until it hits a third. Charging this spell allows it to also pierce through one object or source of cover no thicker than 10 feet, without dissipating.

Soul Stream (Soul/Crystal Sorcery): (6AP, 5FP, 2 slots), 60 foot range. 8d10 magic damage, 22 Int requirement.
Fire a torrential beam of magic, hitting all spaces in a line up to the spell's maximum range. All creatures struck by this spell must make a DC (14 + your Int mod) athletics check or be knocked prone. Charging this spell also increases its FP cost by 2, but increases the size of the beam, giving it a thickness of 10 feet, and increasing its range by 10 feet.
Alvina Flashsword (Soul/Crystal Sorcery): (3AP, 1FP, 1 slot), 5 foot range. 1d6 magic damage, 13 Int requirement.
Conjure a magic sword out of your staff and swing it at a target in range. Attacking with this spell also counts as using a Straight Sword for the sake of weapon feats. Charging this spell increases the length of the blade, increasing its range to 10 feet, and causing it to do 3 poise damage to any creature it hits.
Soul Greatsword (Soul/Crystal Sorcery): (4AP, 1FP, 1 slot), 5 foot range. 1d8 magic damage, 14 Int requirement.
Conjure a magic greatsword out of your staff and swing it at a target in range. Attacking with this spell also counts as using a Greatsword for the sake of weapon feats. Charging this spell increases the length of the blade, increasing its range to 10 feet, and causing it to do 4 poise damage to any creature it hits.
Drain Heat (Frost Sorcery): (4AP, 2FP, 1 slot), 5 foot range, 2 round duration. 12 Int requirement.
Swing your casting implement, pulling from a creature in range and toward yourself to steal away their heat and use it as a weak shield to fire. The target creature must make a DC (10 + your Int mod) firekeeping check or take 2d2 frost build up and have each instance of frost build up they take over the next two rounds be increased by +1. As well, over that same duration, you may increase your fire damage resistance by one tier. You may only have one instance of this spell active at a time and casting it on a new creature ends its effects on the previous. This spell may also be cast on a very warm ally to cool them off, on a small amount of food to preserve it for a time, or on a small fire to put it out. Charging this spell increases the DC by 2 and the frost build up to 3d2.
Ardi's Frost Bullet (Frost Sorcery): (1AP, 1FP, 1 slot), 5 foot range, 1 round duration. 12 Int requirement.
Quick cool the barrel of a gun in range, causing the next bullet it fires during the duration of the spell to build up ice crystals and also deal 1d2 frost build up to any creature it hits. Charging this spell causes the cooling to persist and allow all bullets fired from the gun over the duration to gain the bonus frost build up. Charging also increases the frost build up to 1d4.
Cold Burst (Frost Sorcery): (2AP, 2FP, 1 slot), 15 foot range. 1d6 magic damage, 13 Int requirement.
Summon a bursting ball of magic ice in a target location in range, dealing magic damage and 1d2 frost status build up in that grid space. Any creature damaged by this spell which is already frostbitten instead takes 1d8 magic damage. Charging this spell increases its range by 5 feet, and increases its frost build up to 2d2.

Frozen Weapon (Frost Sorcery): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 14 Int requirement.
Run your casting implement along a melee weapon in range to buff it with a frost aura. The wielder of that weapon may add 2d2 frost status build up, once per round to each creature that they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration.
Snap Freeze (Frost Sorcery): (4AP, 2FP, 1 slot), 25 foot range, 2 round duration. 15 Int requirement.
Blast a 15 foot wide cylinder of cold in front of you that stays in place for two rounds (12 seconds) reaching up to the spells maximum range. Any creature which begins their turn within the cylinder, or moves into one of its spaces takes 1d4 frost status build up. Creatures which are already frostbitten instead lose 1d2 FP each time they would have taken from build up from this spell. Only one instance of this spell may be active at a time, and casting a new one dissipates the old. Charging this spell causes it to instead produce a 25 foot cone.
Ice Serpent (Frost Sorcery): (3AP, 4FP, 1 slot), 30 foot range, 3 round duration. 16 Int requirement.
Swing your casting implement in a forward motion to emanate a twisting line of jagged ice along grid spaces in range. The line of ice can twist and turn in whichever direction you choose, but cannot be longer than the range of this spell and must be connected. Affected grid spaces become difficult terrain and cause any creature which move into them to take 1d4 frost build up. The affects of the spell last for three rounds. Casting this spell again while it is still active removes the previous casting, and you may choose to dissipate the icy terrain of the spell at any time on your own turn. Charging this spell increases its range to 40 feet and increases the frost build up to 1d6.
Cryo Flesh (Frost Sorcery): (4AP, 4FP, 2 slots), self cast, 5 round duration. 16 Int requirement.
Lift your casting implement in the air and bring it down toward the ground in a gust of cold wind, encasing yourself in a deep armor of ice. This deals 1d20 + 2 frost status build up to you, but gives one tier of physical resistance, one tier of resistance to all elements except fire. As well, deal 1d2 frost status to all creatures which begin or end their turn within 5 feet of you for the duration of the spell. This spell can only be cast when you are not already inflicted with frostbite, and lasts for five rounds (30 seconds). This spell does not stack with any other "flesh" spells. Charging this spell changes the self inflicted frost build up to 2d12 + 2, but instead gives two tiers of physical resistance and deals its 1d2 frost to all creatures which begin or end their turn within 10 feet of you for the duration.
Icicle Spear (Frost Sorcery): (4AP, 3FP, 1 slot), 35 foot range. 4d8 magic damage, 17 Int requirement.
Hurl a spear of ice which explodes on contact, dealing its damage to any creature in the targeted location, as well as all adjacent grid spaces. All creatures damaged by this spell also take 1d6 frost build up. Charging this spell increases its range by 5 feet and causes it to deal 2 poise damage to already frostbitten creatures damaged by it.

Vanda Ice Storm (Frost Sorcery): (4AP, 5FP, 2 slots), 20 foot range, 3 round duration. 4d6 magic damage, 20 Int requirement.

Summon a swirling storm of cold effecting all grid spaces within 20 feet of you when first cast. Upon casting, everything in the area takes the spells damage as well as 2d4 frost status build up. At the beginning of your turn for the next three rounds after its initial casting, everything within that same area takes another 2d4 frost build up. If already frostbitten, creatures must treat the area affected by the spell as difficult terrain and take one poise damage instead of the frost build up. This spell does not affect its caster, but you may only have one instance of this spell active at a time and it cannot be canceled by its caster. Charging this spell increases its range to 30 feet and increases its frost build up to 2d6.

Spook (Assassin/Light Sorcery): (3AP, 2FP, 1 slot), 5 foot range, 4 round duration. 10 Int requirement.

Created a cloud of magic over your feet, masking any sound and reducing fall damage by half. Increases stealth by +4 when active, and lasts for four rounds (24 seconds). Charging this spell allows you to glide more easily along the ground, giving you one AP of free movement on every round that this spell is active.

Mimic Odor (Assassin/Light Sorcery): (2AP, 1FP, 1 slot), 30 foot range, 2 round duration. 11 Int requirement.

Conjure an odor of your choice, originating from a surface or object within range that is no larger than medium size. This odor persists for two rounds (12 seconds) and must be of something that you are somewhat familiar with, or are able to concentrate on while casting. Charging this spell causes the odor to persist for 10 minutes or until you choose it to end prior to the 10 minutes elapsing.

Aural Decoy (Assassin/Light Sorcery): (2AP, 2FP, 1 slot), 40 foot range, 2 round duration. 12 Int requirement.

Conjure a pulsing rhythmic sound of your choice, originating from a surface in range. This sound persists for two rounds (12 seconds). Charging this spell allows you to add words or more complex sounds to it, but they may not last any longer than the duration of the spell.

Betraying Dart (Assassin/Light Sorcery): (2AP, 2FP, 1 slot), 25 foot range. 1d4 magic damage, 13 Int requirement.

Target a space directly behind a creature in range and pull your casting implement toward yourself to conjure a silent portal in the target location. The portal then fires a dark blue magic projectile into the back of the creature. This spell always hits the creature from behind and still hits if they dodge into the space of the portal. Charging this spell increases its range to 35 feet.

Cast Light (Assassin/Light Sorcery): (3AP, 2FP, 1 slot), self cast, 4 round duration. 10 Int requirement.
Create an orb of magic over your head which glows, lighting up a 30 foot area around you with magical light that cannot be snuffed out or reduced by normal means. This light lasts for four rounds (24 seconds). Charging this spell allows you to choose between increasing the lit area up to 50 feet and doubling its duration, or by spending one additional FP upon initiating the charge, increase its duration to one hour (without increasing the range of the light).
Reveal Lock (Assassin/Light Sorcery): (3AP, 4FP, 1 slot), 5 foot range. 13 Int requirement.
Touch a nearby basic lock or small combination locking mechanism, with your casting implement, to form an illusory light copy of it which floats in the air in front of you. The light copy then immediately unlocks itself, revealing the method or object required to unlock it. For example, a combination lock might have its combination revealed, a lock with a key may reveal the size and look of the key etc. The light copy then quickly dissipates in place. Casting this spell on a larger or more complex locking mechanism causes it to fail. This spell can be charged for an increased casting time of 10 minutes. Charging this spell causes the light copy to dissipate by slightly bending itself in the direction of any object required to unlock it.
Translucence (Assassin/Light Sorcery): (8AP, 2FP, 1 slot), 5 foot range, 10 round duration. 14 Int requirement.
Move your casting implement along a visible surface to make that material translucent from only your position/angle of view. This spell is effective up to a depth of 10 feet in that material, and works on a 5ft by 5ft square. Does not have any effect on living tissue. The translucence lasts for one minute. Charging this spell increases its effective depth to 15 feet in non living material, and allows it to be cast on living flesh. Casting the charged version of this spell on living flesh instead gives you insight on the constitution of the target creature, revealing their current maximum HP to you at the time of casting (Some living flesh may be immune to this effect).
Telepathy (Assassin/Light Sorcery): (3AP, 7FP, 1 slot), 5 foot range, 10 round duration. 15 Int requirement.
Create a twisting current of light between yourself and a willing creature in range. As long as you and the creature share a verbal form of communication, and you do not move farther than 100 feet from each other, you may communicate telepathically over the duration of the spell. Other creatures which can make a DC (16+ your Int mod) perception check will be able to see the faint bending light between you and the target of this spell. Charging this spell increases its duration to 30 minutes.

Powdered Light (Assassin/Light Sorcery): (3AP, 5FP, 1 slot), self cast, 10 round duration. 15 Int requirement.
Move your casting implement in a circular motion above your head to deposit a glowing powdered light over yourself. For ten rounds (one minute), or until you take damage of any kind, you may create the illusion that you look like any object around you that you can see. This object must be approximately small or medium sized (no smaller than a cat and no larger than a tall humanoid). You may only move slowly without breaking the illusion (performing only basic movement actions, no dodging or sprinting), and the illusion does not mask any sound you produce. Charging this spell increases its duration to ten minutes.
Bishop's Gift (Assassin/Light Sorcery): (4AP, 4FP, 1 slot), 5 foot range, 24 hour duration. 17 Int requirement.
Cast this spell on an expendable item to bend condensing light and create two tangible copies of the item which last the duration of the spell. The copies can be used as though they were the original, and may be moved any distance from each other or the original. Whenever the original item or either of its copies are used, they are all expended. The copies are identical and can only be identified as illusory copies by a creature that reasonably suspects them and succeeds on a DC ($10 + \text{your Int mod}$) attunement check. The copies count as magical or special buffs and can be dispelled. This spell cannot be charged and can only be active on one item at a time and only once per item (dissipating any already active illusions if cast again on the same or another item). This spell fails when cast on an illusory copy created by the spell itself.
Repair (Assassin/Light Sorcery): (3AP, 4FP, 1 slot), 5 foot range. 13 Int requirement.
Run your casting implement over an object no larger than a person or colossal weapon to deposit a powder of time bending light. This powder fully restores any durability loss to a piece of equipment, and repairs any damage or wear to the target object. Charging this spell lowers its FP cost by 2.
Hidden Body (Assassin/Light Sorcery): (3AP, 4FP, 1 slot), 5 foot range, 4 round duration. 14 Int requirement.
Bend the light across your body, or another willing creatures body in range. The targets body and armor are enveloped by a shimmering translucence, making them hard to see and increasing their stealth by +8 for the duration of the spell. This spell lasts four rounds (24 seconds). Charging this spell doubles its duration.
Hazy Cloud (Assassin/Light Sorcery): (2AP, 3FP, 1 slot), 15 foot range, 5 round duration. 14 Int requirement.
Swing your casting implement to the ground to release a burst of shrouding haze in all grid spaces within range of you. All creatures within those grid spaces have their perception skill reduced by (your Int mod) as long as they remain fully within them. The haze lasts for 5 rounds (30 seconds), and casting this spell again removes any previous instances that are still active. Charging this spell increases its range to 25 feet and thickens the haze, causing it to lower perception by an additional 3 for creatures fully within it.

Twisted Haze of Light (Assassin/Light Sorcery): (3AP, 2FP, 1 slot), 5 foot range, 1 round duration. 16 Int requirement.

Create a haze of twisted light around yourself or a willing creature in range for one full round. Any creature surrounded by the haze may predict any incoming offensive, projectile-based, spell that hits them according to the rules of the Parry weapon skill. If they are correct then the spell is reflected back at the attacker. Reflected spells deal an additional 1d4 poise damage. Charging this spell twists the haze into a wormhole, allowing the creature it surrounds to also predict non-projectile offensive spells. Although, doing so does not reflect them, it instead absorbs them into the haze and negates them.

Cannon of Larossa (Assassin/Light Sorcery): (3AP, 6FP, 2 slots), 35 foot range, 1 round duration. 3d12 magic damage, 17 Int requirement.

Conjure a portal above yourself and fire a thick blue magical cannonball into it. Over the duration of the spell the cannonball lingers undetectable, until you choose to re summon it at any time, somewhere you can see within the spells range of where it was first conjured. The ball then falls out of a new portal onto the target location, impacting and damaging any creature it hits in that space.

Only one instance of this spell may be active at a time, and casting a new one dissipates the old. Waiting the entire duration of the spell without re summoning the ball dissipates it, causing it to no longer be summonable. Charging this spell increases the range it can be summoned in by 10 feet, and inflicts the dazed status condition on any creatures it hits if they fail a DC (12 + your Int mod) diplomacy check.

Sabotage (Assassin/Light Sorcery): (4AP, 3FP, 1 slot), 5 foot range. 17 Int requirement.

Point your casting implement covertly toward an adjacent creature to magically sabotage an aspect of their actions the next time they are used. The creature must make a perception check contested by your stealth. If they fail then you may choose to either inflict them with the locked up status condition immediately the next time they move two or more grid spaces in one movement, inflict them with the dazed status condition the next time they say a word of your choice, knock them prone immediately after they resolve their next slow action, force them to instantly sleep the next time they comfortably lay down, or force the next item they use to fail catastrophically (expending its use if it is a basic/common consumable, otherwise up to GM's discretion). The locked up and dazed status conditions last for one round, but the inability to speak from this dazed condition persists for five rounds (30 seconds). The triggering conditions expire if they do not take place within the next hour. Sabotaged creatures are not aware of the details of the sabotage but may be familiar with the spell. If they succeed the skill contest then you are refunded half of the AP cost of this spell but the creature is made aware of your attempted sabotage. Charging this spell gives you advantage on your stealth for the skill contest.

Cosmic Image (Cosmic Sorcery): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 12 Int requirement.

Move your casting implement in a fast and jagged circle to cause dimensional cracks which ward away distractions and allow one to attune to strange influence in a unoccupied target grid space. You may only have one of these spaces active at a time and creating a second cause the first to dissipate. While standing fully within the space any and all creatures receive +4 to their knowledge of cosmic influence skill, -2 to their sanity, and are able to more clearly perceive anomalous entities who are... imperceptible.

Attempting to charge this spell causes strange effects on its caster that are not well understood. These effects often manifest as blood dripping from the eyes, nose, or mouth, visions of nonsensical events, hearing voices, losing memories, or gaining memories of events that have not taken place.

Void Meteorite (Cosmic Sorcery): (3AP, 3FP, 1 slot), 30 foot range. 1d8 magic and 1d6 dark damage, 15 Int requirement.

Fire a small and dark cosmic projectile which flies toward a target in range. This projectile cannot be seen by the target it was cast towards but can be seen by all others. The damage scaling of the spell is split evenly between its magic and dark damage. If it cannot be split evenly then the scaling favors the magic damage over the dark. Charging this spell only adds damage due to its magic damage. Charging this spell also causes it to no longer cost FP and be immune to being parried or reflected.

Devorac's Nebulous Butterfly (Cosmic Sorcery): (5AP, 4FP, 1 slot), 25 foot range, 3 round duration. 16 Int requirement.

Conjure a nebulous and imploding butterfly that floats above your head for three rounds. As a reaction, you may send the butterfly toward any unoccupied space in range where it implodes and creates a small ephemeral wormhole. The wormhole turns to face a creature within 10 feet, forcing them to immediately make a DC (12 + your Int mod) athletics check or be pulled one space toward it. You may then choose to repeat the pull once more, on the same or another creature within 10 feet, before the wormhole disappears. A creature that is pulled while it is making a melee range attack has the target spaces of its attack also moved in the same direction. You may only have one conjured nebulous butterfly active at a time. Charging this spell increases its DC by 2 and allows the wormhole to make an additional pull if you so choose.

Void Comet (Cosmic Sorcery): (4AP, 4FP, 1 slot), 40 foot range. 2d10 magic and 2d8 dark damage, 17 Int requirement.

Fire a dark cosmic projectile which flies toward a target in range. This projectile cannot be seen by the target it was cast towards but can be seen by all others. The damage scaling of the spell is split evenly between its magic and dark damage. If it cannot be split evenly then the scaling favors the magic damage over the dark. Charging this spell only adds damage die to its magic damage. Charging this spell also causes it to no longer cost FP and be immune to being parried or reflected.

Augur of the Void (Cosmic Sorcery): (4AP, 4FP, 1 slot), 30 foot range. 3d10 magic damage, 17 Int requirement.

Extend your arm and open a portal in place of your hand which bursts forward with strange pale tentacles. The tentacles extend in a line up to the spells maximum range, threatening the first creature in their path. If that creature is hit then they take the damage of this spell, and if they are medium size or smaller, must make a DC (12 + your Int mod) athletics check or be pushed by the tentacles all the way up to the spells maximum range or until the next creature in the line is threatened. If the next creature is hit then they take the damage and must make the check (if they medium or smaller) or be pushed along with the first. This continues until the tentacles hit a solid object, they reach their maximum range, a creature they hit passes the athletics check, or a creature they hit is too large to push. If two or more creatures are pushed by one casting of this spell then they are all knocked prone when the tentacles finish extending.

Charging this spell increases the size of the tentacles, adding 2 poise damage to each creature that is hit, as well as increasing the DC by 2.

Cascade Wave (Cosmic Sorcery): (4AP, 5FP, 1 slot), 30 foot range. 4d8 magic damage, 18 Int requirement.

Send a 15 foot long wave of cosmic light forward which stretches from diagonally to your left, to diagonally to your right. This wave travels forward hitting all in its path until it strikes a creature or obstacle with its middle space, or reaches its maximum range. The curvature of the wave prevents any creature from dodging it if they dodge in any direction except opposite the waves movement (if they were already within the spells area of effect). Charging this spell causes it to stretch an additional 5 feet left and right, and causes it to travel 10 feet farther.

Darkmoon of Luna (Cosmic Sorcery): (8AP, 5FP, 2 slots), 80 foot range. 4d8 magic and 3d8 dark damage, 20 Int requirement.

Float up to ten feet into the air and curl your body to create a large celestial projectile in your place, before launching it forward toward a target of your choice, and landing yourself back on the ground. The projectile can target any creature or object in range and homes in on them. Every round of combat on the start of your turns, and when you first fire the projectile, it moves three grid spaces (15 feet) directly toward the chosen target. This movement continues until the projectile is intercepted (as described in the Intercept feat), or it impacts a creature and/or your target. Any creature hit by this spell takes its damage and must make a DC (13 + your Int mod) sanity check or be inflicted with the dazed status condition.

The projectile is unaffected by cover and can move through any non siderite material. You may have only one of these projectiles active at a time, and casting a new one dissipates the old. The damage scaling of the spell is split evenly between its magic and dark damage. If it cannot be split evenly then the scaling favors the magic damage over the dark. Charging this spell only adds damage die to its magic damage. Charging this spell also causes it to travel four grid spaces per turn instead of three, and causes it to explode on impact also hitting all grid spaces adjacent to the impact space.

Satellite Eye (Cosmic Sorcery): (6AP, 6FP, 2 slots), 50 foot range. 8d8 magic damage, 22 Int requirement.

Summon a cosmic orb to fall from the sky on a target in range, and all grid spaces within 10 feet of it. The Orb impacts all creatures in the affected area dealing magic damage and inflicting the dazed status condition if they fail a DC (13 + your Int mod) sanity check. Any creature that rolls a one on the die of their sanity check is also inflicted by the frenzy status condition for one turn, immediately before taking the damage of the spell (some creatures are immune to this additional effect).

This spell fails if cast indoors, and inflicts damage to cosmic entities as though they have been hit by siderite. Charging this spell causes it to instead hit all grid spaces within either 15 or 20 feet of your target, based on your choice (the choice must be made at the start of charging the spell, not when it resolves).

Teleport (Cosmic Sorcery): (7AP, 12FP, 2 slots), 10 foot range. 22 Int requirement.

Teleport yourself and any willing creatures within 10 feet to any location you know of. Roll a d100 and if the result is greater than the DC of 70 then the spell succeeds and you are transported to the location. If you roll less than 10, or something about the location is incorrect/inconsistent/inaccurate, you and all allies that the spell was affecting are inflicted by the status condition frenzy until the next time you take a bonfire rest, and you all roll (4d2-4) and take that many points of exhaustion.

The DC is lowered by 10 if you know what the location looks like, you have had the location described to you accurately, or if you know its exact distance from your current location. The DC is lowered by an additional 20 if you have been to the location, or have an object that once natively resided in that location. The DC is lowered by an additional 30 if you have taken multiple long rests at the location or have been there more than five separate times for at least a day in/day out each.

In combat this spell takes two rounds to cast and is interrupted if you take any damage (you cannot make any other actions on those rounds). If this spell fails it cannot be cast again for 1d4 hours. This spell cannot be charged.

Great Satellite Massive (Cosmic Sorcery): (30 hours, 15FP, 3 slots), sight range. 15d20 magic and 15d20 physical damage, 25 Int requirement.

A forbidden spell of cosmic destruction. Summon a massive cosmic entity which impacts an area on the ground that you can see outside, before disappearing. All creatures within five kilometers (approx 3 miles) of the impact location are knocked prone, take the magic damage of the spell then the physical damage, and if they are dropped to zero HP by either source of damage are instantly vaporized and cannot respawn regardless of undying. Casting this spell leaves a five kilometer radius and 100 foot deep crater in its impact location, and destroys all non siderite within the area.

The moment this spell resolves, but before impact, make a DC 30 knowledge of cosmic influence skill check. Failing this check causes your head to melt, and permanently kills you regardless of undying. The damage dealt by this spell is as though it was from a source of siderite. This spell can be interrupted by taking damage or being moved while casting. This spell cannot be charged.

Deep Soul (Dark Hex): (2AP, 1FP, 1 slot), 20 foot range. 1d6 dark damage, 12 Int requirement.

Fire a ball of dark soul dregs at a target in range. Charging this spell Increases its range by 10 feet.

Great Deep Soul (Dark Hex): (2AP, 2FP, 1 slot), 20 foot range. 2d10 dark damage, 16 Int and 10 Fai requirements.

Fire a ball of powerful dark soul sediment at a target in range. Charging this spell Increases its range by 10 feet.

Great Soul Dregs (Dark Hex): (4AP, 3FP, 2 slots), 30 foot range. 6d10 dark damage, 20 Int and 14 Fai requirements.
Fire a massive projectile of dark soul dregs which have stewed for ages, at a target in range. Charging this spell increases its range by 10 feet, and once per charged casting causes it to change direction and follow a target that dodged out of its way, as long as it still has the range to do so.
Pursuing Manifestations (Dark Hex): (8AP, 5FP, 1 slot), 20 foot range, 10 round duration. 1d10 dark damage, 18 Int and 12 Fai requirements.
Conjure three dark manifestations of humanity which stay floating above your head for the duration of the spell. You may choose to fire any number of them at any target space in range, during your own turn, for no additional AP or FP cost. Each manifestation deals the dark damage of this spell, with the total scaling split between them. Charging this spell adds a fourth manifestation, but does not add extra damage die to the individual manifestations.
Torrential Deep (Dark Hex): (4AP, 4FP, 1 slot), 15 foot range, 3 round duration. 2d6 dark damage, 16 Int and 10 Fai requirements.
Fire a small dark bead up into the air above a space in range. The bead then bursts and rains down darkness, hitting all grid spaces in a 10ft by 10ft area of your choice below it. The rain lasts for 3 rounds (18 seconds), and deals its dark damage upon casting and at the start of each of your turns to all creatures within the area. This spell does not stack with itself in a single area, but can be cast up to three times without dissipating its other instances. Charging this spell increases its range by 15 feet, and its duration by one round.
Dark Storm (Dark Hex): (5AP, 4FP, 2 slots), 20 foot range. 4d8 dark damage, 18 Int and 12 Fai requirements.
Conjure a hail of dark masses on a 10ft by 10ft area which makes contact with a grid space in range. All creatures within the area take the dark damage of this spell. Charging this spell increases the area to 15ft by 15ft, and increases its range by 10 feet.
Dark Edge (Dark Hex): (4AP, 1FP, 1 slot), 5 foot range. 1d8 dark damage, 14 Int and 10 Fai requirements.
Conjure a blade of humanities darkness out of your staff and swing it at a target in range. This blade may take the form of a katana or curved sword, and attacking with this spell also counts as using a Katana/Curved Sword for the sake of weapon feats. Charging this spell allows it to pierce one tier of dark resistance, and causes it to do 4 poise damage to any creature it hits.

Eye of the Abyss (Debuffing Hex): (5AP, 6FP, 2 slots), 15 foot range, 5 round duration. 16 Int and 13 Fai requirements.

Choose a target in range that you can perceive clearly and that has eyes, they must make a DC (12 + your Int or Fai mod) sanity check or have one of their eyes swollen with darkness and be unable to be closed. When this spell is successful one of your eyes also swells with darkness and allows you to see what the victim sees through their swollen eye (regardless of if you can normally see). You are both inflicted with impaired vision, but every time an affected target of this spell makes an attack you gain 1 AP for your next turn, every time they cast a spell or use any skill or ability that costs FP you may regain 1 FP, and every time they heal themselves you heal for 1d8 HP. If the target of this spell is an ally, or not actively engaged in combat against you, then each of these effects may only take place once per round. This spell does not work on any creature already under its effects, and casting it on a new creature overwrites the first.

Once per round at any time you may cause any creature under the effects of this spell to drop an abyssal tear onto their grid space, which lasts the duration of this casting of the spell. Anyone that moves through, begins, or ends their turn on that grid space takes 1d8 dark damage. This counts as a special magical effect on the target creature and can be dispelled. Charging this spell increases its DC by 3.

Corrupted Blood Dregs (Blood Hex): (3AP, 1FP, 1 slot), 20 foot range. 14 Int and 12 Fai requirements.

Use your spell casting implement to magically draw out a portion of your own blood, dealing 5 true damage to yourself. Then, form the blood into an accursed mass and fire it as a physical projectile toward a target in range. Any creature hit by the projectile has its dark damage resistance lowered by one tier for the next ten minutes. This spell does not stack with itself. Charging this spell causes it to deal 1d4 bleed build up and lower dark resistance by two tiers.

Faces of Malice (Death Hex): (3AP, 3FP, 1 slot), 20 foot range. 4d6 dark damage, 14 Int and 11 Fai requirements.

With a small explosion of ghostly white fire, conjure four skulls of malice. Each skull may be sent toward any target space in range, and each d6 corresponds to an individual skull. Scaling bonus damage is evenly split between each skull. Charging this spell increases the number of skulls by two (but does not increase the damage of each individual skull) and causes each skull to also deal 1d2-1 poise damage. Multiple skulls hitting the same target do not count as separate instances of poise damage.

Ghostflame Weapon (Death Hex): (3AP, 4FP, 1 slot), 5 foot range, 5 round duration. 16 Int and 10 Fai requirements.

Run your casting implement along a melee weapon in range to buff it with white ghostflame. The wielder of that weapon may add 2d4 dark damage (plus your scaling from this spell) and 2d2 frost status build up as a bonus, once per round to each creature that they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration, but does not increase the damage of the buff.

Aspir Glaive (Death Hex): (6AP, 1FP, 2 slots), 20 foot range, 5 round duration. 20 Int and 16 Fai requirements.

Send a conjured dark executioners glaive at a target in range. Any creature hit by the glaive must make a DC (12 + your Int mod) sanity and athletics check. If they fail they lose 2d4 FP, and 2d12 HP respectively. Any FP, or HP they lose is then gained by you. Charging this spell causes any creature hit to also have to make a DC (12 + your Int mod) acrobatics check or take 1d4 poise damage. It also increases the DC of the sanity and athletics checks by 2.

Torak's Temporal Haven (Time Magic): (6AP, 4FP, 2 slots), 10 foot range, 3 round duration. 3d6 dark damage, 17 Int and 13 Fai requirements.

Move your casting implement down abruptly to cause a 10 foot radius bubble of anomalous time to appear centered around you. The bubble stays in its casting location for the duration of the spell. Any projectile which moves through the bubble, except for your own, is slowed and does not complete its trajectory until the following round. The slowed ranged attacks still target the same location they were fired at but only hit whatever is in that location (if anything) the following round. As well, any terrain changing, altering, or effects that move any object or creature within the bubble do not take effect until the bubble dissipates. For example: A use of Geomancy on the earth within the bubble will be delayed until after the bubble is gone, a spell like force, cast from within the bubble, has its movement effect delayed until after the bubble disappears.

The spell lasts for 3 rounds and can be dissipated early by you anytime on your turn for an extra 2 AP, but only one casting can be active at a time (the spell cannot be cast again until its first casting ends or is dissipated). When the spell is dissipated or completes its full duration the bubble collapses and implodes, and all creatures left within its radius need to make a DC (12 + your Int or Fai mod) acrobatics check or take the dark damage of the spell and 1d4 durability loss to all of their equipment.

Bent Time (Time Magic): (7AP, 10FP, 2 slots), 15 foot range. 22 Int requirement.

Choose a target in range, they must make a DC (12 + your Int mod) acrobatics or sanity check. If they fail then they are sent forward in time by one full round, disappearing and then reappearing one round after the spell was cast, on the turn it was cast. Charging this spell causes the target to instead appear two rounds later.

Devorac's Timewarped Butterfly (Time Magic): (5AP, 5FP, 2 slots), 25 foot range. 22 Int requirement.

Send out a conjured group of temporal and distorted butterflies which heal one point of exhaustion, and turn back a fragment of time, for their target the first time this is cast on that target in a day.

Upon casting, choose one or more of the following effects to take place as a result of that fragment of time being turned back: allow the target to set their HP back to what it was one round ago, set their FP back to what it was one round ago, heal any poise damage done to them over the last round (potentially curing a stagger), or reset their position to what it was one round ago (causing them to instantly warp back through their path to that position, as long as the final position is unobstructed). Charging this spell allows all of its effects to reverse to up to two rounds ago, instead of just one.

Cast with a talisman (miracles and hexes)

Pass Quietly (Healing Miracle): (2AP, 2FP, 1 slot), 5 foot range, 4 round duration. 10 Fai requirement.
A forgotten miracle with unclear purpose. Concentrate on a fully undead human for a time to place a dim gold light upon them for the duration of the spell. This spell can only be cast as a slow action, and is interrupted if you take damage before it resolves. Undead no longer give souls when killed under the effects of this spell, but are said to pass quietly.
Heal Aid (Healing Miracle): (3AP, 2FP, 1 slot), self cast. 1d4 Heal, 10 Fai requirement.
Concentrate on your talisman for some time to restore a very small amount of health. This spell can only be cast as a slow action, and is interrupted if you take damage before it resolves. This spell cannot be charged.
Med Heal (Healing Miracle): (3AP, 3FP, 1 slot), self cast. 1d8 Heal, 12 Fai requirement.
Concentrate on your talisman for some time to restore a small amount of health. This spell can only be cast as a slow action, and is interrupted if you take damage before it resolves. This spell cannot be charged.
Great Heal (Healing Miracle): (4AP, 4FP, 1 slot), self cast. 2d10 Heal, 15 Fai requirement.
Concentrate on your talisman for some time to restore a moderate amount of health. This spell can only be cast as a slow action, and is interrupted if you take damage before it resolves. This spell cannot be charged.
Soothing Sunlight (Healing Miracle): (5AP, 5FP, 2 slots), 5 foot range. 3d10 Heal, 19 Fai requirement.
Concentrate on your talisman for some time to restore a large amount of health to yourself and all allies in range. This spell can only be cast as a slow action, and is interrupted if you take damage before it resolves. This spell cannot be charged.
Projected Heal (Healing Miracle): (2AP, 3FP, 1 slot), 30 foot range. 1d6 Heal, 16 Fai requirement.
Push a soothing ball of healing energy toward a target in range, restoring a small amount of their health. Charging this spell increases its range by 10 feet and increases its healing die to 2d6.
Replenishment (Healing Miracle): (3AP, 3FP, 1 slot), self cast, 4 round duration. 1d4 Heal, 14 Fai requirement.
Concentrate on your talisman to produce a light of periodic healing on yourself. Gain this spells healing every round on the start of your turns for the spells duration. This spell does not stack with itself or any other periodic healing spell. Charging this spell increases the healing to 2d4 per round, but increases its FP cost by 2.

Bountiful Sunlight (Healing Miracle): (5AP, 5FP, 2 slots), 5 foot range, 4 round duration. 2d8 Heal, 17 Fai requirement.

Concentrate on your talisman to produce a bright light of periodic healing on yourself and all allies in range. Gain this spell's healing every round on the start of your turns for the spell's duration. This spell does not stack with itself or any other periodic healing spell. Charging this spell increases the healing to 2d10 per round, but increases its FP cost by 3.

Restore Law (Healing Miracle): (30 hours, 15FP, 3 slots), sight range. 25 Fai requirement.

A legendary spell theorized to bring forth prosperity and a gilded age. Summon a massive cosmic entity which flies many kilometers above the ground in an area you can clearly see, bathing all things directly under it (in a 5 kilometer radius) with a resplendent golden light. All creatures within this light are said to experience a euphoric connection and prosperity. Any humans under this light upon it initially being cast have their undying stacks reduced to zero and all undead are restored to sanity. Permanently under the area of golden light, humans can no longer gain stacks of undying, are immune to curse build up, and natural death is restored. As well, the area acts as a magical resting place which bestows 10 recovery flask charges on a long rest. This spell can be interrupted by taking damage or being moved while casting. This spell cannot be charged.

Call Bolt (Lightning Miracle): (2AP, 3FP, 1 slot), 20 foot range. 2d4 lightning damage, 12 Fai requirement.

Thrust your casting implement skyward while focusing on a target space in range to summon a small bolt of lightning which strikes from the sky onto the space. Any creature hit takes the damage of this spell. This spell fails when the target space is not exposed to the sky. Charging this spell causes it to also strike the spaces 5 feet closer and 5 feet farther from you than the target space (if those spaces are also exposed to the sky).

Crackling Stake (Lightning Miracle): (3AP, 3FP, 1 slot), 15 foot range. 1d8 lightning damage, 13 Fai requirement.

Create a stake of lightning in hand and stab it downward to produce crackling lightning which travels across the ground. The lightning travels forward, to either side of you, and behind you, threatening any grounded creatures in those four lines as it travels up to the spell's maximum range. Any creature hit takes the damage of this spell. Charging this spell increases its range by one grid space (5 feet).

Lightning Arrow (Lightning Miracle): (2AP, 4FP, 1 slot), 20 foot range. 2d6 lightning damage, 14 Fai requirement.

Conjure an arrow of lightning and fire it at a target in range. Charging this spell causes it to deal half of its damage to all grid spaces adjacent to the spaces where it dealt its full damage (not including its caster's space).

Ilveren's Bolt (Lightning Miracle): (3AP, 3FP, 1 slot), 30 foot range. 1d4 lightning damage, 15 Fai requirement.
Hold your hand out and snap your fingers to conjure a glass-like bolt of lightning which flies toward a target in range. Any creature hit by the bolt takes the damage of the spell. The first time you cast this spell in a round of combat, cause all casts of the spell during the following round of combat to simultaneously fire an additional projectile bolt toward any space in range. This effect stacks until a round passes in which you didn't cast this spell. Each additional bolt which hits the same creature deals another damage die of this spell's damage, but does not deal additional damage from stat scaling. This spell cannot be charged.
Lightstem Glaive (Lightning Miracle): (5AP, 4FP, 2 slots), 10 foot range. 4d6 lightning damage, 17 Fai requirement.
Raise up from the ground and conjure a great glaive of crackling lightning in hand, then sweep the glaive in front of yourself threatening all creatures up to the spell's maximum range in a 180 degree arc in front of yourself. All creatures hit take the damage of this spell. Charging this spell adds a wave of lightning after the initial sweep that continues along the ground from the maximum range of the sweep, up to 20 feet from you in the same arc, threatening all grounded creatures in its path. Creatures hit by the wave take half the damage of the charged version of this spell.
Lightning Spear (Lightning Miracle): (3AP, 4FP, 1 slot), 40 foot range. 4d8 lightning damage, 16 Fai requirement.
Conjure a bolt of lightning and toss it at a target in range. Charging this spell causes it to deal half of its damage to all grid spaces adjacent to the spaces where it dealt its full damage (not including its casters space).
Great Lightning Spear (Lightning Miracle): (4AP, 4FP, 1 slot), 40 foot range. 4d12 lightning damage, 18 Fai requirement.
Conjure a large crackling bolt of lightning and toss it at a target in range. Charging this spell causes it to deal half of its damage to all grid spaces adjacent to the spaces where it dealt its full damage (not including its casters space).
Sunlight Spear (Lightning Miracle): (4AP, 5FP, 2 slots), 40 foot range. 6d12 lightning damage, 22 Fai requirement.
Conjure a massive bright bolt of sunlight and toss it at a target in range. Charging this spell causes it to deal half of its damage to all grid spaces adjacent to the spaces where it dealt its full damage (not including its casters space).

Ancient Lightning Stake (Lightning Miracle): (4AP, 4FP, 2 slots), 20 foot range. 2d12 lightning damage, 19 Fai requirement.

Create a large pair of lightning stakes in hand and stab them downward to produce crackling ancient lightning which travels across the ground. The lightning travels forward, to either side of you, and behind you, threatening any grounded creatures in those four lines as it travels up to the spells maximum range. Any creature hit takes the damage of this spell. Charging this spell increases its range by one grid space (5 feet) and also sends lines of lightning diagonally from you in those four additional directions.

Static Body (Lightning Miracle): (4AP, 2FP, 1 slot), 5 foot range, 5 round duration. 1d6 lightning damage, 15 Fai requirement.

Conjure a bolt of lightning from above to strike down upon yourself or a willing creature in range, saturating their body in static arcs but leaving them unharmed. Over the duration of the spell increase the targets lightning resistance by one tier, and any creature which starts or ends their turn within this spells range (5 feet) of the target takes 1d6 lightning damage (plus any scaling from its caster). The caster of this spell may end its effects at any time on their own turn. Charging this spell increases its duration by one round, and increases the range of its damaging effect to two grid spaces (10 feet).

Lightning Surged Body (Lightning Miracle): (4AP, 4FP, 1 slot), self cast, 5 round duration. 16 Fai requirement.

Conjure a bolt of pulsing pale lightning to strike down into your casting implement from above. The surge of pale lightning then ripples around your body and across any melee weapon that you wield for the duration of the spell. While this spell is active you may add 2d6 lightning damage (plus your scaling from this spell), once per round to each creature that you damaged with your buffed weapons. As well, while the spell is active, each time you are attacked and damaged the lightning rippling along your body reverberates and hones your focus, causing you to recover 1 FP. Charging this spell increases its duration by one round and changes the FP you recover from being attacked and damaged to 1d2 FP.

Lightning Storm (Lightning Miracle): (5AP, 4FP, 2 slots), 15 foot range. 4d8 lightning damage, 20 Fai requirement.

Conjure forth furious bolts of lightning which fall from the sky toward all grid spaces in range of yourself (not including your own) threatening any creatures that occupy them. All creatures hit take the lightning damage of the spell. This spell does not hit any grid spaces which are not exposed to the sky. Charging this spell increases its range by 10 feet.

Lightning Blade (Lightning Miracle): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 18 Fai requirement.
Run your casting implement along a melee weapon in range to buff it with crackling lightning. The wielder of that weapon may add 2d8 lightning damage (plus your scaling from this spell), once per round to each creature that they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration, but does not increase the damage of the buff.
Cleanse (Buffing and Defensive Miracle): (3AP, 2FP, 1 slot), 20 foot range. 10 Fai requirement.
Wave your casting implement gently from left to right while thinking on a cleansing ritual. Choose one creature in range and force them to make a DC (10 + your Fai mod) diplomacy check or have one magical or special buff on them removed. The buff that is removed is chosen randomly. Charging this spell allows you to see which buffs are present on the target if they fail the check, and gives you the option to choose which buff to remove.
Empathy (Buffing and Defensive Miracle): (3AP, 1FP, 1 slot), 5 foot range, one hour duration. 10 Fai requirement.
A thin pink thread briefly connects yourself and one other creature within range before disappearing. If the creature is unwilling they must make a DC (10 + your Fai mod) diplomacy check to resist the connection. For the next hour when a connected creature takes any damage, all connected creatures are immediately made aware who took damage and the type of damage received. Casting this spell on a new target breaks any previously existing connections. Charging this spell allows you to connect one additional creature.
Caressing Tears (Buffing and Defensive Miracle): (3AP, 2FP, 1 slot), 5 foot range. 12 Fai requirement.
Conjure warm curing bubbles over yourself or a nearby willing creature in range. The bubbles reduce the status build ups of bleed, poison, and frost by 5. Creatures that are already frostbitten or bled out are cured of any further effects by this spell. Creatures which are already poisoned have the duration of the poison reduced by five rounds. Charging this spell increases its range to 20 feet.
Perseverance (Buffing and Defensive Miracle): (4AP, 2FP, 1 slot), 5 foot range, 5 round duration. 12 Fai requirement.
Conjure a curing shield on yourself or a nearby willing creature in range. The shield increases the targets total resistance to bleed, poison, and frost by 3 each over its duration of five rounds. Charging this spell doubles its duration and increases the resistance buffs to 4 each.

Protect Musculature (Buffing and Defensive Miracle): (3AP, 3FP, 1 slot), 10 foot range, 2 round duration. 14 Fai requirement.

Conjure a semi transparent cape which gently drapes over a willing target in range. That target is cured of the status conditions locked up and limb fracture (on any number of their limbs). They also become immune to those status conditions for two rounds. Charging this spell adds a hood to the transparent sheet which falls upon the targets head, allowing you to also include the status conditions impaired vision, deafened, and dazed in its effects.

Great Protect (Buffing and Defensive Miracle): (3AP, 8FP, 2 slots), 20 foot range, 1 round duration. 20 Fai requirement.

Extend your casting implement up in a grand gesture and call down a protective light over an ally you can see in range (not including yourself). You immediately take one point of exhaustion, but over the next round the maximum non true damage that ally can take, from any instance of damage, is 1. This spell cannot be charged.

Dispel (Buffing and Defensive Miracle): (4AP, 4FP, 1 slot), 15 foot range. 15 Fai requirement.

Radiate a dispelling light up to 15 feet in all directions away from you. Every creature hostile to you in the area of effect that has any magical or special buffs on their person must make a DC (12 + your Fai mod) diplomacy check or have their buffs removed. Every allied creature in the area of effect may choose to remove any removable and harmful magical effects on themselves. Charging this spell increases its range to 25 feet, and increases its DC by 2.

Clearing (Buffing and Defensive Miracle): (4AP, 4FP, 2 slots), 20 foot range, 2 round duration. 18 Fai requirement.

Create a 20 feet radius blessed sphere around you when you cast this spell, that stays in its casting location. For the duration of the spell (two rounds), any creature within the area has its (non poise) status build ups lowered by your Faith mod, and any ongoing status has its duration lowered by the same amount, at the start of the creatures turns or when they first enter the area in a round. You may only have one instance of this spell active at a time, and casting it again dissipates any already active instances of it. Charging this spell increases its duration by two rounds.

Unveil (Buffing and Defensive Miracle): (3AP, 1FP, 1 slot), 40 foot range. 14 Fai requirement.

Conjure a floating red eye which immediately flies in the direction of the nearest hostile creature in range before disappearing. The creature it flies toward does not have to be one that you are aware of or can see, but the creature must have the intention to do you immediate physical harm.

Bravery (Buffing and Defensive Miracle): (3AP, 3FP, 1 slot), 15 foot range, 6 hour duration. 13 Fai requirement.

Bestow an inspiring aura upon all allies within 15 feet of yourself. They all gain a bonus of +2 to their sanity or diplomacy checks to resist an effect over the next 6 hours. Charging this spell increases the buff to +3, but also costs one additional FP.

Flask Blessing (Buffing and Defensive Miracle): (8 hours, 10FP, 1 slot), 5 foot range. 16 Fai requirement.

Bless the recovery flask of yourself or an ally, lasting until the next time it is replenished during a long rest. Every time it is drank from (both crimson or cerulean) it bestows two additional benefits, which you choose when casting, from the following list: +1 flask level, +1 tier of physical resistance on the round it is drank from, +2 maximum AP on the next turn after it is drank, -1 flask level but drinking from it replenishes 3d6 HP and 1d4 FP to one ally of their choice within 20 feet. This spell cannot be charged.

Tears of Denial (Buffing and Defensive Miracle): (5AP, 10FP, 2 slots), 5 foot range, 12 hour duration. 15 Fai requirement.

Place a long lasting blessing upon yourself or a willing creature in range. The next time the target creatures health drops to zero, the blessing is used up and it instead stops them at one HP. You may only have one instance of this spell active and casting it again replaces its previous instance. The blessing lasts for 12 hours. This spell cannot be charged.

Homeward (Buffing and Defensive Miracle): (5AP, 10FP, 1 slot), 5 foot range. 16 Fai requirement.

Teleport yourself and any willing creatures within 5 feet to the last bonfire you rested at. This spell can only be cast as a slow action which resolves two rounds after it is initiated, and is interrupted if you take any damage before it resolves (you cannot make any other actions before it resolves without canceling its casting). If the last bonfire you rested at is no longer lit, then this spell fails upon completion of its casting. This spell cannot be charged.

Magic Barrier (Buffing and Defensive Miracle): (3AP, 4FP, 1 slot), 5 foot range, 4 round duration. 13 Fai requirement.

Conjure a cloudy magical barrier over yourself or any willing creature in range for the duration of the spell (four rounds). Any creature protected by the barrier gains one tier of magic resistance. Charging this spell allows it to affect two creatures within its range at once (including yourself), and increases its range by 5 feet.

Great Magic Barrier (Buffing and Defensive Miracle): (5AP, 4FP, 1 slot), 5 foot range, 4 round duration. 15 Fai requirement.

Conjure a cloudy and powerful magical barrier over yourself or any willing creature in range for the duration of the spell (four rounds). Any creature protected by the barrier gains two tiers of magic resistance or one tier of resistance to either fire or lightning. Charging this spell allows it to affect three creatures within its range at once (including yourself), and increases its range by 5 feet.

Darkmoon Blade (Buffing and Defensive Miracle): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 18 Fai requirement.

Run your casting implement along a melee weapon in range to buff it with twinkling purple magic. The wielder of that weapon may add 2d8 magic damage (plus your scaling from this spell), once per round to each creature that they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration, but does not increase the damage of the buff.

Aside (Force Miracle): (0AP, 1FP, 1 slot), 5 foot range. 10 Fai requirement.

Cast this spell by exhaling abruptly onto your spell casting implement, while making a regular move action into a grid space, to create a pressure wave in front of yourself. Any medium or smaller creatures directly in front of you after you complete the space of movement must make a DC (10 + your Fai mod) athletics check or be pushed out of your way, left or right depending on your choice when casting. This spell cannot be charged.

Force (Force Miracle): (2AP, 1FP, 1 slot), 5 foot range. 12 Fai requirement.

Release a pushing wave radially out from your body. All medium or small creatures within 5 feet of you must make a DC (10 + your Fai mod) athletics check or be pushed one space away from you. Larger creatures instead take 1d4 physical damage when in range of the spell. Charging this spell doubles the range of the wave and increases its DC by 3. As well, the charged version of this spell also does 1d4 physical damage to small and medium creatures, and deals an increased 3d4 physical damage to larger creatures.

Disc of Light (Force Miracle): (3AP, 4FP, 1 slot), 20 foot range. 1d6 physical damage, 13 Fai requirement.

Lift your casting implement up above you before bringing it down in a circular motion to conjure and toss a glowing disc of force. The disc flies its full range in the direction you threw it, hitting all spaces up to its maximum range. Upon reaching its maximum range the disc stops and hovers in place, allowing you to summon it back to you at any point as a reaction before the start of your next turn. Upon being summoned back, the disc flies toward you and again hits all spaces from its location to yours.

When the disc arrives back in your space it counts as an attack made against you (but deals no damage to you). As a result it can be used to make a counter attack, or reflected, as long as it hit at least one hostile creature along its path. For the purposes of this counter attack or reflect, the disc counts as having been casted by your choice of one of the hostile creatures it hit along its path, and dealt to you the damage that they took (even though you do not actually take the damage). Charging this spell causes it to conjure three discs, one flying forward as usual and one each flying diagonally to your left and right. Although, only the forward traveling disc stops and makes a return journey, allowing it to be countered or reflected.

Weak Gravity (Force Miracle): (1AP, 3FP, 1 slot), 30 foot range, 1 turn duration. 14 Fai requirement.
Move your casting implement abruptly up or down to create a weak pulling or pushing force in a specific grid space in range. This allows you to either: double the distance of jumps originating from that space, half the distance of jumps originating from that space, remove the effects of difficult terrain from that space, or add difficult terrain to that space. You may only cast this spell once per round of combat at any time as a reaction (if cast outside of your own turn then it lowers your next turns AP by one). This spells effect lasts until the end of the current turn in initiative (or for 6 seconds outside of combat) and this spell cannot be charged.
Twisting Force (Force Miracle): (2AP, 2FP, 1 slot), 15 foot range. 14 Fai requirement.
Conjure a twisting force in the grid space of a medium or smaller creature. They must make a DC (12 + your Fai mod) athletics check or have the direction they are facing changed to a direction of your choice. Charging this spell allows it to effect up to two creatures in range, and increases its range to 25 feet.
Emit Force (Force Miracle): (3AP, 3FP, 1 slot), 15 foot range. 2d8 physical damage, 14 Fai requirement.
Project a shockwave in front of you impacting the first creature or object in its path, up to its maximum range. Any creature struck by this spell must make a DC (12 + your Fai mod) athletics check or be pushed one space (5 feet) away from the shockwave (if they are medium or small), and be deafened for one turn (if they are susceptible to the deafened status condition). Charging this spell increases its range by 10 feet, and increases its DC by 3.
Wrath of the Gods (Force Miracle): (4AP, 4FP, 2 slots), 10 foot range. 4d10 physical damage, 18 Fai requirement.
Release a shockwave all around you, blasting everything within 2 grid spaces (10 feet) with the damage of this spell. All creatures struck by this spell must make a DC (14 + your Fai mod) athletics check or be pushed one space (5 feet) away (if they are medium or small), and be deafened for one turn (if they are susceptible to the deafened status condition). Charging this spell increases its range by 10 feet, and increases its DC by 3.

Golden Justice (Force Miracle): (5AP, 3FP, 1 slot), self cast, 3 round duration. 14 Fai requirement.

Outstretch your arms and swing them in a clockwise motion to bestow a blessing of force upon yourself for the duration of the spell. Each round of combat while this buff is active, whenever you are damaged by an attack from a creature you could see, that creature gains a stack of golden force. At the start of each of your turns for the duration of the spell (including its final round), before any of your slow actions resolve, you may choose a creature you can see which has one or more stacks of golden force and deal 1d6 physical damage to them per stack as the golden force implodes and impacts them. You may then immediately move the chosen creature one grid space (5 feet) in a direction of your choice for every two stacks of your golden force which damaged them that turn (as long as the creature is large or smaller).

Every round at the end of your turns, and when the spell ends, all stacks of golden force placed through your casting of this spell are removed from all creatures. This spell does not gain a bonus from scaling, but its damage cannot be dodged. Charging this spell increases its duration to five rounds.

Pulling Guidance (Force Miracle): (1AP, 2FP, 1 slot), 30 foot range. 15 Fai requirement.

Use your force magic to add power and accuracy to an attack. This adds 1d8 physical damage to an attack which already deals physical damage, and if the attack being made is a precision attack you may add 1+ (Your Faith mod/2) to its roll. This bonus may be given to yourself or any other creature in range that you have a line of sight on.

When casting this spell you may predict a dodge location of the target of the buffed attack. If your prediction is correct, and still in range of the attack, then you may pull and guide the attack so that it still hits. You may only cast this spell once per round of combat as a reaction at any time (if cast outside of your own turn then it lowers your next turns AP by one). This spell cannot be charged.

Storm Weapon (Force Miracle): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 16 Fai requirement.

Run your casting implement along a melee weapon in range to buff it with a swirling storm of force. The wielder of the weapon may add 2d6 physical damage (plus your scaling from this spell), once per round to each creature they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration, but does not increase the damage of the buff.

Expeditious Protection (Force Miracle): (1AP, 3FP, 1 slot), 20 foot range. 16 Fai requirement.
Create an incredible pulling force which distorts space and allows you to instantly swap places with a willing creature in range that is being threatened by an attack. This swap takes place at the same time as the action which threatened the creature and you may not dodge or react to the threat in any other way after the swap. As well, the swap does not count as a movement action and does not allow either you or the creature you swapped with to change the direction you face. You may only cast this spell once per round of combat as a reaction at any time (if cast outside of your own turn then it lowers your next turns AP by one). This spell cannot be charged.
Sacred Oath (Force Miracle): (3AP, 5FP, 2 slots), 5 foot range, 3 round duration. 17 Fai requirement.
Kneel down and pray before pulling yourself back up and glowing with a forceful light. You, and all willing creatures that you choose within 5 feet of you, gain two tiers of physical resistance for the duration of the spell (three rounds). As well, you all gain a once per round damage bonus of 2d6 physical damage to add to one attack you made on each of your turns, for the duration of the spell. This spell does not stack with itself. Charging this spell increases its duration to five rounds.
Soul Appease (Force Miracle): (5AP, 4FP, 1 slot), 15 foot range. 2d8 physical damage, 17 Fai requirement.
Radiate a forceful aura within 15 feet of yourself which pulls crazed souls back from the brink. This aura deals damage only to humans that are fully undead. Every fully undead creature that reaches zero HP from this spell may roll a 1d20, if the result is 15 or greater they are no longer fully undead for the next 10 minutes and their HP is set to one. After the ten minutes have elapsed, or their HP reaches zero again, they crumble into a restful dust and die. Charging this spell increases its range by 10 feet and also deals 1d2 poise damage to all fully undead creatures it damages.
Healing Force (Force Miracle): (2AP, 3FP, 1 slot), self range, 5 round duration. 18 Fai requirement.
Put a blessing of force upon yourself for the duration of this spell. While this blessing is active, whenever you heal an ally with a spell or ability, you may choose to move them 5 feet in any direction of your choice (as long as they are willing).
Dark Weapon (Dark Hex): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 10 Int and 16 Fai requirements.
Run your casting implement along a melee weapon in range to buff it with dark energy. The wielder of that weapon may add 2d6 dark damage (plus your scaling from this spell), once per round to each creature that they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration, but does not increase the damage of the buff.

Atonement (Debuffing Hex): (3AP, 2FP, 1 slot), 20 foot range. 12 Fai requirement.
Glow with a dark enraging light, temporarily attracting the full attention of hostile creatures within range that have no more than 9 Intelligence. Creatures with Int stats greater than 9 can resist with a DC (12 + your Fai mod) perception check. Charging this spell causes the Int stat threshold to increase to 12.
Numbness (Debuffing Hex): (3AP, 3FP, 1 slot), self cast, 4 round duration. 12 Int and 13 Fai requirements.
Draw out the dregs of darkness within your flesh and numb yourself to pain. This reduces your vision to only 10 feet around you, but increases your physical damage resistance by two tiers. Outside of this vision range everything appears as obscured blackness regardless of your normal vision or lighting conditions. This spell can be dissipated at any time by you after casting it, and its effects last for 4 rounds. Charging this spell allows it, once per round during its duration, to stop your HP from reaching zero and instead leave you with just one HP.
Vow of Silence (Debuffing Hex): (3AP, 5FP, 1 slot), 25 foot range, 2 round duration. 10 Int and 15 Fai requirements.
Conjure and then drop a bead of anti magical darkness upon yourself, which expands into a translucent purple sphere. This sphere stretches 25 feet in all directions and moves with you during its duration of two rounds. While within the area of the sphere, no creature may cast any spells or perform any spirit summons. You may only have one of these areas up at a time, but you may choose to dissipate it at any time on your own turn. This spell does not dispel any already existing magic or special buffs on any creatures. Charging this spell increases its duration to four rounds.
Promised Walk of Peace (Debuffing Hex): (4AP, 5FP, 2 slots), 15 foot range, 1 round duration. 10 Int and 18 Fai requirements.
Conjure and then drop a bead of peaceful darkness upon yourself, which expands into a translucent white sphere. This sphere stretches 15 feet in all directions and prevents any medium or smaller creatures from taking any movement actions while within its area. Larger creatures may still move within the sphere but for double the AP costs. You may only have one of these areas up at a time and it lasts for one round. Charging this spell doubles its duration and also prevents large sized creatures from taking any movement actions.
Cursing Word (Debuffing Hex): (3AP, 5FP, 2 slots), 30 foot range, 3 round duration. 6d8 dark damage, 14 Int and 18 Fai requirements.
Speak a horrible curse into the air and then choose two hostile creatures in range that you can see, and that can hear you (the hostile targets must actively be in combat against you), a host and an afflicted. If the afflicted attacks you during their turn then they take the dark damage of this spell as well as 1d4 poise damage. If the host attacks you then the effects of this spell end. If neither attack you within 3 rounds then the effect of the spell ends. You may only have one instance of this spell active at a time. Charging this spell allows you to choose two afflicted, but each only takes half of the dark damage of the spell when they attack you (each still takes the full poise damage).

Nightmares of Madness (Debuffing Hex): (1 hour, 10FP, 1 slot), 5 foot range, 1d6 months duration. 16 Int and 18 Fai requirements.

Cause an unspeakable nightmare curse to enter the mind of a creature. A target creature which remains within range (5 feet) of you for the duration of this spell's casting must make a DC (10+ your Faith mod) sanity check. If they fail they are afflicted with a curse of the mind for 1d6 months.

While cursed by this spell, every night the creature suffers horrible nightmares of an event of your choosing (they must roll a d20 every night and only receive a restful night on an 18 or higher, although this DC can be lowered by up to 6 if they can make their sleeps more comfortable). Multiple of these restless nights can lead to a build up of exhaustion. As well, any healing on them is half as effective during these months. Each month that passes permanently lowers their Vit and Faith stats by one, and increases their stacks of undying by one. At the end of the months they must make an undying check as though they have been killed. Dying prematurely during these months does not stop the spell's effects. This counts as a special magical effect on the target creature and can be dispelled. This spell cannot be charged.

Gnaw (Blood Hex): (2AP, 2FP, 1 slot), 15 foot range. 1d4 dark damage, 14 Fai requirement.

Conjure an insect swarm which flies toward a target in range, biting them incessantly. Any creature hit by the swarm takes the dark damage of this spell as well as 1d4 bleed build up. Charging this spell increases the bleed build up to 2d4.

Gnawing Swarm (Blood Hex): (3AP, 4FP, 1 slot), 15 foot range. 2d6 dark damage, 12 Int and 16 Fai requirements.

Conjure a large and dense insect swarm which flies toward a target in range, biting them incessantly. Any creature hit by the swarm takes the dark damage of this spell as well as 1d6 bleed build up. Charging this spell increases the bleed build up to 2d6.

Sanguine Barbs (Blood Hex): (3AP, 3FP, 1 slot), 15 foot range. 1d8 dark damage, 10 Int and 15 Fai requirements.

Conjure cutting red barbs which twist around you and expand toward a target in range. Any creature in the path of the barbs, as well as the final target, take the dark damage of the spell and 1d6 bleed build up. All creatures which bleed out, reaching their full blood status threshold as a result of this spell, are entangled by the barbs doubling all of their movement action AP costs over the next round of combat (or over the next six seconds outside of combat). Charging this spell increases its range by 5 feet and allows you to reroll the bleed build up die once (taking the second result if you do).

Blood Thorn Growth (Blood Hex): (4AP, 5FP, 1 slot), 25 foot range, 5 round duration. 12 Int and 16 Fai requirements.

Cause a 15ft by 15ft area of the environment which makes contact with a space in range, or a 15ft by 15ft or smaller feature of the environment within range to grow bloody thorns. The area becomes a thorny terrain that deals 1d4 bleed status build up and 1 FP damage to each creature that starts their turn, ends their turn, or moves into one of the spaces. The area lasts 5 rounds, or until you choose to dissipate it. Each FP damage that a creature takes from this spell is regenerated by you, as long as you are within 60 feet of the creature, and up to a maximum FP regeneration of 3 per round. Casting this spell a second time while it is already active dissipates its previous cast. Charging this spell increases its range to 35 feet and duration to ten rounds (one minute).

Lacerated Sky (Blood Hex): (6AP, 4FP, 2 slots), 20 foot range, 2 round duration. 4d4 dark damage, 14 Int and 18 Fai requirements.

Lift your casting implement in a stabbing motion toward the sky and pierce through the space above and within a 20 foot radius around you upon casting. As the very space above you is torn, blood rains down soaking all within the spells range. The first time any creature, excluding yourself, finds themselves within the spells radius they take the dark damage of the spell. During the duration of the spell any creature which has been damaged by it has their blood slowly siphoned out, taking one bleed build up for every AP they spend on a movement action. Every creature that bleeds out, fully reaching their bleed status threshold within the area of this spell, takes its dark damage again and increases its duration by one round up to a maximum of five total rounds. This spell does not stack with itself, and it cannot be cast a second time while it is still active. Charging this spell increases its radius by ten feet.

Lifehunt Scythe (Blood Hex): (4AP, 2FP, 1 slot), 5 foot range. 1d8 dark damage, 10 Int and 16 Fai requirements.

Conjure an illusory scythe from your casting implement and swing it at a target in range (Each casting of this spell is one swing of the scythe). Your attacks with this scythe heal you for half the damage it deals, and attacking with this spell also counts as using a Reaper for the sake of weapon feats. Charging this spell allows it to also hit the grid spaces diagonally left and right in front of you in a sweeping motion, and causes it to do 4 poise damage to any creature it hits.

Following Shade (Death Hex): (4AP, 5FP, 1 slot), 30 foot range, 8 hour duration. 13 Int and 13 Fai requirements.

Summon a translucent shadowy humanoid figure within 5 feet of yourself after a target within range fails a DC (10 + Fai mod) sanity check. The follower can only be seen by the target creature you selected and follows that target moving one grid space (5 feet) per round at the end of your turn (outside of combat it moves at a speed of one foot per second). The follower always moves directly towards the target, moving along the ground and around obstacles. The follower cannot be interacted with but can be removed by certain spells or effects that can end magical effects. While the follower is within 20 feet of the target they no longer recover poise damage. If the follower is able to move into the same square as the target the follower disappears and the target takes 2d2 poise damage and has a -2 penalty to undying checks for the rest of the duration. Casting this spell while it is already active replaces the previous follower. Charging this spell increases the DC by 2.

Following Horror (Death Hex): (5AP, 6FP, 2 slots), 30 foot range, 72 hour duration. 18 Int and 18 Fai requirements.

Summon a shape shifting humanoid figure within 5 feet of yourself after a target within range fails a DC (12 + Fai mod) sanity check. The follower can only be seen by the target creature you selected and follows that target moving one grid space (5 feet) per round at the end of your turn, increasing to 30 feet of movement while the target is staggered (outside of combat it moves at a speed of one foot per second, or five foot per second when the target is staggered). The follower always moves directly towards the target, moving along the ground and around obstacles. The follower cannot be interacted with but can be removed by certain spells or effects that can end magical effects. While the follower is within 30 feet of the target they suffer a -2 penalty to all sanity checks and they no longer recover poise damage. If the follower is able to move into the same square as the target the follower disappears and they take 2d2 poise damage and will have a -4 penalty to undying checks for the rest of the duration (this does not stack with the undying check penalty of the Following Shade spell). If the follower is able to move into the same square as the target while the target is staggered, then the follower disappears and they instead must make an undying check as though they were killed. If they fail this undying check then they become fully undead. If they pass this undying check then their stacks of undying is increased by one. Casting this spell while it is already active replaces the previous follower. Charging this spell increases the DC by 2.

Death Lightning (Death Hex): (6AP, 8FP, 2 slots), 20 foot range. 3d12 dark damage, 15 Int and 17 Fai requirements.

Raise your casting implement skyward to summon bolts of black lightning. The lightning cascades in bursts away from you hitting all spaces within a 20 foot radius around you. All creatures hit by the lightning take the dark damage of this spell as well as 1d6 curse (if they can take curse build up). Charging this spell causes it to leave a 10 foot tall circular wall of black smog at its maximum range, which blocks vision and causes any creature which makes contact with it for the first time in a round to take 1d6 additional dark damage, and 1d4 curse build up, if they can take curse build up. This black smog lasts until the start of your following turn.

Living Death (Death Hex): (72 hours, 15FP, 3 slots), sight range. Irreparable damage, 40 Int and 40 Fai requirements.

This spell must be cast with multiple casters in order to meet its requirements. For each other caster contributing to the spell during the full duration of its casting, you may reduce the requirements of the spell by their (Int-10) and (Fai-10). Bring forth a body expanding unto darkness, one which equalizes us all in living death. The design, almost impossible to capture without an unveiled mind. It must come from depths, below any have delved. Visions of insects plague those with the hubris to venture into these depraved depths of knowledge and believe. A cascade of spines impaling the flesh of twisted forms. Blood drained from old corpses turned to a tapestry of faces. Still calm, cold. A still liquid, surface. Others within mist. I must stop. I leave this recording of the spell to you my old friend, but I beg that you destroy it. His memory must live on, untainted.

Dimension Stasis (Time Magic): (8AP, 10FP, 2 slots), 60 foot range. 22 Fai requirement.

Slow time for a group of creatures, suppressing their actions. Upon first casting, all creatures in a 15x15 foot area within range that the caster can see must make a DC (12 + your Faith mod) athletics or sanity check or be magically suppressed. Suppressed creatures can no longer enhance their movement in any way. This includes bonus movement, teleportation, flight. No suppressed creature can spend more than 2 AP on movement in a turn, they cannot take a dodge action and the AP costs of everything except movement is increased by 2. Projectiles fired by any affected creature simply fall to the ground or are canceled if magical. This spell has an indefinite duration, but each round after the first, suppressed creatures may attempt to make the save again and halt the spell's effects. Charging this spell increases its DC by 2.

Cast with a pyro flame (pyromancy and hexes)

Fire ball (Fire Pyromancy): (2AP, 2FP, 1 slot), 15 foot range. 1d6 fire damage, 10 Int and 10 Fai requirements.
Throw a ball of fire at target in range. Charging this spell causes it to explode, hitting all grid spaces within 5 feet of the target.
Sapping Brand (Fire Pyromancy): (3AP, 2FP, 1 slot), 5 foot range, 2 round duration. 1d4 fire damage, 11 Int and 10 Fai requirements.
Conjure a small flame and grab out at an adjacent target with your casting implement, threatening them as you do. A creature you make contact with takes the damage of this spell and must make a DC (10 + your Int or Fai mod) fire keeping check or have their strength temporarily sapped by the heat, causing a -3 penalty to their athletics skill for the next two rounds (twelve seconds). Charging this spell increases the DC by 2 and doubles the duration of the sapping heat.
Fire Surge (Fire Pyromancy): (4AP, XFP, 1 slot), 10 foot range. 2d2 fire damage, 10 Int and 12 Fai requirements.
Produce a surge of flame from your hand that deals 2d2 damage per FP you choose to spend, to every grid space in a line up to its maximum range. Charging this spell doubles its range and does increase the damage per FP spent to 4d2, but the FP must be spent when initiating the charged spell and not when it resolves.
Fire Orb (Fire Pyromancy): (3AP, 2FP, 1 slot), 15 foot range. 1d10 fire damage, 12 Int and 12 Fai requirements.
Throw a large ball of fire at target in range. Charging this spell causes it to explode, hitting all grid spaces within 5 feet of the target.
Bursting Fire Ball (Fire Pyromancy): (4AP, 4FP, 1 slot), 20 foot range. 4d6 fire damage, 16 Int and 12 Fai requirements.
Throw a ball of fire which explodes into four smaller balls. Each d6 damage corresponds to one ball of fire and each can be sent toward any target space in range. The scaling damage of this spell is evenly split between each fireball. Charging this spell adds two additional fire balls, corresponding to the two additional d6, and increases its range by 5 feet.
Lava Wave (Fire Pyromancy): (3AP, 4FP, 1 slot), 15 foot range. 2d8 fire damage, 14 Int and 14 Fai requirements.
Throw a torrent of jumping lava toward a target in range. If the lava hits and deals damage to target creature, it then jumps to a new target within 15 feet. The lava continues to jump to new targets (prioritizing hostile creatures) until there are no new target creatures in range of its next jump, or it misses or deals no damage to a creature it jumped toward. Charging this spell Increases its range by 5 feet (this includes its jumping range).

Pulling Ember (Fire Pyromancy): (4AP, 4FP, 1 slot), 25 foot range, 2 round duration. 2d6 fire damage, 15 Int and 14 Fai requirements.

Cast a small pulsing flame at a location in the spells range. All creatures within three spaces (15 feet) of the flame must make a DC (12 + your Int or Fai mod) athletics check or be pulled one space toward the flame (if their path is unobstructed). If they fail the check and their path is obstructed they are instead knocked prone. A creature in the same space as the flame does not get pulled, but instead takes the damage of the spell (this also happens anytime a creature moves into this space).

The pulling effect is repeated each round on the start of your turns, for two rounds. The spell may be ended anytime the caster chooses on their own turn. You may not have more than one instance of this spell active at a time, and casting it again dissipates your previous casting. Charging this spell increases the pulling radius to 20 feet, and the DC by 2.

Combustion (Fire Pyromancy): (2AP, 1FP, 1 slot), 5 foot range. 2d4 fire damage, 10 Int and 10 Fai requirements.

Create a small explosion from your hand, directed in front of you. Charging this spell causes it to deal 2 poise damage.

Great Combustion (Fire Pyromancy): (3AP, 2FP, 1 slot), 5 foot range. 2d6 fire damage, 14 Int and 14 Fai requirements.

Create a large explosion from your hand, directed in front of you and diagonally in front of you to your left and right. Charging this spell causes it to deal 3 poise damage.

Immolation (Fire Pyromancy): (3AP, 3FP, 1 slot), self cast, 3 round duration. 1d8 fire damage, 14 Int and 16 Fai requirements.

Coat yourself with flame, burning of your own flesh to create a cleansing heat around you. You, as well as any creature starting their turn within one space (5 feet) of you while this spell is active, takes the spells fire damage. This spell lasts for three rounds (18 seconds). Charging this spell increases its cleansing heat to affect anything starting its turn within 10 feet of you, and increases its duration to five rounds. This spell cannot stack with the Screaming Immolation spell and casting one while the other is active, overwrites it.

String of Frenzy (Fire Pyromancy): (3AP, 2FP, 1 slot), 90 foot range. 1d8 fire damage, 12 Int and 14 Fai requirements.

Pull back the lid of one of your eyes and create a wild flame deep within it. After a moment you may launch the flame out of your eye in a trailing flash, toward a target space in range. Any creature hit by the projectile takes the damage of this spell, but you also take fire damage equal to the result of the damage die (without your scaling, and only when you hit and damage a creature) as your eye burns from within. If you are able to make a precision attack with this spell and hit a creature directly in one of their eyes, then they take an extra 1d8 fire damage and you take no damage. Charging this spell imbues it with precision, adding 1d6 to any precision attack you make with it as it resolves.

Frenzied Eruption (Fire Pyromancy): (4AP, 3FP, 1 slot), 15 foot range. 5d6 fire damage, 13 Int and 17 Fai requirements.

Clutch your eyes with flame in hand and peer deep into it before peeling your eyes open in a flash of pain and madness, letting yellow flame spill forth. The flame erupts onto all grid spaces in a cone up to this spells maximum range, threatening any creatures which occupy them. Every creature hit takes the fire damage of this spell. Casting this spell causes you to also take 3d4 fire damage (without scaling). Charging this spell causes you to temporarily lose your grip on sanity and let the flames spill all around you, affecting all grid spaces within a 20 foot radius of yourself. The self damage of the charged form of this spell is also increased by two damage die.

Screaming Immolation (Fire Pyromancy): (3AP, 3FP, 2 slots), self cast, 3 round duration. 2d10 fire damage, 13 Int and 17 Fai requirements.

Twist your body into a maddening form and bellow out a scream which sets you alight with yellow flame. When you first cast this spell and at the start of each of your turns while this spell is active you gain a stack of frenzy. These frenzy stacks are not removed until the spell ends. Any creature starting their turn within two spaces (10 feet) of you while this spell is active instantly takes the spells fire damage as well as true damage (with no scaling) equal to the total max HP reduction you have received through stacks of the frenzy status condition. While this spell is active you cannot be inflicted with any status condition other than frenzy. This spell lasts for three rounds (18 seconds). Charging this spell increases its fire damage as usual and extends the range of its damaging effects to all creatures within 15 feet. This spell cannot stack with the Immolation spell and casting one while the other is active, overwrites it.

Sacred Flame of Frenzy (Fire Pyromancy): (6AP, 4FP, 2 slots), 5 foot range. 2d20 fire damage, 14 Int and 16 Fai requirements.

Grab and threaten a creature in range before slowly inserting a frenzied flame within them that burrows and ignites. affected creatures must succeed on a DC (12 + your Fai mod) athletics check or take the fire damage of this spell on the start of their next turn. Any creature damaged by this spell which is also one of the lineages of humanity, is inflicted by the frenzy status condition for one round. Charging this spell Increases its DC by 2 and causes it to deal 6 poise damage.

Chaos Bed Vestiges (Fire Pyromancy): (3AP, 3FP, 2 slots), 20 foot range. 4d10 fire damage, 16 Int and 16 Fai requirements.

Throw a large ball of chaos flame that scorches a target in range. Also hits all grid spaces adjacent to the target space, but for half of the damage dealt. Charging this spell causes it to explode violently, increasing its range by 5 feet and causing it to fully hit all grid spaces within 10 feet of the target space.

Seething Chaos (Fire Pyromancy): (3AP, 4FP, 1 slot), 15 foot range. 4d12 fire damage, 16 Int and 18 Fai requirements.

Conjure a seething ball of chaos on a grid space in range. The ball hits and damages any creature which does not dodge out of the target space when it is conjured, as well as any creature which moves into that space over the next round. It then explodes at the start of your next turn (after your slow actions resolve), dealing its fire damage to everything within 2 spaces (10 feet) of the ball. The damage of this spell does not stack with itself if multiple seething chaos balls explode at once. Charging this spell increases its range by 10 feet, and increases the size of the explosion to 15 feet.

Pyrovoyance (Fire Pyromancy): (10 minutes, 8FP, 2 slots), 5 foot range. 16 Int and 18 Fai requirements.

You can perceive past events through gazing into the flames of a permanent bonfire in range after casting this spell. While in this state you may no longer perceive yourself or your surroundings in any way and the spell ends if you take damage, are moved, or the bonfire is extinguished. You may also willingly end the spell at any time. When the spell ends the fire is extinguished. Each recovery flask charge the fire provides after a long rest increases the potency of this spell. A bonfire providing 2 charges allows you to view your location within the last 24 hours up to the casting of this spell, 3 charges for within the last week, 4 charges for within the last three months, 5 charges for within the last year, 6 charges for within the last 10 years, 7 charges for within the last 100 years, 8 charges for within 500 years, 9 charges or more for an unknown span which may expose the mind to some profound revelations from incomprehensible truths. Each time you change your view to a new time within the fires range you instantly age by the amount of time you moved. This spell cannot be charged.

Floating Chaos (Fire Pyromancy): (5AP, 3FP, 2 slots), 5 foot range, 3 round duration. 2d10 fire damage, 18 Int and 16 Fai requirements.

Conjure a floating ball of chaos flame into a space in range. The floating flame then shoots a fire projectile at a target of your choice within 20 feet of itself (four grid spaces), once per turn on your turn, dealing the fire damage of this spell. The floating flame lasts for three rounds and dissipates if it is hit by any attack. You may only have two of these flames active at a time, and conjuring a third one replaces the oldest active flame. Charging this spell increases the damage the flame deals as usual, but also gives it HP equal to your Int Stat (although it has no damage resistances).

Chaos Firestorm (Fire Pyromancy): (5AP, 3FP, 2 slots), 20 foot range. 4d8 fire damage, 18 Int and 16 Fai requirements.

Chaos flame erupts from the ground around you, reaching up to 20 feet into the air, dealing the spells fire damage to everything within the spells range of you. Charging this spell increases its range by 5 feet, and the height it erupts by another 5 feet.

Erume Flame Arc (Fire Pyromancy): (3AP, 3FP, 1 slot), 5 foot range, 5 round duration. 14 Int and 14 Fai requirements.

Run your casting implement along a melee weapon in range to buff it with arcing flames. The wielder of that weapon may add 2d6 fire damage (plus your scaling from this spell), once per round to each creature that they damaged with that weapon. This buff lasts for five rounds (30 seconds). Charging this spell doubles its duration, but does not increase the damage of the buff.

Bellowing Pyre (Dragon Pyromancy): (2AP, 2FP, 1 slot), 15 foot range, 2 round duration. 1d8 fire damage, 10 Int and 12 Fai requirements.

Breathe dense flames that collect and form into a loud blazing orb floating 15 feet above a target space within range. Throughout the duration, at the start of your turns you must spend 1 AP and 1 FP to maintain a bellowing pyre in the air or else the spell ends. When the spell ends the bellowing pyre falls then explodes upon making any contact, hitting that space and all grid spaces within 5 feet with a fiery raging roar that can be heard from a great distance, dealing the damage of this spell plus an additional 1d8 fire damage per round you spent the cost to maintain it. Creatures made of inorganic material take an extra 1d8 of fire damage from this spell. The damage of this spell does not stack with itself if multiple bellowing pyres explode at once against creatures but does stack against objects. Objects not being worn or carried take double the damage of this spell, as well any fragile objects within 20 feet of the explosion may instantly shatter. If a bellowing pyre takes damage while floating in the air, it explodes in place. Charging this spell increases the duration to 5 rounds.

Magma Heave (Dragon Pyromancy): (2AP, 2FP, 1 slot), 20 foot range. 1d4 fire damage, 11 Int and 13 Fai requirements.

Spew a burst of sticky magma upon a target in range. Any creature hit by this spell takes its fire damage and is marked by the magma for ten rounds of combat (one minute), or until immediately after they are hit by the spell Dragonfire Breath.

Marked creatures have their fire resistance lowered by one tier, and marked creatures hit by the Dragonfire Breath spell explode taking an additional 3d6 fire damage and 1d2 durability loss to their armor. Charging this spell causes it to send out a blast of heat reaching 10 feet in every direction away from your target space. Any creature hit by the blast of heat is marked, but does not take the damage of the spell.

Great Wyrm Slam (Dragon Pyromancy): (4AP, 4FP, 1 slot), 40 foot range. 2d10 physical damage, 11 Int and 15 Fai requirements.

Conjure the claw of a massive serpent and slam it down over a 15ft by 15ft area that is fully within this spells range, dealing physical damage to every creature hit. Charging this spell increases the size of the claw, causing the area of effect to instead be 20ft by 20ft.

Dragon's Maw (Dragon Pyromancy): (5AP, 4FP, 1 slot), 40 foot range, 2 round duration. 2d8 fire damage, 11 Int and 15 Fai requirements.

Choose a 10ft by 10ft area that is fully within this spells range. That area crackles with primal fire and threatens all grounded creatures that stand atop it, before opening into a fiery pit. Every grounded creature that finds themselves fully within the pits spaces is swallowed by its flaming maw, taking the damage of the spell before being spit out onto an adjacent space of your choice. Upon landing the creature takes an additional 1d6 true damage. The pit lasts for two rounds of combat. Charging this spell increases the size of the pit to 15ft by 15ft, but it still must be placed fully within the spells range.

Dragonfire Breath (Dragon Pyromancy): (5AP, 4FP, 1 slot), 25 foot range. 4d8 fire damage, 11 Int and 17 Fai requirements.

Conjure the head of a fire dragon above your own, which breaths fire hitting all spaces in a cone up to its maximum range. Before the spell goes off you may spend additional FP to increase the range of the breath by one grid space (5 feet) per extra FP spent, up to a maximum range of 40 feet. Charging this spell causes it to pierce one tier of fire resistance, and allows any additional FP spent to increase the range by two grid spaces (10 feet) each, up to a maximum range of 55 feet.

Dragonrot Breath (Dragon Pyromancy): (5AP, 4FP, 1 slot), 25 foot range. 11 Int and 17 Fai requirements.

Conjure the head of a poison dragon above your own, which breaths rotting mist that spreads over all spaces in a cone up to its maximum range. Every creature which the mist makes contact with takes 1d6 poison and 1d4 toxic build up. Before the spell goes off you may spend additional FP to increase the range of the breath by one grid space (5 feet) per extra FP spent, up to a maximum range of 40 feet. Charging this spell causes it to instead deal 2d4 poison and 1d6 toxic build up, and allows any additional FP spent to increase the range by two grid spaces (10 feet) each, up to a maximum range of 55 feet.

Crystal Dragon Breath (Dragon Pyromancy): (5AP, 4FP, 1 slot), 30 foot range. 4d8 magic damage, 11 Int and 17 Fai requirements.

Conjure the head of a magic dragon above your own, which breaths a laser of magic into the ground in front of you. The ground then erupts into bursts of crystal which travel forward in a line up to the spells maximum range, damaging every grounded creature in their path. The crystal bursts can move up obstructions as they travel forward, but the total distance traveled may be no greater then the spells maximum range. Any creatures larger than medium that are hit by this spell must make a DC (12 + your Int mod) acrobatics check or take 2d8 additional magic damage from the crystal bursts traveling along them. Charging this spell increases its range by 5 feet, and increases the DC for larger creatures by 3.

Abyss Tainted Breath (Dragon Pyromancy): (5AP, 4FP, 2 slots), 30 foot range. 4d8 dark damage, 13 Int and 22 Fai requirements.

Conjure the head of a dark dragon above your own, which chokes up a laser of dark hitting all spaces in a line up to its maximum range. Before the spell goes off you may spend additional FP to increase the range of the breath by one grid space (5 feet) per extra FP spent, up to a maximum range of 45 feet. Charging this spell causes it to pierce one tier of dark resistance, and allows any additional FP spent to increase the range by two grid spaces (10 feet) each, up to a maximum range of 60 feet.

Ancient Roar (Dragon Pyromancy): (6AP, 7FP, 2 slots), 20 foot range. 13 Int and 20 Fai requirements.

Conjure the head of an ancient dragon above your own. The head then lets out a piercing roar, shattering the fighting will and stance of all creatures within 20 feet of yourself. Every creature in range, that is not afflicted by the deafened status condition, takes 2 poise damage. Additionally, any medium or smaller creature is pushed 5 feet away from you, knocked prone, and inflicted by the locked up status condition for one round when they first stand back up. Charging this spell increases its range to 30 feet, and causes it to deal 4 poise damage instead.

Lithomancy (Pestilence Pyromancy): (3AP, 1FP, 1 slot), self cast. 10 Int and 10 Fai requirements.
Collect three small natural stones from the local environment, then enchant the held stones to detect magical, cosmic, or a greater power. The stones will permanently change color to represent magical effects or entities in the nearby area, one reflecting lingering past magic, one reflecting magic that is currently active, and another denoting magic or a magical presence that is approaching or will soon be in the nearby area sometime in the future. It is not clear which stone represents which time, and some skill is involved to understand the colors. Charging this spell allows the stones to also detect significantly powerful entities or influences in a larger unknown radius, with colors that require more expertise to read.
Pest Strings (Pestilence Pyromancy): (3AP, 2FP, 1 slot), 25 foot range. 1d4 physical damage, 11 Int and 11 Fai requirements.
Conjure up to four sticky pestilent strings which fly through the air at four separate targets in range dealing physical damage on impact. The strings may arc around any cover their target is behind and path themselves to hit from any angle, as long as their full path is no longer than the range of the spell. Creatures hit by this spell that take at least one maximum die roll of damage, also take 1 poise damage once per round. Each string benefits from the scaling of this spell. Charging this spell increases its range to 30 feet and increases the maximum number of pestilent strings to eight, with each target being able to be hit by two strings each (but without additional scaling per string).
Pest Spears (Pestilence Pyromancy): (4AP, 3FP, 1 slot), 35 foot range. 2d6 physical damage, 15 Int and 15 Fai requirements.
Conjure two sticky pestilent spears which fly through the air at two separate targets in range dealing physical damage on impact. Creatures hit by this spell also take 2 poise damage, once per round. The strings may arc around any cover their target is behind and path themselves to hit from any angle, as long as their full path is no longer than the range of the spell. Each spear benefits from the scaling of this spell. Charging this spell increases its range to 45 feet and increases the maximum number of pestilent spears to four, with each target being able to be hit by two spears each (but without additional scaling per spear).
Molding Earth (Pestilence Pyromancy): (3AP, 3FP, 1 slot), 15 foot range. 1d6 physical damage, 12 Int and 12 Fai requirements.
Toss a mold riddled ball of earth at a target in range dealing physical damage as well as 1d2 poison to any creature it hits. Over the next round, creatures hit by this spell take an additional 1d4 poison and 1 poise damage each time they drink from their recovery flasks or consume anything orally. Charging this spell increases its range by 10 feet and increases the initial poison build up to 2d2.

Poison Mist (Pestilence Pyromancy): (4AP, 2FP, 1 slot), 20 foot range, 2 round duration. 10 Int and 12 Fai requirements.
Choose a target space in range and conjure a 10ft by 10ft mist of poison which contacts that space and stays in place for 2 rounds (12 seconds). Every creature that begins their turn within the mist, or moves into one of its spaces, takes 1d6 poison build up. Charging this spell increases its range by 5 feet, and the size of the mist to 15ft by 15ft.
Toxic Mist (Pestilence Pyromancy): (4AP, 2FP, 2 slots), 20 foot range, 2 round duration. 10 Int and 14 Fai requirements.
Choose a target space in range and conjure a 10ft by 10ft mist of intense poison which contacts that space and stays in place for 2 rounds (12 seconds). Every creature that begins their turn within the mist, or moves into one of its spaces, takes 1d4 toxic build up. Charging this spell increases its range by 5 feet, and increases the toxic build up to 1d6.
Acid Surge (Pestilence Pyromancy): (4AP, 3FP, 1 slot), 20 foot range, 2 round duration. 12 Int and 14 Fai requirements.
Choose a target space in range and conjure a 10ft by 10ft cloud of acid which contacts that space and stays in place for 2 rounds (12 seconds). Every creature that begins their turn within the acid, or moves into one of its spaces, takes 1d4 durability damage to all of its equipment. Any object within the cloud of acid also takes 1d4 durability damage every round on the turn you cast this spell. Charging this spell increases its range by 5 feet, and its duration by one round.
Entangling Growth (Pestilence Pyromancy): (4AP, 3FP, 1 slot), 25 foot range, 5 round duration. 14 Int and 14 Fai requirements.
Cause a 15ft by 15ft square, which makes contact with a space in range, to grow entangling vines along the ground. Upon first casting, any grounded creatures within the area must make a DC (12 + your Int or Fai mod) athletics or acrobatics check or be entangled by the vines, increasing the cost of their next movement action by 2 AP (this effect does not stack). The area then becomes difficult terrain and deals 1d4 poison status build up to each grounded creature that starts their turn, ends their turn, or moves into one of the spaces. The area lasts 5 rounds or until you choose to dissipate it. Charging this spell increases the DC by 2, and the movement action AP cost increase to 4 AP.
Burning Decay (Pestilence Pyromancy): (1AP, 2FP, 1 slot), 20 foot range. 13 Int and 14 Fai requirements.
Cause an intense heat to radiate from the decay within a creature in range. This deals fire damage to the target creature equal to its current poison or toxic status build up. This spell can only be cast once per round, but cannot be dodged. This spell cannot be charged.

Boulder Heave (Pestilence Pyromancy): (4AP, 3FP, 1 slot), 20 foot range. 2d10 physical damage, 13 Int and 15 Fai requirements.

Throw a conjured boulder at a target space in range, hitting it and all adjacent spaces as the boulder crumbles. Creatures hit by the boulder take the physical damage of the spell and must make a DC (12 + your Int or Fai Mod) athletics or acrobatics check or be knocked prone. Any creatures that fail the check and are hit in the spaces adjacent to the target space, are also moved 5 feet away from the target space. Charging this spell causes it to deal 2 poise damage to any creatures it hits (regardless of their distance from you).

Horn Growth Aspect (Pestilence Pyromancy): (4AP, 3FP, 1 slot), 20 foot range. 1d8 physical damage, 13 Int and 13 Fai requirements.

Run your casting implement along your shoulder or head to conjure a glowing jagged growth of spines and horns. Then charge forward with the horns barred, moving up to the maximum range of this spell. After concluding the movement, threaten an adjacent grid space with a upward sweeping horn attack. Any creatures hit by this attack take the damage of the spell and any medium or smaller creatures must make a DC (10 + your Fai mod) athletics or acrobatics check or be thrown upwards and knocked prone as they fall back down. Charging this spell increases the maximum distance you may charge forward to 30 feet and increases its DC by 2.

Tail Growth Aspect (Pestilence Pyromancy): (5AP, 3FP, 1 slot), 15 foot range. 2d6 physical damage, 14 Int and 14 Fai requirements.

Bring your casting implement in close to conjure an enlarged glowing tail behind you, then spin to sweep the tail across a 180 degree arc in front of you. This tail sweep threatens all grid spaces in the arc up to this spells maximum range, and all creatures hit take the damage of this spell. Charging this spell does not increase its number of damage die but allows you to immediately spin a second time with the tail, making the spell attack again at an increased maximum range of 20 feet.

Wing Growth Aspect (Pestilence Pyromancy): (2AP, 4FP, 2 slots), 25 foot range. Xd6 physical damage, 16 Int and 16 Fai requirements.

Lift your casting implement up and back down again in a swift motion to conjure a pair of glowing wings on your back, and initiate a slow action. After this slow action is initiated you may spend any remaining AP of your turn to extend the wings and fly directly up, moving one grid space (5 feet) for each AP spent, before your turn ends. When the slow action resolves, you may glide this spell's range in any non-upward direction before slamming toward the ground directly below you. As you hit the ground, the wings break your fall and smash the grid space directly below you, as well as all adjacent grid spaces, threatening any creatures that occupy them. This spell deals 1d6 damage for every 5 feet you descend during the plunge (up to a maximum of 12d6, and including a bonus from scaling). This spell cannot be charged and is interrupted if you are hit by an attack while in the air. Whenever this spell is interrupted, the glowing wings dissipate causing you fall back toward the ground if you were airborne.

Humid Dew (Pestilence Pyromancy): (3AP, 2FP, 1 slot), 30 foot range. 10 Int and 10 Fai requirements.

Produce a dull blue flame in hand before either tossing it into the sky to produce light rain, or waving it in a desired direction to manipulate a small amount of standing water in range. The rain created by this spell is very localized and only effects an area of 100 feet around a target space in range when it is cast. As well, this spell may only be used to create rain when the caster is exposed to the sky. The rain only lasts for one round but can be extended with additional casts. Anything exposed to this light rain for three or more rounds in a row becomes drenched in water. The standing water this spell may manipulate can be no larger than a 5 foot cube, and allows you to slowly pull or push that water at a rate of 10 feet every round (or 2 feet per second). Although, the water must stay within the range of this spell as you manipulate it. Each casting of the spell maintains control over the water for one round. This movement cannot cause damage or produce enough force to push a creature, but can extinguish a small flame or drench a creature it makes contact with. Charging this spell doubles the duration of the rain it produces, and allows you to move the standing water at twice the speed.

Torrential Current (Pestilence Pyromancy): (4AP, 3FP, 1 slot), 50 foot range. 15 Int and 15 Fai requirements.

Produce a vigorous blue flame in hand before either tossing it into the sky to produce heavy rain, or waving it in a desired direction to manipulate a volume of water in range. The rain created by this spell is very localized and only effects an area of 300 feet around a target space in range when it is cast. As well, this spell may only be used to create rain when the caster is exposed to the sky. The heavy rain lasts for two rounds and can be extended by its full duration with additional casts. Anything exposed to this heavy rain becomes drenched in water.

The water this spell may manipulate can be no larger than a 15 foot cube, and allows you to pull or push that water at a rate of 20 feet every round (or 4 feet per second). Although, the water must stay within the range of this spell as you manipulate it. Each casting of the spell maintains control over the water for one round. The waters movement can change a current, or create a current where there isn't one. The moving water may create difficult terrain and once per round cause any creature it is moved into to make a DC 12 athletics or acrobatics check or be knocked prone. Charging this spell doubles the duration of the rain it produces, and allows you to move the water at twice the speed (increasing the DC to 14).

Churning Deluge (Pestilence Pyromancy): (4AP, 6FP, 2 slots), 35 foot range, 5 round duration. 17 Int and 15 Fai requirements.

Use the chaotic force of nature to churn the currents of water around you. Upon casting this spell and on the beginning of your turns for five full rounds (30 seconds) while you are drenched in water, you may absorb the water to regain 1 FP and gain one bonus AP. If in heavy rain or within a body of water this may be done on each round. As well, once per turn on your turn starting with the moment the spell was cast, you may choose to make up to five creatures in range (35 feet), that are drenched in water, make a DC (12 + Int or Fai mod) athletics check or be pulled or pushed one space toward or away from you (your choice for each creature). If this movement is obstructed and a creature fails the check then they are knocked prone. If a drenched creature is successfully pulled then you may choose to transfer the water from the creature onto yourself.

This spell may also be cast upon an object with an increased casting time of 1 hour. If cast this way the object becomes permanently waterproof and resistant to excess moisture. If cast again on an already affected object the spell is nullified. This spell cannot be charged.

Keela's Weather (Pestilence Pyromancy): (8 hours, 12FP, 2 slots), 10 km range, 12 hour duration. 22 Int and 18 Fai requirements.

Focus deeply on the atmospheric currents to change and control the weather up to 10 kilometers around you upon first casting, for the next twelve hours. This weather change may range from bringing about an abnormally bright and hot day, to creating a violent storm with heavy rain and lightning which has the potential to damage any exposed creatures and structures. For normal weather such as a sunny day, light rain, clouds, light snow etc. the effects may be left up to the GM's discretion and the context of the situation in which the spell was cast. For more extreme weather you may choose from the following weather effects (see the GM guide for details on extreme weather): high heat, deep cold, heavy rain, fog, lightning storm, hail storm, or wind storm.

The initial weather is chosen upon completion of the spells casting. During the spells duration, if you are within its range and the spell remains attuned, you may spend an additional hour and 6 FP to change the weather once again in the same area. This spell counts as a special buff on its caster and may be dissipated by removing that buff. This spell cannot be charged.

Arch Tree Orogeny (Pestilence Pyromancy): (30 hours, 15FP, 3 slots), sight range, permanent duration. 30 Int and 30 Fai requirements.

This spell must be cast with multiple casters in order to meet its requirements. For each caster contributing to the spell during the full duration of its casting, you may reduce the requirements of the spell by their (Int-10) and (Fai-10). Through a great feat of geomancy magic you and the other casters of this spell may fold the very earth into an arch tree within range, which shapes and alters all the land within 50 kilometers (approximately 30 miles) around itself, permanently changing it to your whim, even long after the tree may be lost. This change may create an island in the sea, build a small mountain range around the tree, billow out a volcanic land of fire, form a swamp or a forest, or any other geological biome or combinations of biomes with the arch tree at its center.

Any land type you create you may also choose to be blessed by the arch tree, as long as it remains intact, in one of the following ways: All life within the land grows at an accelerated pace (trees and animals grow larger, crops mature faster, people are taller and have higher average strength and vitality etc.), the land is bountiful with valuable ore, the air glimmers with floating crystals and gold light bestowing knowledge upon all those around (increasing the intelligence and faith of anyone within the area), magical fire pervades the land and increases the fire keeping skill of all creatures within by 10, The land soothes and protects granting one tier of physical resistance to all creatures and 1d10 HP regeneration every 12 hours. These effects cannot be overlapped, but each different land type within the trees influence may have a different blessing. This spell cannot be charged.

Bark Flesh (Buffing and Debugging Pyromancy): (4AP, 2FP, 1 slot), 5 foot range, 6 hour duration. 11 Int and 11 Fai requirements.

Your own, or your targets skin becomes as hard as the bark of a tree, bestowing +1 flat physical damage reduction for the next 2*(your Int or Fai mod) physical attacks taken. (Physical attacks being any attack which deals physical damage). This effect lasts for 6 hours, and can be canceled by you at any time. This spell does not stack with any other “flesh” spells. Charging this spell costs an additional FP, but makes it unable to be dispelled forcefully.

Stone Flesh (Buffing and Debugging Pyromancy): (4AP, 3FP, 1 slot), 5 foot range, 12 hour duration. 12 Int and 14 Fai requirements.

Your own, or your targets skin becomes stone hard, bestowing +3 flat physical damage reduction for the next 2*(your Int or Fai mod) physical attacks taken. (Physical attacks being any attack which deals physical damage). This effect lasts for 12 hours, and can be canceled by you at any time. This spell does not stack with any other “flesh” spells. Charging this spell costs an additional FP, but makes it unable to be dispelled forcefully.

Mirror Flesh (Buffing and Debugging Pyromancy): (4AP, 5FP, 1 slot), self cast, 5 round duration. 14 Int and 12 Fai requirements.

Turn your flesh into a light mercury which reverberates with mimicking magic. Whenever you receive a positive buff effect with a duration, you may mirror that same entire effect onto one willing ally within 20 feet of yourself. This spell lasts for five rounds (30 seconds), and can stack with any other “flesh” spell (regardless of that spells own limitations), giving it a reflective polished looking coating. Charging this spell also costs an additional FP, but increases its mirroring range to any ally within 25 feet and once over the spells duration you may choose to mirror an effect onto two allies in range instead of just one.

Iron Flesh (Buffing and Debugging Pyromancy): (4AP, 5FP, 1 slot), self cast, 5 round duration. 16 Int and 14 Fai requirements.

Turn your flesh to metal, bestowing two tiers of physical armor but doubling the cost of all movement actions. While this spell is active, melee attacks which hit you you face a recoil which jars the attacker making them take 1 poise damage per attack. This spell lasts for five rounds (30 seconds), and does not stack with any other “flesh” spells. Charging this spell more carefully distributes the weight of the metal, allowing you make regular movement actions without any increased cost (although other movement actions such as dodging still have their cost doubled).

Mercury Flesh (Buffing and Debugging Pyromancy): (4AP, 6FP, 1 slot), self cast, 5 round duration. 16 Int and 16 Fai requirements.

Turn your flesh into a metallic mercury which can form and meld itself. Once per round whenever you are struck by a melee attack which made contact with you, the mercury may copy the attack and make it against any creature in range of yourself. The copied attack has the same range and damage as the original. This spell lasts for five rounds (30 seconds), and does not stack with any other “flesh” spells. Charging this spell costs an additional FP, but makes it unable to be dispelled forcefully.

Motivation (Buffing and Debugging Pyromancy): (4AP, 2FP, 1 slot), 15 foot range. 2d6 heal, 11 Int and 13 Fai requirements.

Yell a motivational phrase at an allied creature while thrusting your casting implement toward them. Increases the initiative roll of the ally in range by 2d2 from the next round of combat onward. Provides the HP replenishment of the spell only if, and immediately when, it moves the target above another creature in initiative. When used outside of combat, before an initiative roll has been made, this spell allows its target to add $(1 + \text{your Fai mod})$ to their next initiative roll made within 12 hours. This spell can only be cast as a slow action and it cannot be charged.

Defuse (Buffing and Debugging Pyromancy): (4AP, 3FP, 1 slot), 15 foot range, 2 round duration. 12 Int and 11 Fai requirements.

A charming spell which can calm a hostile creature of unremarkable intelligence, stopping them from taking aggressive actions against you and your allies for a short time. Targeted creatures can resist with a DC $(10 + \text{your Int mod})$ diplomacy or sanity check. This effect lasts for two rounds (12 seconds) and only works on creatures with Intelligence stats of 10 or lower. If you or your allies damage a creature under the effects of this spell then the spell ends. This spell's effects count as a special magical effect on the target creature and can be dispelled. Charging this spell increases the DC by 4.

Rapport (Buffing and Debugging Pyromancy): (5AP, 4FP, 1 slot), 15 foot range, 2 round duration. 16 Int and 12 Fai requirements.

A charming spell which can charm an undead with the allure of a warm flame, making them your ally. Targeted creatures can resist with a DC $(12 + \text{your Int mod})$ sanity check. Failing this check makes them obey your every command and fight for you over the spell's duration. This spell lasts for two rounds (12 seconds) and only works on fully undead. This spell's effects count as a special magical effect on the target creature and can be dispelled. Charging this spell increases its DC by 3.

Profuse Sweat (Buffing and Debugging Pyromancy): (4AP, 2FP, 1 slot), 5 foot range, 5 round duration. 14 Int and 14 Fai requirements.

Cause profuse sweating on yourself or a willing creature in range, which drenches them, increasing their fire resistance by one tier and their poison and toxic resistances by 7. This spell lasts for five rounds (30 seconds) and cannot be canceled. Charging this spell increases the fire resistance bonus to two tiers, and lowers any current poison or toxic build up on its target by 4 each.

Warmth of Battle (Buffing and Debugging Pyromancy): (4AP, 4FP, 2 slots), 5 foot range, 5 round duration. 1d8 Heal, 10 Int and 18 Fai requirements.

Create a gentle flame in front of you that floats above the ground restoring HP to nearby creatures in the heat of combat. At the start of their turns, any creature actively in combat and within one space (5 feet) of the fire regains 1d8 (plus scaling) HP. This spell lasts for five rounds (30 seconds). Charging this spell increases the range of its healing aura to 10 feet, and increases its healing to 1d12.

Bonfire Link (Buffing and Debugging Pyromancy): (8 hours, 10FP, 2 slots), 5 foot range. 15 Int and 16 Fai requirements.

Enrich a bonfire connecting it to a network. Upon death or when teleporting to a recently rested at bonfire (through the use of homeward for example), as long as the last bonfire you have rested at is part of the network, you may respawn/travel to at any bonfire in the network. A maximum of (firekeeping/3) bonfires may be added to your network and casting the spell on a new bonfire after reaching your networks maximum, removes the oldest. this spell cannot be charged.

Eternal Wellspring (Buffing and Debugging Pyromancy): (8 hours, 10FP, 2 slots), 50 foot range, 30 day duration. 16 Int and 22 Fai requirements.

Lightly illuminate and enchant a body of water that is fully enclosed within this spells range with a warm rejuvenating effect that lasts the duration of the spell. The first time a creature bathes in these springs their lifespan is increased by 20% of the average lifespan of their species (or lineage for humans), a creature may only gain this life increasing benefit once. Creatures who bathe in the spring may also choose to remove any removable and harmful magical effects on themselves. While within this spring a creature that is at 0 HP gains the effects of the Delay Death feat although they typically struggle to maintain consciousness. If the water is significantly disturbed or removed from it's original location it may lose the effects at GM discretion. This spell cannot be charged.

Wither Motivation (Debuffing Hex): (4AP, 2FP, 1 slot), 15 foot range. 2d8 dark damage, 11 Int and 13 Fai requirements.

Stare into a hostile creature with withering splotches in your eyes to sap them of their motivation. Lowers the initiative roll of a target creature in range by 2d2 from the next round of combat onward. Deals the damage of the spell only if, and immediately when, it moves the target below another allied creature in initiative. When used outside of combat, before an initiative roll has been made, this spell forces its target to subtract (1 + your Fai mod) from their next initiative roll made within 12 hours. This spell can only be cast as a slow action and it cannot be charged.

Black Fire Orb (Darkfrost/Blackfire Hex): (3AP, 2FP, 1 slot), 15 foot range. 1d12 dark damage, 11 Int and 14 Fai requirements.

Throw a large ball of black fire at target in range, striking them with a weighty force. Charging this spell increases its range by one grid space (5 feet), and causes it to weight any creature it hits with heavy black flame, increasing the AP cost of their dodges by 1 until the start of your next turn.

Black Flame Weapon (Darkfrost/Blackfire Hex): (3AP, 4FP, 1 slot), 5 foot range, 3 round duration. 12 Int and 14 Fai requirements.

Run your casting implement along a melee weapon in range to buff it with black flame. The wielder of that weapon may deal a bonus 5% of a creatures max HP in true damage, once per round, to each creature that they damaged with that weapon (with a maximum cap of 50 true damage per instance). This buff lasts for three rounds. Charging this spell increases its duration to five rounds, but does not increase the damage of the buff.

Black Flame (Darkfrost/Blackfire Hex): (3AP, 2FP, 1 slot), 5 foot range. 2d8 dark damage, 13 Int and 15 Fai requirements.

Create a large black flame explosion from your hand, directed in front of you and diagonally in front of you to your left and right. Charging this spell causes it to deal a bonus 2 poise damage, and the first time a creature is hit by the charged version of this spell in a 24 hour period, they also take 10% of their max HP in true damage (with a maximum cap of 100 true damage).

Black Fire Storm (Darkfrost/Blackfire Hex): (4AP, 3FP, 2 slots), 5 foot range. 4d6 dark damage, 14 Int and 16 Fai requirements.
Pull a dark flame windstorm around yourself into a twisting vortex, hitting all adjacent grid spaces. All creatures hit take the dark damage of the spell, and the first time they are hit in a round, all medium or smaller creatures have their dodge distance halved until the start of your next turn (with the distance rounded down to the nearest multiple of five, including zero). Charging this spell causes it to deal a bonus 2 poise damage, increases its range by 5 feet, and the first time a creature is hit by the charged version of this spell in a 24 hour period, they also take 10% of their max HP in true damage (with a maximum cap of 100 true damage).
Black Serpent (Darkfrost/Blackfire Hex): (5AP, 5FP, 2 slots), 40 foot range. 6d6 dark damage, 15 Int and 20 Fai requirements.
Release undulating black flames that trace the ground in any path you choose hitting everything in the path until it travels the spells range in distance. The flames can also travel up walls and around obstacles, but they can only hit each creature in its path once per casting. Charging this spell causes it to leave a trail of fire in its wake for one full round, dealing 1d6 fire damage to any creature which starts, ends, or first moves into the trail.
Black Frost Orb (Darkfrost/Blackfire Hex): (3AP, 2FP, 1 slot), 15 foot range. 1d8 dark damage, 14 Int and 11 Fai requirements.
Throw a large dark ice ball at target in range, dealing dark damage and 1d2 frost build up. Frostbitten creatures hit by this spell take an additional d8 of dark damage. Charging this spell increases its range by 10 feet and increases its frost build up to 3d2.
Black Ice Eruption (Darkfrost/Blackfire Hex): (4AP, 3FP, 1 slot), 20 foot range. 4d6 dark damage, 16 Int and 14 Fai requirements.
Create a line of explosions of dark frost along the ground, leading up to the spells maximum range. All grounded creatures hit by the line of explosions take the dark damage of the spell, as well as 1d4 frost build up. The line of explosions can be stopped by cover and/or a vertical wall in the terrain. Charging this spell increases its range to 30 feet, and knocks prone all medium or smaller creatures hit by it.

Seething Dark Frost (Darkfrost/Blackfire Hex): (4AP, 7FP, 2 slots), 20 foot range. 4d12 dark damage, 20 Int and 15 Fai requirements.

Conjure a seething ball of dark frost on a grid space in range. The ball deals its dark damage and 1d6 frost build up to any creature which does not dodge out of the target space when it is conjured, as well as any creature which moves into that space over the next round. At the start of your next turn (after your slow actions resolve) the dark frost ball moves two spaces in a direction of your choice, hitting all creatures in its path, then it explodes dealing its dark damage and 1d6 frost build up to everything within 2 spaces (10 feet) of the ball. You may only have one instance of this spell active at once, and are unable to cast a new one until the previous instance explodes. Charging this spell increases its range by 10 feet, and increases the frost build up to 2d6.

Dark Fog (Death Hex): (4AP, 4FP, 2 slots), 20 foot range, 2 round duration. 16 Int and 14 Fai requirements.

Choose a target space in range and conjure a 10ft by 10ft fog of intense rot which contacts that space and stays in place for 2 rounds (12 seconds). Every creature that begins their turn within the mist, or moves into one of its spaces, takes 1d6 toxic build up. Charging this spell increases its range by 5 feet, and increases the toxic build up to 1d8.

Wall of Bodies (Death Hex): (4AP, 4FP, 1 slot), 40 foot range, 10 round duration. 14 Int and 14 Fai requirements.

Pulse out a dull white ghostflame which latches onto any and all (mostly intact) corpses in range. You may then move each corpse into another unoccupied space within 10 feet of itself, before its flesh writhes with the roots of death. The affected corpses then prevent all grounded movement into or through the spaces they occupy for the duration of this spell. Charging this spell empowers you for its duration. This empowerment allows you to once again move any affected corpses within range, 5 feet to another unoccupied space, once per round on each of your turns while the spell is active.

Dead Again (Death Hex): (3AP, 3FP, 1 slot), 5 foot range. 2d10 dark damage, 14 Int and 16 Fai requirements.

Cast a dark ghostflame upon a corpse in range, causing them to combust violently after a short time. Two rounds (12 seconds) after this spell is cast on a corpse, on the turn that this spell was cast, the corpse explodes with ghostflame dealing dark damage to all spaces within 10 feet of the corpse before turning it to ash. The damage you cause from creating simultaneous explosions with this spell does not stack. Charging this spell allows you to cast it on two to five corpses at once, all in a pile which can fit into a five foot grid space. The pile of corpses then explode together after two rounds dealing 2d10 dark damage, plus an additional 1d10 per corpse (as well as damage from scaling as usual).

Temporal Kinesis (Time Magic): (8AP, 10FP, 2 slots), self cast, 5 round duration. 22 Int and 22 Fai requirements.

Cast upon yourself to allow you to manipulate time and the path of causality. For the duration of the spell, once per round at any time, you may will interactions with objects/spells/terrain backwards in time that may or may not have happened in the past. For example, say a monster spits acid all over an ally of yours, you may will it that the acid instead came from a broken flask in your pocket, and that the acid is pulled back in time into the flask which is no longer broken. As a result the acid was never spit from the monster and you have always had a flask of its acid in your pocket. Or as another example, say a projectile spell was cast at you, but instead you willed it that the spell was cast from you and that it is pulled back in time into your casting implement. As a result the spell was never cast at you and you have always known how to cast the spell yourself. This spell cannot be charged.

7 Spirit Summoning and Spirit Abilities

The spirit summoning crucible allows players to summon the spirit of a non human, or undead creature which uses its special **spirit ability** immediately after being summoned. The spirit then stays active until dispelled or dissipated, and **can be commanded (with an equipped spirit crucible) to use their spirit ability again, once per round on each round after being summoned for half the AP and FP costs of initially summoning them.** After the first round they are summoned, spirits may be commanded to move 2 spaces per round, or 3 spaces if they are large or greater size. Spirits which are more than 25 feet away from their summoner dissipate, and if a spirit hasn't used its ability for 5 rounds (30 seconds) then half of their summoning FP cost must be spent by their summoner or they dissipate.

Only one spirit may be summoned per round, only one copy of each spirit may be active at a time, and the maximum summon tier total for all of a summoners active spirits is 4 (so a summoner may have four tier 1 spirits active at a time, or two tier 2 spirits, or one tier 3 spirit and one tier 1 spirit etc.) All spirits are summoned into an unoccupied space on the grid adjacent to the summoning player, wherever they choose. All spirits use their ability immediately after being summoned and any movement or targeting indicated by the ability is controlled by their summoner. **Unless otherwise stated by an ability, spirits are intangible and do not prevent others from entering the space they occupy. They also cannot be blocked by other creatures, but must end their movement actions and abilities in unoccupied spaces if possible.**

In order to actually summon a specific spirit, the summoner must equip them to their attunement slots during bonfire/magical rests, just like spells or weapon skills. A spirit summon can be learned by holding up an equipped summoning crucible and spending 2, 3, 4, or 5 FP the moment the corresponding creature is killed while in active combat and while perceivable to the summoner (whether or not it is their turn). Then, if the creature has an ability with a tier that is less than the FP spent, the spirit of the creature is captured performing that ability. The ability captured is always the one with tier closest to, and less than, the amount of FP spent. Spending less than the tiers of any of the creatures abilities forfeits the FP spent and does not capture a spirit. If the creature does not have a summonable ability then the FP is lost.

Spirit abilities fall under four tiers of power. Abilities in tier 1/2/3/4 always cost (3AP, 2FP)/(4AP, 3FP)/(4AP, 4FP)/(5AP, 6FP) and require up to 10 Int or 10 Fai/13 Int or 13 Fai/16 Int or 16 Fai/20 Int or 20 Fai to equip in an attunement slot (some spirits requiring both Int and Faith, with Fai requirements more on physically focused spirits and Int on magic focused). The scaling of the spirits ability, if it deals damage, is

also dictated by its tier and the equipped summoners crucible. Note that **attacks made by spirit summon as part of their spirit ability do not count as attacks made by their summoner**, and all spirits count as a magical or special buff upon your person.

The following is a list of all spirit abilities:

Leaping Bite: (3AP, 2FP, 1 slot), Tier 1 , 10 Fai requirement.
Summon the spirit of a small creature which leaps up to two spaces in any direction, through or over creatures and small obstacles, and bites at a target within 5 feet of where it lands. Any creature hit takes 1d4 physical damage and 1d4 poison or bleed, depending on the spirit.
Flurry of Cuts: (3AP, 2FP, 1 slot), Tier 1 , 10 Fai requirement.
Summon a lesser undead spirit which flails its limbs hitting the spaces directly in front and diagonally in front of itself. Deals 4d4 physical damage to any creature hit if the undead spirit is unarmed, and 4d6 if it is.
Sharp Rake: (3AP, 2FP, 1 slot), Tier 1 , 10 Fai requirement.
Summon the spirit of a bloodthirsty creature which attacks up to two spaces adjacent to itself, of your choosing. Creatures hit take 1d4 physical damage and 1d4 bleed build up.
Inspiring Presence: (3AP, 2FP, 1 slot), Tier 1 , 10 Fai requirement.
Summon an inspiring spirit which poses majestically for a full round and rejuvenates those that bask in its glory. Any allies of this spirit's summoner, which move into the space the spirit occupies for the first time while the ability is active, regain 1d2 HP and 1d2 FP. This HP replenishment includes your scaling, but the FP does not. Any summoner that has an active spirit which can use this ability, cannot benefit from its effects. The spirit using this ability cannot move while it is active.
Light Weapon Swing: (3AP, 2FP, 1 slot), Tier 1 , 10 Fai requirement.
Summon a lesser undead, or light attacking spirit which attacks with its weapon/appendage, threatening a creature in range. The attack deals 1d4, 1d6 or 1d8 physical damage to a target within 5 or 10 feet, depending on the spirit.
Elemental Bolt: (3AP, 2FP, 1 slot), Tier 1 , 10 Int requirement.
Summon a lesser undead, or spell casting spirit which fires a spectral arrow, crossbow bolt, or projectile spell at a target within 20 feet, threatening them. Creatures hit take 1d6 elemental damage, with the element depending on the spirit. As well, any creature hit by this ability that has already dodged in that round of combat, is surrounded by spirit energy and loses one tier of physical resistance for one round of combat.

Ruined Earth: (3AP, 2FP, 1 slot), Tier 1 , 10 Fai requirement.
Summon a tunneling or stomping spirit which moves up to 15 feet in one direction before stopping and creating difficult terrain in the space(s) it occupies as well as all adjacent spaces. It then moves once more, up to 15 feet in a direction, before creating another area of difficult terrain in the space(s) it occupies as well as all adjacent spaces. These spaces of difficult terrain last indefinitely, unless the ground is purposefully restored through magic, hard labor, or a large natural event.
Gnawing: (3AP, 2FP, 1 slot), Tier 1 , 10 Fai requirement.
Summon the spirit of a small beast which bites down at a target within 5 feet of it. Any creatures hit takes 1d4 physical damage and an additional 1d6 if they were attacked from behind.
Crushing Hold: (4AP, 3FP, 1 slot), Tier 2 , 13 Fai requirement.
Summon an earthen spirit which attempts to grab a creature within melee range of it. If the creature does not dodge, and is a size that is equal to or smaller than the size of the spirit, it takes 1d12 physical damage and must make a DC (11 + your Att mod) athletics check or be inflicted with the locked up status condition for one round.
Elemental Slam: (4AP, 3FP, 1 slot), Tier 2 , 13 Int and 10 Fai requirements.
Summon an earthen spirit which slams the ground and causes crystal to grow, fire to erupt, lightning to crackle, or dark sediment to spill forth in all spaces adjacent to it, threatening any creature which occupies them. Any creature hit takes 1d12 magic, fire, lightning, or dark damage, depending on the type of spirit. This ability does not threaten or damage the spirits summoner.
Heavy Weapon Swing: (4AP, 3FP, 1 slot), Tier 2 , 13 Fai requirement.
Summon an undead, or heavy attacking spirit which attacks with its weapon/appendage, threatening a creature in range. The attack deals 1d10, 1d12 or 1d20 physical damage to a target within 5 or 10 feet, depending on the spirit.
Status Spray: (4AP, 3FP, 1 slot), Tier 2 , 13 Int and 10 Fai requirements.
Summon a tricky spirit which sprays a mist of poison, toxic, frost, or bleed inducing particles in a cone up to 20 feet away from itself, threatening all creatures within those spaces. The particles deal 2d6 poison, 2d6 bleed, 2d6 frost or 1d6 toxic build up to any creature they hit depending on the spirit.
Pincushion Grab: (4AP, 3FP, 1 slot), Tier 2 , 10 Int and 13 Fai requirements.
Summon an entangling spirit which grabs at a nearby creature within 10 feet of itself, threatening it. If the creature does not dodge out of the way, it takes 1d8 physical damage and 1d6 poison, frost, bleed, or toxic build up (depending on the spirit), and must make a DC (9 + your Att mod) acrobatics check or be restrained by the spirit for one round. Creatures larger than the size of the spirit are immune to the restrain, and some other creatures may also be immune to the restrain.

Inhuman Shuffle: (4AP, 3FP, 1 slot), Tier 2 , 13 Int requirement.
Summon a shambling twisted undead which runs forward four spaces in one direction of your choice while shambling strangely. Any creature that it runs through instantly becomes confused, losing 1d2 FP and taking 1d4 true damage. This also frightens some creatures with a low Int stat (less than or equal to 8) forcing them to move away from the spirit on their next turn for half of their total AP. The spirit may also surprise creatures with a higher Int stat, but it does not force them to run from it in fear. The true damage of this ability does not benefit from scaling, and some creatures may be immune to the frighten.
Attention Grabbing Annoyance: (4AP, 3FP, 2 slots), Tier 2 , 13 Int and 13 Fai requirements.
Summon an infuriating and annoying spirit which, while this ability is active, can move five spaces per round (instead of the normal amount) and through creatures and objects as it does. This ability cannot be used if this spirit has already moved in the round. Any creature the spirit passes through must make a DC (9 + your Att mod) diplomacy check or be forced to turn and face the spirit. On their next turn, affected creatures which failed the check must make one attack which targets the space occupied by the spirit before taking any other actions. If they cannot do so, then the creature must instead move toward the spirit until they are in a space directly next to it, or as close as they can get to it. This movement must also take place before they can make any other actions on their turn.
Shield Protector: (4AP, 3FP, 1 slot), Tier 2 , 13 Fai requirement.
Summon a lesser undead spirit which moves up to three space to block the first creature which tries to move into a space adjacent to you, becoming tangible as it does so. The spirit will continue to move and block unless there is already a hostile creature in front of it. The spirit then raises its shield and blocks 6 poise worth of physical damage as though it has a regular shield. Elemental damage passes through the spirit unhindered. The spirit performs this ability for two rounds. When the ability concludes the spirit lowers its shield and regenerates all poise damage. If the spirit is staggered (reaching its poise threshold through shield damage) then it dissipates. Unless otherwise stated you may only have one spirit actively performing this ability at a time.
Cone of Confusion: (4AP, 3FP, 1 slot), Tier 2 , 13 Int requirement.
Summon a twisted spirit which confuses targets it can look upon in a 10 foot cone away from itself. Each of the creatures in the cone instantly take 1d10 dark or magic damage (without having the opportunity to dodge), and must make a DC (11 + your Att mod) diplomacy check or be inflicted with the Dazed, Impaired vision, or Deafened status conditions for one round, depending on the spirit summoned. If a target creature rolls a one on the die for their check, they are inflicted with all three conditions regardless of the total result.

Bull Charge: (4AP, 3FP, 1 slot), **Tier 2**, 13 Fai requirement.

Summon a courageous or demonic spirit which charges forward up to 20 feet in one direction, through any creatures or objects, before stopping and making an attack directed at a space adjacent to itself (threatening any creature it attacks but not the creatures it moves through). The attack deals 1d20 physical or fire damage, depending on the spirit. Any creature hit by the attack must make a DC (12 + your Att mod) athletics check or be pushed back 10 feet. Any creature the spirit passes through must make the same check or be pushed 5 feet left or right of the spirits path, based on the summoners choice for each creature.

Status Laser: (4AP, 3FP, 2 slots), **Tier 2**, 13 Int and 13 Fai requirements.

Summon a bestial or monstrous spirit which breaths a laser of ice, poison, toxic, or lacerating blood in a 180 degree arc in front of itself reaching up to 20 feet away, threatening any creatures within the spaces. All creatures hit by the laser must make a DC (9 + your Att mod) acrobatics check or take 2d8 physical damage and 1d8 frost, poison, toxic, or bleed build up. Half of both the damage and status build up upon successfully making the check.

Greatshield Protector: (4AP, 4FP, 1 slot), **Tier 3**, 16 Fai requirement.

Summon an undead spirit which moves up to three space to block the first creature which tries to move into a space adjacent to you, becoming tangible as it does so. The spirit will continue to move and block unless there is already a hostile creature in front of it. The spirit then raises its shield and blocks 6 poise worth of physical damage as though it has a greatshield. Elemental damage passes through the spirit unhindered. The spirit performs this ability for two rounds. When the ability concludes the spirit lowers its shield and regenerates all poise damage. If the spirit is staggered (reaching its poise threshold through shield damage) then it dissipates. Unless otherwise stated you may only have one spirit actively performing this ability at a time.

Let the Feast Begin: (4AP, 4FP, 1 slot), **Tier 3**, 16 Int requirement.

Summon a rare undead spirit which instantly casts a magical curse on a target within 10 feet. The target must make a DC (13 + your Att mod) Athletics or acrobatics check or be pierced and held by two magical stakes, a flaming cage, a bolt of lightning, or dark ore, taking 1d12 magic, fire, lightning, or dark damage, depending on the spirit. Any creature that takes the damage is grappled until they beat the DC (by spending 3 AP per attempt on their own turns). This effect cannot be dodged.

Sandstorm: (4AP, 4FP, 1 slot), **Tier 3**, 13 Int and 16 Fai requirements.

Summon an earthen spirit which creates a spinning sandstorm. All creatures and objects within 30 feet of the spirit, excluding the summoner, instantly take 1d2 durability damage to all of their equipment and must make a DC (12 + your Att mod) perception check or be inflicted with the impaired vision status condition for one round.

Combination Attacks: (4AP, 4FP, 1 slot), Tier 3 , 13 Int and 16 Fai requirements.
Summon a skilled or furiously attacking spirit which makes an attack in an adjacent space dealing 1d6 physical damage with no scaling to any creature it hits, the spirit then moves one space in a direction of your choice before making that same attack once more. Finally, the spirit once again moves one space in a direction of your choice before making a large attack dealing 3d6 physical or elemental damage (depending on the spirit) threatening an adjacent space. This final attack includes your scaling for this ability tier.
Elemental Discharges: (4AP, 4FP, 1 slot), Tier 3 , 16 Int and 10 Fai requirements.
Summon a elementally charged spirit which simultaneously calls down a rain of lightning, crystal, lava, or dark sediment onto $(2 + (\text{your Att mod}/2))$ different grid spaces of your choice within 30 feet of itself. Any creatures which occupy those spaces are threatened, and any creatures hit take 3d8 elemental damage of type depending on the spirit.
Skull Wisp Spawn: (4AP, 4FP, 2 slots), Tier 3 , 16 Int and 13 Fai requirements.
Summon a writhing, tortured spirit, which vomits a skull wisp in an unoccupied adjacent space. The wisp lasts for three rounds and is able to move three spaces each turn on the players turn, starting with the round it was summoned. When its time elapses, or whenever the player chooses as a reaction, the wisp explodes threatening all within 10 feet of it. Any creature hit takes 1d10 fire or dark damage. Multiple of these skull wisps may be active at a time.
Devour: (4AP, 4FP, 1 slot), Tier 3 , 13 Int and 16 Fai requirements.
Summon a large mouthed spirit which attempts to envelope a target of your choice within melee range of it, threatening them as it does. Any creature enveloped takes 2d12 physical damage, and you heal for half of the damage they take (after reductions from resistances). The creature must also make a DC $(10 + \text{your Att mod})$ athletics check or be inflicted with the limb break status condition, randomly on one of their limbs.
Surprise Feast: (4AP, 4FP, 2 slots), Tier 3 , 16 Fai requirement.
Summon a hiding spirit that makes itself tangible and changes its shape into an interactable object of your choice the same size as the specific spirit. Any creature which perceives this transformation is aware of what the object is. To any creature which did not observe the transformation, with an intelligence stat less than your attunement stat, it is indistinguishable from the object. It stays unmoving in this location for 1 minute (10 rounds), until you choose to end the ability, or until a creature interacts with the object. The first creature that directly interacts with the object is attacked by the spirit taking 6d6 physical damage and 2d4 bleed if they are hit. This attack cannot be dodged if the creature interacting with the spirit was unaware of its true nature. After this attack, or if you choose to end the ability, the spirit once again becomes intangible and no longer hidden until the ability is used again.

Radial Wave: (4AP, 4FP, 2 slots), Tier 3 , 16 Int and 16 Fai requirements.
Summon a massive lumbering spirit which slams its body down, stirring up a wave of muddy water, stagnant toxic liquid, blood, or frozen slush to wash over the area 30 feet around it. Every grounded creature within 30 feet, excluding the summoner, is threatened by the wave. Any creature hit takes 3d6 physical damage and depending on the spirit also 2d6 poison, toxic, bleed, or frost build up. affected creatures must also make a DC (12 + your Att mod) athletics check or be knocked prone. The affected area becomes difficult terrain for one round and all poorly constructed or withered grounded structures get washed away.
Rampage: (4AP, 4FP, 1 slot), Tier 3 , 16 Int and 13 Fai requirements.
Summon a raging or tortured spirit, which rampages forward two to four spaces, depending on the spirit, threatening all spaces within 5 feet of itself while it does (including the spaces it passes through). All creatures hit take 4d8 dark or physical damage, depending on the spirit.
Elemental Ray: (4AP, 4FP, 1 slot), Tier 3 , 16 Int requirement.
Summon a powerful spell casting spirit which shoots a ray of elemental magic in a 25 foot line in any direction. The Elemental Ray hits all spaces up to its maximum range, and all creatures hit must make a DC (13 + Your Att mod) acrobatics check or take 4d8 elemental damage, half on success. The element of the damage corresponds to the specific spirit summoned.
Element Breath: (5AP, 6FP, 2 slots), Tier 4 , 20 Int and 16 Fai requirements.
Summon a legendary, large or massive sized, spirit which stays in place and breaths a 40 foot cone in a direction of your choice, threatening all creatures within. All creatures hit must make a DC (17 + your Att mod) acrobatics check or take 6d12 elemental damage, half on success. The element of the damage corresponds to the specific spirit summoned.
Explosion: (5AP, 6FP, 2 slots), Tier 4 , 20 Int and 16 Fai requirements.
Summon a great and powerful spirit which causes an explosion, impact, or spherical area of great damage centered at a location within 50 feet. All creatures within 20 feet of the target location are threatened, and any creature hit takes 8d8 of one damage type or 4d8 of two damage types depending on the spirit. If the ability deals two damage types then scaling is split evenly between them.

Flame Ice Ring: (5AP, 6FP, 2 slots), Tier 4 , 20 Int and 13 Fai requirements.
Summon a large or massive ancient spirit that creates a thin ring of fire or frostfire on the ground 10 feet around it, threatening any creatures in those spaces. The ring expands by 10 feet every round at the start of your turn, threatening creatures it expands into, until it reaches 40 feet at which point the ring disappears and the ability ends. While the ring is active the spirit may not move, but you may end the ability at any time on your own turns, not including the turn the spirit was summoned. Any creature which touches the ring, or that the ring hits while being created or while expanding, takes 6d8 fire damage, 6d8 dark damage, 4d8 fire damage and 2d8 frost build up, or 4d8 dark damage and 2d8 frost build up depending on the spirit.
Seismic Toss: (5AP, 6FP, 2 slots), Tier 4 , 20 Fai requirement.
Summon a legendary, large or massive, flying spirit which instantly grabs a target within 15 feet of it if they fail a DC (15 + your Att mod) athletics or acrobatics check. This grab cannot be dodged. A grabbed creature is flown into the air and tossed down with massive force taking 4d8 true damage as they land. If the check is passed the target instead takes 2d12 physical damage as they are raked by large talons or claws. The true damage of this ability does not benefit from scaling.
Oceans Pull: (5AP, 6FP, 1 slot), Tier 4 , 13 Int and 20 Fai requirements.
Summon a legendary deep ocean spirit which alters the water within 60 feet of it for ten minutes. Any creature which becomes fully submerged in this area of water can no longer break the waters surface tension for the duration if they cannot make a one time athletics or sanity check with a DC of (15 + your Att mod). Creatures trapped in this way may be helped out of the water by an ally which can make the check. This ability may be ended before the ten minutes elapse on the summoners own turn.
Brain Itch: (5AP, 6FP, 2 slots), Tier 4 , 20 Int and 20 Fai requirements.
Summon the spirit of a mind melting anomaly which instantly looks toward all unobstructed creatures in a 180 degree arc. The creatures it looks toward, that are also facing the spirit and can perceive it, must make a DC (18 + your Att mod) sanity check or take 2d12 true damage and 6 poise damage from vomiting and convulsing in mental anguish. On a success the creatures takes half of the damage and poise damage. If this ability staggers a creature, then they instantly die as their brain boils and eyes melt out of their heads. Some creatures are immune to this spirit ability, and the true damage of this ability does not benefit from scaling.

8 Weapon Skills

Each weapon, in addition to its basic attacks, has one or two **weapon skills** which can be used for an additional FP cost. After using a weapon skill in combat, with a weapon which a player wields and meets the requirements for, that player may permanently learn the weapon skill and can equip it to one of their attunement slots during a bonfire short rest. As well, weapon skills can be learned from finding and reading **Weapon Skill Guidebooks**, which are the weapon skill equivalent of spellbooks.

Attuned weapon skills can be used with any currently equipped usable weapon, with some being restricted to only melee weapons, ranged weapons, casting implements, or some combination of each. The weapon skills which are included with a weapon do not need to be attuned to be used with that weapon while it is equipped. Unless otherwise stated, each weapon skill takes up one attunement slot when attuned.

Below is a list of weapon skills which can be found on weapons and learned by players. Each weapon skill can be used by **melee** weapons, **ranged** weapons, or **both** melee and ranged when it is equipped to an attunement slot (and is indicated as such in the list). As well, only certain weapon skills can be used with casting implements (staves, talismans, pyro flames, spirit summoning crucibles). These are denoted with **+ casting** or **casting implements only**. Every entry in the list also indicates which weapon types that specific weapon skill can be **commonly found on (CFO)**.

If a weapon skill involves an attack then that attack must be made with the weapon which activated the skill. The **power stance** weapon skills toward the end of the list can only be used when a character has the dual wielding weapon feat Power Stance, and is wielding two of the same weapon types as indicated by each skill.

Charge: (2FP, both, CFO → Halberds, Spears, Crossbows)
Spend the FP cost of this skill as well as the AP cost of one light attack to charge forward, weapon at the ready. Your charge moves you three spaces in one direction before making an attack on any target in your weapons range, dealing the damage of a light attack. This skill cannot be used with a ballista.
Shield Splitter: (3FP, both, CFO → Straight Swords, Greatswords)
Spend the FP cost of this skill as well as the AP cost of one heavy attack to twist your weapon in a complex attack. This attack deals the damage of a light attack, but deals $(x2 + 1)$ poise damage to targets blocking with a shield. This skill cannot be used with a ballista.

Shield Bash: (1FP, melee (shields), CFO → Shields, Greatshields)
Spend the FP cost of this skill as well as 3 AP with a regular shield or 4 AP with a greatshield to make a shield bash attack targeting an adjacent space. This attack deals $(1d4 + D \text{ Str})$ physical damage with a regular shield and $(1d6 + C \text{ Str})$ physical damage with a greatshield. You may choose to make any medium or smaller creature hit by this attack also be pushed one grid space (5 feet) away from you. This skill may count as a weapon light attack for the purpose of weapon proficiency abilities. Although, when it is used as such, its FP cost must still be spent.
Barricade Shield: (3FP, melee (shields), CFO → Shields, Greatshields)
Hold your shield close and brace it with a low stance. Over the next round your equipped shield gains +5 flat damage reduction, to all damage types that it can block. The regular poise damage conversion of the shield is not made until the flat damage reduction number is cleared by an attack.
Element Bulwark: (2FP, melee (shields), CFO → Shields)
Focus your energy into deflecting a specific type of damage. Over the next round your equipped shield blocks another non true damage type of your choice.
Stand Firm: (1FP, melee (shields), CFO → Shields)
Brace your shield in anticipation of multiple attacks. Over the next round your equipped shield converts blockable damage to poise damage from the total amount of damage you take, instead of each instance of damage you take.
Pressure Wall: (3FP, melee (shields), CFO → Greatshields)
Over the next round your shield causes a small pressure wave to pulse from it. Any tangible, non spell based projectile, which would have hit your shield while you defend with it, instead falls to the ground in front of you and is nullified.
Spin Slash: (3FP, melee, CFO → Twinblades, Curved Swords, Halberds)
Spend the FP cost of this skill as well as the AP cost of one light attack to pull your attack into a deadly spin. This attack deals the damage of a light attack, but targets all spaces within your melee weapon attack range.
Crater Land: (4FP, melee, CFO → Hammer, Greathammer)
Spend the FP cost of this skill as well as the AP cost of one light attack to jump up and slam your weapon, or yourself, into the ground with immense force. This attack targets all spaces within two grid spaces (10 feet) of yourself, dealing the damage of a light attack to all grounded creatures within its range.
Phantom Slash: (2FP, melee, CFO → Halberds, Reapers)
Spend the FP cost of this skill as well as the AP cost of one light attack to take an attacking stance and conjure a phantom image of yourself. The image then moves up to three grid spaces (15 feet) in any direction, and over any gaps, before making an attack dealing the damage of your light attack toward any target space in range before disappearing. The phantom may move through any object or barrier, but can only attack a target that you can see.

Powerful Infusion: (3FP, both, CFO → Any)
Spend the FP cost of this skill when making an element infused weapon attack to focus more power into the elemental damage of the attack, adding one extra damage die to it. As well, guarantee you roll a 1 on the d2 durability loss from this attack.
War cry: (3FP, melee, CFO → Axes, Greataxes)
Let out a barbaric roar and put all your rage into your next attacks in combat. Increase the strength scaling on the weapon used to trigger this skill by one level for its next two attacks.
Giants Roar: (4FP, both + casting, CFO → Axes, Greataxes)
A rare hidden technique of the giants. Spend the FP cost of this skill and 3 AP to initiate a slow action by inhaling a grand deep breath. When the slow action resolves release the air in a bellowing roar to produce a massive shockwave around yourself. The shockwave expands out hitting all grid spaces within 20 feet of yourself. All creatures hit, which are not deafened, take 2d10 physical damage and are deafened for one round.
Wild Swings: (1FP, melee, CFO → Axes, Greataxes, Hammers)
Spend the FP cost of this skill when making a light attack to instead make a wild swinging attack. Wild swinging attacks cannot be parried, and on any round of combat where your only actions were to move and make wild swinging attacks your poise damage cannot reach its maximum threshold (it will stop at one less than the maximum and can go no farther until you take another action).
Sharpen: (3FP, melee, CFO → Axes, Greataxes, Greatswords, Twinblades)
Hone your weapon along a stone or over piece of hard material to sharpen it, preparing it for a clash of steel. Deal a bonus 1d2 durability damage to any armor, equipment, or objects that you hit with the next two attacks you make with the sharpened weapon.
Seppuku: (2FP, melee, CFO → Katanas, Daggers, Curved Swords)
Spend the FP cost of this skill to quickly gouge yourself with your melee weapon. Deal 2d6 bleed build up to yourself, but coat your weapon in your blood and deal double bleed build up on your next light or heavy attack made with the weapon. This skill cannot be used again until after making the buffed attack.
Rotted Spores: (3FP, both, CFO → Any)
Spread spores of old rot across your weapon. Add 1d4 poison build up to the next two attacks made with the weapon which triggers this skill.

Perseverance: (3FP, both, CFO → Hammers, Greathammers, Shields, Fists, Ballista)
Focus on maintaining your stance and absorbing impact. This prevents your slow actions from being interrupted by any action you take or attack you are hit by (although they can still be canceled by some status conditions), and increases your physical resistance by one tier, both until the start of your next turn.
Gravity Well: (4FP, melee, CFO → Greathammers, Ultra Greatswords, Greatswords)
Spend the FP cost of this skill as well as the AP cost of one light attack to slam your weapon into the ground and crush space into a pulling well of gravity. All creatures within one grid space (5 feet) of you instantly take the damage of one of your light attacks, and all creatures within four grid spaces (20 feet) must make a contested athletics check against you or be pulled up to ten feet toward you.
Gravity's Reinforcement: (3FP, melee, CFO → Axes, Hammers, Greatswords)
Spend the FP cost of this skill and 2 AP to run your weapon along the ground and pull debris, rocks, and earth toward it with a gravitational attraction. The next two light or heavy attacks made with the weapon, at a range no greater than 5 feet, shatter the built up earth on the weapon. This causes the attacks to also hit one space farther from you than your target space, as well as the spaces directly left and right of any target space (with respect to the direction you face, forming a cross shape). If the attacks are not made within one minute of using this skill then the buff wears off.
Galvanize: (3FP, both + casting, CFO → Hammers, Greatswords, Ballista)
Take a moment of focus to catch your breath and ready yourself. Increase your next turns AP by 2, and halve all poise damage you take over the next round, rounded down. This does not include poise damage taken from blocking with a shield.
Banner of Inspiration: (4FP, both + casting, CFO → Spears, Halberds, Ballista)
Plant your weapon triumphantly and inspire those around you. Yourself and up to five allies within 15 feet of you can add 1d6 physical damage to one of your attacks over the next round, as long as the attack already dealt an amount of physical damage.
Cerulean Glint Weapon: (2/3FP, melee, CFO → Straight Swords, Greatswords, Ultra Greatswords)
A sorcery inspired weapon technique which extends your weapon with a large magical image of itself. The next melee attack you make with that weapon has its range extended by 5 or 10 feet (for spending 2 or 3 FP respectively), and the physical damage of the attack is also changed to magic damage.

Airblade Slice: (3FP, melee, CFO → Straight Swords, Curved Swords, Katana)
Spend the FP cost of this skill as well as the AP cost of a light attack to make an attack which pulls the air into a blade-like projectile. The projectile then moves forward in a line up to 15 feet, hitting all spaces up to its maximum range or until it impacts an obstructing object or creature. Any creature hit by this projectile takes the physical damage of one of your light attacks.
Gusting Stomp: (3FP, melee, CFO → Halberds, Straight Swords, Greathammers, Ultra Greatswords)
Spend the FP cost of this skill as well as 3 AP to stomp the ground and stir up radial gusts of wind around you. This wind attack hits all spaces within 5 feet of yourself. Any creature hit by the wind takes 1d4 physical damage, and if they are size large or smaller, they are also knocked off balance causing their dodge distance to be halved until the end of your following turn (with the distance rounded down to the nearest multiple of five, including zero) and expending one of their dodge actions for the round.
Rapid Fire: (2FP, ranged, CFO → Bows, Crossbows, Guns)
Concentrate on a quick, dexterous re arming of a ranged weapon. Your next bow, crossbow, or greatbow attack costs half the AP. If used with a ballista then initiating your next ballista heavy attack costs two less AP. If used with a gun then immediately reload a bullet for half the normal AP cost.
Follow Through: (3FP, ranged, CFO → Greatbows)
Spend the FP cost of this skill as well as the AP cost of one heavy attack to fire an arrow/bullet which pierces through all creatures up to its maximum range, dealing the damage of a light attack. If using a gun this attack costs 2 AP and prevents that gun from being reloaded until your following turn. This skill cannot be used with a ballista.
Splintered Rain: (3FP, ranged, CFO → Bows, Greatbows)
Spend the FP cost of this skill as well as the AP cost of one heavy attack to fire an arrow/bullet directly upwards. This projectile then breaks up into many smaller projectiles which impact your target as well as every grid space within two grid spaces (10 feet) of them, dealing the damage of a light attack. If using a gun this attack costs 2 AP and prevents that gun from being reloaded until your following turn. This attack fails if you use it in an enclosed space with a ceiling lower than 20 feet high. This skill cannot be used with a ballista.
Razor Bash: (2FP, ranged, CFO → Bows, Crossbows, Guns)
Spend the FP cost of this skill as well as the AP cost of one light attack to make melee attack with a bow, crossbow, or gun. This attack does the damage of an arrow light attack or firing a bullet without consuming one, and deals an additional 1d6 bleed build up. This skill cannot be used with a ballista.

Piercing Shot/Attack: (3FP, both, CFO → Greatbows, Ballista, Bows, Crossbows, Guns, Thrusting Swords)
Spend the FP cost of this skill as well as the AP cost of one light attack to make an attack that ignores one tier of resistance (with the type of resistance corresponding to the majority of damage used in the attack), and deals the damage of a light attack. If this attack is made with a ballista then the AP cost is that of a heavy attack, deals the damage of a heavy attack, and is made as a slow action.
Exploding Shot: (3/4FP, ranged, CFO → Greatbows, Crossbows, Guns)
Spend the FP cost of this skill as well as the AP cost of one light attack to fire an exploding shot that splinters and deals the damage of a light attack, to all spaces within 5 or 10 feet of your target (for spending 3 or 4 FP respectively). The physical damage of this attack is also changed to fire damage. This skill cannot be used with a ballista.
Castle Breaker: (4FP, ranged (ballista), CFO → Ballista)
Spend the FP cost of this skill as well as the AP cost of a heavy attack to pull your ballista to its limit before launching an attack that can break through even the strongest defenses. This attack is a slow action which can be interrupted by any forced movement, deals the damage of a heavy attack, and automatically breaks the guard of any shields it hits, staggering their wielder and pushing them back 15 feet. This attack may also be made against walls, obstacles, and any other terrain or structures to deal significant damage to them and even break through them.
Improvised Catapult: (1FP, ranged (ballista), CFO → Ballista)
Spend the FP cost of this skill as well as the AP cost of a heavy attack to load your ballista with nearby (within 10 feet) improvised ammo of any kind and initiate a slow action to fire it. The improvised ammo can fall under the following types with their specific effects: Shrapnel (change the damage die of the attack to 7d2), Light Object (the attack no longer has a minimum range, but deals two less damage die of damage), Heavy Object (lower the max range of the attack to 60 feet, and lower the damage die by one level), Biological (no longer does damage, but a creature hit must make a DC 10 sanity or diplomacy check or lose 1 FP. Some creatures may be immune to this effect), Arcane (the damage of the attack is changed to a type which best represents the element of the object, but deals one less damage die of damage).
Parry: (3FP, melee, CFO → Shields, Daggers, Straight Swords, Thrusting Swords)
Predict the remaining AP of the creature that attacks you, the next time you are attacked by a tangible, redirect-able attack. If correct and the attack was a melee attack then the enemy is inflicted with the staggered status condition. If the attack was a physical projectile then it is simply nullified on success.
Back Attack: (4FP, melee, CFO → Daggers)
Spend the FP cost of this skill and the AP cost of one light attack to make a stabbing attack which deals the damage of a light attack. If this attack hits its target from behind, they must make a DC (12 + your Dex mod) acrobatics check or take (your Dex mod/2) poise damage.

Life Drain: (4FP, both, CFO → Curved Swords, Fists, Katanas)
Spend the FP cost of this skill and the AP cost of one light attack to make an attack that is wreathed in life stealing energy, healing you for 2d12 HP if it hits. This attack deals the damage of a light attack, and this weapon skill can only be used once per round in combat. If the attack is made with a ballista, then it is a slow action which has the AP cost and damage of a heavy attack.
Lunging Thrust Counter: (4FP, melee, CFO → Thrusting Swords)
Spend the FP cost of this skill at the same time you perform a dodge action. If the dodge is successful (causes you to avoid all damage) then you may perform a lunging counter against any target in range of your weapons light attack after the dodge. The lunging counter deals the damage of your weapons light attack, but costs no AP. This skill can only be used once per round of combat.
Assassin's Blood Sand: (2FP, both + casting, CFO → Daggers, Casting Implements)
Spend the FP cost of this skill and draw from your life force, taking 3d4 true damage, to conjure beads of blood sand. This blood sand masks any sound your movement makes, and adds +4 to any of your stealth rolls for the next 5 minutes.
Quickstep: (2FP, both, CFO → Daggers, Fists)
Make a quick dexterous advance, allowing you to move up to three spaces towards any hostile creature in combat.
White Shadow Mist: (3FP, both + casting, CFO → Daggers, Talismans)
Spend the FP cost of this skill at the end of any of your turns in which you have not initiated a slow action, to take a low and readied stance. Until the start of your next turn, your first dodge becomes a smoky teleport (allowing you to dodge regardless of terrain or movement hindering effects) and if it is successful then you may leave behind a misty image of yourself in your previous location. If the creature which triggered your dodge has an Intelligence stat of 10 or less then they temporarily lose sight of you when you teleport and cannot tell the difference between yourself and the misty image. This teleport dodge after taking the readied stance also has its maximum range increase by one grid space (5 feet).
Vaulting Attack: (3FP, melee, CFO → Twinblades, Reapers, Fists)
Spend the FP cost of this skill and the AP cost of one light attack to slam your weapon into the ground, or make an acrobatic leap, propelling yourself up to 15 feet into the air and between 10 and 20 feet forward towards a hostile creature. Alternatively you may leap up to 15 feet into the air over a hostile creature, and land directly on the other side of them in an adjacent space, traveling no more than 20 feet to do so. As you land make a plunging attack on any target in your range with the weapon, dealing the damage of a light attack.

Illusory Darts: (3FP, both, CFO → Straight Swords, Thrusting Swords, Daggers)
Spend the FP cost of this skill as well as 2 AP to throw three illusory darts at up to three targets within four spaces (20 feet) of yourself. Each dart deals $1d4 + E$ Dex physical damage. As you throw the darts, you may jump up to two spaces (10 feet) in a direction of your choice.
Golden Darts: (3FP, both, CFO → Bows, Guns, Thrusting Swords, Spears)
Spend the FP cost of this weapon skill when making a light or heavy attack to conjure three golden darts alongside it. You may send those three darts toward any target within 20 feet, each dealing $1d4$ physical damage. These darts cannot be dodged.
Nightbird's Call: (4FP, both + casting, CFO → Staves)
Focus on your weapon to let out a psychic vibration into the nearby area. You and up to five allies within 15 feet may add $1d6$ to any precision rolls you all make until the start of your next turn (after you resolve any slow actions).
Altia's Veil: (4FP, both + casting, CFO → Staves, Talismans, Daggers)
Focus on your weapon to conjure a veiled shadow over yourself and your allies. You and up to five allies within 15 feet may add $1d6$ to any stealth rolls you all make until the start of your next turn in combat (or for the next ten seconds outside of combat).
Neck Swipe: (3FP, melee, CFO → Reapers)
Spend the FP cost of this skill and the AP cost of one light attack to make a focused and well aimed attack. This attack deals the damage of a light attack, but ignores one tier of physical armor and deals a bonus $1d4$ bleed status build up.
Sword Draw: (3FP, melee, CFO → Katanas, Curved Swords)
Spend the FP cost of this skill and half the AP cost of one light attack, at the end of your turn, to take a quick draw stance with your weapon. The next time you take damage over the following round of combat, as a result of an attack made by a hostile creature, you may automatically move up to two spaces (10 feet) in the direction of any hostile creature and make an attack directed at them which deals the damage of a light attack. You may keep this quick draw stance through a dodge action, but you may not perform any slow actions while in the stance.

Lai Sword Draw: (3FP, melee, CFO → Katanas, Curved Swords)
Spend the FP cost of this skill and half the AP cost of one light attack, at the end of your turn, to take an advanced quick draw stance with your weapon. The next time you take damage over the following round of combat, as a result of an attack made by a hostile creature, you may automatically move up to three spaces (15 feet) in the direction of any hostile creature and make an attack directed at them which deals the damage of a light attack. After the attack you may change the direction you are facing. You may keep this quick draw stance through a dodge action, but you may not perform any slow actions while in the stance.
Golden Draw: (2FP, melee, CFO → Katanas, Curved Swords)
Spend the FP cost of this skill and half the AP cost of one light attack, at the end of your turn, to take a masterful quick draw stance with your weapon. The next time you take damage over the following round of combat, as a result of an attack made by a hostile creature, you may automatically move up to three spaces (15 feet) in the direction of any hostile creature and make an attack directed at them which deals the damage of a light attack. Regain HP equal to half of the damage dealt by this attack, as well as 1d4 FP after making the attack. You may keep this quick draw stance through a dodge action, but you may not perform any slow actions while in the stance.
Impact: (4FP, both, CFO → Whips, Guns)
Spend the FP cost of this skill as well as the AP cost of one light attack to make three quick attacks in three directions. One attack in front of you, as well as one each diagonally in front to the left and right. These attacks cannot be blocked by shields, and deal the damage of light attacks. If used with a gun this skill only uses one bullet. This skill cannot be used with a ballista.
Stomp: (3FP, both, CFO → Greatswords, Ultra Greatswords)
Spend the FP cost of this skill at the end of your turn at same time you initiate a heavy attack in order to take a low stance and stomp the ground. Every grounded creature within 5 feet of you when you stomp must make a DC (12 + your Str mod) athletics check or be knocked prone. As well, until your heavy attack resolves (by default at the start of your next turn) you gain one tier of physical resistance, but you can no longer dodge during the same period.
Earthshaker Stomp: (3FP, both, CFO → Ultra Greatswords, Greathammers)
Spend the FP cost of this skill at the end of your turn at same time you initiate a heavy attack in order to take a low stance and stomp the ground. Every grounded creature within 10 feet of you when you stomp must make a DC (14 + your Str mod) athletics check or be knocked prone. As well, until your heavy attack resolves (by default at the start of your next turn) you gain one tier of physical resistance, but you can no longer dodge during the same period.

Lion Fang: (3FP, melee, CFO → Ultra Greatswords)
Spend the FP cost of this skill as well as the AP cost of a heavy attack to initiate a slow action attack which pushes your weapon diagonally upwards in a deadly thrust. This attack deals the normal damage and poise damage of your heavy attack, but if at any point you are attacked and take damage between initiating and resolving this slow action, you may increase the damage it deals when it resolves by one primary damage die.
Spin Slam: (4FP, melee, CFO → Greathammers)
Spend the FP cost of this skill as well as the AP cost of one heavy attack to make a sweeping attack on a target in range, dealing the damage of a light attack. If the attack hits then make a contested athletics check with the target. If you win, make two more attacks on the target, for no additional costs, dealing the damage of light attacks.
Double Slash: (4FP, melee, CFO → Katanas, Curved Swords, Straight Swords, Twinblades)
Spend the FP cost of this skill as well as the AP cost of one heavy attack to make a slashing attack on a target in range, dealing the damage of a light attack. If the attack hits then make a contested acrobatics check with the target. If you win, make two more attacks on the target, for no additional costs, dealing the damage of light attacks.
Steady Chant: (3FP, both + casting, CFO → Staves)
Channel your focus into spell casting. Adds one to the number of damage die rolled on your next offensive spell. This bonus does not expire until you cast your next offensive spell.
Spinning Weapon: (1FP, both + casting, CFO → Twinblades, Halberds, Spears, Reapers, Staves)
Spend the FP cost of this skill whenever you spend AP to move a single grid space, in order to spin your weapon as you move. Your spinning weapon hits every space within one grid space (5 feet) of the destination of your movement, and each creature hit by it takes 1d4 physical damage.
Item Juggler: (4FP, both + casting, CFO → Fists, Daggers)
By drawing upon your skill and focus you may deftly handle the use of two items at once. Spend the FP cost of this skill as well as one more AP than your normal item usage cost to simultaneously use an attacking item and a non attacking item. For example, drinking a potion while accurately throwing a fire bomb at the same time. Note that the AP cost of this skill can be modified by destined traits and weapon feats (Quick Hands, Quickdraw Items, etc.) and still counts as having used one item.
Draw Focus: (1FP, both + casting, CFO → Staves)
Cascade your focus through mental power, regenerating 1d4 FP. This skill can only be used once per round while in combat and on your own turn.

Threaded Blood Whip: (3FP, casting implements only, CFO → Staves)
Spend the FP cost of this skill as well as 3 AP to conjure, or extend a staff into a razor whip. Using the whip make a melee attack with a 10 foot range that deals $(1d8 + A \text{ Int or Dex})$ physical damage, double to targets with no physical armor.
Combustion: (2FP, melee + casting, CFO → Pyro Flames)
Cast the spell Combustion, but for the cost of this skill and only 1AP instead. This casting counts as a weapon skill attack instead of a spell attack.
Soothing Light: (3FP, both + casting, CFO → Pyro Flames)
Draw upon the light of lost life to heal yourself. Every fourth hostile creature which is defeated in combat allows you to use this skill on your own turn to heal for 25% of your maximum HP.
Lava Puddle: (3FP, both, CFO → Any)
Spend the FP cost of this skill as well as the AP cost of one light attack to make an attack which condenses its fire into dripping lava. This attack deals the damage of a light attack, and as long as the attack dealt fire damage you may leave behind a puddle of lava in the grid space of your target. The puddle lasts for two rounds and deals 1d8 fire damage to any creature which first enters the space, or if they begin or end their turn in the space. If the attack is made with a ballista, then it is a slow action which has the AP cost and damage of a heavy attack.
Flaming Cascade: (4FP, melee, CFO → Whips, Axes, Fists)
Spend the FP cost of this skill to toss out a streak of flaming oil in a 180 degree arc in front of your character, hitting all spaces within the arc and no farther than one grid space (5 feet) from yourself, dealing 1d6 fire damage to all creatures hit by it. Immediately follow up this skill with a light attack to coat your weapon with the fire until the start of your next turn. The weapon now acts as if it has been buffed by the charcoal resin item for that time.
Water Body: (3FP, melee + casting, CFO → Pyro Flames)
Focus on the currents of life water within yourself to take a temporary water like form. For the next round of combat or for the next 6 seconds you may move through or walk on water without slowing movement, and Increase your magic resistance by one tier. If within a body of water or fully drenched in water increase your stealth by +8 and double your movement speed. As well, if within a body of water or fully drenched in water then all of this skills effects instead last for 20 seconds (four rounds of combat) as your body becomes part of the water.
Unfaltering Prayer: (2FP, casting implements only, CFO → Talismans)
Place additional mental focus into completing the casting of a spell. Add the FP cost of this skill to the cost of casting a spell and it can no longer be interrupted by taking damage.

Gentle Prayer: (3FP, both + casting, CFO → Talismans)
Channel your focus into a slow healing. Regenerate 1d2 HP at the start of your turn for the next four rounds.
Falling Bolt: (3FP, both + casting, CFO → Halberds, Spears)
Thrust your weapon skyward and summon a falling bolt of lightning to strike your weapon and arc to any target space within 20 feet. The bolt that arcs from your weapon upon first using this skill deals 1d4 lightning damage to any creature it hits. As well, the next attack you make with the weapon, regardless of if it hits a creature, deals one additional primary damage die of lightning damage (two if it is a heavy attack). This skill's weapon damage bonus dissipates after five minutes if it is not used, and this skill cannot be used again until an attack is made with the weapon used to trigger it or its buff dissipates.
Lightning Tumble: (2FP, both + casting, CFO → Fists)
An old technique which draws lightning into a dodge roll. Spend the FP cost of this skill when performing a dodge to instantly deal 2d4 lightning damage to all creatures within one grid space (5 feet) of the destination of your dodge.
Calling Lightning: (3FP, casting implements only, CFO → Staves, Talismans)
Call a bolt of lightning to come down from above and strike your casting implement. For the next round (6 seconds) increase your lightning resistance by two tiers, and gain the ability to add three d6 lightning damage die to up to three different offensive spells (for example, 1d6 to three different spells or 3d6 to one spell) you cast over that same round. This skill does not stack with itself and cannot be used again until the following round. Creatures with affinity to lightning may be attracted to your location upon using this skill.
Necromantic Chant: (4FP, both + casting, CFO → Staves, Talismans, Pyro Flames)
Increase the duration of any raising, summoning, or controlling effect on a creature under your control by one round (this extending effect stops working after it has been done to the same creature more than three times). The next attack made by that creature deals one more damage die of damage, and the creature is healed for 1d6 HP. If there is no creature under your control (not counting companions given by the companion feat) then this skill summons a magically constructed skeleton into an unoccupied space within 5 feet of you. The skeleton has the minimum stats and actions as described by the Necromancy hex feat, but with 5 HP and only lasting for three rounds. The skeleton acts on your turn, including the turn it was summoned.

Great Necromantic Chant: (4FP, both + casting, CFO → Staves, Talismans, Pyro Flames)

Increase the duration of any raising, summoning, or controlling effect on a creature under your control by two rounds (this extending effect stops working after it has been done to the same creature more than three times). The next attack made by that creature deals one more damage die of damage, and the creature is healed for 1d10 HP. If there is no creature under your control (not counting companions given by the companion feat) then this skill summons a magically constructed large skeleton into an unoccupied space within 15 feet of you. The skeleton has 15 HP, deals (1d8 + your stacks of undying) physical damage, and can move up to three spaces per round (as described by and following the rules of the Necromancy hex feat), but only lasts for five rounds. The skeleton acts on your turn, including the turn it was summoned.

Dual Reach: (3FP, **Power Stance**, dual wielding reach weapons (spears, whips, reapers, or halberds))

Before attacking with your second weapon immediately after attacking with your first, spend the FP cost of this skill to increase the range of that second attack by one grid space (5 feet).

Overhead Tremor: (3FP, **Power Stance**, dual wielding colossal weapons (ultra greatswords, greathammers, or greataxes))

Before attacking with your second weapon immediately after attacking with your first, spend the FP cost of this skill to bring your second colossal weapon down with expert force for the attack. This causes a tremor of pressure, allowing the attack to also hit all grid spaces 5 feet farther than any spaces the attack would normally hit (not including the space you occupy). Hitting a creature with an attack enhanced by this skill, for the first time in a round, gives you a bonus 3 AP for your current turn.

Dual Reload: (3FP, **Power Stance**, dual wielding one-handed ranged weapons (guns, or crossbows))

When attacking with your second weapon immediately after attacking with your first, spend the FP cost of this skill to roll a d2. If the result of the roll is a 2 then immediately reload both of your guns for only half of the AP cost of reloading one, or fire both of your crossbows again for the AP cost of firing just one (whichever has the greater cost), dealing the damage of light attacks. If the result of the roll is a 1 then immediately reload one of your guns but for only half of the AP cost, or if using crossbows gain two AP of free movement and regain a crossbow bolt for each separate creature you have hit with an attack over the last round of combat.

Roundhouse Kick: (3FP, **Power Stance**, dual wielding small weapons (fist weapons, or daggers))

When attacking with your second weapon immediately after attacking with your first, spend the FP cost of this skill to add a kicking combo attack after that second attack, dealing 1d6 physical damage, and a bonus one poise damage the first time you perform it on any round of combat.

Sword Dance Flurry: (3FP, **Power Stance**, dual wielding swords (greatswords, straight swords, katanas, thrusting swords, or curved swords))

A complex sword stance which requires great balance, but may lead to a flurry of stabs and slashes if done properly. When attacking with your second weapon immediately after attacking with your first, spend the FP cost of this skill to roll a d2. If the result is a 2 then you may make a free follow up attack with your first weapon dealing the damage of a light attack, or you may roll the d2 again. Each time you get a result of 2 you may add to the number of free follow up attacks you can do, alternating between your weapons on each attack. But if you get a result of 1 on any die after the first then you lose the chance to do any follow up attacks and nothing happens. Rolling a 1 on the first d2 allows you to instead swap to using a different weapon skill with its FP cost reduced by two.

Dereliction: (3FP, **Power Stance**, dual wielding warrior weapons (axes, or hammers))

Before attacking with your second weapon immediately after attacking with your first, spend the FP cost of this skill to put all of your power into the second swing, to the detriment of your own flesh. Take 1d10 true damage, but cause that second attack to deal maximum damage. If that second attack hits a target creature and you lose 6 or more HP from the d10 roll, then cause the next attack you do with either of the first or second weapons used to trigger this skill, before the start of your following turn, to also deal maximum damage.

Combo Spells: (3FP, **Power Stance**, dual wielding casting implements (staves, talismans, pyro flames, spirit summoning crucibles, or musical instruments))

Before casting a spell with your second casting implement of the same type, immediately after casting the same spell with the first, you may spend the FP cost of this skill and roll a d2. If the result is a 2 then the second casting of the spell is automatically turned into its charged version, without having to be cast as a slow action (but still requiring an extra AP to cast). If the result is a 1 then regain 3 FP. (You may still only initiate one charged spell per round).

Double Wall: (3FP, **Power Stance**, dual wielding shields)

Spend the FP cost of this skill after you have lifted a shield and used any other weapon skills to buff the effectiveness of blocking with that shield, to also lift your second shield and apply those same buffs to it. Any buff choice made for the first shield can be made separately for the second, and all of these buffs stack together to improve blocking. As well, with both shields defending through using this skill, you only take half the normal poise damage from blocking.

Leaping Slash: (3FP, Power Stance, dual wielding twinblades)

When attacking with your second weapon immediately after attacking with your first, spend the FP cost of this skill to use both of your twinblades to push yourself up and away from the target of the second attack. By doing so you jump up 5 feet into the air and 5 to 15 feet away from the target of your second attack, in a flipping dodge which avoids reaction and prepared attacks, before landing and making another attack on any creature in range with both of your twinblades. This attack costs no AP and deals the damage of all combined damage die of both of your twinblades, but without any scaling bonus. Hitting a creature with this attack for the first time in a round gives you a bonus 3 AP for your current turn.

9 Equipment and Items Lists

Weapons list

The following is a list of a number of weapons for each different weapon class. This list is not comprehensive and exists to provide a base reference for how a number of weapons in each weapon type could look. Players and GMs are encouraged to design their own weapons using this list as a guide for how their damage, requirements, and scaling should look.

Weapon (type), AP cost	Stat Reqs	Dmg die + Scaling	Weapon skill(s)	Description/Notes
Leather wrappings (fist) 3 AP	10 Dex	1d4 Phys +D Dex	Item Juggler	Basic leather which has been treated and wrapped along the hands to prevent injury during quick movements.
Ceastus (fist) 3 AP	10 Str, 10 Dex	1d4 Phys +C Str	Perseverance	Basic leather gloves with studed metal upon each knuckle.
Claw (fist) 3 AP	13 Dex	1d4 Phys, 1d2 bleed +C Dex	Vaulting Attack	Steel claw grip which adds deep cuts to any punch.
Spiked ball (fist) 3 AP	13 Str	1d4 Phys, 1d2 bleed +C Str	Life Drain	Heavy ball of spiked metal, worn on the hand. The spikes feed on the life of their victims
Dark Hand (fist/pyro flame) 2 AP	10 Str, 10 Dex, 10 Int, 10 Fai	1d4 dark +E Int, E Fai	Life Drain	A dark flame held in hand. Saps the essence of its victims. Every time its wielder kills a creature in combat with this weapon they may roll a d100, and if the result is 100 they can lower their undying by one. Can also be used to cast pyromancy flame hexes with a scaling of D in Int and Fai.

Crow talon (fist) 3 AP	16 Dex	1d4 Phys, 1d2 bleed +B Dex	Illusory Darts	A wide set row of slicing talons held between the fingers. Makes five slashes which bleed profusely.
Hunter claw (fist) 3 AP	18 Dex	1d4 Phys, 2d2 bleed +B Dex	Seppuku, Quickstep	Two curved talons held in hand that pierce and extract blood with great speed.
Bone fist (fist) 3 AP	16 Str	1d4 Phys, 1d2 frost +B Str	Spin Slam	Heavy bone glove with the cold of death lingering on them. Meant to be used in a low stance. After 6 AP spent making attacks with this weapon, your next attack may be followed by a fast kick on the same target which deals 2d6 physical damage.
Steel grip (fist) 3 AP	19 Str	2d4 Phys +B Str	Gravity's Reinforcement	Heavy steel plating worn over the knuckles. After immense training can be used to make fast and strong blows. Its heavy attacks deal four extra damage die instead of just two.

Beast claws (fist/twin weapon) 3 AP	18 Str, 10 Dex	1d4 Phys, 1d2 bleed +B Str	Neck Swipe, Quickstep	A malformed claw of a monstrous beast. When in dual wield form, your offhand grows to become the claw of a beast and the weapons primary damage die is increased to a d6. Once per short rest while in dual wield form, you may choose to inflict yourself with the frenzy status condition for one round in order to further increase the weapons dual form damage die to a d8 during that round.
Charged wrappings (fist) 3 AP	14 Str, 14 Dex	1d4 Phys, 1d2 Lightning +C Str (phys) +C Dex (lightning)	Lightning Tumble	Wrappings charged with lightning. Requires a deft hand as well as strong resolve to fight effectively with this fist weapon. Can release its charge when dodging through its weapon skill.
Dagger (dagger) 2 AP	10 Dex	1d4 Phys +E Dex	Quickstep	Basic iron dagger.
Crystal rock dagger (dagger) 2 AP	12 Dex	1d6 Phys +D Dex	None	A strange dagger of crystal rock ore. Takes one durability damage each time it hits a target with an attack. This durability loss cannot be lowered and the weapons durability cannot be restored by any means. This weapon cannot be buffed by any means.

Parrying dagger (dagger) 2 AP	12 Dex	1d4 Phys +E Dex	Parry	Pointed dagger with up-curved guard. Ideal for parrying.
Bandits knife (dagger) 2 AP	12 Dex	1d4 Phys, 1d2 Bleed +E Dex	Quickstep	Sharpened curved knife. Cuts deep and causes bleeding.
Runic dagger (dagger) 2 AP	14 Dex	1d4 Phys, 1d2 Bleed +E Dex	Back Attack, Assassin's Blood Sand	Serrated dagger with a sand infused pommel and runic symbols.
Corvian dagger (dagger) 3 AP	14 Dex, 10 Int	1d4 Phys, 1d2 Magic +D Dex (phys) +E Int (mag)	Back Attack, Altia's Veil	Feather decorated dagger with a blue magical glow.
Wakizashi (dagger) 3 AP	16 Dex	1d4 Phys, 1d2 Bleed +C Dex	White Shadow Mist	An easily concealable ninja weapon. Used to fade into a veil of mist.
Tenebra (dagger) 2 AP	19 Dex	1d4 Phys, 1d2 Bleed +D Dex	Quickstep, Seppuku	Twisted black knife. Drains foes of their lifeblood. Grants the use of the reaper feat "Drain Souls" when wielded.
Short sword (straight sword) 3 AP	10 Str, 10 Dex	1d6 Phys +D Str, D Dex	Shield Splitter	A basic and cheap sword usable by almost any soldier.
Crystal rock sword (straight sword) 3 AP	11 Str, 11 Dex	1d8 Phys +B Str, B Dex	None	A strange sword of crystal rock ore. Takes 1d2 durability damage each time it hits a target with an attack. This durability loss cannot be lowered and the weapons durability cannot be restored by any means. This weapon cannot be buffed by any means.
Long sword (straight sword) 3 AP	13 Str, 11 Dex	1d6 Phys +C Str, D Dex	Shield Splitter, Parry	A longer and sturdy arming sword.

Sword of storms (straight sword) 3 AP	14 Dex, 11 Str	1d6 Phys +C Dex, C Str	Airblade Slice	A balanced sword which pulls upon the air, dragging its swings with blades of air.
Broadsword (straight sword) 4 AP	16 Str	1d8 Phys +A Str	Spin Slash	A wide sword that is heavy but well suited to making spinning continuous strikes.
Bastard sword (straight sword) 3 AP	15 Str, 10 Dex	1d8 Phys +B Str	Gusting Stomp	A thick sword which is difficult to wield, but has weight behind its swings.
Gold Noble sword (straight sword) 3 AP	17 Dex, 10 Str	1d8 Phys +B Dex, C Str	Piercing Attack	A slender sword with sharp edge requiring regular maintenance and deft hand. Damage die increases to 1d10 when you are carrying 100 or more souls.
Master's Sword (straight sword) 3 AP	22 Dex, 14 Str	1d8 Phys +A Dex, B Str	Parry, Double Slash, Illusory Darts, Cerulean Glint Weapon	A perfectly balanced and constructed sword using the finest steel. Incredibly versatile and meant for the usage of many skills. Whenever this weapon is used to make a weapon skill attack its damage die is increased to 1d10.
Blue bladed straight sword (straight sword/staff) 3 AP	14 Dex, 16 Int	1d8 Phys, 1d6 Magic +C Dex (phys) +B Int (mag)	Cerulean Glint Weapon, Steady Chant	Imbued with a special magic that allows it to be wielded as both a sword and a casting implement for sorceries with a D scaling in Int, becoming C scaling for sorceries with 14 or more Int requirements, and B scaling for 19 or more int requirements.

Rapier (thrusting sword) 3 AP	12 Dex	1d6 Phys +D Dex	Lunging Thrust Counter	A short and thin sword made for thrusting.
Duelists rapier (thrusting sword) 3 AP	13 Dex	1d6 Phys +C Dex	Parry, Lunging Thrust Counter	A thin and precise sword. What it lacks in power is made up for with skilled usage.
Ornate Gold Sword (thrusting sword) 3 AP	15 Dex	1d6 Phys +B Dex	Golden Darts	An ornate thrusting sword which can only be used for combat by those with exemplary skill. Thrust forth with focus to conjure golden darts from its intricate decor.
Winged rapier (thrusting sword) 3 AP	17 Dex	1d8 Phys +B Dex	Piercing at- tack, Vaulting Attack	A thrusting sword with long winged guard said to pull you into the air. Gives its wielder +2 acrobatics.
Estoc (thrusting sword) 4 AP	18 Dex, 10 Str	1d8 Phys +D Str, A Dex	Piercing at- tack, Lunging Thrust Counter	A long thin blade meant for thrusting. Has a melee attack range one grid space farther than normal.
Great needle (thrusting sword) 4 AP	22 Dex	1d8 Phys, 1d4 Frost +S Dex	Cerulean Glint Weapon, Lunging Thrust Counter	A ever cold blade with length and expert balance for quick follow up thrusts. All attacks initiated with this weapon after the first on your turn cost one less AP. Has melee attack range one grid space farther than normal.

Eagle hilt sword (katana) 3 AP	13 Dex	1d6 Phys +C Dex	Airblade Slice	A light katana with an eagle head fashioned to its hilt. Cuts the air into deadly projectiles.
Nodachi (katana) 4 AP	14 Dex, 14 Str	1d8 Phys +D Str, C Dex	Double Slash	A long katana which is drawn into a combination of slashes. Has an innate 10 foot maximum range due to its length.
Polished ore blade (katana) 3 AP	15 Dex	1d6 Phys +B Dex	Life Drain	A katana made of a strange polished gray ore. Returns life to its wielder from the wounds of its victims.
Uchigatana (katana) 3 AP	16 Dex, 10 Str	1d8 Phys, 1d4 Bleed +B Dex	Sword Draw	A frail but deadly katana. Takes one extra durability damage from all sources.
Serpent bone (katana) 3 AP	18 Dex	1d6 Phys, 1d4 bleed, 1d6 Poison +B Dex	Rotted Spores	A light weight katana made from a long serpent bone somehow sharpened to perfect finesse.
Black steel katana (katana) 4 AP	18 Dex, 13 Str	1d8 Phys, 1d4 Bleed +A Dex	Lai Sword Draw, Seppuku	A heavy katana, made from foreign metal.
Demise (katana) 3 AP	22 Dex	1d8 Phys, 1d4 Fire, 1d4 Bleed +S Dex (phys)	Golden Draw, Double Slash	An extremely long katana with a swirling black metal black. Whenever its attacks deal maximum fire damage, it also deals 1d4 dark damage.
Scimitar (curved sword) 3 AP	13 Dex	1d6 Phys, 1d2 Bleed +C Dex	Double Slash	A bladed sword with a single curved edge. Its attacks flow well into one another.

Twin curved swords (curved sword/twin weapon) 3 AP	14 Dex	1d6 Phys +C Dex	Spin Slash	A pair of matching curved swords meant to be wielded with one in each hand. A strong curve makes them harder to handle.
Thirsting khopesh (curved sword) 3 AP	15 Dex, 10 Fai	1d6 Phys, 1d4 Bleed +B Dex	Life Drain, Seppuku	A forward curved blade with sickle like appearance. Thirsts for the life force of all creatures, including its wielder.
Falchion (curved sword) 4 AP	16 Dex, 10 Str	1d8 Phys, 1d4 Bleed +D Str, B Dex	Sword Draw, Airblade Slice	A single edged curved sword of heavier make. Cuts strong and true, pulling the very wind as it does.
Death scimitar (curved sword) 3 AP	17 Dex	1d6 Phys, 1d4 Dark, 1d2 Toxic +B Dex (phys)	White Shadow Mist	A dark bladed curved sword with brittle roots impacting through the metal, growing continuously. Even slight contact with the blade can bring sickness.
Hunting Saif (curved sword/reaper) Trick weapon 3 AP (curved sword) 4 AP (reaper)	16 Dex (curved sword) 15 Dex, 12 Str (reaper)	1d6 Phys +B Dex (curved sword), 1d10 Phys +B Dex (reaper)	Charge (curved sword), Phantom Slash (reaper)	A curved sickle which can be snapped into a collapsing handle to form a reaper. Making a trick weapon swap attack, into the reaper form of this weapon, hits all grid spaces in a cone up to your max range. Making a trick weapon swap attack, into the curved sword form of this weapon, allows you to move up to two grid spaces for no cost before making the attack.

Commodore's sword (curved sword) 3 AP	19 Dex	1d8 Phys +A Dex	Sword Draw, Banner of Inspiration	A curved sword of an accomplished sailor. Brings motivation to the crew of any ship lead by its wielder.
Font of Blood (curved sword) 3 AP	22 Dex	1d8 Phys, 2d4 Bleed +S Dex	Seppuku, Assassin's Blood Sand	A sword made from the basin stone of a blood ritual and metal stained red. Its damage die increases to 1d10 during any combat where it was used to bleed out a creature.
Claymore (greatsword) 4 AP	16 Str, 10 Dex	1d10 Phys +B Str, D Dex	Shield Splitter, Stomp	A versatile but large sword. Traditionally used with two hands.
Undead Slayer (greatsword) 4 AP	14 Str, 12 Dex	1d10 Phys +D Str, C Dex	Sharpen, Shield Splitter	Specially crafted sword of odd dark metal. Deals one extra damage die of damage to fully undead enemies.
Lord's greatsword (greatsword) 5 AP	17 Str	1d12 Phys +A Str	Gusting Stomp	An ornate sword used to intimidate. Gives its wielder +2 diplomacy.
Black crest sword (greatsword) 5 AP	18 Str	1d12 Phys +A Str	Perseverance	Made for facing foes larger than oneself. When an attack deals maximum damage with this weapon, the targets stance is broken and they lose 1d2 FP.
Sacred sword (greatsword) 5 AP	23 Str	1d12 Phys, 1d6 Lightning +A Str (phys)	Golden Darts, Gravity Well	A helical sword of strange golden alloy. Heals its wielder for 1 HP at the start of each of their turns in combat.

Sapphire Jeweled sword (greatsword) 5 AP	16 Str, 16 Int	1d10 Phys, 1d8 Mag +B Str (phys) +B Int (Mag)	Cerulean Glint Weapon, Gravity Well	A blade imbued with magic. An ornate but brittle weapon. Takes double durability damage.
Moonlight Greatsword (greatsword) 5 AP	20 Int, 14 Str	1d10 Mag +A Int (Mag)	Airblade Slice	A legendary blade of the moonlight. The weapon skill Airblade Slice creates a magical projectile when used with this weapon, dealing magic damage.
Double Decimator (greatsword/twinblade) Trick weapon 4 AP (greatsword) 5 AP (twinblade)	17 Str, 13 Dex (greatsword) 16 Dex, 14 Str (twinblade)	1d10 Phys +C Str, C Dex (greatsword) 2d6 Phys +B Dex, C Str (twinblade)	Spin Slam (greatsword), Spin Slash (twinblade)	A wide blade greatsword that splits and separates into a twinblade. Making an attack in the twinblade form of the weapon before immediately swapping to the greatsword form allows you to initiate a heavy attack for no additional AP, instead of performing a trick weapon swap attack. Making a trick weapon swap attack, into the twinblade form of this weapon, causes the attack to target all adjacent grid spaces.
Zweihander (ultra greatsword) 5 AP	19 Str	2d12 Phys +B Str	Lion Fang	An ultra greatsword constructed for functionality, usability, and a devastating heavy thrust. The final attack you initiate with it during your turn costs one less AP.
Greatsword (ultra greatsword) 5 AP	20 Str	2d12 Phys +A Str	Stomp, Spin Slam	An over sized sword. Virtually unwieldable.

Shining Knight greatsword (ultra greatsword) 5 AP	19 Str, 14 Fai	2d12 Phys, 1d6 Lightning +A Str (phys) +C Fai (lightning)	Earthshaker Stomp, Cerulean Glint Weapon	A massive blade that crackles with lightning, but can also extend with magical power.
Black crypt sword (ultra greatsword) 6 AP	22 Str, 10 Int, 10 Fai	2d12 Phys, 1d8 Dark +B Str (phys) +D Int (dark)	Necromantic Chant	A old dark mass of stone. Taken from its forsaken resting place.
Ruined elite greatsword (ultra greatsword) 6 AP	21 Str, 10 Dex	2d12 Phys +S Str	Charge, Crater Land	A thin and massively long blade with a dull base. Used to crush foes and charge into battle.
Forked heavy flamberge (ultra greatsword) 5 AP	20 Str, 14 Dex	2d12 Phys, 2d4 Bleed +A Dex, E Str	Seppuku, Life Drain	A twisting and bent blade of great length. Very difficult to wield, but draws out blood easily.
Petrified fossil (ultra greatsword) 6 AP	22 Str	2d12 Phys +A Str	Earthshaker Stomp	A hardened fossil. Barely a weapon at all. Its light attacks deal poise damage equal to one third of the AP spent on them.
Watcher Giant sword (ultra greatsword) 6 AP	24 Str	2d12 Phys, 2d6 Frost +S Str (phys)	Cerulean Glint Weapon, Giants Roar	A cold sword normally usable by only a giant. When not in hand its size can be used as partial terrain cover.
Hand axe (axe) 3 AP	12 Str	1d6 Phys +C Str	War cry	A small axe meant for quick chopping.

Crystal rock axe (axe) 3 AP	12 Str	1d8 Phys +A Str	None	A strange axe of crystal rock ore. Takes 1d2 durability damage each time it hits a target with an attack. This durability loss cannot be lowered and the weapons durability cannot be restored by any means. This weapon cannot be buffed by any means.
Battle axe (axe) 4 AP	13 Str	1d8 Phys +B Str	War cry, Sharpen	An axe fit for battle. Inflicts heavy blows but with slower swings.
Thieves axe (axe) 3 AP	12 Str, 10 Dex	1d6 Phys +D Str, D Dex	Quickstep	A quick and deadly axe for a cunning thief. Grants one free space of movement once per combat.
Highland cleaver (axe) 4 AP	15 Str	1d8 Phys +B Str	Wild Swings, Gravity's Reinforcement	A weighty cleaver. Rends through flesh and stone with reckless abandon.
Demons axe (axe) 4 AP	17 Str, 14 Fai	1d8 Phys, 1d6 Fire +B Str (phys) +B Fai (fire)	Flaming Cascade, Lava Puddle	Axe made of an ancient demons horn. Drips with flames
Protruding Jaw (axe) 4 AP	18 Str	1d8 Phys +A Str	War cry, Giants Roar	A metal axe with beard carved into the shape of a head with jaw broken wide in pain. Whenever you initiate a vocal weapon skill such as Warcry or Giants Roar, while wielding this weapon, you may choose to heal for 1d4 HP.

Hurricane Axes (axe/twin weapon) 3 AP	22 Str	1d8 Phys +A Str	Spin Slam, Airblade Slice	A pair of beautifully fashioned axes. When dual wielded they grant one usage of the "Weapon Wind Storm" weapon feat per short rest (regardless of if you have it).
Flowing Scepter (axe/hammer) Trick weapon 3 AP (axe) 4 AP (hammer)	14 Str, 12 Int (axe) 16 Str, 10 Int (hammer)	1d6 Phys, 1d6 Mag +C Str (phys) +D Int (mag) 1d8 Phys, 1d4 Mag +B Str (phys) +E Int (mag) (hammer)	Sharpen (axe), Galvanize (hammer)	A mercuric silver weapon which can morph into one of two forms based on its wielders desire. Making a trick weapon swap attack, into the hammer form of this weapon, increases the range of the attack by ten feet and causes it to hit all grid spaces in a line up to its maximum range.
Greataxe (greataxe) 5 AP	20 Str	2d12 Phys +A Str	War cry	Only those with inhuman strength can chop with a piece of metal this large.
Great machete (greataxe) 5 AP	18 Str, 10 Dex	2d12 Phys +A Str, D Dex	War cry, Sharpen	A tool for giants. Can chop through even the hardest materials.
Crescent axe (greataxe) 5 AP	17 Str, 13 Dex	2d12 Phys +A Str, C Dex	Giants Roar, Sharpen	A massive but thin axe with a long curved beard.
Guillotine (greataxe) 6 AP	22 Str	2d12 Phys, 2d6 Bleed +A Str	Sharpen, Seppuku	A curved and sharp axe. Normally dropped on the heads of unpopular nobles. Deals an extra 1d8 physical damage to humans which are higher level than you.

Black crest axe (greataxe) 6 AP	24 Str	2d12 Phys +S Str	Wild Swings	Made for cutting through foes larger than oneself. Once per round when one of its primary damage die roll maximum damage on a light attack against a creature, that creatures stance is broken and they lose 2d4 FP.
God Head axe (greataxe) 6 AP	26 Str	2d12 Phys +S Str	Life drain, Charge	An axe with ghostlike form that leaves trails of blackness where it is swung. Deals 2d6 additional dark damage to any monster with multiple HP pools.
Wood club (hammer) 3 AP	10 Str	1d6 Phys +D Str	War cry	A basic wooden club.
War pick (hammer) 3 AP	13 Str, 10 Dex	1d6 Phys +C Str, D Dex	Galvanize	A war hammer with a sharp elongated head.
Reinforced club (hammer) 3 AP	15 Str	1d6 Phys +B Str	Crater Land	A club wrapped in reinforced metal.
Morning star (hammer) 4 AP	14 Str, 11 Dex	1d8 Phys, 1d4 Bleed +C Str, D Dex	Wild Swings	A barbaric hammer with jagged metal thorns.
Ivory mace (hammer) 4 AP	15 Str, 10 Dex	1d8 Phys, 1d4 Frost +C Str, E Dex	Perseverance	A cold ivory hammer. Infused with the winds of the north.
Divine maul (hammer) 3 AP	14 Str, 16 Fai	1d6 Phys, 1d6 Lightning +B Str (phys) +C Fai (lightning)	Spin Slam, Gentle Prayer	A large hammer infused with a miraculous crackling light.

Ore mace (hammer) 4 AP	17 Str	1d8 Phys +A Str	Gravity's Reinforcement	A crossing of multiple ore veins into an expertly shaped hammer head. Can easily break through earth as though it was a shovel or pick.
Furnace hammer (hammer) 3 AP	18 Str	1d8 Phys +B Str	Lava Puddle, Combustion	A well engineered black hammer with a small furnace forged into its head. Spend 1 AP and 1 FP to open and light the furnace, converting the physical damage of this weapons next attack into fire.
Root scepter (hammer) 3 AP	20 Str	1d6 Phys, 1d4 Poison +A Str	Rotted Spores, Crater Land	A scepter of the roots of a world shaping tree. Harder than most metals and forms flesh into liquid like a potent acid.
Earthen king's hammer (hammer) 4 AP	23 Str	1d8 Phys +S Str	War cry	A replica of an old kings hammer. Made of steel hardened beyond what is thought possible. Heavy, but can crush even with a slight swing. While wielding this weapon gain an additional usage per long rest of the "Capable" weapon feat, or two additional usages per short rest of the healing of the "Bulky" weapon feat (if you have either of them, and making the choice after a long rest if you have both).

Great club (greathammer) 5 AP	20 Str	2d12 Phys +A Str	Warcry, Crater Land	A massive log of wood, re-shaped for crushing flesh.
Great war pick (greathammer) 5 AP	18 Str, 10 Dex	2d12 Phys +A Str, E Dex	Earthshaker Stomp, Gusting Stomp	A greathammer with an elongated head that pulls the air into harsh currents. Can split entire boulders in two.
Geode crusher (greathammer) 5 AP	21 Str	2d12 Phys +A Str	Gravity Well, Gravity's Reinforcement	A peculiar greathammer, imbued with gravitational energy.
Obsidian Jaw (greathammer) 6 AP	22 Str	2d12 Phys +A Str	Gravity's Reinforcement	A large black mandible of strange ore, expertly worked into a crushing and slashing greathammer. Whenever any of this weapon's primary damage die roll 10 or more, it deals an additional 1d4 magic damage. (Str mod/2) times per short rest (on your turns in combat), you may spend 1 AP and 1 FP to thrust this weapon skyward and cause the earth to shake and erupt within any grid space you can see within 30 feet. Any grounded creature occupying that space is threatened, and medium or smaller creatures hit by the eruption are knocked prone. That space permanently becomes difficult terrain.

Dragon's tooth (greathammer) 6 AP	24 Str	2d12 Phys +S Str	Perseverance, Spin Slam	The tooth of what was once surely a massive dragon. Increases magic, fire, and lightning resistance by one tier when wielded.
Silver anvil greathammer (greathammer) 5 AP	26 Str	2d12 Phys +S Str	Spin Slam, Crater Land	A gargantuan hammer with immaculate weight distribution. Takes a quarter of any sustained durability loss. All of its attacks quake the ground and deal 1d12 physical damage to all grid spaces adjacent to the single grid space it would normally hit (the center target of any radial AOE for example), excluding your own.

Solar core hammer (greathammer) 7 AP	35 Str	2d20 Phys +SS Str	Gravity Well	A celestial object unwieldable by most mortals. Deals 10 base poise damage on heavy attacks, All of its attacks rend the ground and deal 1d20 physical damage to all grid spaces adjacent to the single grid space it would normally hit (the center target of any radial AOE for example), excluding your own. Those spaces and the spaces you normally hit then become difficult terrain. This weapon has a base melee attack range of 10 feet. Any medium or smaller creature hit by the full (non AOE portion) attack of this weapon is knocked prone. Any medium or smaller creature hit by the AOE of this weapons attack is pulled 5 feet towards the approximate center of its attack.
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Chained Breaker (greathammer/whip) Trick weapon 6 AP (greathammer) 5 AP (whip)	22 Str, 12 Dex (great hammer) 16 Dex, 15 Str (whip)	2d12 Phys +A Str (greathammer) 1d8 Phys +D Str, B Dex (whip)	Crater Land (great hammer), Spinning Weapon (whip)	A massive spiked ball hammer with a wrapped chain that can unwind into a heavy whip. Making a trick weapon swap attack, into the greathammer form of this weapon, extends the attacks range to be equal to the range of the whip form of the weapon. Making a trick weapon swap attack, into the whip form of this weapon, increases the attacks damage die to a d12.
Bladed quarterstaff (twinblade) 5 AP	12 Dex, 10 Str	2d6 Phys +D Dex	Spin Slash	A staff shoddily outfitted with blades on either end. Can be effective is swung with practice.
Twinblade (twinblade) 5 AP	13 Dex, 10 Str	2d6 Phys +C Dex	Spin Slash	A well made wood and metal twinblade. Requires skill and experience to wield effectively in battle.
Root helix blades (twinblade) 5 AP	14 Dex, 10 Str	2d6 Phys, 1d6 poison +C Dex	Rotted Spores	A twinblade with two twisted wooden blades of unnaturally hard wood. The blades carry a pestilent mold which deals large amount of poison build up.
Knights twinblade (twinblade) 5 AP	15 Dex, 10 Str	2d6 Phys +B Dex	Charge, Sharpen	A well balanced twinblade. A deft hand can use it to effectively charge into battle.

Stone twinblade (twinblade) 5 AP	14 Str, 13 Dex	2d6 Phys +C Str, C Dex	Vaulting Attack	Twinblade made from hard stone and styled with a dark finish. Heavy, but carries power into its attacks and can launch its wielder into battle.
Curved twinblade (twinblade) 5 AP	18 Dex, 10 Str	2d6 Phys, 1d4 bleed +A Dex	Double Slash	A curved twinblade with flowing attacks which come from all angles.
Red Iron twinblade (twinblade) 5 AP	16 Str, 14 Dex	2d6 Phys, 1d4 toxic +B Str, C Dex	Sharpen, Rotted Spores	Made of a strange metal which continually rusts from its own acidity. Causes quick festering wounds, but takes 1 durability loss every hour.
Dragon Kin twinblade (twinblade) 5 AP	20 Dex, 10 Str, 15 Int	2d6 Phys, 1d4 Magic +S Dex (phys) +B Int (mag)	Spin Slash, Spinning Weapon	Said to be crafted with the scales of a dragon. Cuts through the air with little resistance. Allows its wielder to cast the sorcery Twisted Haze of Light from this weapon, for only 1 AP, once per short rest.
Platinum twinblade (twinblade) 5 AP	18 Str, 15 Dex	2d6 Phys +B Str, A Dex	Vaulting Attack, Double Slash	A shining heavy twinblade. Its blades glow even in the darkest depths and can light up the area around its wielder. Grants use of the weapon feat "Incandescence" when wielded.

Dual Rivers (twinblade) 5 AP	22 Dex, 10 Str	2d6 Phys +S Dex	Water Body, Spin Slash	A blue metal twinblade that bends as it flows through the air, like water in a windstorm. (Dex mod/2) times per long rest after making an attack with this weapon you may cause it to start raining heavily in your general area, like an omen of epic proportions.
Short spear (spear) 4 AP	12 Str, 10 Dex	1d8 Phys +C Str, E Dex	Charge	Basic army spear.
Spike spear (spear) 4 AP	12 Dex, 10 Str	1d8 Phys, 1d4 Bleed +E Str, D Dex	Charge	A basic spear with serrated and forward bent spikes.
War banner (spear) 4 AP	12 Str, 12 Dex, 10 Fai	1d10 Phys +C Str, D Dex	Banner of Inspiration	Inspiring spear of war.
Rot spear (spear) 4 AP	14 Dex, 10 Str	1d8 Phys, 1d4 Poison +D Str, B Dex	Charge, Rotted Spores	Thick wooden lance, infused with a deep rot.
Runic spear (spear) 4 AP	14 Str, 12 Dex	1d8 Phys, 1d2 Bleed +C Str, C Dex	Charge, Spinning Weapon	Serrated long spear with runic symbols.
Scraping spear (spear) 4 AP	16 Dex, 11 Str	1d10 Phys +E Str, B Dex	Charge	Spear lined with tearing teeth. Once per round in combat you can add 1d2 durability damage to one of this weapons attacks.
Partisan (spear) 4 AP	16 Str, 13 Dex	1d10 Phys +B Str, E Dex	Parry, Golden Darts	A versatile polearm with a wide splitting spear head. Can be swung, stabbed, and even used to deflect attacks.
Demons tailspear (spear) 5 AP	18 Str, 12 Dex, 12 Fai	1d12 Phys, 1d6 Fire +B Str, D Dex (phys) +C Fai (fire)	Lava Puddle	Spear made of an ancient demon's tail. Drips with flames.

Spear Driver (spear/fist) Trick weapon 4 AP (spear) 3 AP (fist)	16 Str, 12 Dex (spear) 14 Str, 14 Dex (fist)	1d10 Phys +B Str, D Dex (spear) 1d4 Phys +D Str, D Dex (fist)	Falling Bolt (spear), Lightning Tumble (fist)	A wrist mounted contraption which crackles with lightning. It serves as a hard hitting fist weapon, but also launches out a piercing tip to become a spring loaded spear. Making a trick weapon swap attack, into the spear form of this weapon, causes it to deal an additional primary damage die of damage and changes the attacks damage into lightning.
Great pike (spear) 4 AP	20 Str, 13 Dex	1d12 Phys +B Str, B Dex	Charge, Falling Bolt	An incredibly long spear, crafted by an expert smith. Requires a master fighter to wield.
Cross guard naginata (spear) 4 AP	19 Dex, 11 Str	1d10 Phys, 1d6 Bleed +B Str, A Dex	Charge, Seppuku	A spear from an eastern land with a long bladed cross guard.
Halberd (halberd) 4 AP	12 Str, 10 Dex	1d8 Phys +D Str, D Dex	Charge	A basic halberd wielded by guards and trained soldiers.
Crystal rock halberd (halberd) 4 AP	13 Str, 13 Dex	1d10 Phys +A Str, A Dex	None	A strange halberd of crystal rock ore. Takes 1d2 durability damage each time it hits a target with an attack. This durability loss cannot be lowered and the weapons durability cannot be restored by any means. This weapon cannot be buffed by any means.

Crest hilted halberd (halberd) 4 AP	14 Str, 14 Dex	1d8 Phys +C Str, C Dex	Spin Slash, Banner of Inspiration	An officers halberd, with a hilt design befitting its wielders station.
Crescent blade halberd (halberd) 4 AP	16 Dex, 14 Str	1d10 Phys +C Str, B Dex	Gentle Prayer, Charge	A thin and sharp bladed halberd with odd balance. Contains a small bell within its pommel which soothes and heals its wielder when focused upon.
Crystalline halberd (halberd/staff) 4 AP	13 Str, 12 Dex, 16 Int	1d8 Phys, 1d8 Magic +D Str, D Dex (phys) +C Int (mag)	Spinning Weapon	Made of magic residue from the casting of powerful sorceries. This halberd also functions as a sorcery casting implement with a D scaling in Int, becoming C scaling for sorceries with 14 or more Int requirements, and B scaling for 18 or more int requirements. Once per short rest allows for an FP free casting of the sorcery Crystal Hail, even if it is not attuned.
Madman's crucifix (halberd) 5 AP	18 Str, 10 Dex, 14 Fai	1d12 Phys, 1d6 Dark +C Str, D Dex (phys) +B Fai (dark)	Necromantic Chant	An executioners halberd with an old skeleton impaled and twisted into its frame. It is said that the skeleton speaks to those who wield the weapon effectively.
Lightbreak River (halberd) 5 AP	18 Str, 16 Fai	1d10 Phys, 1d8 Lightning +A Str (phys) +C Fai (lightning)	Falling Bolt	A heavy bearded halberd which cuts bolts of lightning through the air with its swings.

Riders halberd (halberd) 5 AP	20 Str, 14 Dex	1d12 Phys +A Str, D Dex	Charge, Shield Splitter	A long and forward heavy halberd for battle riders. Its Charge weapon skill may travel one space farther than normal.
Swordspear (halberd) 4 AP	18 Dex, 14 Str	1d10 Phys +C Str, A Dex	Charge, Spinning Weapon	A spear like weapon with long side blades. Wielded more as a halberd then a spear. The Spinning Weapon weapon skill deals 1d10 physical damage when used with this weapon.
Split glaive (halberd) 5 AP	18 Str, 16 Dex	1d12 Phys +A Str, B Dex	Phantom Slash, Spin Slash	Masterfully forged halberd with a split blade. Hard to wield, but commands the respect of others when used in battle.
Farming scythe (reaper) 4 AP	12 Dex, 8 Str	1d8 Phys +C Dex	Neck Swipe	A small reaper meant to cut grass and harvest crop. Regardless, a keen blade in a skilled hand can still cut flesh.
Light Combat scythe (reaper) 4 AP	13 Dex, 8 Str	1d8 Phys, 1d4 Bleed +B Dex	Vaulting Attack	A short reaper that is lighter in hand, calling for more acrobatic maneuvers, and requiring skill to swing.
Double hilt reaper (reaper) 4 AP	15 Dex, 10 Str	1d8 Phys +A Dex	Spinning Weapon, Impact	A short reaper with multiple handles allowing for a quick change in swing direction.
Great scythe (reaper) 5 AP	16 Dex, 12 Str	1d10 Phys, 1d6 Bleed +A Dex	Neck Swipe	A long sharp reaper. An odd choice for battle, but in the right hands can strike fear in the hearts of enemies.

Winged scythe (reaper) 4 AP	14 Str, 13 Fai	1d8 Phys, 1d4 Bleed +C Str, D Fai	Phantom Slash	A polearm with a curled and holy winged blade. Slices through the air leaving phantom trails behind.
Shredding reaper (reaper/ string instrument) 4 AP	16 Dex, 10 Str, 14 Fai	1d8 Phys, 1d4 Bleed +B Dex	Steady Chant, Phantom Slash	A curved winged scythe blade with guitar strings running down its length. Can be used as both a reaper and a string instrument. As a string instrument it is able to cast miracles with E Dex and D Fai scaling. Dex/Fai scaling is increased to D/D for spells with 16 or more Fai requirements.
Twin rime cutters (reaper/twin weapon) 4 AP	18 Dex, 10 Str, 13 Int	1d8 Phys, 1d6 Magic +A Dex (phys) +C Int (mag)	Spinning Weapon, Spin Slash	A set of two smaller reapers. Can be dual wielded which adds 1d4 frost to every second attack made with these weapons.
Corvian reaper (reaper) 5 AP	19 Dex, 12 Str	1d12 Phys, 1d4 Bleed +S Dex	Neck Swipe, Vaulting Attack	A large reaper made with a lighter metal to be more easily wielded in battle.

Caress of Death (reaper/gun)	18 Dex, 12 Str (reaper)	1d8 Phys +A Dex	Double Slash (reaper), Rapid Fire	A long, black scythe that transforms into a rifle for long-range shots. Formerly wielded by the head of an arms-dealing guild. Making a trick weapon swap attack into the reaper form of this weapon deals an additional die of Physical and Bleed damage. You may reload the gun form of this weapon when in either of its forms. Whenever you spend the full AP cost to reload this weapon while in reaper form, you may immediately swap to the gun form for no extra cost. The gun form has 20 foot range and 1 bullet capacity.
Executioners glaive (reaper)	16 Str, 15 Dex	1d12 Phys +B Str, B Dex	Neck Swipe, Spin Slam	A heavy reaper used for beheading. Retains memory of its executioner duty and regenerates its wielder 1d4 FP from each fallen foe in combat.

Afterlife (reaper) 4 AP	22 Dex, 12 Str	1d12 Phys +S Dex	Double Slash, Phantom Slash	A double bladed reaper which requires immense skill to pull into effective strikes. Each instance of 10 damage you deal past 0 HP with this weapon, on a human target, causes them to instantly gain an additional stack of undying (i.e. every 10 damage of overkill with this weapon on a human victim is a bonus stack of undying).
Kraken's blue scepter (reaper) 4 AP	20 Dex, 10 Str, 14 Int	1d10 Phys, 1d8 Magic +A Dex (phys) +B Int (mag)	Water Body, Cerulean Glint Weapon	The blue scythe of a Kraken's followers. Allows one to travel the Kraken's domain unimpeded.
Leather whip (whip) 5 AP	11 Dex	1d6 Phys +D Dex	Impact	A basic but heavy leather whip. Not normally used for combat.
Witches locks (whip) 4 AP	12 Dex, 12 Int, 12 Fai	1d6 Phys, 1d4 Fire +C Dex (phys), +D Int, D Fai (fire)	Flaming Cascade, Lava Puddle	A strange whip made from strands of black material. Said to be the hair of a chaos witch.
Silver string (whip) 5 AP	15 Dex	1d6 Phys +E Dex	Impact	A Strange piece of crackling string. Not meant for serious combat but requires skill to maneuver in hand.
Spotted whip (whip) 5 AP	16 Dex	1d8 Phys, 1d6 Poison +B Dex	Rotted Spores	A thin whip infused with ceaseless rot. Difficult to control but leaves festering wounds.
Notched whip (whip) 5 AP	16 Dex	1d8 Phys, 1d6 Bleed +B Dex	Life Drain	A metallic whip with cutting spines. Unbalanced, but leaves deep cuts.

Tight knotted combat whip (whip) 4 AP	18 Dex	1d8 Phys +S Dex	Impact, Spin Slash	A meticulously constructed combat whip. Great for damaging lightly armored foes. Grants the use of the weapon feat "Quick Kill" when wielded.
Flailing Cross (whip/crossbow) Trick weapon 5 AP (whip) 3 AP (bow)	15 Dex (whip) 14 Str (bow)	1d8 Phys +B Dex (whip) 1d6 Phys +C Str (bow)	Impact (whip), Razor Bash (bow)	A whip with a long and complex handle which can pull apart and bend into a crossbow with 30 feet of range. Making a trick weapon swap attack, into the crossbow form of this weapon, doubles the range of the attack. Making a trick weapon swap attack, into the whip form of this weapon, deals an additional 2d6 bleed build up.
Crossbow (crossbow) 4 AP	12 Str	1d6 Phys +D Str	Rapid Fire	A standard soldiers crossbow. Can be reloaded quickly with some focus. 30 foot range.
Grime crossbow (crossbow) 4 AP	12 Str, 10 Dex	1d6 Phys +D Str, D Dex	Charge	A well built and reinforced crossbow. 30 foot range.
Multi-String crossbow (crossbow) 3 AP	14 Str	1d6 Phys +C Str	Rapid Fire	A complex crossbow with multiple pulleys. Requires good strength to draw. 30 foot range.
Heavy crossbow (crossbow) 4 AP	16 Str, 10 Dex	1d8 Phys +C Str, D Dex	Charge, Piercing Shot	A large and heavy crossbow. 30 foot range.

Hand ballista (crossbow) 4 AP	17 Str	1d8 Phys +B Str	Exploding Shot	A large crossbow which can be mistaken for a ballista by those who lack the strength and imagination. 40 foot range.
Repeating crossbow (crossbow) 3 AP	17 Str, 13 Dex	1d6 Phys +C Str, C Dex	Rapid Fire	A crossbow which is built to fire two bolts at once. When firing two bolts deal an extra d6 physical damage. 30 foot range.
Metal engine crossbow (crossbow) 4 AP	20 Str	1d8 Phys +A Str	Piercing Shot	A crossbow which is a showcase of expert engineering. Contains a geared firing mechanist which takes strength to prime but can fire a powerful shot. 40 foot range.
Shortbow (bow) 3 AP	12 Dex	1d6 Phys +D Dex	Rapid Fire	A shortbow that can be fired rapidly with a steady hand. 30 foot range.
Snapping shortbow (bow) 3 AP	14 Dex	1d6 Phys +C Dex	Rapid Fire, Razor Bash	A small but well made shortbow that can be folded and concealed easily, with blades hidden in its frame. An obvious choice for a bandit. 30 foot range.
Composite bow (bow) 3 AP	15 Dex, 15 Str	1d6 Phys +C Dex, C Str	Splintered Rain, Piercing Shot	Short bow which emphasizes power, yet allows for quick shots. 30 foot range.
Longbow (bow) 4 AP	16 Dex, 10 Str	1d8 Phys +B Dex, E Str	Piercing Shot	Standard issue longbow. Great for back line fighting. 60 foot range.

Black string bow (bow) 3 AP	20 Dex, 10 Str	1d8 Phys +A Dex, E Str	Rapid Fire	Bound with a powerful string and perfectly worked wood. Fires arrows far, but also with speed and power. 60 foot range.
Eastern greatbow (greatbow) 4 AP	18 Str	1d8 Phys +B Str	Splintered Rain	A very long bow which can fire relatively fast with the right amount of strength. Its power greatly reflects its wielder. 100 foot range.
Fine wood greatbow (greatbow) 4 AP	17 Str, 10 Dex	1d10 Phys +C Str, D Dex	Piercing Shot	A massive but elegant bow made with quality treated wood. 100 foot range.
Dragon spine greatbow (greatbow) 5 AP	20 Str, 12 Dex	1d12 Phys +B Str, D Dex	Follow Through	A massive bow made with the spine of a leviathan creature. 100 foot range.
Puppeted greatbow (greatbow) 4 AP	18 Str, 12 Dex, 10 Int	1d10 Phys, 1d4 fire +C Str, C Dex (phys) +D Int (fire)	Exploding Shot	Two large metal pieces which seemingly float together to form the frame of a greatbow. A quiet flame within adds fire damage to its attacks regardless of the type of arrow fired, and allows for its arrow to fracture and explode on impact. 100 foot range.
Metallic greatbow (greatbow) 5 AP	23 Str	1d12 Phys +A Str	Follow Through, Rapid Fire	An uncommon greatbow made of a strange pliable alloy. Requires great strength to draw, but provides unparalleled firing speed. 100 foot range.

Great Snake Sling (ballista) 3 AP (heavy) 4 AP reload	17 Str	3d8 Phys +B Str	Piercing Shot	A ballista made fast and economically. Easier to use than most other ballista and still packs a punch. 30 to 300 feet range. 1 great bolt capacity.
Personal Catapult (ballista) 3 AP (heavy) 4 AP reload	18 Str	3d10 Phys +B Str	Improvised Catapult	A smaller catapult which can be mounted, loaded, and fired by one person, assuming they have the strength. Can be loaded with almost anything providing its user has the focus. 30 to 300 feet range. 1 great bolt capacity.
Cannon (ballista) 2 AP (heavy) 4 AP reload	20 Str	3d10 Phys +A Str	Castle Breaker	A full cannon which can be folded and carried on ones back. Built to fire great bolts at incredible speed and great destructive power. 30 to 300 feet range. 1 great bolt capacity.
Siege Engine (ballista) 3 AP (heavy) 4 AP reload	22 Str	3d12 Phys +A Str	Perseverance, Galvanize	A mounted and mechanized weapon of war with a gear system and counter weight used to release primed great bolts with massive force. Slow, but difficult for its enemies to overcome due to its protective plates. Gives its wielder one tier of physical resistance as protection. 30 to 300 feet range. 2 great bolt capacity.

Scorpion (ballista) 2 AP (heavy) 4 AP reload	24 Str	3d10 Phys +S Str	Improvised Catapult, Galvanize	A well engineered machine capable of firing fast and, under the right operator, without compromising power. Can be mounted and fire almost anything, due to its sleek and adaptable design. 30 to 300 feet range. 1 great bolt capacity.
Dragon Piercer (ballista) 2 AP (heavy) 4 AP reload	26 Str	3d12 Phys +S Str	Castle Breaker, Piercing Shot	A double loading ballista said to capable of bringing down castles and pinning a flying dragon to the ground. Simply being able to wield it makes one worthy of legend. 30 to 300 feet range. 2 great bolt capacity.
Hunters pistol (gun) 1 AP shot 4 AP reload	12 Dex	1d10 Phys +D Dex	Piercing Shot	Basic functional gun. 20 foot range, 1 bullet capacity.
Repeating pistol (gun) 1 AP shot 4 AP reload	16 Dex, 10 Str	1d10 Phys +B Dex	Rapid Fire	A complex gun with two barrels. 15 foot range, 2 bullet capacity.
Long rifle (gun) 1 AP shot 4 AP reload	16 Dex, 14 Str	1d10 Phys +C Str, B Dex	Golden Darts	A precisely shaped gun with a long barrel. Fires accurately and with power. 20 foot range, 1 bullet capacity.

Crystal barreled twins (gun/twin weapon) 1 AP shot 4 AP reload	16 Dex, 14 Int	1d10 Phys +C Dex	Steady Chant, Piercing Shot	A pair of valuable crystalline guns that may be quickly combined and used as a staff casting implement with a D scaling in Int, becoming C scaling for sorceries with 14 or more Int requirements. Whenever both of these guns are fired in combat, one immediately after the other, the next spell cast by them has its FP cost reduced by one. This effect does not stack. 20 foot range, 1 bullet capacity (for each gun).
Holy rifle (gun/talisman) 1 AP shot 4 AP reload	10 Str, 10 Dex, 16 Fai	1d10 Phys +E Str, E Dex	Falling Bolt	A cross barrel rifle that can also be used as a talisman casting implement with a D scaling in Fai, becoming C scaling for miracles with 14 or more Fai requirements, and B scaling for 18 or more Fai requirements. 20 foot range, 1 bullet capacity.
Blunderbuss (gun) 1 AP shot 4 AP reload	12 Str	1d10 Phys +C Str	Impact	Thick crude gun. 15 foot range, 1 bullet capacity.
Thick shotgun (gun) 1 AP shot 4 AP reload	15 Str	1d10 Phys +B Str	Splintered Rain	Thick gun made to rain a hail of bullets. 15 foot range, 1 bullet capacity.

Hand cannon (gun) 1 AP shot 4 AP reload	18 Str	1d10 Phys, 1d10 Fire +B Str (phys)	Exploding Shot	Arm mounted cannon. Ridiculous weight and staggering kick. 20 foot range, 3 bullet capacity but each shot costs 3 bullets.
Gatling gun (gun) 1 AP shot 4 AP reload	19 Str	1d10 Phys +E Str	Impact	A spinning chamber of flying projectiles. Can hardly bare the forces of its own usage, causing misfires to instead deal 2d4 durability damage to it. 15 foot range, 4 bullet capacity and each reload action reloads up to 4 bullets at a time.
Buckler (shield) 2 AP	10 Str	-	Parry	Small shield. Useful to deflect attacks.
Greatroot wood shield (shield) 2 AP	10 Str	-	Parry	Small wood shield. Also grants +2 poison and toxic res while wielded.
Knights shield (shield) 2 AP	12 Str	-	Shield Bash, Element Bulwark	Durable metal shield. Can even be used to deflect elemental attacks with its weapon skill.
Grooved sigil shield (shield) 2 AP	13 Str	-	Stand Firm	A metal shield with multiple grooves that catch small attacks. Its grooves form a old sigil pattern which allow it to also innately block magic damage.
Black crest shield (shield) 2 AP	15 Str	-	Shield Bash, Barricade Shield	Black metal long shield. Also innately blocks fire element damage.

Mirror shield (shield) 2 AP	16 Int, 12 Str	-	Element Bulwark	A pristine shield of crystalline glass. Also innately blocks fire and magic element damage. Once per short rest, as a reaction, you may reflect a spell which was blocked by this shield and dealt only magic or fire damage, back towards its caster.
Greatshield (greatshield) 4 AP	14 Str	-	Perseverance	Full body steel shield. Provides great defense.
Enchanted wood great shield (greatshield) 4 AP	14 Str, 12 Dex	-	Perseverance	An oddly wielded greatshield. Also innately blocks lightning element damage.
Spiked wall great shield (greatshield) 4 AP	15 Str, 10 Dex	-	Shield Bash, Barricade Shield	A greatshield embossed with large spikes. When making a shield bash attack with this weapon you may add 1d6 bleed build up to the attack.
Enraged Visage shield (greatshield) 4 AP	16 Str	-	Pressure Wall	A metal shield fashioned to look like an enraged demons face. Also innately blocks fire element damage.
Towering Grme great shield (greatshield) 4 AP	18 Str	-	Barricade Shield	Immaculately crafted tower shield. Increases max HP by 2*(Vit mod) while wielded.

Sundering Gate (greatshield/greataxe)	18 Str, 12 Dex (greatshield)	- (greatshield) 2d12 Phys	Shield Bash (greatshield), Gravity's Reinforcement (greataxe)	A massive shield with sharpened edges and an extending handle which allows it to be wielded as a double sided greataxe. A trick weapon swap attack into the greataxe form of this weapon requires you to make a shield bash attack with the greatshield form (instead of a light attack). Making a trick weapon swap attack into the greatshield form of this weapon deals the damage and effects of a shield bash attack for no FP cost and allows you to raise the shield for no additional AP cost. Making a trick weapon swap attack, into the greataxe form of this weapon, allows you to regenerate 1d2 poise status damage.
Sorcerers staff (staff)	10 Int	+D Int	Steady Chant	The basic staff of an academic.
Mendicants staff (staff)	12 Int, 12 Fai	+D Int	Steady Chant, Unfaltering Prayer	Staff of a learned healer. Can be used to cast miracles with 14 or less faith requirements, as though it was a talisman.
Runic sand staff (staff)	14 Int	+D Int	Assassin's Blood Sand	Staff embossed with runes of a desert dwelling culture. Int scaling increased to C on spells with 16 or more Int requirements.

Heretics staff (staff)	14 Int, 14 Fai	+D Int, D Fai	Steady Chant, Necromantic Chant	A dark staff, attuned to the deep recesses of humanities focus. Can also cast talisman Hexes. Both int and Fai scaling only used together when casting Hexes. Int/Fai scaling is increased to C for spells with 14 or more Int/Fai requirements, B Int/Fai scaling on 16 or more Fai/Int requirements.
Corvian feathered staff (staff)	16 Int	+D Int	Altia's Veil	Decorated staff said to be imbued with the power of a massive crow. Int scaling increased to C on spells with 14 or more Int requirements. Increased to B on spells with 16 or more Int requirements.
Great heretics staff (staff)	18 Int, 16 Fai	+D Int, D Fai	Steady Chant, Great Necromantic Chant	A staff for experts of Hexes, and those very familiar with the dark abyss. Can also cast talisman Hexes. Both int and Fai scaling only used together when casting Hexes. Int/Fai scaling is increased to C for spells with 14 or more Int/Fai requirements, B Int/Fai scaling on 16 or more Int/Fai req, A Int/Fai scaling on 18 or more Int/Fai requirements.

Arch mages staff (staff)	20 Int	+D Int	Spinning Weapon, Draw focus	Staff of a master sorcerer. Int scaling becomes C for 14 or more Int req on spell, B for 16 or more, A for 18 or more, S for 20 or more.
Rod of storms (staff/talisman)	10 Int, 18 Fai	+D Int, D Fai	Steady Chant, Calling Lightning	Staff which calls forth great storms. Also used as a powerful talisman. Int scaling only used when casting sorceries and Faith scaling only when casting miracles. Int/Fai scaling is increased to C for spells with 14 or more Int/Fai requirements, B Fai scaling on 16 or more Fai req, A Fai scaling on 18 or more Fai requirements. Grants the weapon feat "intercept" to the wielder, and allows dark ranged attacks to be intercepted by lightning ranged attacks.
Talisman (talisman)	10 Fai	+D Fai	Unfaltering prayer	A basic commoners talisman. Used to meditate and bring hope.
Canvas talisman (talisman)	12 Fai	+D Fai	Unfaltering prayer	A talisman wrapped with basic canvas. Used to concentrate and humble oneself in the eyes of greater beings. Fai scaling increased to C on spells with 18 or more Fai requirements.

Rune canvas talisman (talisman)	14 Fai	+D Fai	Assassin's blood sand, White Shadow Mist	A talisman wrapped with rune drawn canvas. Its runes speak of legendary tales. Fai scaling increased to C on spells with 16 or more Fai requirements.
White hair talisman (talisman/pyro flame)	14 Fai, 12 Int	+D Fai, D Int	combustion	Said to be made of the hair of a chaos witch. Can also be used to cast pyromancy spells, and its Int scaling is only included when casting them. Fai scaling increased to C on spells with 16 or more Fai requirements.
Saints talisman (talisman)	16 Fai	+D Fai	Unfaltering Prayer, Gentle Prayer	Colorfully wrapped chiming bell. Used by those with true faith in miracles. Fai scaling increased to C on spells with 14 or more Fai requirements. Increased to B on spells with 16 or more Fai requirements.
Pale sun talisman (talisman)	20 Fai	+D Fai	Calling lightning, Gentle prayer	A pale talisman which calms its user before allowing them to unleash legendary miracles and storms of lightning. Fai scaling becomes C for 14 or more Fai req on spell, B for 16 or more, A for 18 or more, S for 20 or more.

Dark crystal chime (talisman)	18 Fai, 16 Int	+D Fai, D Int	Great Necromantic Chant, Unfaltering prayer	A chime made entirely from an opaque black crystal. Can also cast pyro flame Hexes. Both int and Fai scaling only used together when casting Hexes. Int/Fai scaling is increased to C for spells with 14 or more Int/Fai requirements, B Int/Fai scaling on 16 or more Int/Fai req, A Int/Fai scaling on 18 or more Int/Fai requirements.
Pyromancy flame (pyro flame)	10 Int, 10 Fai	+D Int, D Fai	Combustion	A small flame held in hand. The frenzy and chaos of artificial flame brings about great potential.
Soothing flame (pyro flame)	14 Fai, 12 Int	+D Int, D Fai	Soothing Light	A warm white and red flame. Staring deeply into its light can provide hope. Increases faith scaling to C when casting spells with 14 or more faith requirements.
Blue flame (pyro flame/staff)	14 Int, 12 Fai	+D Int, D Fai	Combustion	A blue crackling flame to be held in hand. Can also cast sorceries, but using only its Int scaling. Increases Int scaling to C when casting spells with 14 or more Int requirements.

Tainted green flame (pyro flame)	16 Fai, 13 Int	+D Int, D Fai	Assassin's Blood Sand	Said to be an old chaos flame which was tainted by a poison dragon. Can stir up molded earth and gravel to shield its wielder through its weapon skill. Anytime you deal poison or toxic build up to a creature other than yourself, while wielding this flame, you deal one additional poison or toxic build up respectively. Int/Fai scaling is increased to C for spells with 14 or more Int/Fai requirements, B Int/Fai scaling on 16 or more Fai/Int requirements.
Parting flame (pyro flame)	16 Fai, 15 Int	+D Int, D Fai	Soothing Light, Combustion	A parting flame is said to be created when a regular pyromancy flame is gifted to a loved one which has passed away. Its white and yellow flames burn bright from the sorrow and lost love of its past owner. Once per short rest grants a casting of the spell Warmth of Battle, regardless of if you have it attuned. Int/Fai scaling is increased to C for spells with 14 or more Int/Fai requirements, B Int/Fai scaling on 16 or more Int/Fai requirements.

Chaos flame (pyro flame)	18 Fai, 18 Int	+D Int, D Fai	Combustion, Draw focus	Writhing with chaotic life of its own. This flame can only be held by master pyromancers. Once per short rest grants an FP free casting of both the spells Chaos Firestorm and Lava Wave, regardless of if you have the spells attuned. Int/Fai scaling is increased to C for spells with 14 or more Int/Fai requirements, B Int/Fai scaling on 16 or more Int/Fai requirements, A Int/Fai scaling on 18 or more Int/Fai requirements.
Spirit crucible (summoners crucible)	10 Int, 10 Fai	+D Int, D Fai	–	A small crumbling stone crucible. Contains the power to hold spirits within. Scaling is increased based on the tier of spirit summoned. Tier 1: D Int, D Fai. Tier 2: D Int, D Fai. Tier 3: C Int, C Fai. Tier 4: C Int, C Fai.
Runic spirit crucible (summoners crucible)	13 Int, 13 Fai	+D Int, D Fai	–	A small stone crucible, reinforced with strange runes to help draw forth its spirits. Scaling is increased based on the tier of spirit summoned. Tier 1: D Int, D Fai. Tier 2: C Int, C Fai. Tier 3: C Int, C Fai. Tier 4: B Int, B Fai.

Silver spirit vessel (summoners crucible)	15 Int, 15 Fai	+D Int, D Fai	–	A hand held cube vessel of fine silver. Substantially adds ones own power to the spirits it summons. Scaling is increased based on the tier of spirit summoned. Tier 1: C Int, C Fai. Tier 2: C Int, C Fai. Tier 3: B Int, B Fai. Tier 4: B Int, B Fai.
Lord vessel (summoners crucible)	18 Int, 18 Fai	+D Int, D Fai	–	Replica of a legendary vessel, but made to be held in hand. Said to have once held even the most powerful spirits. Scaling is increased based on the tier of spirit summoned. Tier 1: C Int, C Fai. Tier 2: C Int, C Fai. Tier 3: B Int, B Fai. Tier 4: A Int, A Fai.
Wooden organ pipe (wind instrument)	10 Dex, 11 Int	+E Dex, D Int	Steady Chant	A small wooden wind instrument. Able to cast sorceries.
Steel flute (wind instrument)	13 Dex, 15 Int	+E Dex, D Int	Galvanize	A steel flute wind instrument. Able to cast sorceries. Dex/Int scaling is increased to D/D for spells with 16 or more Int requirements.
Final bassoon (wind instrument)	15 Dex, 18 Int	+E Dex, D Int	Giants Roar	A large and foreboding wind instrument. Able to cast sorceries. Dex/Int scaling is increased to D/D for spells with 14 or more Int requirements, D/C for spells with 16 or more Int requirements, C/C scaling on 18 or more Int requirements.

Cifteli (string instrument)	10 Dex, 11 Fai	+E Dex, D Fai	Steady Chant	A small plucked string instrument with few strings. Able to cast miracles.
Wanderers rebab (string instrument)	13 Dex, 15 Fai	+E Dex, D Fai	Banner of Inspiration	A bowed string instrument meant to accompany singing. Able to cast miracles. Dex/Fai scaling is increased to D/D for spells with 16 or more Fai requirements.
Polished koto (string instrument)	15 Dex, 18 Fai	+E Dex, D Fai	Calling Lightning	A well made plucked half-tube string instrument. Able to cast miracles. Dex/Fai scaling is increased to D/D for spells with 14 or more Fai requirements, D/C for spells with 16 or more Fai requirements, C/C scaling on 18 or more Fai requirements.
Mini xylophone (percussion instrument)	10 Str, 11 Int	+E Str, D Int	Steady Chant	A small wooden percussion instrument. Able to cast pyromancies.
Hand drum (percussion instrument)	10 Str, 11 Fai	+E Str, D Fai	Combustion	A small drum percussion instrument. Able to cast pyromancies.
Tightened snare (percussion instrument)	13 Str, 15 Int	+E Str, D Int	Nightbird's Call	A tightened and stiff drum percussion instrument. Able to cast pyromancies. Str/Int scaling is increased to D/D for spells with 16 or more Int requirements.

Knotted bass drum (percussion instrument)	13 Str, 15 Fai	+E Str, D Fai	Galvanize	A large low drum percussion instrument. Able to cast pyromancies. Str/Fai scaling is increased to D/D for spells with 16 or more Fai requirements.
High chimes (percussion instrument)	15 Str, 18 Int	+E Str, D Int	White Shadow Mist	A percussion instrument made of a series of metal tubes. Able to cast pyromancies. Str/Int scaling is increased to D/D for spells with 14 or more Int requirements, D/C for spells with 16 or more Int requirements, C/C scaling on 18 or more Int requirements.
Deep gong (percussion instrument)	15 Str, 18 Fai	+E Str, D Fai	Banner of Inspiration	A large metal percussion instrument that reverberates strongly. Able to cast pyromancies. Str/Fai scaling is increased to D/D for spells with 14 or more Fai requirements, D/C for spells with 16 or more Fai requirements, C/C scaling on 18 or more Fai requirements.
Voice of the Corrupted Academic (tongue instrument)	10 Dex, 11 Int	+E Dex, D Int	Necromantic Chant	Tongue instrument able to cast hexes. Produces a unsettling shrill voice.
Voice of the Sinister Prophet (tongue instrument)	10 Dex, 11 Fai	+E Dex, D Fai	Necromantic Chant	Tongue instrument able to cast hexes. Produces a foreboding echoing voice.

Voice of the Black Beyond (tongue instrument)	13 Dex, 15 Int	+E Dex, D Int	White Shadow Mist	Tongue instrument able to cast hexes. Produces an inhuman and unusual dry croaking. Dex/Int scaling is increased to D/D for spells with 16 or more Int requirements.
Voice of the Swallowing Deep (tongue instrument)	13 Dex, 15 Fai	+E Dex, D Fai	Giants Roar	Tongue instrument able to cast hexes. Produces an inhuman droning buzz. Dex/Fai scaling is increased to D/D for spells with 16 or more Fai requirements.
Voice of the Fallen King (tongue instrument)	15 Dex, 18 Int	+E Dex, D Int	Great Necromantic Chant	Tongue instrument able to cast hexes. Produces a commanding and angry chant. Dex/Int scaling is increased to D/D for spells with 14 or more Int requirements, D/C for spells with 16 or more Int requirements, C/C scaling on 18 or more Int requirements.
Voice of the Forgotten Queen (tongue instrument)	15 Dex, 18 Fai	+E Dex, D Fai	Great Necromantic Chant	Tongue instrument able to cast hexes. Produces a proud and elegantly ethereal aria. Dex/Fai scaling is increased to D/D for spells with 14 or more Fai requirements, D/C for spells with 16 or more Fai requirements, C/C scaling on 18 or more Fai requirements.

Beast cornet (horn instrument)	10 Str, 11 Int	+E Str, D Int	-	A small horn instrument able to summon spirits. Scaling is increased based on the tier of spirit summoned. Tier 1: E Str, D Int. Tier 2: E Str, D Int. Tier 3: D Str, D Int. Tier 4: D Str, D Int.
Bone horn (horn instrument)	10 Str, 11 Fai	+E Str, D Fai	-	A monster bone horn instrument able to summon spirits. Scaling is increased based on the tier of spirit summoned. Tier 1: E Str, D Fai. Tier 2: E Str, D Fai. Tier 3: D Str, D Fai. Tier 4: D Str, D Fai.
Crystal trumpet (horn instrument)	13 Str, 15 Int	+E Str, D Int	-	An elegant crystalline horn instrument able to summon spirits. Scaling is increased based on the tier of spirit summoned. Tier 1: E Str, D Int. Tier 2: D Str, D Int. Tier 3: D Str, D Int. Tier 4: D Str, C Int.
Monster tuba (horn instrument)	13 Str, 15 Fai	+E Str, D Fai	-	A grand monster part horn instrument able to summon spirits. Scaling is increased based on the tier of spirit summoned. Tier 1: E Str, D Fai. Tier 2: D Str, D Fai. Tier 3: D Str, D Fai. Tier 4: D Str, C Fai.

Flesh euphonium (horn instrument)	15 Str, 18 Int	+E Str, D Int	-	A low brass horn instrument made from monster flesh, that is able to summon spirits. Scaling is increased based on the tier of spirit summoned. Tier 1: E Str, D Int. Tier 2: D Str, D Int. Tier 3: D Str, C Int. Tier 4: C Str, C Int.
Congealed flugelhorn (horn instrument)	15 Str, 18 Fai	+E Str, D Fai	-	A wide horn instrument made of stable congealed monster blood, that is able to summon spirits. Scaling is increased based on the tier of spirit summoned. Tier 1: E Str, D Fai. Tier 2: D Str, D Fai. Tier 3: D Str, C Fai. Tier 4: C Str, C Fai.

Example Armors list

The following is a list of a number of example **armors**, their type, requirements, and their properties. This list is meant to provide some example armors to build off of, and to give an idea of how properties might be combined under certain requirements. In most cases players and GMs may create their own armors using the info and properties table of the "Armor bonus properties and tiers" subsection of chapter (2).

Name	Armor Type Stat Reqs	Properties	Description
Students Robe	Light 12 Int	+2 max FP, +1 Perception	A basic robe of an academic student. Helps provide focus in study.
Clerics Cloth	Light 12 Fai	+2 max FP, +1 Diplomacy	The cloth of a faithful disciple. Makes one more endearing to those around them.
Sack	Light 12 Dex	+2 max HP, +1 Sanity	A sack. Put it on your head.
Leather Armor	Light 14 Dex	+2 max FP, +2 max HP, +2 Acrobatics	Functional leather armour for a nimble fighter.
Academics Robe	Light 14 Int	+2 max FP, +1 Magic resistance, +1 perception	Robes of a learned mage with some experience.
Lightning Wrap	Light 15 Fai	+2 Lightning resistance, +2 Frost status threshold	A fighters wrappings that crackles with lightning.
Mages Armor	Light 14 Dex, 16 Int	+1 Magic resistance, +2 Attunement slots, +(2+Vit mod) max FP	The battle armor of a practiced mage.
Battle Preachers Armor	Light 14 Dex, 16 Fai	+1 Lightning resistance, +2 Attunement slots, +(2+Vit mod) max FP	The battle armor of a faithful of the art of war.
Four Dragon Priest Robes	Light 18 Dex, 14 Int, 14 Fai	+2 Magic resistance, +2 Fire resistance, +6 Poison status threshold, +6 Frost status threshold	Ritual robes of a dragon priest. Contains sigils of protection corresponding to the four common types of dragon.

Light Tailored Chain	Medium 11 Str, 11 Dex	+3 max HP, +3 Bleed status threshold	A light chain to protect against some attacks. Requires a small amount of strength and skill to move around in.
Heavy Chain	Medium 13 Str	+3 max HP, +6 Bleed status threshold	A heavier chain which provides more bleed negation, but requires greater strength.
Assassins Padding	Medium 13 Dex	+4 max HP, +1 max FP	A durable armor of flexible padding. Comfortable and offers nice protection.
Light Alloy Armor	Medium 14 Str, 14 Dex	+(2+2*Vit mod) max HP, +1 Fire resistance, +3 Bleed status threshold, +1 Athletics	A well made alloy of metals, fashioned into movable and light weight armor.
Spellswords Chain Mail	Medium 16 Dex, 14 Int	+(Vit mod) max FP, +1 flat Magic damage reduction, +1 Magic resistance, +1 Lightning resistance	A chain mail armor with runes ascribed along its silver chains. Can provide great focus and clarity, along with magical protection.
Spellswords Heavy Gambeson	Medium 16 Str, 14 Fai	+(3+3*Vit mod) max HP, +6 Poison status threshold, +6 Frost status threshold	A large gambeson which bolsters its wearers health and protects from cold and poisons.
Protectors Bone Weave	Medium 16 Dex, 14 Fai	+6 Poison status threshold, +6 Toxic status threshold, +6 Bleed status threshold, +6 Frost status threshold, +4 max HP	A weave of many strange bones. Provides great status protection and an increase to its wearers hardiness.
Protectors Multi-Scale Weave	Medium 12 Dex, 14 Int, 14 Fai	+1 Lightning resistance, +1 Magic resistance, +1 Fire resistance, +1 Dark resistance, +2 max FP	A weave of ancient scales, all of a different sheen of color. Provides a wide range of elemental resistance, as well as a boost to its wearers focus.

Buff Scholars Wrappings	Medium 16 Str, 18 Int	+1 Strength and Intelligence stats, +(2+Vit mod) max FP, +1 Magic resistance	A heavy wrapping which burdens the body and disciplines the mind.
Basic Studded Armor	Heavy 12 Str	+4 max HP, +1 flat physical damage reduction	A heavy but movable armor made of steel studs and hard leather.
Mixed Plate Armor	Heavy 13 Str	+ $(3+3*\text{Vit mod})$ max HP, +1 flat physical damage reduction	A well designed armor of plates, studs and metal fittings.
Plate Mail Armor	Heavy 15 Str	+1 max FP, +2 flat physical damage reduction, +4 max HP	A heavy but movable armor made of steel studs and hard leather.
Crystalline Plate	Heavy 14 Str, 12 Int	+1 flat magic damage reduction, +2 flat physical damage reduction	Pristine crystal plates arranged in a dazzling armor.
Fulgur Scale Plate	Heavy 14 Str, 12 Fai	+1 flat lightning damage reduction, +2 flat physical damage reduction	Charged scales arranged in a movable, but sturdy heavy armor.
Silver Knight Armor	Heavy 14 Str, 13 Dex	+3 flat physical damage reduction, +1 max FP, +4 max HP	Beautifully crafted and solid armor. Worn by those accomplished in the physical art of battle.
Spellswords Pale Plate	Heavy 16 Str, 14 Int	+2 max FP, + $(3+3*\text{Vit mod})$ max HP, +Once per combat succeed on an athletics check to resist an effect (before rolling)	A pale plate of both protection and focus. Imbues unwavering stillness to a calm mind.

Paladins Plate Mail	Heavy 16 Str, 14 Fai	+2 max FP, +(3+3*Vit mod) max HP, +2 Diplomacy, +3 Curse status threshold	A resplendent plate mail of gold and vibrant inlays. Bestows the confidence of a true faithful knight.
Stone Slab Armor	Heavy 18 Str, 16 Dex	+20 flat physical damage reduction on one attack, once per combat, +1 flat physical damage reduction for each tier of physical resistance, +(3+3*Vit mod) max HP	Heavy slabs of stone placed together in an array. Takes strength and skill to move effectively in this armor, but can provide extremely high physical protection.
The Platinum Wall	Heavy 24 Str, 16 Dex	+(4+4*Vit mod) max HP, +3 flat physical damage reduction, +1 max AP, +1 max FP, +2 max Poise threshold	A massive full set of shimmering platinum armor. The strength required to move in this armor can only strike fear in those who come to face battle with its wearer.

Rings and Adornments list

The following is a list of a number of **rings and magical adornments**, the quality tier they fall into, and a description of their effect. **Every character may equip up to four of these rings and adornments**, in order to benefit from their effects. This list is not comprehensive but should provide a good base for a large number of rings and adornments that players can buy or find in their adventures. Players and GMs are encouraged to make their own, on top of what is already in this list, and use this list as a guide. The tiers that rings and magical adornments can fall into, range from 1-4.

Name	Tier	Description
Shiny Charm	1	Can be worn as a ring or adorned on ones body as jewelry. Gain +2 diplomacy.
Brain Scales	1	A small cluster of scales which can be embedded into the eye. Gain +1 sanity. This adornment is destroyed when it is removed. If this is equipped simultaneously to the “Mind Spike Ring” then the ring is destroyed and the Brain Scales become the tier 3 adornment “Mind Membrane”.
Eye Glass	1	An eyeglass worn over one or both eyes. Gain +2 perception. This ring/adornments effect does not stack when equipping multiples of itself.
Bloodbite Ring	1	Increase your bleed resistance by 3.
Chillbite Ring	1	Increase your frost resistance by 3.
Cursebite Ring	1	Increase your curse resistance by 2.
Poisonbite Ring	1	Increase your poison and toxic resistance by 2 each.
Robust Sword Bracer	1	When full HP, adds 1d4 damage to one attack you make each round (this bonus damage is the same damage type as the majority damage of the attack).
Robust Shield Bracer	1	When full HP, decrease the physical damage of the next attack that hits you by 50% (before calculating other reductions from resistance and armor). This ring/adornments effect does not stack when equipping multiples of itself.
Blue Tearstone Ring	1	Gain one tier of physical resistance when below half health.

Red Tearstone Ring	1	Gain an extra 1d20 damage to one attack made on your turn when below 25% health. (added damage is the same type as the attack).
Quelon's Band	1	Adds 1d4 extra damage to one attack you make each round while wearing no armor (this bonus damage is the same damage type as the majority damage of the attack).
Hornet Ring	1	The first attack you make on a staggered enemy does triple damage instead of double.
Polished Dragon Scale	1	Damage and status bonuses to attacks made on you from behind no longer apply to the attacker. Gain one tier of physical resistance.
Knight Slayers Ring	1	Add two extra poise damage, once per round, to an attack you make against a defending shield. This ring/adornments effect does not stack when equipping multiples of itself.
Cerulean Flask Charm	1	Increase the FP replenished by your cerulean flask by 50%.
Crimson Flask Charm	1	Increase the HP replenished by your crimson flask by 20%.
False Fire Ring	1	If you die in combat make a DC 10 fire keeping check, if you succeed you may respawn in the same spot you died in.
Right Eye Earring	1	A maximum of once per round when you kill a hostile creature, regain (Vit mod) HP. This ring/adornments effect does not stack when equipping multiples of itself.
Rusted Iron Ring	1	Double swimming speed. This ring/adornments effect does not stack when equipping multiples of itself.
Ring of Steel Protection	1	Increase your physical resistance by one tier.
Old Volatile Light Ring	1	Every time your hp is reduced by 10 or more in one attack you explode, dealing 1d10 physical damage to all others within 10 feet of you. This ring/adornments effect does not stack when equipping multiples of itself.
Knight's Ring	1	Increase your Strength stat by one.
Hunter's Ring	1	Increase your Dexterity stat by one.
Priest's Ring	1	Increase your Faith stat by one.
Scholar's Ring	1	Increase your Intelligence stat by one.
Hearty Ring	1	Increase your Vitality stat by one.
Librarian's Ring	1	Increase your Attunement stat by one.
Stamina Ring	1	Increase your Endurance stat by one.

Thunder Stoneplate Ring	1	Increase your lightning resistance by one tier.
Fire Stoneplate Ring	1	Increase your fire resistance by one tier.
Magic Stoneplate Ring	1	Increase your magic resistance by one tier.
Deep Ring	1	Gain +1 attunement slots.
Acolyte Ring	1	Every time you cast a spell which immediately provides healing to an ally other than yourself they regenerate 1 FP. This ring/adornments effect does not stack when equipping multiples of itself.
Hunting Ring	1	Provides vision of human, beast, and monster tracks regardless of how obscured they are. Doesn't work if the tracks are completely faded. Perception +1.
Biting Ring	1	Once per round you may cause one of your weapon light attacks to deal maximum possible damage, but you must also take the damage of that attack.
Master's ring	1	Whenever you hit a hostile creature with a precision attack, your next precision attack made within the same round has its DC reduced by 3. This ring/adornments effect does not stack when equipping multiples of itself.
Alchemist ring	1	Increase the number of crafting points you have by 1, for the following feats: Artisan of Physic, Craftsperson, Prosthetic Limb, Toxicology. This ring/adornments effect does not stack when equipping multiples of itself.
Untrue human ring	1	Remove the look of undying from yourself.
Band of Swiftness	1	On the first round of combat, gain 2 AP of additional movement actions not affected by difficult terrain.
Ring of the Great Mule	1	Increase your carrying capacity by 50%. Athletics +1. This ring/adornments effect does not stack when equipping multiples of itself.
Life Ring	1	Increase your maximum HP by (3*Vit mod). This ring/ adornments effect does not stack when equipping multiples of itself.
Gold Rune's Favour	1	An ornate mark of gold. Increase your max HP by 2 and your max FP by 1.
Ring of Slumbering Fire	1	You can sleep for only 2 hours a day and not become exhausted. Fire Keeping + 1.

Reversal Ring	1	Visually you appear as the opposite gender. Stealth + 1.
Blood Wood Grain Ring	1	(Vit mod) times per long rest you may make a dodge action which costs you no AP, but causes you to take five times the dodge actions normal AP cost in true damage.
Wood Grain Ring	1	Halves equipment durability damage done to you by hostile creatures or terrain effects. This ring/adornments effect does not stack when equipping multiples of itself.
Ring of Flying Daggers	1	On a successful dodge (avoiding all damage), you may launch three darts from this ring at three separate creatures within 15 feet of you. Creatures hit by the darts take (1d4+ your Dex mod) physical damage, before the darts crumble and disappear. These darts benefit from any range and damage bonuses to throwing knives. Equipping multiples of this ring increases the damage by 1d4 for each dart that hits a creature after the first, but does not provide extra damage from scaling.
Ring of Sacrifice	1	Prevents death one time when you have no HP remaining, by healing you to one HP, then this ring breaks.
Shard of Growth	1	Gain +1 Max HP. If you have this adornment equipped without taking it off, while you have absorbed a total of 200 souls to level up and are at least character level 7, then it becomes the tier 2 adornment "Large Shard of Growth". This ring/adornments effect does not stack with multiples of itself or its upgraded forms.
Swift Dodge Ring	2	On a successful dodge (avoiding all damage), gain +1 AP on your next turn. But on any failed dodge (where you still got hit), you take an extra 2 poise damage. This ring/adornments effect does not stack when equipping multiples of itself.
Fleshbite Ring	2	Increases all of your non-poise status resistances by 2.
Cat Ring	2	Halves all fall damage. This ring/adornments effect does not stack when equipping multiples of itself.
Rogue's Ruby	2	Regain (Vit mod) HP, a maximum of once per round, when you hit a hostile creature from behind with an attack. This ring/adornments effect does not stack when equipping multiples of itself.

Rogue's Sapphire	2	Regain (Att mod/2) FP, a maximum of once per round, when you hit a hostile creature from behind with an attack. This ring/adornments effect does not stack when equipping multiples of itself.
Obscuring Ring	2	Gain +5 to your stealth roll when more than 30 feet away from someone that you are trying to avoid detection from.
Calamity Ring	2	Take double damage. Extremely hard to identify. This ring/ adornments effect does not stack when equipping multiples of itself.
Pendant of the Hidden	2	A simple pendant with no effect. Even so, pleasant memories are crucial to survival for those who remain hidden.
Dark Wood Grain Ring	2	Your dodge distance is no longer reduced by difficult terrain.
True Human Ring	2	Gives you the look of being fully undead. This allows you to blend in with undead and not normally gain their aggression, until you first attack them.
Band of Sustained Speed	2	Gain 1 AP of free movement action on every round of combat. This ring/adornments effect does not stack when equipping multiples of itself.
Hawkeye Trinket	2	Gain +1 precision and increase the range of all ranged attacks by 5 feet. This ring/adornments effect does not stack when equipping multiples of itself.
Mind spike ring	2	Whenever you succeed on a sanity check to resist an effect, your mind retaliates dealing (Vit or Att mod) true damage back to the source of the effect (as long as the source was a living creature). Gain +1 sanity. If this is equipped simultaneously to the "Brain Scales" adornment then this ring is destroyed and the Brain Scales become the tier 3 adornment "Mind Membrane".
Bonfire Charm	2	Increase your fire keeping by 2. You can now make an additional bonfire making and kindling check every long rest. Only the firekeeping skill increase of this ring/adornment stacks when equipping multiples of itself.
Left Eye Earring	2	A maximum of once per round when you kill a hostile creature, regain (Att mod/2) FP. This ring/adornments effect does not stack when equipping multiples of itself.

Third Eye Earring	2	A maximum of once per round when you kill a hostile creature, gain one bonus AP for your next turn. This ring/adornments effect does not stack when equipping multiples of itself.
Dark Stoneplate Ring	2	Increase your dark resistance by one tier.
Light Ring	2	A ring with an embedded shimmer of light that contains 10 temporary HP which is shared with its wearer. The light also shines for 20 feet of bright magical light. The ring restores its temporary HP if worn throughout a short rest. Whenever the temporary HP is reduced to 0 roll 1d4, on a 1 this ring explodes dealing 1d10 physical damage to others all within 10 feet of you and the ring permanently converts into the tier 1 adornment "Old Volatile Light Ring".
Darkmoon Ring	2	Gain +2 attunement slots.
Archmages Ring	2	Gain +1 attunement slots and lower the stat requirements of all sorceries by one (doesn't affect scaling and feats involving requirements). This ring/adornments effect does not stack when equipping multiples of itself.
Crescentmoon Ring	2	Gain +3 attunement slots.
Sun Charm	2	At the start of each of your turns in combat, regenerate (Vit mod/2) HP. This ring/adornments effect does not stack when equipping multiples of itself.
Moon Charm	2	At the start of each of your turns in combat, regenerate 1 FP. This ring/adornments effect does not stack when equipping multiples of itself.
Band of the Accursed	2	Once per short rest make all hostile creatures within 15 feet of you, with Intelligence stats of 6 or less, be unable to target anyone but you with any of the attacks they make on their next turn.
Thief's Ring	2	Once per long rest you may change the direction a creature within 15 feet of you is facing. You may do this as a reaction at any time, but if the target is a hostile creature then this ring has no effect on them during their own turn.
Ring of Trust	2	You can understand, but not talk in all racial languages that have been programmed into this ring. Perception +1.
Ring of Water Breathing	2	You can inhale and breath water, but switching between air and water is very uncomfortable and takes up to a full minute.

Stone Knight's Ring	2	Armor no longer has weight when equipped. Gain +1 tier of magic resistance and +2 athletics.
Ring of Shield Absorption	2	Regain FP equal to half of the poise damage that you take from defending with a shield. This ring/adornments effect does not stack when equipping multiples of itself.
Wall Trinket	2	On rounds where you defended with a shield, this trinket allows you to lose 2 less AP as a result of the poise damage you took from blocking that round.
Gold Serpent Ring	2	Find more consumables, equipment, and valuables. Up to GM's discretion.
Rare Ring of Sacrifice	2	Prevents death one time when you have no HP remaining, by healing you to 50% of your max HP, then this ring breaks.
Large Shard of Growth	2	Gain +4 max HP and +2 max FP. If you have this adornment equipped without taking it off, while you have absorbed a total of 500 souls to level up and are at least character level 15, then it becomes the tier 3 adornment "Jewel of Growth". Taking this adornment off causes it to become the tier 1 adornment "Shard of Growth". This ring/adornments effect does not stack with multiples of itself or its other forms.
Great Knight's Ring	3	Increase your Strength stat by two. This ring/adornments effect does not stack when equipping multiples of itself.
Expert Hunter's Ring	3	Increase your Dexterity stat by two. This ring/adornments effect does not stack when equipping multiples of itself.
High Priest's Ring	3	Increase your Faith stat by two. This ring/adornments effect does not stack when equipping multiples of itself.
Academic's Ring	3	Increase your Intelligence stat by two. This ring/adornments effect does not stack when equipping multiples of itself.
Deep Hearty Ring	3	Increase your Vitality stat by two. This ring/adornments effect does not stack when equipping multiples of itself.
Master Librarian's Ring	3	Increase your Attunement stat by two. This ring/adornments effect does not stack when equipping multiples of itself.
Free Action Ring	3	Increase your Endurance stat by two. This ring/adornments effect does not stack when equipping multiples of itself.

Void Wreath	3	A jagged obsidian wreath adorned with strange gemstones, to be worn around the neck. Increase the cap/maximum possible values of your intelligence and faith stats by one each. This ring/adornments effect does not stack when equipping multiples of itself.
Recovery Biting Sigil	3	You, and all creatures within 50 feet of you no longer restore 1 status build up each turn. Does not need to be worn to take effect.
Speckled Stoneplate Ring	3	Increase your resistance to all elemental damage types by one tier.
Gold Rune's Bold Favour	3	An intricate and complete mark of ornate gold. Increase your max HP by 4, your max FP by 2, and your max AP by 1. This ring/adornments effect does not stack when equipping multiples of itself.
Fullmoon Ring	3	Gain +4 attunement slots and increase your Attunement stat by one. This ring/adornments effect does not stack when equipping multiples of itself.
Sage Ring	3	Reduce the AP cost of casting spells by one (cannot go below one). This ring/adornments effect does not stack when equipping multiples of itself.
Snapped Bone of Dashing	3	Gain 2 AP of free movement actions on every round of combat. This ring/adornments effect does not stack when equipping multiples of itself.
Ring of Appeasement	3	(1+ Att mod/2) times per long rest all creatures within 50 feet of you must make a DC (12 + your Fai mod) Sanity check or be pacified for one hour if fully undead, and have their control broken if they are being controlled or manipulated.
Blood Beckoning Ring	3	Every instance of bleed build up you deal is given a bonus of +1.
Frost Beckoning Ring	3	Every instance of frost build up you deal is given a bonus of +1.
Poison Injecting Ring	3	Every instance of poison build up you deal is given a bonus of +1.
Deep Poison Injecting Ring	3	Every instance of toxic build up you deal is given a bonus of +1.

Mind Membrane	3	A strange scaled membrane that is embedded within the skull. Whenever you succeed on a sanity or diplomacy check to resist an effect, your mind retaliates dealing $(3 + \text{Vit or Att mod})$ true damage back to the source of the effect. Gain +3 sanity and +1 knowledge of cosmic influence. Whenever a creature you can perceive succeeds on a sanity or diplomacy check to resist an effect you may reduce their sanity or diplomacy by two respectively. This effect lasts for one minute and can stack with itself. Removing this adornment destroys it and causes you to take 6d12 true damage and 1d10 curse build up. This ring/adornments effect does not stack with multiples of itself.
Necklace of Wild Shape	3	$(1 + \text{Att mod}/2)$ times per long rest you may turn into any medium or smaller beast which you have seen. The transformation lasts ten minutes and you revert back if you take any damage. In this state you may use any ability which the creature has.
Necklace of World Blood	3	$(1 + \text{Att mod}/2)$ times per long rest create an earthquake within 50 feet of yourself. Every creature in range, not including yourself, must make a DC $(12 + \text{your Fai mod})$ athletics check or be knocked prone. On your turn after using the ring you can activate the feat Geomancer once by paying its FP cost (or within 10 seconds after use outside of combat).
Paired Ring of Bonding	3	A helix of two soft silver bands which can be taken apart and worn by two individuals to gain buffs based on each others stats and abilities. Each wearer gains +2 in the highest skill of the other wearer, and +1 in the highest stat of the other wearer. Once per short rest on their turns, each wearer may cast a spell, use a spirit summon, or use a weapon skill that the other has attuned (by spending their AP and FP costs as usual). Wearers do not need to meet the requirements of the spell or summon, or even be wielding an appropriate spell casting implement, but spells and summons cast from this ring do not benefit from scaling. Weapon skills used from this ring must still be used with an appropriate weapon type, and do not teach the skill to their user. When either of the rings wearers perish, they may make their undying check as though they have the highest faith modifier of the two. This ring does not stack with multiple instances of itself.

Ring of Resurrection	3	Prevents death one time when you have no HP remaining, by healing you to full health, then this ring breaks.
Jewel of Growth	3	Gain +8 max HP, +3 max FP, +2 attunement slots, and +1 to the maximum cap of one stat doesn't have its cap increased above 20. If you have this adornment equipped without taking it off, while you have absorbed a total of 1250 souls to level up and are at least character level 25, then it becomes the tier 4 adornment "Flawless Soul". Taking this adornment off causes it to become the tier 1 adornment "Shard of Growth". This ring/adornments effect does not stack with multiples of itself or its other forms.
Demi Gods Binding	4	Gain a second artifact slot. This ring/adornments effect does not stack when equipping multiples of itself.
Mask of Mind	4	Swap your maximum HP and maximum FP. This effect is applied after any others which alter HP or FP.
Jewel of Lost Chronos	4	You may travel back in time to just before the moment someone you know of died or turned fully undead. For the next five minutes you and the familiar person are frozen in time together. You may not influence anything physically, but you can move and converse with the person, spending those five minutes together. After using the ring you are returned to your own time the moment after you disappeared, you age 1d4 years, then this ring breaks.
Ring of Unfailing Endurance	4	Your AP cannot be lowered by anything other than your own action. Physical activity and lack of sleep can no longer inflict you with points of exhaustion.
Rare Ring of Resurrection	4	Prevents death, healing its wearer to full HP when they would otherwise reach zero HP.

Flawless Soul	4	Gain +16 max HP, +4 max FP, +3 attunement slots, and +2 to the maximum cap of one stat which doesn't have its cap increased above 20. If you have this adornment equipped without taking it off, while you have absorbed a total of 1400 souls to level up, then it produces a purging stone item. Taking this adornment off causes it to become the tier 1 adornment "Shard of Growth". This ring/adornments effect does not stack with multiples of itself or its other forms.
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Items list

The following is a list of a number of common items which can be found or purchased throughout an adventure. This list is not exhaustive but allows for items to be expanded upon based on the patterns found here. The AP cost to use consumable items in combat is determined by your dexterity stat (typically 3 AP), and can be augmented with destined traits and weapon feats. Most items are consumed or destroyed upon use.

Item name	Description
Greenblossom bulb	Consume to increase your next turns AP by 2. This AP increase does not stack with other greenblossom items.
Blooming greenblossom bulb	Consume to increase your next turns AP by 3. This AP increase does not stack with other greenblossom items.
Purple moss bulb	Consume to reduce poison build up by 5, or lower the duration of active poisoning by 5 turns.
Blooming purple moss bulb	Consume to reduce toxic or poison build up by 5, or lower the duration of active toxic or poisoning by 5 turns.
Bloodred moss bulb	Consume to reduce bleed build up by 5.
Rime blue moss bulb	Consume to reduce frost build up by 5, or cure AP lowering effect of frost (frostbite).
Mossfruit	Consume to increase all non poise status thresholds by 2 for ten rounds (one minute).
Ripe Mossfruit	Consume to increase all non poise status thresholds by 4 for ten rounds (one minute).
Prism stone	A smooth stone which can be thrown or placed to determine the lethality of an area. If the stone takes damage exceeding its last wielders HP, or if it experiences an effect which would have killed its last wielder it screams loudly. For example if a player encounters a dark pit and they are unsure if it is deep enough to kill them if they fall in, or if there is a toxic smog at its depths, they can toss a prism stone into the pit and listen for its screams.

Light bugs	A small container of bugs which glow brightly during the daytime regardless of if they are exposed to daylight. Can be fitted with a small window and attached to the waist to provide light in dark areas during the day, without needing to be held in hand. Lights up an area of 10 feet of bright light and 10 feet of dim light around the container.
Purging stone	An extremely rare one time use item. Hold against bare skin to reduce a persons undying stacks to zero, and if they are fully undead, restore their sanity while you do so (bringing them back to "life").
Blessed mushroom	Consume to heal 1d4 HP.
Hangfruit meat/Glowroot meat	Consume to heal 1d4 HP on the start of your turns for the next four turns. Spoils after three days.
Dried Hangfruit meat/Glowroot meat	Consume to heal 1d2 HP on the start of your turns for the next four turns. Does not spoil.
Crimson water/Moss skins	Consume to restore 1d4 FP.
Dried Greatfeather	Crush and press against your forehead to restore 1d4 FP.
Blood vial	Consume to restore 1d6 HP and 1d4 FP.
Bellowing snowbloom	Consume to restore 1d6 HP, but take 1d4 frost build up.
Divine blessing	Consume to fully heal, and fully restore FP.
Binoculars	Increase your sight range by up to 100 feet away depending on conditions. You can no longer misfire with a ballista when you have this item in your inventory. Can be used repeatedly.
Firebomb	Throw up to 20 feet to explode on a target and deal $1d6 + D$ Str fire damage.
Black Firebomb	Throw up to 20 feet to explode on a target and deal $1d8 + D$ Str fire damage.
Lightning Pot	Throw up to 20 feet to shatter on a target and deal $1d6 + D$ Str lightning damage.
Mage's Pot	Shatter in hand to spawn a homing projectile which flies toward a target within 20 feet. Any creature hit takes $1d6 + D$ Str magic damage.

Sleep Pot	Throw up to 15 feet to shatter sleeping dust across a target. Any creature hit by this dust must make a DC 8 sanity or diplomacy check or fall unconscious for one round and be knocked prone. While unconscious, taking any damage wakes them. Any creature hit by the dust cannot be affected by another sleep pot for the next 12 hours, regardless of if they failed the check or not.
Skullbomb	An old weathered skull packed with a strange coloured material and with a wick coming out of its mouth. Throw up to 20 feet to explode on a target grid space. Any creature hit takes $1d6 + D$ Str damage, of type determined by a d6: 1 - physical, 2 - magic, 3 - fire, 4 - lightning, 5 - dark, and 6 - reroll and increase the damage die by one level (up to a maximum of d12).
Throwing knives	Throw up to 20 feet at a target to deal $1d4 + E$ Dex physical damage.
Acidic throwing knives	Throw up to 20 feet at a target to deal $1d2 + E$ Dex physical damage, and 1d2 durability damage. If targeting a specific piece of equipment or small object, then a precision roll should be required.
Lacerating throwing knives	Throw up to 20 feet at a target to deal $1d2 + E$ Dex physical damage and 1d2 bleed build up.
Frosted throwing knives	Throw up to 20 feet at a target to deal $1d2 + E$ Dex physical damage and 1d2 frost build up.
Poison throwing knives	Throw up to 20 feet at a target to deal $1d2 + E$ Dex physical damage and 1d2 poison build up.
Basic ammo	Arrows, bolts, great arrows, great bolts, and bullets which are required to make an attack with a bow, crossbow, greatbow, ballista, and gun respectively. The damage dealt by this attack is the damage indicated by the weapon.
Elemental arrows	Elemental arrows to be fired from a shortbow or bow. Changes the normal damage of firing an arrow to be entirely of the element of this arrow.
Status arrows	Arrows to be fired from a shortbow or bow, coated with a status building effect. Adds 1d2 status build up to the normal damage of firing the arrow, based on the specific status effect of this arrow.

Prism stone arrow	An arrow to be fired from a short bow or long bow, with a prism stone fashioned in place of the arrowhead. This arrow deals no damage, but allows one to fire a prism stone in search of danger, up to their maximum bow range.
Elemental bolts	Elemental bolts to be fired from a crossbow. Changes the normal damage of firing a bolt to be entirely of the element of this bolt.
Status bolts	Bolts to be fired from a crossbow, coated with a status building effect. Adds 1d2 status build up to the normal damage of firing the bolt, based on the specific status effect of this bolt.
Appeasement arrow/bolt	Very rare arrows/bolts to be fired from a bow/crossbow. Undead creatures hit with this ammo when it is fired, must make a DC 14 Sanity check or be pacified for one hour if fully undead and have their control broken if they are being controlled or manipulated.
Arrow/Bolt of glory	Very rare arrows/bolts to be fired from a bow/crossbow. When an ally of yours dies part of their essence is absorbed into this ammo buffing it for the duration of the combat. If this ammo is fired and hits a creature while buffed it deals an additional $Xd10$ damage where X is the soul level of the ally who died.
Withering arrow/bolt	Very rare arrows/bolts to be fired from a bow/crossbow. Creatures hit with this ammo when it is fired lose 1d4 FP, and if their FP is brought to zero by this attack they gain one point of exhaustion.
Elemental great arrows	Elemental great arrows to be fired from a greatbow. Changes the normal damage of firing a great arrow to be entirely of the element of this great arrow.
Status great arrows	Great arrows to be fired from a greatbow, coated with a large status building effect. Adds 1d4 status build up to the normal damage of firing the great arrow, based on the specific status effect of this great arrow.
Elemental great bolts	Elemental great bolts to be fired from a ballista. Changes the normal damage of firing a great bolt to be entirely of the element of this great bolt.

Status great bolts	Great bolts to be fired from a ballista, coated with a large status building effect. Adds 2d4 status build up to the normal damage of firing the great bolt, based on the specific status effect of this great bolt.
Rouge paste	Rub across any melee weapon to add a coarse red coating. The wielder of that weapon may add 2d2 bleed status build up, once per round to each creature they damaged with that weapon. This buff lasts for three rounds (18 seconds).
Rot paste	Rub across any melee weapon to add a coating of poison. The wielder of that weapon may add 2d2 poison status build up, once per round to each creature they damaged with that weapon. This buff lasts for three rounds (18 seconds).
Cobalt paste	Rub across any melee weapon to add a layer of frost. The wielder of that weapon may add 2d2 frost status build up, once per round to each creature they damaged with that weapon. This buff lasts for three rounds (18 seconds).
Pale resin	Rub across any melee weapon to add a coating of pale magic. The wielder of that weapon may add 3d6 magic damage, once per round to each creature they damaged with that weapon. This buff lasts for three rounds (18 seconds).
Gold resin	Rub across any melee weapon to add crackling lightning. The wielder of that weapon may add 3d6 lightning damage, once per round to each creature they damaged with that weapon. This buff lasts for three rounds (18 seconds).
Charcoal resin	Rub across any melee weapon to set it ablaze with flickering fire. The wielder of that weapon may add 3d6 fire damage, once per round to each creature they damaged with that weapon. This buff lasts for three rounds (18 seconds).
Human resin	Rub across any melee weapon to add a layer of heavy darkness. The wielder of that weapon may add 3d6 dark damage, once per round to each creature they damaged with that weapon. This buff lasts for three rounds (18 seconds).

Blue bug pellet	Consume to increase magic resistance by one tier for ten rounds (one minute). Does not stack with itself.
Yellow bug pellet	Consume to increase lightning resistance by one tier for ten rounds (one minute). Does not stack with itself.
Red bug pellet	Consume to increase fire resistance by one tier for ten rounds (one minute). Does not stack with itself.
Spellbook	Read thoroughly to understand and memorize the spell within, adding it to your spells list. Comprehension depends on a Int or Faith check based on the type of spell described within. Fully learning the spell from the spellbook takes a number of hours equal to each of the spells stat requirements minus ten.
Weapon Skill Guidebook	Read thoroughly to understand and memorize the weapon skill described within, adding it to your list of learned skills. Your ability to interpret the movements described in the guidebook depends on a Str, Dex, Int, or Fai check based on the type of skill described within. As well, learning the skill takes a number of hours of practice with the guidebook and a usable weapon, equal to two times the skills FP cost.
Low quality strong drink	Consume one charge to roll a 1d2 on your next skill check made within the next hour. If the result is a one you have disadvantage on the check, if the result is a two you have advantage. Has three charges before it is fully consumed, and consuming multiple charges causes its duration to stack.
High quality strong drink	Consume one charge to gain advantage on your next skill check within the next hour, and gain one tier of physical damage reduction and magic resistance for the next ten seconds (or two rounds if in combat). Has three charges before it is fully consumed, and consuming multiple charges causes its duration to stack.

Orange Soapstone	A small piece of dark orange crystal that can be used to draw a glowing orange summoners sign upon any surface. The sign stores a spoken message no longer than 25 words which must be spoken while it is written. When the sign is first interacted with after being drawn it summons a predetermined spirit (based on the specific soapstone item) which delivers your message, similar to the Summoners Signs feat of the spirit summoning weapon tree. Unlike the feat you cannot see through the sign, are not alerted when it is activated, and it disappears after one activation.
Pure infusion stones	Apply to a melee weapon during any bonfire/magical short rest to infuse them with the element of the stone (fire, magic, lightning, or dark). See the end of the “Equipment, Defense, and Shields” section in the “Combat” chapter for more info on weapon infusions. Using an infusion stone to infuse a weapon consumes the stone.
Stone of gentle warmth	A stone which radiates a healing aura of gentle warmth after activation. Place on the ground or throw up to 20 feet. Any creature which starts its turn within 5 feet of the stone heals for 1d6 HP. The healing aura of the stone lasts for three rounds. The healing of these stones does not stack.
Duel charm	Throw up to 20 feet at a target to disable all magical or special buffs and effects which are currently active on the target.
Sand trap	Soft crystal dust which hardens when stepped on preventing movement for one turn if a DC 12 Athletics check is failed. Can be placed within 5 feet. Does not expire, but can be easily blown or swept away before activation.
Deep shift snow	Consume to gain a shifting aura that protects you. Upon taking damage you immediately teleport to a randomly selected unoccupied space within 5 feet (rolling a d8 to determine the result) and take 2d4 Frost build up, once per round. This effect fails if there are no available locations. This effect lasts for three rounds (18 seconds).
Deep shift ice	Throw up to 20 feet to teleport to an unoccupied target location and take 2d4 Frost build up.
Drain capsule	Thrown up to 20 feet at a target to deal $1d4 + D$ Str FP damage to them. Also drains moisture from a 10x10 foot area where thrown.

Numbing mist	Thrown up to 10 feet at a target to prevent any healing or HP replenishment on that target for one round (6 seconds).
Repair powder	Rub on a piece of equipment or weapon to repair 1d6 points of durability loss.
Torch	A basic torch of cloth and oil. Lasts for 20 minutes and lights up an area of 20 feet of bright light and 20 feet of dim light around it. Must be held in an available hand in order to effectively bring its light along with you, but can be dropped to the ground to provide some static light.
Other adventuring supplies	30 feet of rope, a bedroll, lockpicks, a shovel, a pick, empty flasks, parchment, crafting tools. Other basic tools and supplies which vary in cost and availability depending on where you find yourself.