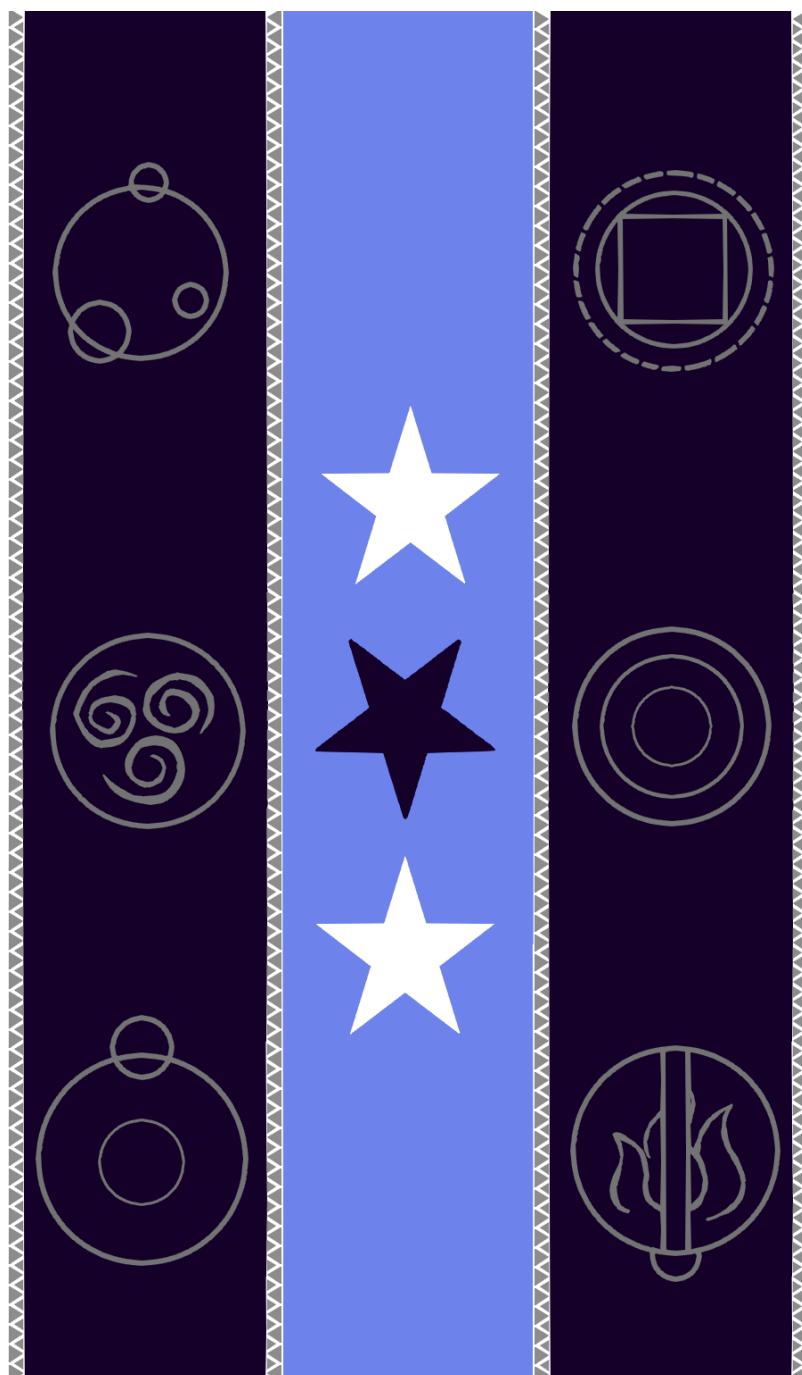


Exiles of Solavire



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Ancestries

ANCESTRY ENTRIES

Each entry includes details about the ancestry and presents the rules elements described below (all of these but heritages and ancestry feats are listed in a sidebar).

HIT POINTS

This tells you how many Hit Points your character gains from their ancestry at 1st level. You'll add the Hit Points from your character's class (including their Constitution modifier) to this number.

SIZE

This tells you the physical size of members of the ancestry. Medium corresponds roughly to the height and weight range of a human adult, and Small is roughly half that.

SPEED

This entry lists how far a member of the ancestry can move each time they spend an action (such as Stride) to do so.

ABILITY BOOSTS

This lists the ability scores you apply ability boosts to when creating a character of this ancestry. Most ancestries provide ability boosts to two specified ability scores, plus a free ability boost that you can apply to any other score of your choice.

ABILITY FLAW

This lists the ability score to which you apply an ability flaw when creating a character of this ancestry. Most ancestries, with the exception of humans, include an ability flaw.

LANGUAGES

This tells you the languages that members of the ancestry speak at 1st level. If your Intelligence modifier is +1 or higher, you can select more languages from a list given here.

TRAITS

These descriptors have no mechanical benefit, but they're important for determining how certain spells, effects, and other aspects of the game interact with your character.

SPECIAL ABILITIES

Any other entries in the sidebar represent abilities, senses, and other qualities all members of the ancestry manifest. These are omitted for ancestries with no special rules.

HERITAGES

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

ANCESTRY FEATS

This section presents ancestry feats, which allow you to customize your character. You gain your first ancestry feat at 1st level, and you gain another at 5th level, 9th level, 13th level, and 17th level, as indicated in the class advancement table in the descriptions of each class.

Ancestry feats are organized by level. As a starting character, you can choose from only 1st-level ancestry feats, but later choices can be made from any feat of your level or lower. These feats also sometimes list prerequisites—requirements that your character must fulfill to select that feat.

Common Ancestries

CONSTRUCT

Hit Points	Size	Speed	Ability Boost	Ability Flaw
4	Medium	30 ft	Dexterity (+2) Intelligence (+2)	Charisma (-2)

Complex technological creations crafted to resemble humans, constructs were originally a servitor race, but they have since broken free to form their own society. Constructs do not simply respond according to their programming; rather, they have independent consciousnesses and are animated by souls—a distinction crucial to their generally accepted status as people rather than property.

Size and Type

Constructs are Medium humanoids with the construct subtype.

Constructed

For effects targeting creatures by type, constructs count as both humanoids and constructs. They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, constructs do not breathe or suffer the normal environmental effects of being in a vacuum.

Exceptional Vision

Constructs have low-light vision and darkvision. As a result, they can see in dim light as if it were normal light, and they can see with no light source at all to a range of 60 feet in black and white only.

Flat Affect

Constructs find emotions confusing and keep them bottled up. They take a -2 penalty to Sense Motive checks, but the DCs of Sense Motive checks attempted against them increase by 2.

Upgrade Slot

Constructs have a single armor upgrade slot in their bodies. Regardless of whether constructs are wearing physical armor, they can use this slot to install any one armor upgrade that could be installed into light armor.

Physical Description

Constructs are biomechanical constructs created in technological crèches called foundries. While the first constructs are believed to have been mostly biological, difficult to distinguish from the humans they lived among, modern designs are more varied, and many favor metal skeletons and processors that support synthetic organs and living flesh. Nearly all constructs feature a humanoid body shape and tattoo-like circuits that glow through their skin when operating at full power, but beyond this commonality, variations in physical appearance reflect a construct's design, role, and personality. Some take pains to blend into human society, while others deliberately display their mechanical nature. Though some constructs are constructed or customize themselves to look like other races, such models are relatively rare. Due to their biological components, constructs need to eat and sleep, but as constructed beings they do not reproduce in the human fashion and have no biological need for gender—some identify strongly as male or female, while others shift fluidly or ignore it altogether, and still others actively reject it on philosophical grounds as a relic of their former slavery.

The complex nervous systems of constructs attract and integrate souls in the same way organic creatures do. Most constructs are fully grown at the time of their birth, and can technically live forever through constant repair, though most constructs voluntarily release their bodies after a century or so to allow new souls to inhabit them—a process called renewal that's viewed more as procreation than suicide.

Home World

Construct technology in Solavire is generally believed to have been developed by the forces of Gehenna during the 2nd Gehenna War as a means to sow dissent on Concord worlds. Originally intended to act as infiltrators in military institutions or even civilian industries, constructs were designed to replicate Concord species, namely humans, then, upon receiving certain triggers, wreak havoc. Following the end of the 2nd Gehenna World, the creation of new constructs was officially outlawed. In Concord worlds, constructs were heavily regulated for the first few decades fearing their operations as Gehenna sleeper agents, but with processes developed to rid them of any Gehenna training or programming, were allowed to, under parole agents, reintegrate into society. Some worlds outright have bans on the presence of constructs, namely Umbros where bounties tend to be put on their kind, and, as such, they are forced to hide their identities or seek transit offworld.

Now, the existence of constructs is something more of a mystery. While their existence on Solterra and other ex-Concord worlds is something of a commonality, across the rest of Solavire, they have a limited presence. However, there are reports of vessels hailing from Axis with crews that demonstrate such a degree of cold calculation and restraint from emotion, to a point at which some truly wonder if the construct menace of the 100s really is a thing of the past.

Language	Traits	Dark Vision
<p>Common</p> <p>Additional languages equal to your Intelligence modifier (if it's positive). Choose from Gnomish, Goblin, Jotun, Orcish, Terran, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).</p>	<p>Android Humanoid</p>	<p>You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.</p>

Society and Alignment

Construct society tends to be insular. While constructs are treated equitably in most Concord settlements, especially Solterra, many constructs have not forgotten their people's persecution following the end of the 2nd Gehenna War and remain keenly aware of prejudice from other worlds based on their "unnatural" origin or jealousy over the constructs' freedom from aging. Some constructs too, however, still possess a sense of remorse or guilt over their use by Gehenna during the war, and so do not possess ill-world towards their once prosecutors, though also feel remorse for their fellow construct once used as an unthinking terror machine. This leads most constructs to feel a sense of kinship with others of their kind and to go out of their way to help each other, though they may also bond with members of other races who treat them well. Despite popular belief, constructs' impressive deductive reasoning abilities do not preclude sentiment, and most constructs feel emotions keenly—they simply don't always express them well, and different individuals may have trouble processing and communicating particular feelings. The average construct alignment is a practical neutrality; they are focused on their own welfare and that of their friends.

While there are conclaves of constructs that exist on certain worlds, namely those of the Commonwealth, "ex-Concord planets," there remains no large-scale construct society. That the rest of Solavire is aware of at least.

Relations

Often cautious around strangers, constructs have the most strained relationship with devils, which built them for the sole purpose of serving as mindless tools of terror. They feel closest to humans, dwarves, elves, and the other races of Solterra, who in spite of once being victims at the hands of mindless construct aggression, have, in spite of a period of aggression and

doubt, begun on a path of integration. They generally dislike velstrac, whom they see as slavers, and are rather neutral towards other Solavire races.

ADVENTURERS

Constructs adventure for many reasons: to earn a living, trace the origins of their race, or rescue constructs and other creatures from servitude. Their quick thinking under fire makes them natural operatives and soldiers, while their affinity for machines makes them excellent mechanics and technomancers.

CONSTRUCT HERITAGES

With their variety in construction and degree to which they serve their original purposes, constructs, by choice or otherwise, still carry remnants of their original training. Choose one of the following construct heritages at 1st level.

Artifact of Terror

You were once a pawn of the Gahenna, created in the likeness of Concord member species to infiltrate their worlds and, on command, spread terror. With any luck for yourself and for those around you, you have since been reprogrammed, these initiatives wiped from your subconscious. But still, whether part of your prime directive or lost in a memory wipe, fragments remain. Gain trained proficiency in a skill that comes as a racial bonus for a race/ancestry of your choice.

Axis of the Collective

You represent a new dawn for constructs. Be it to a brighter day or to one of infinite twilight, who can truly say, but for once, your kind has something they have never had before: belonging. You have been away for too long. The call for home pulls at you. Will you answer it? You now have telepathy with all other constructs.

Beast of Burden

Be it on Gahenna, Umbros, or even on a Concord world before the practice was formally outlawed, society saw you as what many sentients in Solavire still believe you to be—a tool. Working in dwarven mines, carrying cargo from one city to another on your own back, or sent into the cold vacuum of space to repair aethership hull breeches, you have always been expendable. Yet here you are, still alive, carrying still the toils of such labors. You gain a trained proficiency in athletics. If you are already trained, you gain an expert proficiency.

Echo of the Exiled

You do not belong here. Or at least, you once did not belong. Be it from memories of a day when the Concord hunted down your kind, or you recently escaped from the shadow world of Umbros where such practice still does transpire, you know what it is like to be hunted. You are able to hide your android nature while under exertion, and gain a trained proficiency in disguise. If you already are trained, you gain an expert proficiency.

Vessel of the Damned

You are an echo of a lost age, of the original purpose of the construct—a vessel for the soul of those that Gahenna deemed damned to eternal torment past the limitations of a mortal body. You were built to face the worst of punishments, mental and physical alike, and though different damned souls have passed in and out of your frame, the body keeps the score. You have advantage on all will saves.

ALTERNATE ANCESTRY ABILITIES

Some constructs defy the norms for their species. These constructs have ability score adjustments they use instead of the standard adjustments of +2 Dexterity, +2 Intelligence, and -2 Charisma.

Companion

A niche but lucrative market before android emancipation was the construction of constructs to serve as companions, often as supplemental members of a family. These constructs have better personality matrices and might have fewer signs of artificial construction. A companion construct has an ability adjustment of +2 Charisma.

Laborer

Laborer constructs were created to perform menial tasks and endure the hardships of space. In many regions, they were considered corporate property for far longer than typical constructs. A laborer construct's ability adjustments are +2 Strength, +2 Constitution, and -2 Charisma.

ALTERNATE ANCESTRAL TRAITS

Most constructs have the standard construct racial traits detailed in the Core Rulebook, but individuals might have unique abilities, represented by the following alternate ancestral traits.

Easily Augmented

As artificial creatures, constructs are compatible with a wide array of cybernetics. Constructs who have this racial trait can install one additional cybernetic augmentation into one system that already has an augmentation. This replaces upgrade slot.

Impersonation Matrix

Although most constructs stand out as artificial beings, some have intricate personality matrices and physical alterations that downplay their constructed nature. Constructs who have this alternate racial trait don't take any penalty to Disguise checks to change their appearance to a creature of a different race or type if they are disguising themselves as a human. If the construct also has the xenometric construct alternate racial trait, this benefit instead applies to Disguise checks to change appearance to that of the race chosen along with the xenometric construct alternate racial trait.

This replaces the +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep from the constructed trait. The android retains all the other features of the constructed trait.

Aethersphere Integration

The artificial brain a construct possesses can allow better compatibility with aetherspheres and direct downloads of information. A construct with this trait has a built-in comm unit that can be accessed without needing to use their hands. Once per day, whenever the construct takes a 10-minute rest to regain Stamina Points, they can choose one Intelligence-, Wisdom-, or Charisma-based skill. The chosen skill becomes a class skill for them, and they gain Skill Focus as a bonus feat with that skill. This decision lasts until the next time the android uses this trait.

This replaces exceptional vision.

Multilingual

New languages are easy for some constructs to learn. A construct with this racial trait knows four additional languages at 1st level. In addition, whenever such a construct invests a skill rank into Culture, they learn two new languages instead of one.

This replaces upgrade slot.

Nanite Upgrade

Specialized nanites maintain an android body, but they can be upgraded to perform additional tasks. Constructs who have this racial trait gain Nanite Integration as a bonus feat, ignoring the feat's prerequisites.

This replaces upgrade slot.

Xenometric Construct

Although most constructs are manufactured to resemble humans, those crafted in the likenesses of other species exist. Such "xenometrics" possess abilities that mirror those of other races, sometimes even using hybrid tech to duplicate magic abilities.

A construct with this trait selects one of the species detailed in the paragraphs below. This choice cannot be changed. In addition to possessing physical features resembling those of the chosen species, the construct's size category and reach changes to match the chosen race. In addition, xenometric constructs gain some of the chosen species' racial traits, which are noted in parentheses next to the race's name; these count as racial traits for the purposes of prerequisites. If a gained racial trait determines land speed, the android uses the speed as defined by that racial trait instead of that of the android. If the chosen species has a different type than humanoid, the xenometric construct's type changes to match.

Starfinder Core Rulebook options are dwarf (darkvision, slow but steady), elf (elven immunities, low-light vision), gnome (gnome magic, low-light vision), half-elf (adaptability, low-light vision), half-orc (darkvision, intimidating, self-sufficient), halfling (keen senses, sneaky, sure-footed), kasatha (four-armed, natural grace), lashunta (lashunta magic, limited telepathy), shirren (blindsight, limited telepathy), vesk (low-light vision, natural weapons), and ysoki (cheek pouches, darkvision).

Starfinder Alien Archive 2 options are hobgoblin (fearsome, sneaky), orc (fierce survivalist, orc ferocity), pahtra (nimble, talented), and vlaka (cold resistance, perceptive).

ANCESTRY FEATS

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

1st Level

Integrated Circuitry

You are equipped with basic technological interfaces. You gain trained proficiency in Arcana and Crafting. If you already have trained proficiency in one of these, you gain trained proficiency in another of your choice. Additionally, you can use Crafting to Recall Knowledge about constructs or technological devices.

Adaptive Engineering

Your synthetic nature allows you to adapt to harsh environments. You gain resistance against one type of environmental damage (cold, fire, or electricity). You can select a new damage type each day during your daily preparations.

Machine Precision

Your synthetic body operates with precision beyond that of an organic being. You gain a +2 circumstance bonus to Athletics checks to Disarm or Trip and to Acrobatics checks to Maneuver in Flight.

Emotion Emulator

Your emotional responses are carefully calibrated for specific situations. You gain a +1 circumstance bonus to Deception, Diplomacy, and Intimidation checks to interact with non-android creatures.

Modular Body

Your body is designed to integrate modular attachments. You can Affix or Remove a Magic Item (such as an aeon stone or other worn item) to yourself in half the normal time.

Synthetic Logic

Your android mind processes logical inconsistencies with incredible efficiency. If you roll a success on a saving throw against an illusion effect, you get a critical success instead.

5th Level

Energy Reserves

Prerequisite: Adaptive Engineering

Your body can store and redirect energy efficiently. Whenever you take damage of a type you have resistance to from Adaptive Engineering, you can release stored energy. You deal 1d6 damage of that type to a creature within 10 feet.

Networked Awareness

Your mind is designed for rapid communication. You gain the effects of the *message* cantrip as a primal innate spell. You can use it at will but only to communicate with creatures you can see.

Internal Weaponry

Your body conceals small but effective weapons. You gain access to the *Hidden Blade* uncommon weapon, which deals 1d4 piercing damage, is Agile and Concealable, and has the Integrated trait (cannot be disarmed).

Overclocked Reflexes

Your synthetic systems can push your reflexes beyond normal limits. You gain a +1 circumstance bonus to Reflex saving throws. In addition, when you critically succeed at a Reflex save, you can Step as a free action.

9th Level Feats

Self-Repair Protocol

You can perform basic repairs on yourself. Once per day, you can spend 10 minutes performing repairs on your body to regain Hit Points equal to $4 \times$ your level.

Data Storage Interface

You store a vast repository of data. You gain the effects of *comprehend languages* as a 3rd-level innate arcane spell, which you can cast once per day.

Optimized Circuits

Your internal systems are fine-tuned. You gain resistance equal to your level against precision damage and effects with the electricity trait.

13th Level Feats

Synthetic Stamina

Your body is built for endurance. Your maximum Hit Points increase by your level. In addition, when you have the drained condition, you reduce the penalties to your Constitution modifier and maximum Hit Points by 1.

Overload Surge

Prerequisite: Energy Reserves

When your energy reserves are full, you can release a devastating surge. You can unleash a 15-foot cone of energy corresponding to the type you selected with Adaptive Engineering. Creatures in the cone take 8d6 damage (basic Reflex save, DC = your class DC or spell DC). You can't use this ability again until you've regained energy by taking damage of the appropriate type.

Axis Protocol

You can tap into hidden knowledge embedded within you. Once per day, you can cast *commune* as an innate divine spell, seeking guidance from an unknown collective intelligence.

17th Level Feats

Integrated Weapon Mastery

Prerequisite: Internal Weaponry

Your integrated weapons become extensions of your combat skill. You gain expert proficiency in the *Hidden Blade* weapon and can deliver critical hits with its specialization effect, which deals additional precision damage equal to your level.

Limit Break

You can temporarily push your body beyond its designed limits. Once per day, you can cast *time stop* as an innate arcane spell, but you can only use the time to take movement and interaction actions.

Synthetic Evolution

You transcend your original design. You gain a +1 status bonus to saving throws against spells, magical effects, and poisons. In addition, you can reroll a saving throw against such an effect once per day and take the higher result.

Dwarf

Hit Points	Size	Speed	Ability Boost	Ability Flaw
10	Medium	20 ft	Constitution Wisdom Free	Charisma

Dwarves have a well-earned reputation as a stoic and stern people, ensconced within citadels and cities carved from solid rock. While some see them as dour and humorless crafters of stone and metal, dwarves and those who have spent time among them understand their unbridled zeal for their work, caring far more about quality than quantity. To a stranger, they can seem untrusting and clannish, but to their friends and family, they are warm and caring, their halls filled with the sounds of laughter and hammers hitting anvils.

Dwarves are slow to trust those outside their kin, but this wariness is not without reason. Dwarves have a long history of forced exile from ancestral holds and struggles against the depredations of savage foes, especially giants, goblinoids, orcs, and the horrors that dwell deep below the surface. While trust from a dwarf is hard-won, once gained it is as strong as iron.

Size and Type

Dwarves are Medium humanoids.

Physical Description

Dwarves are short and stocky, standing about a foot shorter than most humans. They have wide, compact bodies and burly frames. Dwarves of all genders pride themselves on the length of their hair, which they often braid into intricate patterns, some of which represent specific clans. A long beard is a sign of masculinity and honor among the dwarves, and thus a clean-shaven male dwarf is considered weak, untrustworthy, or worse.

Dwarves typically reach physical adulthood around the age of 25, though their traditionalist culture places more value on completing coming of age ceremonies unique to each clan than reaching a certain age. A typical dwarf can live to around 350 years old.

Language	Traits	Dark Vision	Clan Dagger
Common Dwarven Additional languages equal to your Intelligence modifier (if it's positive). Choose from Gnomish, Goblin, Jotun, Orcish, Terran, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).	Dwarf Humanoid	You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.	You get one clan dagger for free, as it was given to you at birth. Selling this clan dagger is a terrible taboo and earns you the disdain of other dwarves.

Society

The ancient surface empire the dwarves once ruled fell long ago, overwhelmed by orc and goblinoid enemies. Today's dwarves retain many of the qualities that propelled their people to greatness in ancient times: fierceness, gumption, and stubbornness in endeavors ranging from battle and craftsmanship to forging ties with family and friends.

While the distance between their mountain Sky Citadels can create vast cultural divides between various dwarf clans, most dwarven societies share a number of similarities. Nearly all dwarven peoples share a passion for stonework, metalwork, and gem-cutting. Most are highly skilled at architecture and mining, and many share a hatred of giants, orcs, and goblinoids.

Few dwarves are seen without their clan dagger strapped to their belt. This dagger is forged just before a dwarf's birth and bears the gemstone of their clan. A parent uses this dagger to cut the infant's umbilical cord, making it the first weapon to taste their blood.

Even as they have taken to the stars, dwarves have not forgotten from whence they came, most vessels they voyage in still bearing a likeness to the drinking halls of home, because even as far as home as they may get, a dwarf never forgets who they are.

Alignment and Religion

Dwarves tend to value honor and closely follow the traditions of their clans and kingdoms. They have a strong sense of friendship and justice, though they are often very particular about who they consider a friend. They work hard and play harder—especially when strong ale is involved.

The typical dwarf is lawful good or lawful neutral and prefers to worship deities of those alignments. Torag, god of dwarvenkind, is the dwarves' primary deity, though worship of Torag's family members is also common.

Names

Dwarves honor their children with names taken from ancestors or dwarven heroes, and it's quite rare to invent a new name or to borrow a name from another culture for a child. When introducing themselves, dwarves tend to list their family and clan, plus any number of other familial connections and honorifics. Dwarven names usually contain hard consonants and are rarely more or fewer than two syllables.

SAMPLE NAMES Agna, Bodill, Dolgrin, Edrukk, Grunyar, Ingra, Kazmuk, Kotri, Lupp, Morgrym, Rogar, Rusilka, Torra, Yangrit

Dwarven Heritages

With their long family lines and hardy physiologies, dwarves take great pride in the resilience their bloodlines provide. Choose one of the following dwarven heritages at 1st level.

ANCIENT-BLOODED DWARF

Dwarven heroes of old could shrug off their enemies' magic, and some of that resistance manifests in you. You gain the Call on Ancient Blood reaction.

Call on Ancient Blood
Trigger You attempt a saving throw against a magical effect, but you haven't rolled yet.
Your ancestors' innate resistance to magic surges, before slowly ebbing down. You gain a +1 circumstance bonus until the end of this turn. This bonus also applies to the triggering save.

Anvil Dwarf

You are a descendant of a famed crafter and have your own amazing talent. Other dwarves might consider this a blessing from your ancestors or from the Forgefather himself, depending on where you grew up. You become trained in Crafting (or another skill if you were already trained in Crafting) and gain the Specialty Crafting skill feat, but you can pick two different specialties instead of one.

Elemental Heart Dwarf

Whether through a connection to Torag's forge, the azers of Ignis, or another source, you can exude a burst of energy. Mbe'ke and Taralu dwarves of the Mwangi Expanse believe this heritage is a gift from dragons or elemental spirits. Choose one of the following damage types: acid, cold, electricity, or fire. Once chosen, this can't be changed. You gain the Energy Emanation activity.

Energy Emanation
Frequency once per day
Energy bursts forth from your body. You deal 1d6 damage of your chosen type to all adjacent creatures (basic Reflex save using your class DC or spell DC, whichever is higher). At 3rd level, and every 2 levels thereafter, this damage increases by 1d6.

Death Warden Dwarf

Your ancestors have been tomb guardians for generations, and the power they cultivated to ward off necromancy has passed on to you. If you roll a success on a saving throw against a necromancy effect, you get a critical success instead.

Deepforge Dwarf

Your ancestors were among the first to claim a new home in the skies, mining the bits of rock and stone floating across the aether of space. You yourself may still be an employee, or perhaps your parents or other ancestors have retired, or perhaps you wished to forge a new path for yourself, but the legacy of their journeys in the cosmos has been passed from generation to generation. You gain a +1 circumstance bonus to Crafting checks to repair or craft space-faring tech,

Forge Dwarf

You have a remarkable adaptation to hot environments from ancestors who inhabited blazing deserts or volcanic chambers beneath the earth. This grants you fire resistance equal to half your level (minimum 1), and you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

Rock Dwarf

Your ancestors lived and worked among the great ancient stones of the mountains or the depths of the earth. This makes you solid as a rock when you plant your feet. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to knock you prone.

In addition, if any effect would force you to move 10 feet or more, you are moved only half the distance

Strong-Blooded Dwarf

Your blood runs hearty and strong, and you can shake off toxins. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.

Ancstry Feats

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

1st Level

Dwarven Lore

You eagerly absorbed the old stories and traditions of your ancestors, your gods, and your people, studying in subjects and techniques passed down for generation upon generation. You gain trained proficiency ranks in Crafting and Religion. If you would automatically have proficiency, you can gain trained proficiency in another skill of your choice. You also gain trained proficiency in Dwarven Lore.

Dwarven Weapon Familiarity

Your kin have instilled in you an affinity for hard-hitting weapons, and you prefer these to more elegant arms. You are trained with the battle axe, pick, and warhammer.

You also gain access to all uncommon dwarf weapons. For the purpose of determining your trained proficiency, martial dwarf weapons are simple weapons and advanced dwarf weapons are martial weapons.

Rock Runner

Your innate connection to stone makes you adept at moving across uneven surfaces. You can ignore difficult terrain caused by rubble and uneven ground made of stone and earth.

In addition, when you use the Acrobatics skill to Balance on narrow surfaces or uneven ground made of stone or earth, you aren't flat-footed, and when you roll a success at one of these Acrobatics checks, you get a critical success instead.

Stonecutting

You have a knack for noticing even small inconsistencies and craftsmanship techniques in the stonework around you. You gain a +2 circumstance bonus to Perception checks to notice unusual stonework. This bonus applies to checks to discover mechanical traps made of stone or hidden within stone.

If you aren't using the Seek action or searching, the GM automatically rolls a secret check for you to notice unusual stonework anyway. This check doesn't gain the circumstance bonus, and it takes a -2 circumstance penalty.

Unburdened Iron

You've learned techniques first devised by your ancestors during their ancient wars, allowing you to comfortably wear massive suits of armor. Ignore the reduction to your Speed from any armor you wear.

In addition, any time you're taking a penalty to your Speed from some other reason (such as from the encumbered condition or from a spell), deduct 5 feet from the penalty. For example, the encumbered condition normally gives a -10-foot penalty to Speed, but it gives you only a -5-foot penalty. If your Speed is taking multiple penalties, pick only one penalty to reduce.

Vengeful Hatred

Your heart aches for vengeance against those who have wronged your people. Choose one of the following dwarven ancestral foes when you gain Vengeful Hatred: devil, daemon, velstrac, demon. You gain a +1 circumstance bonus to damage with weapons and unarmed attacks against creatures with that trait. If your attack would deal more than one weapon die of damage (as is common at higher levels than 1st), the bonus is equal to the number of weapon dice or unarmed attack dice.

In addition, if a creature critically succeeds at an attack against you and deals damage to you, you gain your bonus to damage against that creature for 1 minute regardless of whether it has the chosen trait.

Special: Your GM can add appropriate creature traits to the ancestral foes list if your character is from a community that commonly fights other types of enemies.

5th Level

Boulder Roll

Prerequisite: Rock Runner

Your dwarven build allows you to push foes around, just like a mighty boulder tumbles through a subterranean cavern. Take a Step into the square of a foe that is your size or smaller, and the foe must move into the empty space directly behind it. The foe must move even if doing so places it in harm's way. The foe can attempt a Fortitude saving throw against your Athletics DC to block your Step. If the foe attempts this saving throw, unless it critically succeeds, it takes bludgeoning damage equal to your level plus your Strength modifier.

If the foe can't move into an empty space (if it is surrounded by solid objects or other creatures, for example), your Boulder Roll has no effect.

Dwarven Weapon Cunning

Prerequisite: Dwarven Weapon Familiarity

You've learned cunning techniques to get the best effects out of your dwarven weapons. Whenever you critically hit using a battle axe, pick, warhammer, or a dwarf weapon, you apply the weapons critical specialization effect.

9th Level

Mountain's Stoutness

Your hardiness lets you withstand more punishment than most before going down. Increase your maximum Hit Points by your level. When you have the dying condition, the DC of your recovery checks is equal to $9 + \text{your dying value}$ (instead of $10 + \text{your dying value}$).

If you also have the Toughness feat, the Hit Points gained from it and this feat are cumulative, and the DC of your recovery checks is equal to $6 + \text{your dying value}$.

Stonewalker

You have a deep reverence for and connection to stone. You gain meld into stone as a 3rd-level divine innate spell that you can cast once per day.

If you have the Stonecunning dwarf ancestry feat, you can attempt to find unusual stonework and stonework traps that require legendary proficiency in Perception. If you have both Stonecunning and legendary proficiency in Perception, when you're not Seeking and the GM rolls a secret check for you to notice unusual stonework, you keep the bonus from Stonecunning and don't take the -2 circumstance penalty

13th Level

Prerequisite: Dwarven Weapon Familiarity

Your dwarven affinity blends with your training, granting you great skill with dwarven weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency for battle axes, picks, warhammers, and all dwarven weapons in which you are trained.

Elf

Hit Points	Size	Speed	Ability Boost	Ability Flaw
6	Medium	30 ft	Dexterity Intelligence Free	Constitution

As an ancient people, elves have seen great change and have the perspective that can come only from watching the arc of history. After leaving the world in ancient times, presumably during the Heavenly Wars, they returned to a changed land, and they still struggle to reclaim their ancestral homes, most notably from terrible demons that have invaded parts of their lands. To some, the elves are objects of awe—graceful and beautiful, with immense talent and knowledge. Among themselves, however, the elves place far more importance on personal freedom than on living up to these ideals.

Elves combine otherworldly grace, sharp intellect, and mysterious charm in a way that is practically magnetic to members of other ancestries. They are often voraciously intellectual, though their studies delve into a level of detail that most shorter-lived peoples find excessive or inefficient. Valuing kindness and beauty, elves ever strive to improve their manners, appearance, and culture.

Elves are often rather private people, steeped in the secrets of their groves and kinship groups. They're slow to build friendships outside their kinsfolk, but for a specific reason: they subtly and deeply attune to their environment and their companions. There's a physical element to this attunement, but it isn't only superficial. Elves who spend their lives among shorter-lived peoples often develop a skewed perception of their own mortality and tend to become morose after watching generation after generation of companions age and die. These elves are called the Forlorn.

Physical Description

While generally taller than humans, elves possess a fragile grace, accentuated by long features and sharply pointed ears. Their eyes are wide and almond-shaped, featuring large and vibrant-colored pupils that make up the entire visible portion of the eye. These pupils give them an alien look and allow them to see sharply even in very little light.

Elves gradually adapt to their environment and their companions, and they often take on physical traits reflecting their surroundings. An elf who has dwelled in primeval forests for centuries, for example, might exhibit verdant hair and gnarled fingers, while one who's lived in a desert might have golden pupils and skin. Elven fashion, like the elves themselves, tends to

reflect their surroundings. Elves living in the forests and other wilderness locales wear clothing that plays off the terrain and flora of their homes, while those who live in cities tend to wear the latest fashions.

Elves reach physical adulthood around the age of 20, though they aren't considered to be fully emotionally mature by other elves until closer to the passing of their first century, once they've experienced more, held several occupations, and outlived a generation of shorter-lived people. A typical elf can live to around 600 years old.

Languages	Traits	Low-Light Vision
<p>Common Elven</p> <p>Additional languages equal to your Intelligence modifier (if it's positive). Choose from Celestial, Draconic, Gnoll, Gnomish, Goblin, Orcish, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).</p>	<p>Elf Humanoid</p>	<p>You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.</p>

Society

Elven culture is deep, rich, and on the decline. Their society peaked millennia ago, long before they fled the world to escape a great calamity, or at least, such is what many of them claim, dating their golden age during the age when gods fought over the heavens. They've since returned, but rebuilding is no easy task. Their inborn patience and intellectual curiosity make elves excellent sages, philosophers, and wizards, and their societies are built upon their inherent sense of wonder and knowledge. Elven architecture displays their deep appreciation of beauty, and elven cities are wondrous works of art.

Elves hold deeply seated ideals of individualism, allowing each elf to explore multiple occupations before alighting on a particular pursuit or passion that suits her best. Elves bear notorious grudges against rivals, which the elves call *ilduliel*, but these antagonistic relationships can sometimes blossom into friendships over time.

Beliefs

Elves are often emotional and capricious, yet they hold high ideals close to their hearts. As such, many are chaotic good. They prefer deities who share their love of all things mystic and artistic. Desna and Shelyn are particular favorites, the former for her sense of wonder and the latter for her appreciation of artistry. Calistria is the most notorious of elven deities, as she represents many of the elven ideals taken to the extreme.

Adventurers

Many elves adventure to find beauty and discover new things. Typical backgrounds for an elf include emissary, hunter, noble, scholar, or scout. Elves often become rangers or rogues, taking advantage of their dexterity, or alchemists or wizards, exploring their intellectual curiosity.

Names

An elf keeps their personal name secret among their family, while giving a nickname when meeting other people. This nickname can change over time, due to events in the elf's life or even on a whim. A single elf might be known by many names by associates of different ages and regions. Elven names consist of multiple syllables and are meant to flow lyrically—at least in the Elven tongue. They so commonly end in “-el” or “-ara” that other cultures sometimes avoid names ending in these syllables to avoid sounding too elven.

Sample Names: Aerel, Amrunelara, Caladrel, Dardlara, Faunra, Heldalel, Jathal, Lanliss, Oparal, Seldlon, Soumral, Talathel, Tessara, Variel, Yalandlara, Zordlon

Elf Heritages

Elves live long lives and adapt to their environment after dwelling there for a long time. Choose one of the following elven heritages at 1st level.

Arctic Elf

You dwell deep in the frozen north, on the icy moons of Solavire, or even in the arctic regions of Solterra's own moon, Aqualis, and have gained incredible resilience against cold environments, granting you cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

Cavern Elf

You were born or spent many years in underground tunnels, derelict space stations, or caverns where light is scarce. You gain darkvision.

Seer Elf

You have an inborn ability to detect and understand magical phenomena. You can cast the detect magic cantrip as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

In addition, you gain a +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature. These skill actions typically use the Arcana, Nature, Occultism, or Religion skill.

Whisper Elf

Your ears are finely tuned, able to detect even the slightest whispers of sound. As long as you can hear normally, you can use the Seek action to sense undetected creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet with a Seek action.

Woodland Elf

You're adapted to life in the forest, the deep jungle, or even the wood planet Sylvessa, and you know how to climb trees and use foliage to your advantage. When Climbing trees, vines, and other foliage, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Climb). This doesn't affect you if you're using a climb Speed.

You can always use the Take Cover action when you are within forest terrain to gain cover, even if you're not next to an obstacle you can Take Cover behind.

Ancestry Feats

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

1st Level

Ancestral Longevity

Prerequisite: At least 100 years old

You have accumulated a vast array of lived knowledge over the years. During your daily preparations, you can reflect upon your life experiences to gain trained proficiency in one skill of your choice. This trained proficiency lasts until you prepare again. Since this trained proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

Elven Lore

You've studied in traditional elven arts, learning about arcane magic and the world around you. You gain trained proficiency in Arcana and Nature. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Elven Lore.

Elven Weapon Familiarity

You favor bows and other elegant weapons. You are trained with longbows, composite longbows, longswords, rapiers, shortbows, and composite shortbows.

In addition, you gain access to all uncommon elf weapons. For the purpose of determining your proficiency, martial elf weapons are simple weapons and advanced elf weapons are martial weapons

Forlorn

Watching your friends age and die fills you with moroseness that protects you against harmful emotions. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

Nimble Elf

Your muscles are tightly honed. Your Speed increases by 5 feet.

Otherworldly Magic

Your elven magic manifests as a simple arcane spell, even if you aren't formally trained in magic. Choose one cantrip from the arcane spell list. You can cast this cantrip as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

Unwavering Mien

Your mystic control and meditations allow you to resist external influences upon your consciousness. Whenever you are affected by a mental effect that lasts at least 2 rounds, you can reduce the duration by 1 round.

You still require natural sleep, but you treat your saving throws against effects that would cause you to fall asleep as one degree of success better. This protects only against sleep effects, not against other forms of falling unconscious.

5th Level

Ageless Patience

You work at a pace born from longevity that enhances your thoroughness. You can voluntarily spend twice as much time as normal on a Perception check or skill check. If you do, you gain a +2 circumstance bonus to the check and don't automatically reduce your degree of success on a natural 1 (you get a critical failure only if your result is 10 lower than the DC). For example, you could get these benefits if you spent 2 actions to Seek, which normally takes 1 action. You can get these benefits during exploration by taking twice as long exploring as normal, or in downtime by spending twice as much downtime.

The GM might determine a situation doesn't grant you a benefit if a delay would be directly counterproductive to your success, such as a tense negotiation with an impatient creature.

Elven Weapon Elegance

Prerequisite: Elven Weapon Familiarity

You are attuned to the weapons of your elven ancestors and are particularly deadly when using them. Whenever you critically hit using an elf weapon or one of the weapons listed in Elven Weapon Familiarity, you apply the weapons critical specialization effect.

9th Level

Elf-Step

You move in a graceful dance, and even your steps are broad. You Step 5 feet twice.

Expert Longevity

Prerequisite: Ancestral Longevity

You've continued to refine the knowledge and skills you've gained through your life. When you choose a skill in which to become trained with Ancestral Longevity, you can also choose a skill in which you are already trained and become an expert in that skill. This lasts until your Ancestral Longevity expires.

When the effects of Ancestral Longevity and Expert Longevity expire, you can retrain one of your skill increases. The skill increase you gain from this retraining must either make you trained in the skill you chose with Ancestral Longevity or make you an expert in the skill you chose with Expert Longevity.

13th Level

Universal Longevity

Prerequisite: Expert Longevity

Frequency: Once per Day

You've perfected your ability to keep up with all the skills you've learned over your long life, so you're almost never truly untrained at a skill. You reflect on your life experiences, changing the skills you selected with Ancestral Longevity and Expert Longevity.

Elven Weapon Expertise

Prerequisite: Elven Weapon Familiarity

Your elven affinity blends with your class training, granting you great skill with elven weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that trained proficiency in longbows, composite longbows, longswords, rapiers, shortbows, composite shortbows, and all elf weapons in which you are trained.

Gnome

Long ago, early gnome ancestors were thought to have emigrated from the First World, realm of the fey. This lineage manifests in modern gnomes as bizarre reasoning, eccentricity, obsessive tendencies, and what some see as naivete. These qualities are further reflected in their physical characteristics, such as spindly limbs, brightly colored hair, and childlike and extremely expressive facial features that further reflect their otherworldly origins.

Hit Points	Size	Speed	Ability Boost	Ability Flaw
8	Small	25 ft	Constitution Charisma Free	Strength

Always hungry for new experiences, gnomes constantly wander both mentally and physically, attempting to stave off a terrible ailment that threatens all of their people. This affliction—the Bleaching—strikes gnomes who fail to dream, innovate, and take in new experiences, in the gnomes' absence of crucial magical essence from the First World. Gnomes latch onto a source of localized magic where they live, typically primal magic, as bets their fey lineage, but this isn't enough to avoid the Bleaching unless they supplement this magic with new experiences. The Bleaching slowly drains the color—literally—from gnomes, and it plunges those affected into states of deep depression that eventually claim their lives. Very few gnomes survive this scourge, becoming deeply morose and wise survivors known as bleachlings.

Physical Description

Most gnomes stand just over 3 feet in height and weigh little more than a human child. They exhibit a wide range of natural skin, hair, and eye colors. For gnomes that haven't begun the Bleaching, nearly any hair and eye color other than white is possible, with vibrant colors most frequent, while skin tones span a slightly narrower spectrum and tend toward earthy tones and pinkish hues, though occasionally green, black, or pale blue. Gnomes' large eyes and dense facial muscles allow them to be particularly expressive in their emotions. Gnomes typically reach physical maturity at the age of 18, though many gnomes maintain a childlike curiosity about the world even into adulthood. A gnome can theoretically live to any age if she can stave off the Bleaching indefinitely, but in practice gnomes rarely live longer than around 400 years.

Languages	Traits	Low-Light Vision
<p>Common Gnomish Sylvan</p> <p>Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Dwarven, Elven, Goblin, Jotun, Orcish, and any other languages to which you have access (such as the languages prevalent in your region).</p>	<p>Gnome Humanoid</p>	<p>You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.</p>

Society

While most gnomes adopt some of the cultural practices of the region in which they live, they tend to pick and choose, adjusting their communities to fit their own fey logic. This often leads to majority gnome communities eventually consisting almost entirely of gnomes, as other people, bewildered by gnomish political decisions, choose to move elsewhere. Gnomes have little culture that they would consider entirely their own. No gnome kingdoms or nations exist on the surface of Solterra, and gnomes wouldn't know what to do with such a state if they had one. By necessity, few gnomes marry for life, instead allowing relationships to run their course before amicably moving on, the better to stave off the Bleaching with new experiences. Though gnome families tend to be small, many gnome communities raise children communally, with fluid family boundaries. As adults depart the settlement, unrelated adolescents sometimes tag along, creating adopted families to journey together.

Alignment and Religion

Though gnomes are impulsive tricksters with inscrutable motives and confusing methods, many at least attempt to make the world a better place. They are prone to fits of powerful emotion, and they are often good but rarely lawful. Gnomes most commonly worship deities that value individuality and nature, such as Cayden Cailean, Desna, Gozreh, and Shelyn.

Names

Gnome names can get quite complex and polysyllabic. They have little interest in familial names, and most children receive their names purely on a parent's whim. Gnomes rarely concern themselves with how easy their names are to pronounce, and they often go by shorter nicknames. Some even collect and chronicle these nicknames. Among gnomes, the shorter the name, the more feminine it's considered to be.

Sample Name: Abroshtor, Bastargre, Besh, Fijit, Halungalom, Krolmnite, Neji, Majet, Pai, Poshment, Queck, Trig, Zarzuket, Zatqualmie

Gnome Heritages

A diverse collection of oddballs, gnomes have all sorts of peculiar strains among their bloodlines. Choose one of the following gnome heritages at 1st level.

Chameleon Gnome

The color of your hair and skin is mutable, possibly due to latent magic. You can slowly change the vibrancy and the exact color, and the coloration can be different across your body, allowing you to create patterns or other colorful designs. It takes a single action for minor localized shifts and up to an hour for dramatic shifts throughout your body. While you're asleep, the colors shift on their own in tune with your dreams, giving you an unusual coloration each morning. When you're in an area where your coloration is roughly similar to the environment (for instance, forest green in a forest), you can use the single action to make minor localized shifts designed to help you blend into your surroundings. This grants you a +2 circumstance bonus to Stealth checks until your surroundings shift in coloration or pattern.

Fey-Touched Gnome

The blood of the fey is so strong within you that you're truly one of them. You gain the fey trait, in addition to the gnome and humanoid traits. Choose one cantrip from the primal spell list (page 314). You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. You can change this cantrip to a different one from the same list once per day by meditating to realign yourself with the First World; this is a 10-minute activity that has the concentrate trait.

Sensate Gnome

You see all colors as brighter, hear all sounds as richer, and especially smell all scents with incredible detail. You gain a special sense: imprecise scent with a range of 30 feet. This means

you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

In addition, you gain a +2 circumstance bonus to Perception checks whenever you're trying to locate an undetected creature that is within the range of your scent

Umbral Gnome

Whether from a connection to dark or shadowy fey, or having grown on the world of Umbros, from the underground deep gnomes also known as svirfneblin, or another source, you can see in complete darkness. You gain darkvision.

Wellspring Gnome

Some other source of magic has a greater hold on you than the primal magic of your fey lineage does. This connection might come from an occult plane or an ancient occult song; a deity, celestial, or end; magical effluent left behind by a mage war; or ancient rune magic. Choose arcane, divine, or occult. You gain one cantrip from that magical tradition's spell list (pages 307–315). You can cast this spell as an innate spell at will, as a spell of your chosen tradition. A cantrip is heightened to a spell level equal to half your level rounded up. Whenever you gain a primal innate spell from a gnome ancestry feat, change its tradition from primal to your chosen tradition

Ancestry Feats

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

1st Level

Animal Accomplice

You build a rapport with an animal, which becomes magically bonded to you. You gain a familiar. The type of animal is up to you, but most gnomes choose animals with a burrow Speed.

Burrow Elocutionist

You recognize the chittering of ground creatures as its own peculiar language. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that have a burrow Speed, such as badgers, ground squirrels, moles, and prairie dogs. The GM determines which animals count for this ability.

Fey Fellowship

Your enhanced fey connection affords you a warmer reception from creatures of the First World as well as tools to foil their tricks. You gain a +2 circumstance bonus to both Perception checks and saving throws against fey.

In addition, whenever you meet a fey creature in a social situation, you can immediately attempt a Diplomacy check to Make an Impression on that creature rather than needing to converse for 1 minute. You take a -5 penalty to the check. If you fail, you can engage in 1 minute of conversation and attempt a new check at the end of that time rather than accepting the failure or critical failure result.

Special If you have the Glad-Hand skill feat, you don't take the penalty on your immediate Diplomacy check if the target is a fey.

First World Magic

Your connection to the First World grants you a primal innate spell, much like those of the fey. Choose one cantrip from the primal spell list. You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

Gnome Obsession

You might have a mighty nature, but when a topic captures your attention, you dive into it headfirst. Pick a Lore skill. You gain proficiency in that skill. At 7th level, you gain expertise in the chosen Lore as well as the Lore granted by your background, if any.

Gnome Weapon Familiarity

You favor unusual weapons tied to your people, such as blades with curved and peculiar shapes. You are trained with the glaive and kukri. In addition, you gain access to kukris and all uncommon gnome weapons. For the purpose of determining your proficiency, martial gnome weapons are simple weapons and advanced gnome weapons are martial weapons.

Illusion Sense

Your ancestors spent their days cloaked and cradled in illusions, and as a result, sensing illusion magic is second nature to you. You gain a +1 circumstance bonus to both Perception checks and Will saves against illusions. When you come within 10 feet of an illusion that can be disbelieved, the GM rolls a secret check for you to disbelieve it, even if you didn't spend an action to Interact with the illusion.

5th Level

Animal Elocutionist

Prerequisite: Burrow Elocutionist

You hear animal sounds as conversations instead of unintelligent noise, and can respond in turn. You can speak to all animals, not just animals with a burrow Speed. You gain a +1 circumstance bonus to Make an Impression on animals (which usually uses the Diplomacy skill).

Energized Font

Prerequisite: focus pool, at least one innate spell from a gnome heritage or ancestry feat that shares a tradition with at least one of your focus spells

Frequency: once per day

The magic within you provides increased energy you can use to focus. You regain 1 Focus Point, up to your usual maximum.

Gnome Weapon Innovator

Prerequisite: Gnome Weapon Familiarity

You produce outstanding results when wielding unusual weapons. Whenever you critically hit using a glaive, kukri, or gnome weapon, you apply the weapon's critical specialization effect.

9th Level

First World Adept

Prerequisite: At least one primal innate spell

Over time your fey magic has grown stronger. You gain faerie re and invisibility as 2nd-level primal innate spells. You can cast each of these primal innate spells once per day.

Vivacious Conduit

Your connection to the First World has grown, and its positive energy flows into you rapidly. If you rest for 10 minutes, you regain Hit Points equal to your Constitution modifier × half your level. This is cumulative with any healing you receive from Treat Wounds.

13th Level

Prerequisites: Gnome Weapon Familiarity

Your gnome affinity blends with your class training, granting you great skill with gnome weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the glaive, kukri, and all gnome weapons in which you are trained.

Goblin

The convoluted histories other people cling to don't interest goblins. These small folk live in the moment, and they prefer tall tales over factual records. The wars of a few decades ago might as well be from the ancient past. Misunderstood by other people, goblins are happy how they are. Goblin virtues are about being present, creative, and honest. They strive to lead fulfilled lives, rather than worrying about how their journeys will end. To tell stories, not nitpick the facts. To be small, but dream big.

Hit Points	Size	Speed	Ability Boost	Ability Flaw
6	Small	25 ft	Dexterity Charisma Free	Wisdom

Goblins have a reputation as simple creatures who love songs, fire, and eating disgusting things and who hate reading, dogs, and horses—and there are a great many for whom this description fits perfectly. However, great changes have come to goblinkind, and more and more goblins resist conformity to these stereotypes. Even among goblins that are more worldly, many still exemplify their old ways in some small manner, just to a more sensible degree. Some goblins remain deeply fascinated with fire or fearlessly devour a meal that might turn others' stomachs. Others are endless tinkerers and view their companions' trash as the components of gadgets yet to be made.

Though goblins' culture has splintered radically, their reputation has changed little. As such, goblins who travel to larger cities are frequently subjected to derision, and many work twice as hard at proving their worth.

Physical Description

Goblins are stumpy humanoids with large bodies, scrawny limbs, and massively oversized heads with large ears and beady red eyes. Their skin ranges from green to gray to blue, and they often bear scars, boils, and rashes. Goblins average 3 feet tall. Most are bald, with little or no body hair. Their jagged teeth fall out and regrow constantly, and their fast metabolism means they eat constantly and nap frequently. Mutations are also more common among goblins than other peoples, and goblins usually view particularly salient mutations as a sign of power or fortune.

Goblins reach adolescence by the age of 3 and adulthood 4 or 5 years later. Goblins can live 50 years or more, but without anyone to protect them from each other or themselves, few live past 20 years of age.

Languages	Traits	Darkvision
<p>Common Goblin</p> <p>Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Dwarven, Gnoll, Gnomish, halfling, Orcish, and any other languages to which you have access (such as the languages prevalent in your region).</p>	Goblin Humanoid	You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Society

Goblins tend to flock to strong leaders, forming small tribes. These tribes rarely number more than a hundred, though the larger a tribe is, the more diligent the leader must be to keep order—a notoriously difficult task. As new threats rise across on Solterra as well as the rocky asteroid fields that space-faring goblins like to call home, many tribal elders have put aside their reckless ways in the hope of forging alliances that offer their people a greater chance at survival. Play and creativity matter more to goblins than productivity or study, and their encampments erupt with songs and laughter.

Goblins bond closely with their allies, fiercely protecting those companions who have protected them or offered a sympathetic ear. Goblins tend to assume for their own protection that members of taller ancestries, which goblins often refer to colloquially as “longshanks,” won’t treat them kindly. Learning to trust longshanks is difficult for a goblin, and it’s been only in recent years that such a partnership has even been an option. However, their attitude as a people is changing rapidly, and their short lifespans and poor memories help them adapt quickly.

Alignment and Religion

Even well-intentioned goblins have trouble following the rules, meaning they’re rarely lawful. Most goblin adventurers are chaotic neutral or chaotic good. Organized worship confounds goblins, and most of them would rather pick their own deities, choosing powerful monsters, natural wonders, or anything else they find fascinating. Longshanks might have books upon books about the structures of divinity, but to a goblin, anything can be a god if you want it to.

Goblins who spend time around people of other ancestries might adopt some of their beliefs, though, and many goblin adventurers adopt the worship of Cayden Cailean.

Names

Goblins keep their names simple. A good name should be easy to pronounce, short enough to shout without getting winded, and taste good to say. The namer often picks a word that rhymes with something they like so that writing songs is easier. Since there aren't any real traditions regarding naming in goblin culture, children often name themselves once they're old enough to do something resembling talking.

Sample Name: Ak, Bokker, Frum, Guzmuk, Krobby, Loohi, Mazmord, Neeka, Omgot, Ranzak, Rickle, Tup, Wakla, Yonk, Zibini

Goblin Heritages

Goblins, especially those of different tribes, have all sorts of physiological differences, which they often discover only through hazardous "experiments." Choose one of the following goblin heritages at 1st level.

Aethertouched Goblin

While many goblins focus on the here and now, there have been a few goblins with lofty aspirations of reaching the stars. Perhaps they should have learned a tad bit more about said stars before setting off out of orbit on rockets built off of fireworks. For every few hundred particularly nasty fireworks displays, a desire to reach beyond the atmosphere would never subside, and some would even reach the aether of space. Some decades later, they would become quite good at it too, now a pest in the boneyard and expanse and other worlds as much as on Solterra. You hail from this proud lineage of pioneers, and so gain +2 circumstance bonus on crafting checks to repair aetherships or aethership components.

Charhide Goblin

Your ancestors have always had a connection to fire and a thicker skin, which allows you to resist burning. You gain fire resistance. You can also recover from being on fire more easily. Your flat check to remove persistent fire damage is DC 10 instead of DC 15, which is reduced to DC 5 if another creature uses a particularly appropriate action to help.

Irongut Goblin

You can subsist on food that most folks would consider spoiled. You can keep yourself fed with poor meals in a settlement as long as garbage is readily available, without using the Subsist downtime activity. You can eat and drink things when you are sickened.

You gain a +2 circumstance bonus to saving throws against afflictions, against gaining the sickened condition, and to remove the sickened condition. When you roll a success on a Fortitude save affected by this bonus, you get a critical success instead. All these benefits apply only when the affliction or condition resulted from something you ingested

Razortooth Goblin

Your family's teeth are formidable weapons. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits

Snow Goblin

You are acclimated to living in frigid lands and have skin ranging from sky blue to navy in color, as well as blue fur. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

Unbreakable Goblin

You're able to bounce back from injuries easily due to an exceptionally thick skull, cartilaginous bones, or some other mixed blessing. You gain 10 Hit Points from your ancestry instead of 6. When you fall, reduce the falling damage you take as though you had fallen half the distance.

Ancestry Feats

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

1st Level

Burn It!

Fire fascinates you. Your spells and alchemical items that deal fire damage gain a status bonus to damage equal to half the spell's level or one-quarter the item's level (minimum 1). You also gain a +1 status bonus to any persistent fire damage you deal.

City Scavenger

You know that the greatest treasures often look like refuse, and you scoff at those who throw away perfectly good scraps. You gain a +1 circumstance bonus to checks to Subsist, and you can use Society or Survival when you Subsist in a settlement.

When you Subsist in a city, you also gather valuable junk that silly longshanks threw away. You can Earn Income using Society or Survival in the same time as you Subsist, without spending any additional days of downtime.

You also gain a +1 circumstance bonus to this check. Special If you have the iron-gut goblin heritage, increase the bonuses to +2.

Goblin Lore

You've picked up skills and tales from your goblin community. You gain trained proficiency in Nature and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Goblin Lore.

Goblin Scuttle

Trigger An ally ends a move action adjacent to you.

You take advantage of your ally's movement to adjust your position. You [Step](#).

Goblin Song

You sing annoying goblin songs, distracting your foes with silly and repetitive lyrics. Attempt a Performance check against the Will DC of a single enemy within 30 feet. This has all the usual traits and restrictions of a Performance check.

You can affect up to two targets within range if you have trained proficiency in performance, you gain expert proficiency.

Critical Success The target takes a -1 status penalty to Perception checks and Will saves for 1 minute.

Success The target takes a -1 status penalty to Perception checks and Will saves for 1 round.

Critical Failure The target is temporarily immune to attempts to use Goblin Song for 1 hour.

Goblin Weapon Familiarity

Others might look upon them with disdain, but you know that the weapons of your people are as effective as they are sharp. You are trained with the dogslicer and horsechopper.

In addition, you gain access to all uncommon goblin weapons. For the purpose of determining your proficiency, martial goblin weapons are simple weapons and advanced goblin weapons are martial weapons.

Junk Tinker

You can make useful tools out of even twisted or rusted scraps. When using the Crafting skill to Craft, you can make level 0 items, including weapons but not armor, out of junk. This reduces the Price to one-quarter the usual amount but always results in a shoddy item. Shoddy items normally give a penalty, but you don't take this penalty when using shoddy items you made.

You can also incorporate junk to save money while you Craft any item. This grants you a discount on the item as if you had spent 1 additional day working to reduce the cost, but the item is obviously made of junk. At the GM's discretion, this might affect the item's resale value depending on the buyer's tastes.

Rough Rider

You are especially good at riding traditional goblin mounts. You gain the Ride feat, even if you don't meet the prerequisites. You gain a +1 circumstance bonus to Nature checks to use Command an Animal on a goblin dog or wolf mount. You can always select a wolf as your animal companion, even if you would usually select an animal companion with the mount special ability, such as for a champion's steed ally.

Very Sneaky

Taller folk rarely pay attention to the shadows at their feet, and you take full advantage of this. You can move 5 feet farther when you take the Sneak action, up to your Speed.

In addition, as long as you continue to use Sneak actions and succeed at your Stealth check, you don't become observed if you don't have cover or greater cover and aren't concealed at the end of the Sneak action, as long as you have cover or greater cover or are concealed at the end of your turn.

5th Level

Goblin Weapon Frenzy

Prerequisite: Goblin Weapon Familiarity

You know how to wield your people's vicious weapons. Whenever you score a critical hit using a goblin weapon, you apply the weapon's critical specialization effect.

9th Level

Cave Climber

After years of crawling and climbing through caverns, you can climb easily anywhere you go. You gain a climb Speed of 10 feet.

Skittering Scuttle

Prerequisite: Goblin Scuttle

You can scuttle farther and faster when maneuvering alongside allies. When you use Goblin Scuttle, you can Stride up to half your Speed instead of Stepping.

13th Level

Goblin Weapon Expertise

Prerequisite: Goblin Weapon Familiarity

Your goblin affinity blends with your class training, granting you great skill with goblin weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the dogslicer, horsechopper, and all goblin weapons in which you are trained.

Very, Very Sneaky

Prerequisite: Very Sneaky

You can move up to your Speed when you use the Sneak action, and you no longer need to have cover or greater cover or be concealed to Hide or Sneak

Halfling

Claiming no place as their own, halflings control few settlements larger than villages. Instead, they frequently live among humans within the walls of larger cities or corridors of space stations, carving out small communities alongside taller folk. Many healings lead perfectly fulfilling lives in the shadows of their larger neighbors, while others prefer a nomadic existence, traveling the world and taking advantage of opportunities and adventures as they come.

Hit Points	Size	Speed	Ability Boost	Ability Flaw
6	Small	25 ft	Dexterity Wisdom Free	Strength

Optimistic and cheerful, blessed with uncanny luck, and driven by powerful wanderlust, halflings make up for their short stature with an abundance of bravado and curiosity. At once excitable and easygoing, they are the best kind of opportunists, and their passions favor joy over violence. Even in the jaws of danger, halflings rarely lose their sense of humor.

Many taller people dismiss halflings due to their size or, worse, treat them like children. Halflings use these prejudices and misconceptions to their advantage, gaining access to opportunities and performing deeds of daring mischief or heroism. A halfling's curiosity is tempered by wisdom and caution, leading to calculated risks and narrow escapes.

While their wanderlust and curiosity sometimes drive them toward adventure, halflings also carry strong ties to house and home, often spending above their means to achieve comfort in their homelife.

Physical Description

Halflings are short humanoids who look vaguely like smaller humans. They rarely grow to be more than 3 feet in height. Halfling proportions vary, with some looking like shorter adult humans with slightly larger heads and others having proportions closer to those of a human child.

Most halflings prefer to walk barefoot rather than wearing shoes, and those who do so develop roughly calloused soles on their feet over time. Tufts of thick, often-curly hair warm the tops of their broad, tanned feet. Halfling skin tones tend toward rich, tawny shades like amber or oak, and their hair color ranges from a light golden blond to raven black. Halfling Claiming no place as their own, halflings control few settlements larger than villages. Instead, they frequently live among humans within the walls of larger cities, carving out small

communities alongside taller folk. Many halflings lead perfectly fulfilling lives in the shadows of their larger neighbors, while others prefer a nomadic existence, traveling the world and taking advantage of opportunities and adventures as they come. Optimistic and cheerful, blessed with uncanny luck, and driven by powerful wanderlust, halflings make up for their short stature with an abundance of bravado and curiosity. At once excitable and easygoing, they are the best kind of opportunists, and their passions favor joy over violence. Even in the jaws of danger, halflings rarely lose their sense of humor.

Halflings reach physical adulthood around the age of 20. A typical halfling can live to be around 150 years old.

Languages	Traits	Keen Eyes
<p>Common halfling</p> <p>Additional languages equal to your Intelligence modifier (if it's positive). Choose from Dwarven, Elven, Gnomish, Goblin, and any other languages to which you have access (such as the languages prevalent in your region).</p>	<p>Halfling Humanoid</p>	<p>Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the attack check to 3 for a concealed target or 9 for a hidden one.</p>

Society

Despite their jovial and friendly nature, halflings don't usually tend to congregate. They have no cultural homeland in the Inner Sea region, and they instead weave themselves throughout the societies of the world. halflings eke out whatever living they can manage, many performing menial labor or holding simple service jobs. Some halflings reject city life, instead turning to the open road or space lanes, traveling from place to place in search of fortune and fame. These nomadic halflings often travel in small groups, sharing hardships and simple pleasures among close friends and family.

Wherever halflings go, they seamlessly blend into the society they find themselves in, adapting to the culture of the predominant ancestry around them and adding their uniquely halfling twists, creating a blend of cultural diffusion that enriches both cultures.

Alignment and Religion

Halflings are loyal to their friends and their family, but they aren't afraid to do what needs to be done in order to survive. Halfling alignments vary, typically closely in keeping with the alignment of the other ancestries that live around them. Halflings favor gods that either grant luck, like Desna, or encourage guile, like Norgorber, and many appreciate Cayden Cailean's role as a liberator, as well as any religions common among other ancestries around them.

Names

Halfling names are usually two to three syllables, with a gentle sound that avoids hard consonants. Preferring their names to sound humble, halflings see overly long or complex names as a sign of arrogance. This goes only for their own people, however—halflings have names that suit them, and they understand that elves and humans might have longer names to suit their own aesthetics. Humans in particular have a tendency to refer to halflings by nicknames, with "Lucky" being common to the point of absurdity.

Sample Name: Anafa, Antal, Bellis, Boram, Etune, Filiu, Jamir, Kaleb, Linna, Marra, Miro, Rillka, Sistra, Sumak, Yamyra

Halfling Heritages

Living across the land, halflings of different heritages might appear in regions far from where their ancestors lived. Choose one of the following halfling heritages at 1st level.

Gutsy Halfling

Your family line is known for keeping a level head and staving off fear when the chips were down, making them wise leaders and sometimes even heroes. When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

Hillock Halfling

Accustomed to a calm life in the hills, your people find rest and relaxation especially replenishing, particularly when indulging in creature comforts. When you regain Hit Points overnight, add your level to the Hit Points regained. When anyone uses the Medicine skill to Treat your Wounds, you can eat a snack to add your level to the Hit Points you regain from their treatment.

Nomadic Halfling

Your ancestors have traveled from place to place for generations, never content to settle down. You gain two additional languages of your choice, chosen from among the common and uncommon languages available to you, and every time you take the Multilingual feat, you gain another new language.

Twilight Halfling

Your ancestors performed many secret acts under the concealing cover of dusk, whether for good or ill, and over time they developed the ability to see in twilight beyond even the usual keen sight of halflings. You gain low-light vision.

Wildwood Halfling

You hail from deep in a jungle or forest, and you've learned how to use your small size to wriggle through undergrowth, vines, and other obstacles. You ignore difficult terrain from trees, foliage, and undergrowth.

Ancestry Feats

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

1st Level

Distracting Shadows

You have learned to remain hidden by using larger folk as a distraction to avoid drawing attention to yourself. You can use creatures that are at least one size larger than you (usually Medium or larger) as cover for the Hide and Sneak actions, though you still can't use such creatures as cover for other uses, such as the Take Cover action.

Halfling Lore

You've dutifully learned how to keep your balance and how to stick to the shadows where it's safe, important skills passed down through generations of halfling tradition. You gain trained proficiency rank in Acrobatics and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in halfling Lore.

Halfling Luck

Frequency once per day

Trigger You fail a skill check or saving throw

Your happy-go-lucky nature makes it seem like misfortune avoids you, and to an extent, that might even be true. You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

Halfling Weapon Familiarity

You favor traditional halfling weapons, so you've learned how to use them more effectively. You have the trained proficiency with the sling, halfling sling sta, and shortsword. You gain access to all uncommon halfling weapons. For the purpose of determining your proficiency, martial halfling weapons are simple weapons and advanced halfling weapons are martial weapons.

Sure Feet

Whether keeping your balance or scrambling up a tricky climb, your hairy, calloused feet easily find purchase. If you roll a success on an Acrobatics check to Balance or an Athletics check to Climb, you get a critical success instead. You're not flat-footed when you attempt to Balance or Climb.

Titan Slinger

You have learned how to use your sling to fell enormous creatures. When you hit on an attack with a sling against a Large or larger creature, increase the size of the weapon damage die by one step.

Unfettered Halfling

You were forced into service as a laborer, either pressed into indentured servitude or shackled by the evils of slavery, but you've since escaped and have trained to ensure you'll never be caught again. Whenever you roll a success on a check to Escape or a saving throw against an effect that would impose the grabbed or restrained condition on you, you get a critical success instead. Whenever a creature rolls a failure on a check to Grapple you, they get a critical failure instead. If a creature uses the Grab ability on you, it must succeed at an Athletics check to grab you instead of automatically grabbing you.

Watchful Halfling

Your communal lifestyle causes you to pay close attention to the people around you, allowing you to more easily notice when they act out of character. You gain a +2 circumstance bonus to Perception checks when using the Sense Motive basic action to notice enchanted or possessed characters. If you aren't actively using Sense Motive on an enchanted or possessed character, the GM rolls a secret check, without the usual circumstance and with a -2 circumstance penalty, for you to potentially notice the enchantment or possession anyway.

In addition to using it for skill checks, you can use the Aid basic action to grant a bonus to another creature's saving throw or other check to overcome enchantment or possession. As usual for Aid, you need to prepare by using an action on your turn to encourage the creature to fight against the effect.

5th Level

Cultural Adaptability

During your adventures, you've honed your ability to adapt to the culture of the predominant ancestry around you. You gain the Adopted Ancestry general feat, and you also gain one 1st-level ancestry feat from the ancestry you chose for the Adopted Ancestry feat.

Halfling Weapon Trickster

Prerequisites: halfling Weapon Familiarity

You are particularly adept at fighting with your people's favored weapons. Whenever you critically succeed at an attack roll using a shortsword, a sling, or a halfling weapon, you apply the weapon's critical specialization effect

9th Level

.Guiding Luck

Prerequisites: Halfling Luck

Your luck guides you to look the right way and aim your blows unerringly. You can use halfling Luck twice per day: once in response to its normal trigger, and once when you fail a Perception check or attack roll instead of the normal trigger.

Irrepressable

You are easily able to ward off attempts to play on your fears and emotions. When you roll a success on a saving throw against an emotion effect, you get a critical success instead. If your heritage is gutsy halfling, when you roll a critical failure on a saving throw against an emotion effect, you get a failure instead.

13th Level

Ceaseless Shadows

Prerequisites: Distracting Shadows

You excel at going unnoticed, especially among a crowd. You no longer need to have cover or be concealed to Hide or Sneak. If you would have lesser cover from creatures, you gain cover and can Take Cover, and if you would have cover from creatures, you gain greater cover.

Halfling Weapon Expertise

Prerequisite: Halfling Weapon Familiarity

Your halfling affinity blends with your class training, granting you great skill with halfling weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the sling, halfling sling staff, shortsword, and all halfling weapons in which you are trained.

Human

As unpredictable and varied as any of Solterra's peoples, humans have exceptional drive and the capacity to endure and expand. Though many civilizations thrived before humanity rose to prominence, humans have built some of the greatest and the most terrible societies throughout the course of history, and today they are the most populous people in the realms around the Solavire System.

Hit Points	Size	Speed	Ability Boost
8	Medium	30 ft	2 Free Ability Boosts

Humans' ambition, versatility, and exceptional potential have led to their status as the system's predominant ancestry. Their empires and nations are vast, sprawling things, and their citizens carve names for themselves with the strength of their sword arms and the power of their spells. Humanity is diverse and tumultuous, running the gamut from nomadic to imperial, sinister to saintly. Many of them venture forth to explore, to map the expanse of the Solavire System, to search for long-lost treasure, or to lead mighty armies to conquer their neighbors—for no better reason than because they can.

Physical Description

Humans' physical characteristics are as varied as the world's climes. Humans have a wide variety of skin and hair colors, body types, and facial features. Generally speaking, their skin has a darker hue the closer to the equator they or their ancestors lived.

Humans reach physical adulthood around the age of 15, though mental maturity occurs a few years later. A typical human can live to be around 90 years old. Humans often intermarry with people of other ancestries, giving rise to children who bear the traits of both parents. The most notable half-humans are half-elves and half-orcs.

Languages	Traits
<p>Common</p> <p>Additional languages equal to $1 + \text{your Intelligence modifier}$ (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).</p>	Human Humanoid

Society

Human variety also manifests in terms of their governments, attitudes, and social norms. Though the oldest of human cultures can trace their shared histories thousands of years into the past, they have come far in this time, making the most of what is commonly believed as the reversion of sentient species to primalism following the conclusion of the Heavenly War.

Alignment and Religion

Humanity is perhaps the most heterogeneous of all the ancestries, with a capacity for great evil and boundless good. Some humans assemble into vast raging hordes, while others build sprawling cities. Considered as a whole, most humans are neutral, yet they tend to congregate into nations or communities of a shared alignment, or at least a shared tendency toward an alignment. Humans also worship a wide range of gods and practice many different religions, tending to seek favor from any divine being they encounter.

Names

Unlike many ancestral cultures, which generally cleave to specific traditions and shared histories, humanity's diversity has resulted in a near-infinite set of names. The humans of northern tribes have different names than those dwelling in southern nation-states. Humans throughout much of the world speak Common (though some continents on Solterra have their own regional common languages), yet their names are as varied as their beliefs and appearances.

Ethnicities

A variety of human ethnic groups—many of which have origins on distant lands—populates the continents bordering Solterra's Inner Sea or the reaches of the Solavire System. Human characters can be any of these ethnicities, regardless of what lands they call home. Characters of human ethnicities in the Inner Sea region speak Common (also known as Taldane), and some ethnicities grant access to an uncommon language.

Human Heritages

Unlike other ancestries, humans don't have significant physiological differences defined by their lineage. Instead, their heritages either reveal their potential as a people or reflect lineages from multiple ancestries. Choose one of the following human heritages at 1st level.

Half-Elf

Either one of your parents was an elf, or one or both were half-elves. You have pointed ears and other telltale signs of elf heritage. You gain the elf trait, the half-elf trait, and low-light vision. In addition, you can select elf, half-elf, and human feats whenever you gain an ancestry feat.

Half-Orc

One of your parents was an orc, or one or both were half-orcs. You have a green tinge to your skin and other indicators of orc heritage. You gain the orc trait, the half-orc trait, and low-light vision. In addition, you can select orc, half-orc, and human feats whenever you gain an ancestry feat.

Skilled Heritage

Your ingenuity allows you to train in a wide variety of skills. You become trained in one skill of your choice. At 5th level, you become an expert in the chosen skill.

Versatile Heritage

Humanity's versatility and ambition have fueled its ascendance to be the most common ancestry in most nations throughout the world. Select a general feat of your choice for which you meet the prerequisites (as with your ancestry feat, you can select this general feat at any point during character creation).

Human Ancestry

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

1st Level

Adapted Cantrip

Prerequisites: spellcasting class feature

Through study of multiple magical traditions, you've altered a spell to suit your spellcasting style. Choose one cantrip from a magical tradition other than your own. If you have a spell repertoire or a spellbook, replace one of the cantrips you know or have in your spellbook with

the chosen spell. If you prepare spells without a spellbook (if you're a cleric or druid, for example), one of your cantrips must always be the chosen spell, and you prepare the rest normally. You can cast this cantrip as a spell of your class's tradition. If you swap or retrain this cantrip later, you can choose its replacement from the same alternate tradition or a different one.

Cooperative Nature

The short human life span lends perspective and has taught you from a young age to set aside differences and work with others to achieve greatness. You gain a +4 circumstance bonus on checks to Aid.

General Training

Your adaptability manifests in your mastery of a range of useful abilities. You gain a 1st-level general feat. You must meet the feat's prerequisites, but if you select this feat during character creation, you can select the feat later in the process in order to determine which prerequisites you meet.

Special You can select this feat multiple times, choosing a different feat each time.

Haughty Obstinacy

Your powerful ego makes it harder for others to order you around. If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

Natural Ambition

You were raised to be ambitious and always reach for the stars, leading you to progress quickly in your chosen field. You gain a 1st-level class feat for your class. You must meet the prerequisites, but you can select the feat later in the character creation process in order to determine which prerequisites you meet.

Natural Skill

Your ingenuity allows you to learn a wide variety of skills. You gain the trained proficiency rank in two skills of your choice.

Unconventional Weaponry

You've familiarized yourself with a particular weapon, potentially from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as dwarf, goblin, or orc) or that is common in another culture. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a simple weapon.

If you are trained in all martial weapons, you can choose an uncommon advanced weapon with such a trait. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a martial weapon.

5th Level

Prerequisites: Adapted Cantrip, can cast 3rd-level spells

You've continued adapting your magic to blend your class's tradition with your adapted tradition. Choose a cantrip or 1st-level spell from the same magical tradition as your cantrip from Adapted Cantrip. You gain that spell, adding it to your spell repertoire, spellbook, or prepared spells just like the cantrip from Adapted Cantrip. You can cast this spell as a spell of your class's magical tradition. If you choose a 1st-level spell, you don't gain access to the heightened versions of that spell, meaning you can't prepare them if you prepare spells and you can't learn them or select the spell as a signature spell if you have a spell repertoire.

Clever Improviser

You've learned how to handle situations when you're out of your depth. You gain the Untrained Improvisation general feat. In addition, you can attempt skill actions that normally require you to be trained, even if you are untrained.

9th Level

Cooperative Soul

Prerequisites: Cooperative Nature

You have developed a soul-deep bond with your comrades and maintain an even greater degree of cooperation with them. If you are at least an expert in the skill you are Aiding, you get a success on any outcome rolled to Aid other than a critical success.

Incredible Improvisation

Prerequisites: Clever Improviser

Frequency: once per day

Trigger: You attempt a check using a skill you're untrained in.

A stroke of brilliance gives you a major advantage with a skill despite your inexperience. Gain a +4 circumstance bonus to the triggering skill check.

Multitalented

You've learned to split your focus between multiple classes with ease. You gain a 2nd-level multiclass dedication feat, even if you normally couldn't take another dedication feat until you take more feats from your current archetype. If you're a half-elf, you don't need to meet the feat's ability score prerequisites.

13th Level

Unconventional Expertise

Prerequisite: Unconventional Weaponry, trained in the weapon you chose for Unconventional Weaponry

You've continued to advance your powers using your unconventional weapon. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in the weapon you chose for Unconventional Weaponry.

Half-Elf and Half-Orc Ancestry Feats

A human with elf or orc blood is called a half-elf or half-orc, respectively, which is represented by the corresponding heritage. If you have the half-elf or half-orc heritage, you can select from additional ancestry feats not available to other humans.

Half-Elf Ancestry Feats

The following feats are available to half-elves.

1st Level

Elf Atavism

Your elven blood runs particularly strong, granting you features far more elven than those of a typical half-elf. You may also have been raised among elves, steeped in your elven ancestors' heritage. You gain the benefits of the elf heritage of your elven parents or ancestors. You typically can't select a heritage that depends on or improves an elven feature you don't have. For example, you couldn't gain the cavern elf's darkvision ability if you didn't have low-light vision. In these cases, at the GM's discretion, you might gain a different benefit.

Special: You can take this feat only at 1st level, and you can't retrain out of this feat or into this feat.

5th Level

Inspire Imitation

Your own actions inspire your allies to great achievements. Whenever you critically succeed at a skill check, you automatically qualify to use the Aid reaction when attempting to help an ally using the same skill, even without spending an action to prepare to do so.

Supernatural Charm

The elven magic in your blood manifests as a force you can use to become more appealing or alluring. You can cast 1st-level charm as an arcane innate spell once per day.

Half-Orc Ancestry Feats

The following feats are available to half-orcs. Some of these feats are common to people with orc blood, and have the orc trait, while others are specific to half-orcs and have the half-orc trait.

1st Level

Monstrous Peacemaker

Your dual human and orc nature has given you a unique perspective, allowing you to bridge the gap between humans and the many intelligent creatures in the world that humans consider monsters. You gain a +1 circumstance bonus to Diplomacy checks against non-humanoid intelligent creatures and against humanoids that are marginalized in human society (at the GM's discretion, but typically at least including giants, goblins, kobolds, and orcs). You also gain this bonus on Perception checks to Sense the Motives of such creatures.

Orc Ferocity

Frequency once per day

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

Fierceness in battle runs through your blood, and you refuse to fall from your injuries. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

Orc Sight

Prerequisites low-light vision

Your orc blood is strong enough to grant you the keen vision of your orc forebears. You gain darkvision, allowing you to see in darkness and dim light just as well as you can in bright light. However, in darkness, you see in black and white only.

Special: You can take this feat only at 1st level, and you can't retrain out of this feat or into this feat.

Orc Supersticion

Trigger You attempt a saving throw against a spell or magical effect, before rolling.

You defend yourself against magic by relying on techniques derived from orc cultural superstitions. You gain a +1 circumstance bonus to your saving throw against the triggering spell or magical effect.

Orc Weapon Familiarity

In combat, you favor the brutal weapons that are traditional for your orc ancestors. You are trained with the falchion and greataxe. In addition, you gain access to all uncommon orc weapons. For the purpose of determining your proficiency, martial orc weapons are simple weapons and advanced orc weapons are martial weapons.

5th Level

Orc Weapon Carnage

Prerequisites: Orc Weapon Familiarity

You are brutally efficient with the weapons of your orc ancestors. Whenever you critically hit using a falchion, a greataxe, or an orc weapon, you apply the weapon's critical specialization effect.

Victorious Vigor

Trigger You bring a foe to 0 Hit Points.

Your victories in battle fill you with pride and imbue you with the energy to fight a bit longer despite your wounds. You gain temporary Hit Points equal to your Constitution modifier until the end of your next turn.

9th Level

Pervasive Superstition

Prerequisites Orc Superstition

You steep yourself in superstition and practice ancient orc mental exercises for shrugging off the effects of magic. You gain a +1 circumstance bonus to saving throws against spells and magical effects at all times.

13th Level

Incredible Ferocity

Prerequisites Orc Ferocity

Given time to collect yourself after a near-death scrape, you can rebuild your ferocity and withstand additional finishing blows. You can use Orc Ferocity with a frequency of once per hour, rather than once per day.

Orc Weapon Expertise

Prerequisites Orc Weapon Familiarity

Your orc affinity blends with your class training, granting you great skill with orc weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the falchion, the greataxe, and all orc weapons in which you are trained.

Backgrounds

Backgrounds allow you to customize your character based on their life before adventuring. This is the next step in their life story after their ancestry, which reflects the circumstances of their birth. Your character's background can help you learn or portray more about their personality while also suggesting what sorts of things they're likely to know. Consider what events set your character on their path to the life of an adventurer and how those circumstances relate to their background.

Languages

The people of the Solavire System speak dozens of different languages, along with hundreds of dialects and regional variations. While a character can generally get by with Taldane, also known as Common, knowing another language is vital in some regions. Being able to speak these tongues can help you with negotiation, spying on enemies, or just conducting simple commerce. Languages also afford you the chance to contextualize your character in the world and give meaning to your other character choices.

Classes

Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for

various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

KEY ABILITY

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a

spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2.

HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry.

INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow

can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits

your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining.

Class Feats

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it.

SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

Ability Boosts

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

Ancestry FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels.

Alchemist

There's no sight more beautiful to you than a strange brew bubbling in a beaker, and you consume your ingenious elixirs with abandon. You're fascinated by uncovering the secrets of science and the natural world, and you're constantly experimenting in your lab or on the go with inventive concoctions for every eventuality. You are fearless in the face of risk, hurling explosive or toxic creations at your foes. Your unique path toward greatness is lined with alchemical brews that push your mind and body to their limit.

Initial Proficiencies	
At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.	
Perception	Saving Throws
-Trained in Perception	-Expert in Fortitude -Expert in Reflex -Trained in Will
Skills	Attacks
-Trained in Crafting -Trained in a number of additional skills equal to 3 plus your Intelligence modifier	-Trained in simple weapons -Trained in alchemical bombs -Trained in unarmed attacks
Defenses	Class DC
-Trained in light armor -Trained in medium armor -Trained in unarmored defense	Trained in alchemist class DC

Key Ability	Hitpoints
Intelligence At first level, your class gives you an ability boost to Intelligence.	1d8 (5) Plus Constitution Modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.



Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, alchemy, research field, alchemist feat
2	Alchemist feat, skill feat
3	General feat, skill increase
4	Alchemist feat, skill feat
5	Attribute boosts, ancestry feat, field discovery, powerful alchemy, skill increase
6	Alchemist feat, skill feat
7	Alchemical weapon expertise, general feat, skill increase, will expertise
8	Alchemist feat, skill feat
9	Alchemical expertise, ancestry feat, double brew, perception expertise, skill increase
10	Attribute boosts, alchemist feat, skill feat
11	Advanced vials, chemical hardiness, general feat, skill increase
12	Alchemist feat, skill feat
13	Ancestry feat, greater field discovery, medium armor expertise, skill increase, weapon specialization
14	Alchemist feat, skill feat
15	Attribute boosts, alchemical weapon mastery, explosion dodger, general feat, skill increase
16	Alchemist feat, skill feat
17	Abundant vials, alchemical mastery, ancestry feat, skill increase
18	Alchemist feat, skill feat
19	General feat, medium armor mastery, skill increase
20	Attribute boosts, alchemist feat, skill feat

Class Features

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

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

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

ALCHEMY

You understand the complex interactions of natural and unnatural substances and can concoct alchemical items to meet your needs. You can do this using normal reagents and the Craft activity, or you can use special infused reagents that allow you to craft temporary items quickly and at no cost. Over time, you can create more and more alchemical items for free, and since each of them becomes more and

more powerful, you advance in power dramatically, leaving behind those who don't understand your strange science.

You gain the Alchemical Crafting feat, even if you don't meet that feat's prerequisites, and you gain the four common 1st-level alchemical formulas granted by that feat. The catalog of alchemical items begins on page 543. You can use this feat to create

alchemical items as long as you have the items' formulas in your formula book.

INFUSED REAGENTS

You infuse reagents with your own alchemical essence, allowing you to create alchemical items at no cost. Each day during your daily preparations, you gain a number of batches of infused reagents equal to your level + your Intelligence modifier. You can use these reagents for either advanced alchemy or Quick Alchemy, described below. Together, these infused reagents have light Bulk.

As soon as you make your next daily preparations, your infused reagents from the previous day's preparations are instantly destroyed, and nonpermanent effects of your previous day's infused items immediately end. While infused reagents are physical objects, they can't be duplicated, preserved, or created in any way other than your daily preparations. Any such artificial reagents lack the infusion and are useless for advanced alchemy or Quick Alchemy.

ADVANCED ALCHEMY

During your daily preparations, after producing new infused reagents, you can spend batches of those infused reagents to create infused alchemical items. You don't need to attempt a Crafting check to do this, and you ignore both the number of days typically required to create the items and any alchemical reagent requirements. Your advanced alchemy level is equal to your level. For each batch of infused reagents you spend, choose an alchemical item of your advanced alchemy level or lower

that's in your formula book, and make a batch of two of that item. These items have the infused trait and remain potent for 24 hours or until your next daily preparations, whichever comes first.

QUICK ALCHEMY

If you need a specific alchemical item on the fly, you can use your infused reagents to quickly create it with the Quick Alchemy action.

Quick Alchemy

Alchemist/Manipute

Cost: 1 batch of infused reagents

Requirements: You have the formula for the alchemical item you're creating, and you're either holding or wearing alchemist's tools.

You swiftly mix up a short-lived alchemical item to use at a moment's notice. You create a single alchemical consumable item of your advanced alchemy level or lower that's in your formula book without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn.

FORMULA BOOK

An alchemist keeps meticulous formulas for every item they can create. You start with a standard formula book worth 10 sp or less for free. The formula book contains the formulas for two common 1st-level alchemical items of your choice, in addition to those you gained from Alchemical Crafting and your research field.

Each time you gain a level, you can add the formulas for two common alchemical items to your formula book. These new formulas can be for any level of item you can create. You learn these formulas automatically, but it's also possible to find or buy additional formulas in settlements or from other alchemists, or to invent them with the Inventor feat.

RESEARCH FIELD

Your inquiries into the alchemical nature of the universe have led you to focus on a particular field of research. You might have a degree from a scientific institute, correspond with other researchers in your field, or work as a genius loner. Choose a field of research. Your research field adds a number of formulas to your formula book; these are your signature items. When using a batch of infused reagents to create your signature items using advanced alchemy, you create three items instead of two. Each time you gain a level, you can swap one of your signature items with another formula in your formula book. This new signature item must be on your research field's list of possible signature items.

The research fields in this book are as follows:

Bomber	Chirurgeon	Mutagenist
You specialize in explosions and other violent alchemical reactions. You start with the formulas for two common 1st-level alchemical bombs, in addition to your other formulas. When throwing an alchemical bomb with the splash trait, you can deal splash damage to only your primary target instead of the usual splash area.	You concentrate on healing others with alchemy. You start with the formulas for two common 1st-level alchemical elixirs with the healing trait (like lesser antidote, lesser antiplague, or minor elixir of , 4 life), in addition to your other formulas. You can use your proficiency rank in Crafting for anything that requires a proficiency rank in Medicine (such as prerequisites), and use your Crafting modifier in place of your Medicine modifier for all Medicine checks	You focus on bizarre mutagenic transformations that sacrifice one aspect of a creature's physical or psychological being in order to strengthen another. You start with the formulas for two common 1st-level alchemical mutagens, in addition to your other formulas. You also gain the following free action: Mutagenic Flashback Uses: Once per Day You experience a brief resurgence of a mutagen. Choose one mutagen you've consumed since your last daily preparations. You gain the effects of that mutagen for 1 minute.
Ability Scores: Prioritize Intelligence and Strength. Constitution helps you survive transformations and combat, and Wisdom helps keep your mind intact despite the warping.	Ability Scores: Prioritize Intelligence and Wisdom. Constitution increases your survivability, and Dexterity helps you hit with ranged attacks when violence is necessary.	Ability Scores: Prioritize Intelligence and Dexterity. Constitution helps you survive explosions gone wrong, and Wisdom prevents you from bombing the wrong target.
Skills: Athletics, Arcana, Crafting, Intimidation, Occultism, Society, Stealth, Survival	Skills: Crafting, Diplomacy, Medicine, Nature, Occultism, Religion, Society, Survival	Skills: Acrobatics, Arcana, Crafting, Deception, Intimidation, Society, Stealth, Thievery
Research Field: Mutagenist	Research Field: Chirurgeon	Research Field: Bomber
Starting Feat: Alchemical Familiar	Starting Feat: Alchemical Savant	Starting Feat: Quick Bomber
Higher-Level Feats: Revivifying Mutagen (2nd), Feral Mutagen (8th), Invincible Mutagen (12th), Persistent Mutagen (16th), Perfect Mutagen (20th)	Higher-Level Feats: Poison Resistance (2nd), Efficient Alchemy (4th), Combine Elixirs (6th), Merciful Elixir (10th), Greater Merciful Elixir (14th), Miracle Worker (18th), Craft Philosopher's Stone (20th)	Higher-Level Feats: Smoke Bomb (2nd), Calculated Splash (4th), Directional Bombs (6th), Sticky Bomb (8th), Expanded Splash (10th), Mega Bomb (20th)

ALCHEMIST FEATS	1st	18 or above, or by 2 if it starts out below 18.
At 1st level and every even-numbered level thereafter, you gain an alchemist class feat.		
SKILL FEATS	2nd	
At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.		
GENERAL FEATS	3rd	
At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.		
SKILL INCREASES	3rd	
At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.		
At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.		
ABILITY BOOSTS	5th	
At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already		
ANCESTRY FEATS	5th	
In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.		
FIELD DISCOVERY	5th	
You learn a special discovery depending on your field.		
Bomber: When using advanced alchemy to make bombs during your daily preparations, you can use a batch of reagents to create any three bombs instead of just two of the same bomb.		
Chirurgeon: When using advanced alchemy to make elixirs with the healing trait during your daily preparations, you can create three elixirs with each batch of reagents instead of two.		
Mutagenist: When using advanced alchemy to make mutagens during your daily preparations, you can use a batch of reagents to create any three mutagens instead of just two of the same mutagen.		
POWERFUL ALCHEMY	5th	
Alchemical items you create on the fly are particularly potent. When you use Quick Alchemy to create an infused alchemical item that allows a saving throw, you can change its DC to your class DC.		

ALCHEMICAL WEAPON EXPERTISE 7th

You've trained to more effectively wield the weapons you find in your lab. Your proficiency ranks for simple weapons, alchemical bombs, and unarmed attacks increase to expert.

IRON WILL 7th

Your mental defenses are an iron fortress. Your proficiency rank for Will saves increases to expert.

PERPETUAL INFUSIONS 7th

You have learned how to create perpetual alchemical infusions that can provide a near-infinite supply of certain simple items. You gain the ability to create two 1st-level alchemical items using Quick Alchemy without spending a batch of infused reagents. The items you can select depend on your research field and must be in your formula book. Each time you gain a level, you can swap any number of your perpetual infusions with other eligible infusions.

Bomber: Choose two 1st-level bombs.

Chirurgeon: Choose two 1st-level elixirs with the healing trait. If a creature heals Hit Points from a perpetual infusion, that creature is temporarily immune to healing Hit Points from subsequent perpetual infusions for 10 minutes (but not immune to any other effects of those infusions).

Mutagenist: Choose two 1st-level mutagens.

ALCHEMICAL EXPERTISE 9th

Constant practice has increased the effectiveness of your concoctions. Your proficiency rank for your alchemist class DC increases to expert.

ALERTNESS 9th

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

DOUBLE BREW 9th

You know your formulas so well that you can concoct two items at once. When using the Quick Alchemy action, instead of spending one batch of infused reagents to create a single item, you can spend up to two batches of infused reagents to make up to two alchemical items as described in that action. These items do not have to be the same.

JUGGERNAUT 11th

Your body has become accustomed to physical hazards and resistant to pathogens and ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

PERPETUAL POTENCY 11th

Your perpetual infusions improve, allowing you to use Quick Alchemy to create more powerful items with no cost. The items you can select depend on your research field and must be in your formula book.

Bomber: Choose two 3rd-level or lower bombs.

Chirurgeon: Choose two 6th-level or lower elixirs with the healing trait.

Mutagenist: Choose two 3rd-level or lower mutagens.

GREATER FIELD DISCOVERY 13th

You learn an incredible discovery that advances your understanding of your field.

Bomber: You can increase the splash on your bombs to damage creatures within 10 feet, or 15 feet if you have Expanded Splash.

Chirurgeon: When you use Quick Alchemy to create any type of elixir of life, the creature drinking the elixir gains the maximum Hit Points possible for that elixir, instead of rolling to determine the number of Hit Points regained.

Mutagenist: If you imbibe another mutagen while you are under the effects of a mutagen, you can gain the benefits and the drawbacks of both mutagens at once, despite the fact that they both have the polymorph trait and would not normally function together. If you come under the effects of any further mutagens while benefiting from two mutagens, you lose the benefit of one of the former mutagens of your choice, while retaining the drawbacks of all the mutagens. If you are under the effects of two mutagens and you come under the effect of a non-mutagen polymorph effect, you lose the benefits of the mutagens while retaining the drawbacks of both.

MEDIUM ARMOR EXPERTISE 13th

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

WEAPON SPECIALIZATION 13th

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

ALCHEMICAL ALACRITY 15th

Your comfort in concocting items is such that you can create three at a time. When using the Quick Alchemy action, you can spend up to three batches of infused reagents to make up to three alchemical items as described in that action. These items do not have to be the same, and you automatically stow one of these new items as you create them.

EVASION 15th

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

ALCHEMICAL MASTERY **17th**

Your alchemical concoctions are incredibly effective. Your proficiency rank for your alchemist class DC increases to master.

PERPETUAL PERFECTION **17th**

You have perfected your perpetual infusions, allowing you to use Quick Alchemy to create even more powerful items at no cost. The items you can select depend on your research field and must be in your formula book.

Bomber: Choose two 11th-level or lower bombs.

Chirurgeon: Choose two 11th-level or lower elixirs with the healing trait.

Mutagenist: Choose two 11th-level or lower mutagens.

MEDIUM ARMOR MASTERY **19th**

Your skill with light and medium armor improves, increasing your ability to avoid blows. Your proficiency ranks for light and medium armor, as well as for unarmed defense, increase to master.

Alchemist Feats

At 1st level and every even-numbered level thereafter, you gain an alchemist class feat.

Name	Level	Summary
Alchemical Assessment	1	<p>Prerequisite: Proficient in Survival</p> <p>You can identify alchemical items quickly. When using the Crafting skill to Identify Alchemy on an alchemical item you hold, you can do so as a single action, rather than spending 10 minutes.</p>
Alchemical Familiar	1	<p>You have used alchemy to create life, a simple creature formed from alchemical materials, reagents, and a bit of your own blood. You gain a familiar, which has the construct familiar ability; this is permanent, doesn't require the familiar to have the tough familiar ability, and doesn't count against your usual limit of familiar abilities (typically 2). The familiar uses your Intelligence modifier to determine its Perception, Acrobatics, and Stealth modifiers.</p>
Blowgun Poisoner	1	<p>Prerequisite: Toxicologist</p> <p>You can capably deliver toxins with a blowgun. Your blowgun Strikes can apply injury poisons even if they deal no damage due to a creature's resistance. If you critically succeed at a blowgun Strike using a poisoned dart, the target's initial save against the poison is one degree of success worse than the creature rolls; this is a misfortune effect.</p> <p>In addition, if you make a blowgun Strike while hidden or undetected, you don't automatically become observed. Instead, immediately attempt a Stealth check against the Perception DC of the target. If you succeed, you don't become observed, and are hidden (if you were undetected, you still become hidden rather than remaining undetected).</p>
Far Lobber	1	<p>You've learned how to throw a longer distance. When you throw an alchemical bomb, it has a range increment of 30 feet instead of the usual 20 feet.</p>
Quick Bomber	1	<p>Prerequisite: Bomber</p> <p>You keep your bombs and bomb-related reagents in easy-to-reach pouches from which you draw without thinking. You Interact to draw a bomb, draw a versatile vial, or use Quick Alchemy to create a bomb, then Strike with the bomb. If you have the ability to create more than one bomb at a time with Quick Alchemy (such as from the double brew class</p>

		feature), you can Strike with only one of the bombs you create with this action.
Soothing Vials	1	<p>Prerequisite: Chirurgeon</p> <p>The healing chemicals in your versatile vials also help calm a patient's mind. When a living creature affected by a mental effect regains Hit Points from one of your versatile vials, it can immediately attempt a new Will saving throw to end one mental effect of its choice. It gains a +1 item bonus to the saving throw.</p>
Clotting Elixirs	2	Your restorative concoctions have a clotting effect on the drinker's blood. When a living creature drinks an infused elixir with the healing trait that you have created, it can immediately attempt a DC 10 flat check to remove any persistent bleed damage.
Demolition Charge	2	<p>Prerequisite: Bomber</p> <p>You can rig your bombs to inanimate objects in order to cause destruction to the surrounding area. As an activity that takes 1 minute, you attach between one and four bombs to an inanimate object within your reach, such as a chest, door, wall, or column. This creates a hazard in one square occupied by or adjacent to the inanimate object, and the hazard's Stealth DC to detect it and Thievery DC to disable it are equal to your class DC. The hazard has the following reaction, which you can also trigger as a single action so long as you are within 30 feet of the hazard. The hazard retains its potency until it's triggered, until the inanimate object moves from its space, or until you make your next daily preparations, whichever comes first.</p> <p>Activate [reaction] Fire in the Hole; Trigger A creature moves into the hazard's space; Effect The hazard explodes, dealing the bombs' damage and splash damage to the inanimate object. Combine this damage for the purpose of resistances and weaknesses, and this damage ignores an amount of the object's Hardness equal to your level. Any creatures adjacent to the hazard take the bombs' splash damage, similarly combined for the purpose of resistances and weaknesses. As a reminder, since you didn't throw the bombs, Calculated Splash and similar effects don't apply.</p>
Improvise Admixture	2	You scrounge together enough ingredients from what's left in your alchemist's toolkit to produce a few more versatile vials on the fly. Attempt a Crafting check. The DC is usually a standard-difficulty DC for your level, but the GM can assign a different DC based on the circumstances. The number of vials you regain depends on the result of your check (up to your

		<p>maximum).</p> <p>Critical Success You regain 3 versatile vials.</p> <p>Success You regain 2 versatile vials.</p> <p>Failure You regain 1 versatile vial.</p> <p>Critical Failure You don't regain any versatile vials.</p>
Pernicious Poison	2	<p>Prerequisite: Toxicologist</p> <p>You can add a toxic additive to an alchemical poison to make it splash poison on its target. A poison with this additive deals an amount of poison damage equal to the poison's level if the target succeeds at its initial saving throw against it. A target that critically succeeds at its saving throw against this poison still takes no damage.</p>
Poison Resistance	2	<p>Your affinity for the natural world grants you protection against some of its dangers. You gain poison resistance equal to half your level, and you gain a +1 status bonus to saving throws against poisons.</p>
Revivifying Mutagen	2	<p>Prerequisite: Mutagenist</p> <p>You metabolize a mutagen to heal yourself. You regain 1d6 Hit Points for every 2 item levels of the required mutagen (minimum 1d6 HP), but the mutagen's duration immediately ends.</p>
Smoke Bomb	2	<p>Prerequisite: Bomber</p> <p>You can add a tarry additive to an alchemical bomb to make it emit smoke. When thrown, in addition to its normal effects, the bomb creates a cloud of smoke in a 10-foot burst. You choose which corner of the target's space (or the space in which the bomb lands) the cloud is centered on. Creatures within that area have the concealed condition, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind.</p>
Calculated Splash	4	<p>You have calculated all the angles to maximize a bomb's splash. When you throw an alchemical bomb with the splash trait, you can cause the bomb to deal splash damage equal to your Intelligence modifier (minimum 0) instead of the normal amount.</p>
Chemical Purification	4	<p>You developed a method to chemically purify and consecrate your bombs on the fly. You include this additive mixture when crafting your alchemist's fire or ghost charge. The created bomb deals 1d4 persistent positive damage in addition to whatever damage it would normally cause. As usual for positive damage, this damage harms only undead and creatures with negative healing.</p>

Efficient Alchemy	4	<p>Thanks to the time you've spent studying and experimenting, you know how to scale your formulas into larger batches that don't require any additional attention. Increase the number of items you can create each day with advanced alchemy to 6 + your Intelligence modifier.</p> <p>In addition, when you Craft alchemical consumables during downtime, you can produce twice as many alchemical items in a single batch without spending additional preparatory time. For instance, if you are creating elixirs of life, you can craft up to eight elixirs in a single batch using downtime, rather than four. This doesn't change the amount of alchemical reagents or other ingredients required to craft each item, nor does it change your rate of progress for days past the base downtime spent.</p>
Enduring Alchemy	4	<p>You've learned how to make your personal energy last just a little bit longer when quickly brewing ad hoc concoctions. When using Quick Alchemy to create an alchemical tool or elixir, that tool or elixir remains potent until the end of your next turn, instead of losing its potency at the start of your next turn.</p>
Healing Bomb	4	<p>Prerequisite: Chirurgeon</p> <p>You can add a foamy catalyst to an elixir of life to turn it into a topical projectile. You can throw the elixir as though it were an alchemical bomb, with the following results.</p> <p>Success The target is affected as though it drank the elixir, and each living creature adjacent to it regains HP from the bomb equal to the elixir's number of damage dice (3 HP for a lesser elixir of life, for example).</p> <p>Failure The target regains HP equal to the elixir's number of damage dice.</p> <p>Critical Failure The healing bomb has no effect.</p>
Inured to Alchemy	4	<p>Prerequisite: Endurance Save Expertise</p> <p>You've developed control over how your body processes alchemical poisons and drugs. Each of your successful saving throws against an alchemical poison, a drug, or an addiction reduces the stage by 2, or by 1 for a virulent alchemical poison, drug, or addiction. Each critical success reduces the stage by 3, or by 2 for a virulent alchemical poison, drug, or addiction.</p>
Invigorating Elixir	4	<p>You can mix an aromatic salve into an elixir with the healing trait to soothe physical maladies. In addition to its normal effects, the elixir can be imbibed by a creature prevented from doing so (such as a sickened creature). In addition to its</p>

		other effects, the elixir attempts to counteract an effect imposing one of the following conditions of the imbibier's choice: clumsy, enfeebled, sickened, or stupefied. Use half your level rounded up for the counteract rank and your class DC – 10 for the counteract modifier. The imbibier is then temporarily immune to the effects of this additive for 10 minutes. The additive can't counteract curses, diseases, or conditions that are part of the creature's normal state.
Regurgitate Mutagen	4	Prerequisite: Mutagenist You redirect a mutagen within your body to spit a stream of stomach acid at a foe. A creature within 30 feet takes 1d6 acid damage for every 2 levels you have, with a basic Reflex save against your class DC. On a failure, the creature is also sickened 1 (or sickened 2 on a critical failure). The mutagen's duration immediately ends.
Tenacious Toxins	4	Prerequisite: Toxicologist Your victims tend to expire long before your poisons, since the latter have been specifically formulated to last longer. The maximum duration of any poison you create increases by an amount equal to the poison's stage 1 interval, to a maximum of twice the poison's maximum duration.
Combine Elixirs	6	You can add the full ingredients of a second elixir to an elixir you make to create a hybrid concoction. You must expend an additional versatile vial to make this combined elixir, and the ingredients must be for an elixir you could create with Quick Alchemy. When this combination elixir is consumed, both the constituent elixirs take effect. For example, you can combine two lesser elixirs of life to create a combined elixir that heals twice the normal amount, or you can combine a lesser darkvision elixir with a lesser eagle-eye elixir to both gain darkvision and find secret doors.
Debilitating Bomb	6	Prerequisite: Bomber You can add a crystalline additive to an alchemical bomb to have it undermine your enemy. Choose dazzled, deafened, off-guard, or a -5-foot status penalty to Speeds. If the attack with the bomb hits, in addition to the bomb's normal effects, the target must succeed at an Endurance saving throw or take that effect until the start of your next turn. Use your class DC for this saving throw, even if someone else throws the bomb.
Directional Bombs	6	You can lob bombs with great force and a precise trajectory to angle the splash in a cone that sprays in a single direction, potentially allowing you to avoid allies and splash deeper into enemy lines. When throwing an alchemical bomb with the splash trait, instead of splashing all squares adjacent to the

		<p>target, you can create a splash in a 15-foot cone. You choose the cone's direction, but its first square must be a square in the target's space.</p> <p>Special If you have the Expanded Splash feat or another ability that increases the radius of splash damage, you can have the splash damage be a 20-foot cone.</p>
Fortified Elixirs	6	Your treatments for diseases and poisons can be very efficacious, though they tend not to last as long. A creature that is under the effect of an infused antidote or antiplague that you created can choose to reroll a failed Endurance saving throw against an appropriate affliction (poison for antidote and disease for antiplague). The creature doesn't gain the elixir's usual item bonus to the reroll, and after the reroll, the elixir's duration immediately ends.
Sticky Poison	6	<p>Prerequisite: Toxicologist</p> <p>A combination of additional viscosity and careful application keeps your weapons poisoned even when suffering significant wear and tear. If your Strike with a poisoned weapon would expend its poison without your target attempting an initial save (due to resistance or your Strike being a critical failure, for example), attempt a DC 5 flat check. On a success, your weapon remains poisoned. If your Strike with a poisoned weapon succeeds, attempt a DC 17 flat check. On a success, your weapon remains poisoned until the end of your next turn.</p>
Alter Admixture	8	Sometimes, you need to adapt your alchemical mixtures to new situations. In a process that takes 10 minutes, you change an item you created with advanced alchemy into a similar item. You can change an alchemical bomb into another type of alchemical bomb, an elixir into another type of elixir, or a poison into another type of poison. If it's unclear whether two alchemical consumables are similar, the GM decides. You must know the formula for the new item, and the new item must be of the same or lower item level than the original item. The new item still keeps the infused trait, and it remains potent as long as the original item would have.
Improved Invigorating Elixir	8	<p>Prerequisite: Invigorating Elixir</p> <p>Choose physical invigoration or mental invigoration, and add the listed conditions to those you can choose for an invigorating elixir you create to counteract: Physical Invigoration blinded, deafened, drained, paralyzed, slowed; Mental Invigoration confused, controlled, fleeing, frightened, paralyzed, slowed.</p>

Mutant Physique	8	<p>Prerequisite: Mutagenist</p> <p>Basic mutagens that affect your physical form can bring out the beast within you, turn you nigh invincible, or make your body more elastic. While you're affected by one of the listed mutagens, you get an additional benefit.</p> <p>Bestial Mutagen You gain the mutagen's item bonus to your Intimidation checks. In addition, you increase the damage die size of your claws and jaws by one step, and they gain the deadly d10 trait.</p> <p>Juggernaut Mutagen You gain resistance to all physical damage equal to half your level.</p> <p>Quicksilver Mutagen You can stretch your legs and Step up to 10 feet, and you can squish and compress your body, allowing you to make it through tight spaces as if you were one size smaller, in addition to any effect from Squeezing.</p>
Perpetual Breadth	8	You have expanded your supply of near-infinite items. Choose a research field. Add one item from the list of options available to that field from perpetual infusions, or two items if you choose your own field. If you have perpetual potency or perpetual perfection, you gain an additional item (or items if you chose your own field) appropriate to the field you chose, for instance a higher-level version of the bomb you chose or a new poison.
Pinpoint Poisoner	8	<p>Prerequisite: Toxicologist</p> <p>Unsuspecting targets are especially vulnerable to your poisons. When you successfully Strike an off-guard creature with a poisoned weapon or expose an off-guard creature to an inhaled poison, that creature takes a -2 circumstance penalty to its initial save against that poison.</p>
Retaliatory Cleansing	8	You twist your hand in front of the blow, ensuring the enemy's attack shatters the required holy water or bomb. The creature takes the on-hit and splash damage from the holy water or required bomb, not counting any additional effects you would add or apply when you throw the bomb, such as weapon specialization or Calculated Splash. You're splashed by the holy water or required bomb, although since positive damage harms only undead and creatures with negative healing, it's unlikely you will take damage.
Sticky Bomb	8	<p>Prerequisite: Bomber</p> <p>You can mix in a sticky additive to an alchemical bomb to make its contents adhere and continue to deal damage. A creature hit by a sticky bomb also takes persistent damage equal to and of the same type as the bomb's splash damage. If the bomb already deals persistent damage, combine the two amounts.</p>

Advanced Efficient Alchemy	10	Prerequisite: Efficient Alchemy You make an even-larger batch of alchemical items each morning. Increase the maximum number of items you can create with advanced alchemy to $8 +$ your Intelligence modifier, or to $10 +$ your Intelligence modifier if you're 16th level or higher.
Expanded Splash	10	You can throw bombs at just the right trajectory to create especially large and powerful explosions. When you throw an alchemical bomb and that bomb has the splash trait, you can have the splash damage affect all creatures within 10 feet of the target instead of 5 feet. If you do, you gain a status bonus to the bomb's splash damage equal to your Intelligence modifier. If you have the bomber 5th-level field discovery, this additional damage applies even if you caused your bomb to deal splash damage equal to your Intelligence modifier instead of the normal amount, allowing your bombs to deal splash damage equal to double your Intelligence modifier.
Greater Debilitating Bomb	10	Prerequisite: Debilitating Bomb You have learned enhanced techniques and alchemical secrets that allow you to expand the range of effects you can impose with your bombs. When you use Debilitating Bomb, add the following to the list you can choose from: clumsy 1, enfeebled 1, stupefied 1, or -10-foot status penalty to Speeds.
Merciful Elixir	10	Prerequisite: Chirurgeon You mix a special additive into your elixir that calms the drinker's body and mind. The elixir of life attempts to counteract one fear effect or one effect imposing the paralyzed condition on the drinker, using the item's level and a counteract modifier equal to your class DC – 10.
Potent Poisoner	10	Prerequisite: Powerful Alchemy Prerequisite: Toxicologist By concentrating your poisons' toxic components, you make them harder for victims to resist. When you craft an alchemical item with the poison trait by any means, the DC is increased by up to 4, to a maximum of your class DC.
Unstable Concoction	10	You can mix a wondrous yet volatile liquid into an alchemical consumable if it has an initial effect that uses dice. You increase the size of any dice for the item's initial effect by one step. For instance, you could increase damage from a moderate alchemist's fire to 2d10 or healing from a moderate elixir of life to 5d8+12. Because this affects only initial dice, it wouldn't increase unarmed attack damage from a bestial mutagen, persistent damage from an acid flask, and the like. When this item is activated, the creature activating it must

		succeed at a DC 10 flat check or take acid damage equal to the item's level.
Extend Elixir	12	Integrating your own personal energy into the elixirs you create causes them to affect you for longer. When you consume one of your alchemical items that has the elixir and infused traits and a duration of 1 minute or longer, that elixir's duration is doubled. If you created the item with Quick Alchemy, this can't cause it to exceed the 10-minute duration limit.
Shaped Contaminant	12	Prerequisite: Toxicologist Through a combination of careful manipulation and precise breath control, you can deploy inhaled toxins precisely. When you activate an inhaled poison, you can cause it to fill a 20-foot line that's 5 feet tall rather than a 10-foot cube. You gain a +3 status bonus to saving throws against inhaled poisons that you activate.
Supreme Invigorating Elixir	12	Prerequisite: Invigorating Elixir For the purposes of counteracting effects with invigorating elixirs, treat your level as though it were 2 higher. Add the listed conditions to those you can choose for an invigorating elixir you create to counteract: petrified, stunned. You can also choose a disease regardless of what, if any, conditions it imposes.
Uncanny Bombs	12	Prerequisite: Far Lobber You lob bombs unerringly, despite obstructions or distance. When you throw an alchemical item with the bomb trait, its range increment increases to 60 feet, you reduce any circumstance bonus to the target's AC from cover by 1, and you automatically succeed at the flat check when targeting a concealed creature.
Double Poison	14	Prerequisite: Toxicologist You can apply two different infused injury poisons to the same weapon, though not to a piece of ammunition. Each poison's level must be 2 or more levels lower than your level. You have to apply the two poisons individually. Once you've applied both, the poisons merge into a double poison that uses the lower of the two poisons' DCs and number of stages. This double poison is virulent only if both poisons were virulent. Combine the effects of each stage of the poison on any creature affected by it. For each stage of the poison, use the effects of both poisons and the longer interval for that stage among the two poisons.
Greater Merciful Elixir	14	Prerequisite: Merciful Elixir Your additives contain panaceas that can remedy a plethora of

		maladies. When you use Merciful Elixir, your elixir can instead attempt to counteract the blinded, deafened, sickened, or slowed condition.
	14	<p>Prerequisite: Mutagenist</p> <p>Basic mutagens that affect your mind and thoughts can make you communicate telepathically, protect you from being detected, or let you communicate with anyone. While you're affected by one of the listed mutagens, you get an additional benefit.</p> <p>Cognitive Mutagen You also gain the mutagen's item bonus to Deception, Persuasion, Intimidation, Medicine, Nature, Performance, Religion, and Survival checks. In addition, you can communicate telepathically with creatures within 60 feet with whom you share a language. The communication is two-way once you establish it, so a creature you contact can also communicate with you.</p> <p>Serene Mutagen Detection, revelation, and scrying effects of 9th rank (or 17th level) or lower detect nothing from you or your possessions and auras. For instance, detect magic would still detect other magic in the area, but not any magic on you.</p> <p>Silvertongue Mutagen Ignore circumstance penalties you would take to Deception, Persuasion, Intimidation, and Performance checks. In addition, your words transcend linguistic barriers; everyone listening to you speak hears your words as if you were speaking in their own language (though you don't actually speak that language, nor does this ability allow you to understand any additional languages).</p>
True Debilitating Bomb	14	<p>Prerequisite: Greater Debilitating Bomb</p> <p>You have discovered increasingly devastating ways for your bombs to impede your foes. When you use Debilitating Bomb, add the following to the list of effects you can choose from: enfeebled 2, stupefied 2, or a -15-foot status penalty to Speeds.</p>
Eternal Elixir		<p>Prerequisite: Extend Elixir</p> <p>Your body readily accepts and retains minor changes. When you drink one of your alchemical items that has the elixir and infused traits and a duration of 1 minute or more, you can make the elixir's duration indefinite. You can do so only if the elixir's level is half your level or lower. If you later consume a different elixir and make it indefinite, the effect of the previous indefinite elixir ends.</p>

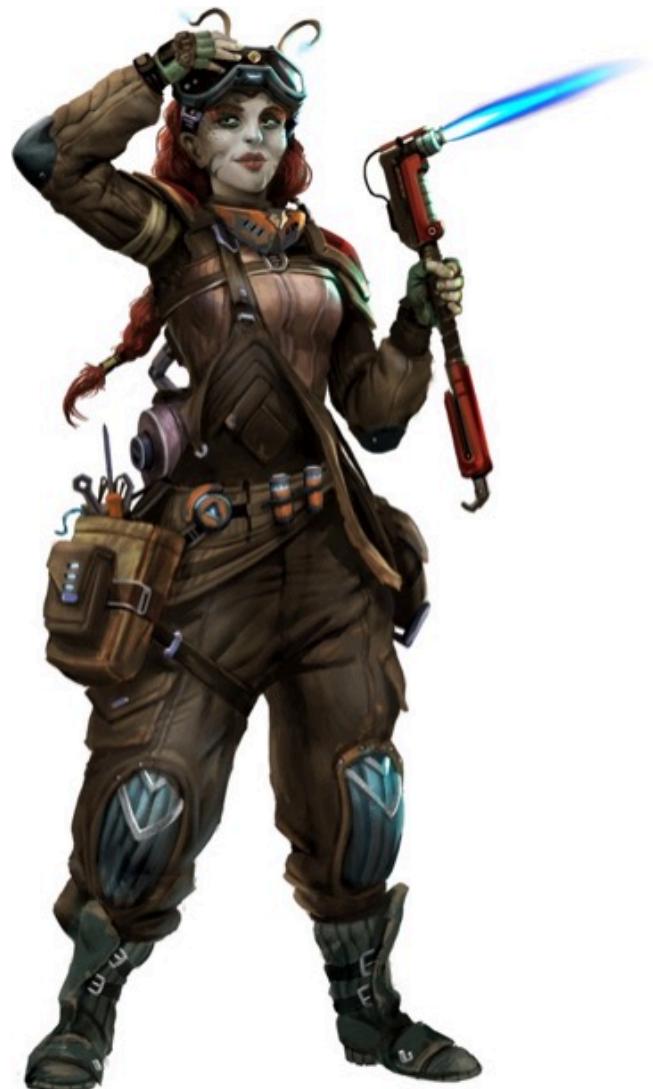
Mechanic

You are a master of machines, from advanced clockwork computers to simple magnetic engines. Understanding how these devices work gives you insight into the world around you, allowing you to make the most of your gear, circumvent hardened defenses, and even take over remote systems. Your programming skill also gives you the ability to create a powerful ally, in the form of either an implanted artificial intelligence or a robotic drone, which can assist you with a variety of tasks. If there's a computer or machine that needs to be fixed, bypassed, or destroyed, you're the first on the scene. Whether you're a skilled scientist, a starship engineer, or a battlefield technician, you're no stranger to combat—but you find it much more reasonable to have your AI or drone do the fighting for you.

Level	Description
1	Ancestry and Background, Attribute Boosts, Initial Proficiencies, Skill Adept, Artificial intelligence, Bypass +1, Custom Rig
2	Skill Feat, Mechanic Trick
3	General Feat, Skill Increase, Overload, Weapon Specialization
4	Skill Feat, Mechanic Trick
5	Attribute Boosts, Ancestry Feat, Skill Increase, Bypass +2, Remote Hack
6	Skill Feat, Mechanic Trick
7	General Feat, Skill Increase, Expert Rig, Miracle Worker 1/Day
8	Skill Feat, Mechanic Trick
9	Ancestry Feat, Skill Increase, Bypass +3, Override
10	Attribute Boosts, Skill Feat, Mechanic Trick
11	General Feat, Skill Increase, Gear Boost, Soldier's Onslaught
12	Skill Feat, Coordinated Assault +1, Miracle Worker 2/day
13	Ancestry Feat, Advanced Rig, Bypass +4
14	Skill Feat, Mechanic Trick
15	Attribute Boosts, General Feat, Skill Increase, Miracle Worker 3/day
16	Skill Feat, Mechanic Trick

17	Ancestry Feat, Skill Increase, Bypass +5, Control Net, Coordinated Assault +2
18	Skill Feat, Mechanic Trick
19	General Feat, Skill Increase, Ghost in the Machine, Miracle Worker 4/day, Superior Rig
20	Attribute Boosts, Skill Feat, Bypass +6, Mechanic Trick, Tech Master

Key Ability	Hitpoints
Intelligence You rely on your Intelligence for your knowledge, skills, and technical know-how, so Intelligence is your key ability score. A high Dexterity score makes your ranged attacks more accurate, should you engage in combat.	1d10 (7) Plus Constitution Modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.



Initial Proficiencies:

Perception:

Trained in Perception

Saving Throws:

Expert Fortitude

Trained in Reflex

Expert in Will

Skills:

Trained in Crafting and Arcana

Choose 2 from Athletics, Medicine, Nature, and Society

Trained in number of other skills equal to 3 + INT modifier

Attack:

Trained in Simple Weapons
Trained in Martial Weapons
Train in Grenades

Defense:

Trained in Light Armor

Class DC

Trained in Mechanic Class DC

Mechanic Features

Artificial Intelligence (Ex) - 1st Level

You construct an artificial intelligence (or AI), a sophisticated program of self-motivated code that you can access for help in a variety of endeavors. This AI is the product of your own genius, far more advanced and complicated than any available for sale to consumers (though it falls short of being truly self-aware such as with a soul-driven construct), and only you know the secrets of its creation and operation. Your AI can take one of two forms: a drone or an exocortex. You must pick one of these forms upon taking your first level of mechanic, and once this choice is made, it cannot be changed.

Drone

You begin play with a powerful robotic drone to house your AI. You build and control this drone, which accompanies you on your adventures and is capable of combat, espionage, and other specialized tasks. As you gain levels, your drone advances in sophistication and gain additional abilities. While the value of your drone is immense, only you, with your extensive knowledge of its quirks and security measures, can ever hope to operate or repair it. Drones are detailed here.

Exocortex

You begin play with an exocortex, an artificial processor that interacts with and augments your biological brain's cognitive functions, which can aid you in a variety of tasks, from combat to digital infiltration. Your exocortex is implanted within your physical body or brain, similar to a piece of cybernetic hardware, allowing your AI to access your mind and feed you information. As you gain levels, your exocortex advances in sophistication and processing power—see Exocortex on here. Only you can access or interact with your exocortex.

Bypass (Ex) - 1st Level

You are skilled at getting inside computer systems and electronic devices. At 1st level, you gain a +1 insight bonus to Crafting and Arcana skill checks. At 5th level, every 4 levels thereafter, and at 20th level, this bonus increases by 1.

Custom Rig (Ex) - 1st Level

You have created a customized toolkit you can use to hack systems and items. Your custom rig can be configured to take up an upgrade slot on your armor or can be installed as a cybernetic augmentation system in your brain (though it can be combined with a datajack for the same price as installing a datajack normally), your eyes, or an arm. Alternatively, you can configure it to be a handheld device, meaning that you must retrieve it and hold it to use it effectively. While using this rig, you always count as having the appropriate tool or basic kit for any Arcana skill check you attempt on an arcane device. Some mechanic tricks and drone mods require the use of a custom rig. In addition, you can use your custom rig as a personal comm unit. Finally, if you have a drone, you can use your custom rig to communicate over an encrypted aethernet channel with your drone to issue commands to its AI or directly control it at a range of 2,500 feet.

If your custom rig is damaged, destroyed, lost, or stolen, you can kitbash a new one from any engineering kit, hacking kit, or other technological toolkit, reconfiguring the materials into a new custom rig with 1 hour of work. You can have only one custom rig at a time. If you create a new custom rig, your old one functions as a normal toolkit of whatever type you made it from and can no longer be used with your mechanic tricks.

Mechanic Trick - 2nd Level

As you gain experience, you learn tricks that allow you to perform wonders of engineering, aid in electronic infiltrations, and optimize gear. While some of these are things you learn, others are small cybernetic enhancements you make to yourself (none of which have a price or count against your augmentation limits). Some tricks require the use of a custom rig or other gear.

You learn your first mechanic trick at 2nd level, and you learn an additional mechanic trick at 4th level and every 2 levels thereafter. If a mechanic trick allows an opponent a saving throw to resist its effects, the DC is equal to $10 + \text{half your mechanic level} + \text{your Intelligence modifier}$. If a mechanic trick requires an opponent to attempt a skill check, the DC is equal to $10 + 1\text{-}1/2 \times \text{your class level} + \text{your Intelligence modifier}$.

Unless otherwise specified, you can't learn mechanic tricks more than once.

Overload (Ex) - 3rd Level

As a standard action, you can cause a short in an electronic device, including most ranged energy weapons, melee weapons with the powered special property, or a single armor upgrade. This makes the device nonfunctional for 1 round. Overload doesn't cause an arcane-locked door, safe, or other device to open, but it prevents anyone from opening it for 1 round. You must be adjacent to the device to use this ability. If you have a drone, you can instead use this ability on an electronic device adjacent to your drone. If you have an exocortex with the wireless hack ability, you can instead use this ability on any electronic device within range of your exocortex's wireless hack. If you use overload on an item or armor upgrade in someone's possession, the owner can attempt a Reflex saving throw to negate the effect ($DC = 10 + \text{half your mechanic level} + \text{your Intelligence modifier}$). Overload doesn't affect constructs, cybernetics, drones, powered armor, robots, or creatures with the technological subtype (all of which have shielding against this sort of attack), or items larger than Medium. Once a device has been successfully overloaded, a residual static charge prevents that device from being overloaded again for 1 minute.

Weapon Expertise - 3rd Level

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons, martial weapons, and grenades increase to expert.

Remote Hack (Ex) - 5th Level

You can use your custom rig to attempt Computers and Engineering skill checks at a range of 20 feet. At 7th level and every 2 levels thereafter, this range increases by 10 feet. A target of this ability (or a creature attending or observing your target) can attempt a Perception or Sense Motive check ($DC = 10 + 1\frac{1}{2} \times \text{your mechanic level} + \text{your Intelligence modifier}$) to determine that you are the origin of this activity.

Expert Rig (Ex) - 7th Level

Your custom rig has improved. Whenever you use your custom rig to successfully hack into a computer, you can also disable one countermeasure installed in the system (except firewalls). In addition, your custom rig can now be used as any engineering or hacking specialty kit of item level 6th or lower, and it has the features of a computer with a tier equal to half your level with the artificial personality, hardened, or security I upgrade module. It also has an audio/video recorder. You can add extra modules or countermeasures to your custom rig at the normal prices.

You can also use your custom rig to communicate over an encrypted channel with your ship, allowing you to access your ship's downloaded data sets and transponder at a range of 5 miles. If you have a drone, you can issue commands to or directly control your drone at the same range.

Miracle Worker (Ex) - 7th Level

As a move action, you can repair damage to a starship's systems or modify a suit of armor or weapon to function more efficiently. To use this ability, you must be able to handle the item affected without impediment. You can use this ability once per day at 7th level, plus one additional time per day for every 4 mechanic levels you have beyond 7th. The exact effect of this ability depends on the object or system you are modifying.

Armor: You grant a +2 enhancement bonus to a suit of armor's EAC and KAC for 1 minute.

Weapon: You grant a +2 enhancement bonus to a weapon's attack and damage rolls for 1 minute.

Damaged Ship: You restore a number of Hull Points equal to the starship's base frame HP increment. If this raises the ship's HP over a multiple of its Critical Threshold, you can repair critical damage to one system per multiple, reducing its severity by one step. For example, if your starship's Critical Threshold is 8 and you restore 10 HP, reducing the damage to the hull from 17 HP to 7 HP, you could restore one system from wrecked to glitching. Using this ability during starship combat is your action for the turn, and you can do it only during the engineering phase.

Override (Ex) - 9th Level

Your overload class feature now affects constructs, drones, robots, and creatures with the technological subtype, which must succeed at a Will saving throw ($DC = 10 + \text{half your mechanic level} + \text{your Intelligence modifier}$) or be dazed for 1 round. If the target fails its saving throw by 10 or more, it is not dazed and you can dictate its actions for 1 round, though these actions can't be obviously self-destructive. Once a creature has attempted a saving throw against this attack (regardless of the result), it is immune to this attack for 24 hours.

Coordinated Assault (Ex) - 11th Level

If you have a drone, whenever both you and your drone make attacks against the same target, you each receive a +1 circumstance bonus to your attack rolls. If you have an exocortex instead, whenever you and your exocortex are both attempting to hack a system, you each

receive a +1 circumstance bonus to the checks to gain access. In either case, these bonuses increase to +2 at 17th level.

Advanced Rig (Ex) - 13th Level

Your custom rig's computer functions gain a bonus firewall countermeasure. This firewall has no additional cost, does not count against the maximum number of countermeasures your custom rig can have, and can block off a module or group of modules already protected by a firewall.

In addition, you can use your custom rig to communicate over an encrypted channel with your ship, allowing you to access the ship's sensors, control its security systems, and prepare its engines for takeoff (as well as use the encrypted communications functions of your expert rig) at a range of 50 miles. If you have a drone, you can issue commands to or directly control your drone over an encrypted channel at the same range.

Control Net (Ex) - 17th Level

You are capable of operating multiple AIs, one in a drone and one in an exocortex. You must divide up your mechanic level between these different AIs, and each gains abilities based on the number of levels you assign to it. Every time you gain a level in mechanic, you can change the distribution of levels between these AIs using your custom rig after 24 hours of uninterrupted work. While each AI can act independently to the limits of its ability, you can control them as normal (although you can directly control only one AI at a time). If the number of levels assigned to your exocortex is less than your mechanic level, your exocortex grants a smaller increase to your base attack bonus when using combat tracking, as noted in the table below. You gain additional exocortex abilities, such as wireless hack and multitasking, based upon the level you assign to it as normal.

Levels Assigned	Increase to Base Attack Bonus
1-4	+1
5-8	+2
9-12	+3
13-16	+4
17-20	+5

Ghost in the Machine (Ex) - 19th Level

When using your override class feature to affect an android, drone, robot, or creature with the technological subtype, a target that fails its saving throw by any amount is not dazed, and you can instead dictate its actions for the next round. These actions can't be obviously self-destructive. Once a creature has attempted a saving throw against this attack (regardless of the result), it is immune to this attack for 24 hours unless you spend 1 Resolve Point. You can continue to spend Resolve Points in this manner each round to make the creature susceptible to override again.

Superior Rig (Ex) - 19th Level

Your custom rig's computer functions now gain bonus lockout and wipe countermeasures. You can use your custom rig normally even when its lockout is active (you have special authorization no one else can access under any circumstances), and while any wiped data cannot be recovered by anyone else (as if the data module were destroyed), you can automatically recover it with 8 hours of work. These countermeasures have no additional cost and do not count against the maximum number of countermeasures your custom rig can have.

Additionally, you can use your custom rig to communicate over an encrypted channel with your ship at a range encompassing a planet and its close orbit, allowing you to remotely pilot your starship from point to point on the same planet or to and from orbit (as well as use the encrypted communications functions of your expert and advanced rig at the same range). If you have a drone, you can issue commands to or directly control your drone over an encrypted channel at the same range.

Tech Master (Ex) - 20th Level

You are a master of technology. You can spend 1 Resolve Point to craft any technological weapon, armor, or item at a rate of 1 minute per item level or spend 1 Resolve Point to convert any existing technological armor or weapon into another suit of armor or another weapon of equal or lesser value at a rate of 1 minute per item level. This uses the normal crafting rules, but the item being converted counts as its full value in crafting components. You cannot convert a onehanded weapon into a two-handed weapon. When converting an item into a cheaper item, any excess value is lost and cannot be reclaimed by converting the item back.

Alternate Class Features

Experimental Apparatus

You have created an experimental apparatus, a unique item that blends technology and magic.

Experimental Armor Prototype

You construct an experimental prototype, a unique item that represents your research and development into a specific new type of technology. Your experimental prototype can take one of two forms: an armor or a weapon. You must choose one of these forms upon taking your first level of mechanic, and once this choice is made, it can't be changed.

Experimental Explosives

You're an expert at improvising explosives, the components for which you carry in a special pack, case, or weapons belt that weighs 1 bulk.

Experimental Vehicle

You've built a unique vehicle of your own design, using the custom vehicle rules to create your vehicle for free with an item level of 1.

Experimental Weapon Prototype

You construct an experimental prototype, a unique item that represents your research and development into a specific new type of technology. Your experimental prototype can take one of two forms: an armor or a weapon. You must choose one of these forms upon taking your first level of mechanic, and once this choice is made, it can't be changed.

Robotic Improvements

You're constantly tinkering with your robotic components, adding, adjusting, and removing them as suits your wishes.

Exocortex

Combat Tracking - 1st Level

Your exocortex provides you with enhanced combat ability, granting you proficiency with heavy armor and longarms. At 3rd level, you gain weapon specialization in longarms just as if your class granted proficiency. As a move action during combat, you can designate a foe for your exocortex to track. As long as that target is in sight, the exocortex feeds you telemetry, vulnerabilities, and combat tactics, allowing you to make attacks against that target as if your base attack bonus from your mechanic levels were equal to your mechanic level. Designating another target causes you to immediately lose this bonus against the previous target.

Memory Module - 1st Level

You can use your exocortex's memory module to enhance your own knowledge. Once per day, as a reaction while not in combat, you can reroll a failed skill check (see page 243) to recall knowledge (see page 143). In addition, your exocortex grants you the Skill Focus feat as a bonus feat. You can't use your exocortex's memory module while combat tracking is activated. Every time you gain a mechanic level, you can rebuild your exocortex's memory module, replacing the exocortex's bonus Skill Focus feat with Skill Focus in a different skill.

Wireless Hack - 5th Level

On any round you don't use combat tracking, your exocortex can access another computer system within 20 feet, allowing it to attempt a Computers check against that computer each round, using your skill bonus. This counts as a standard action for the purpose of the Computers skill. You must remain within 20 feet of the computer system for the entire time your exocortex is interacting with the computer. If the task requires multiple actions (or even rounds) to accomplish, you can spend your actions to work in concert with your exocortex, counting both your action and the exocortex's effective standard action toward the total time required. If you don't have the remote hack class feature, you must be adjacent to the computer to attempt your checks.

Exocortex Mods - 7th Level

Your exocortex allows you to apply any one of the following drone mods to yourself as if you were a drone with that mod installed: armor slot, cargo rack, climbing claws, enhanced senses, hydrojets, jump jets, resistance, smuggler's compartment, speed, or weapon proficiency (gaining proficiency in advanced melee or heavy weapons). At 11th level, you can apply an additional mod, and your options expand to include echolocators, excavator, flight system, greater resistance, invisibility field, and reactive camouflage. At 14th and 17th levels, you can apply an additional mod. Each time you gain a level, you can switch any of your mods for different mods, but you must always choose at least one mod from the 7th-level list.

Tech Revolution 7th: Uncanny Sense 11th: Defensive Fade, Sonar Pulse

Twin Tracking - 10th Level

You can designate two targets for your exocortex to track, increasing your base attack bonus against each. You can designate both targets with a single move action, but you must be able to see them both at that time.

Multitasking - 15th Level

You can designate three targets for your exocortex to track (and designate them all as a single move action). In addition, the range of your exocortex's wireless hack increases to 40 feet. Your exocortex can also engage in combat tracking and hack a nearby computer at the same time, but the computer counts as one of the exocortex's designated targets (allowing you to track only two targets at the same time while wirelessly hacking the computer). Lastly, you can access your exocortex's memory module in combat, even while it is engaged in combat tracking.

Quan Tracking - 20th Level

Your exocortex can track four targets simultaneously, and hacking a nearby computer doesn't count against that limit.

Tricks

<https://www.aonsrd.com/MechanicTricks.aspx?ItemName=All>

Oracle

Your conduit to divine power eschews the traditional channels of prayer and servitude—you instead glean sacred truths and great mysteries embodied in overarching concepts, whether because you perceive the common ground across multiple deities or circumvent their power entirely. You explore one of these mysteries and draw upon its power to cast miraculous spells, but that power comes with a terrible price: a curse that grows stronger the more you draw upon it, which you might uphold as an instrument of the divine or view as punishment from the gods.

Lvl	Class Features	Spells per Day										
		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10t h
1st	Ancestry and background, attribute boosts, initial proficiencies, oracle spellcasting, spell repertoire, mystery	5	3									
2nd	Oracle feat, skill feat	5	4									
3rd	2nd-rank spells, general feat, signature spells, skill increase	5	4	3								
4th	Oracle feat, skill feat	5	4	4								
5th	3rd-rank spells, attribute boosts, ancestry feat, skill increase	5	4	4	3							
6th	Oracle feat, skill feat	5	4	4	4							
7th	4th-rank spells, expert spellcaster, general feat, mysterious resolve, skill increase	5	4	4	4	3						
8th	Oracle feat, skill feat	5	4	4	4	4						
9th	5th-rank spells, ancestry feat, magical fortitude, skill increase	5	4	4	4	4	3					
10th	Attribute boosts, oracle feat, skill feat	5	4	4	4	4	4					
11th	6th-rank spells, divine access, general feat, major curse, oracular senses, skill increase, weapon expertise	5	4	4	4	4	4	3				
12th	Oracle feat, skill feat	5	4	4	4	4	4	4				
13th	7th-rank spells, ancestry feat, light armor expertise, premonition's reflexes, skill increase, weapon	5	4	4	4	4	4	4	3			

	specialization										
14th	Oracle feat, skill feat	5	4	4	4	4	4	4	4		
15th	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase	5	4	4	4	4	4	4	4	3	
16th	Oracle feat, skill feat	5	4	4	4	4	4	4	4		
17th	9th-rank spells, ancestry feat, extreme curse, greater mysterious resolve, skill increase	5	4	4	4	4	4	4	4	3	
18th	Oracle feat, skill feat	5	4	4	4	4	4	4	4		
19th	General feat, legendary spellcaster, oracular clarity, skill increase	5	4	4	4	4	4	4	4	4	1*
20th	Attribute boosts, oracle feat, skill feat	5	4	4	4	4	4	4	4		1*

* The oracular clarity class feature gives you a 10th-level spell slot that works differently from other spell slots.

Key Ability	Hitpoints
Charisma At first level, your class gives you an ability boost to Charisma.	1d8 (5) Plus Constitution Modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.

Initial Proficiencies:

Perception:

Trained in Perception

Saving Throws:

Trained in Fortitude

Trained in Reflex

Expert in Will

Skills:

Trained in Religion

Trained in one or more skills determined by your mystery



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

Attack:

Trained in Simple Weapons
Trained in Unarmed Attacks

Defense:

Trained in Light Armor
Trained in Unarmored Defense

Class DC

Trained in Oracle Class DC

Spells

Trained in Spell Attack Modifier and Spell DC

Class Features

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

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

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

Initial Proficiencies

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

Oracle Spellcasting

You have an unfiltered connection to the great powers of the universe and the planes beyond, and you can let this power spill forth in the form of divine magic. You are a spellcaster, and you can cast spells of the divine tradition using the Cast a Spell activity. As an oracle, when you cast spells, your incantations may spill from your lips rapidly as you speak in tongues or intone

in a voice not quite your own, and your gestures might be wild and unrestrained as religious ecstasy briefly touches your mind.

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

As you increase in level as an oracle, your number of spells per day increases, as does the highest rank of spells you can cast, as shown on the Oracle Spells per Day table.

Some of your spells require you to attempt a spell attack to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key attribute is Charisma, your spell attack modifiers and spell DCs use your Charisma modifier.

Heightening Spells

When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements when they are heightened to certain ranks. The signature spells class feature lets you heighten certain spells freely.

Cantrips

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

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank divine spells of your choice and five divine cantrips of your choice. You choose these from the common spells on the divine list or from other divine spells to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell rank.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see the Oracle Spells per Day table), you add a spell to your spell repertoire of the same rank. At 2nd level, you select another 1st-rank spell; at 3rd level, you select two 2nd-rank spells, and so on. When you add spells, you might add a higher-rank version of a spell you already have, so you can cast a heightened version of that spell.

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

Swapping Spells In Your Repertoire

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same rank. This spell can be a cantrip. You can also swap out spells by retraining during downtime.

Mystery

An oracle wields divine power, but not from a single divine being. This power could come from a potent concept or ideal, the attention of multiple divine entities whose areas of concern all touch on that subject, or a direct and dangerous conduit to raw divine power. This is the oracle's mystery, a source of divine magic not beholden to any deity.

Choose the mystery that empowers your magic. Your mystery grants you additional spells, and special focus spells called revelation spells. Your mystery also gives you a unique cursebound ability that lets you draw upon the divine, as well as dictating the effects of the oracular curse that falls upon you when you touch too much of this power.

The list of oracle mysteries can be found [here](#)

Revelation Spells

The powers of your mystery manifest in the form of revelation spells. Revelation spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to search for omens in a way befitting your mystery, like gazing into a fire, throwing bones and seeing how they fall, or meditating to hear the voices of those who came before you.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Certain feats give you more focus spells.

The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but it can never be more than 3 points.

You learn a revelation spell at 1st level and start with a focus pool of 1 Focus Point. This spell is an initial revelation spell determined by your mystery. You can learn additional revelation spells through oracle feats.

Oracular Curse

As an oracle, you can tap into the pure and unmitigated divine power of creation to supplement your spellcasting via cursebound abilities. These abilities grant you special benefits, but the backlash of letting this power into your mortal body manifests as an oracular curse. The more cursebound abilities you use, the more your curse worsens, but you might gain divine benefits even as it tightens its grip on your soul.

Your oracular curse is expressed using the cursebound condition, a unique condition that affects only oracles. Immediately after the first time you use a cursebound ability, you become cursebound 1, and if you use a cursebound ability while you are already cursebound, you increase the value of your cursebound condition by 1 after the ability resolves. At lower levels, you can tolerate only a modest amount of divine power, and your cursebound condition can't increase beyond cursebound 2; as you grow in levels, you can open yourself to even more power and your cursebound condition can progress to 3 and finally 4. Once saturated in divine power, your soul can't absorb any more, and so you can't use a cursebound ability if you are already at your maximum cursebound condition.

Your oracular curse lists the specific effects of being cursebound, which are cumulative as your curse progresses. You remain cursebound until you Refocus, which reduces your cursebound condition by 1 in addition to restoring a Focus Point. As your curse is a direct result of divine power, you cannot mitigate, reduce, or remove the effects of your curse or any ability with the cursebound trait by any means other than Refocusing. For example, if a cursebound effect makes creatures concealed from you, you can't negate that concealed condition through a magic item or spell, such as sure strike (though you would still benefit from the other effects of that item or spell). Likewise, cleanse affliction and similar abilities don't affect your curse at all.

At 1st level, you gain a cursebound oracle feat determined by your mystery, and you can learn additional cursebound abilities through oracle feats.

Oracle Feats

Level 2

At 2nd level and every 2 levels thereafter, you gain an oracle class feat.

Skill Feats

Level 2

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

Ancestry Feats**Level 3**

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

General Feats**Level 3**

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

Signature Spells**Level 3**

Experience enables you to cast some spells more flexibly. For each spell rank you have access to, choose one spell of that rank to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher rank than its minimum, you can also cast all its lower-rank versions without learning those separately. If you swap out a signature spell, you can replace it with any spell you could have chosen when you first selected it (i.e., of the same spell rank or lower). You can also retrain specifically to change a signature spell to a different spell of that rank without swapping any spells; this takes as much time as retraining a spell normally does.

Skill Increases**Level 3**

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

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

Expert Spellcaster**Level 7**

The intricacy of your divine power has grown clearer over time. Your proficiency ranks for spell attack modifier and spell DC increase to expert.

Mysterious Resolve **Level 7**

The power of your mystery blazing in your soul makes it harder for other powers to grip your mind. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Magical Fortitude **Level 9**

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

Divine Access **Level 11**

Your mystery offers you strange access to spells typically reserved for more conventional worshippers. Choose one deity who grants one of your mystery's granted domains. Add up to three cleric spells of your choice granted by that deity to your spell list, and to your spell repertoire as soon as you can cast spells of the appropriate rank.

Major Curse **Level 11**

You've learned to better tolerate the conflicting powers wreaking havoc on your body. The maximum cursebound value you can have increases from cursebound 2 to cursebound 3.

Oracular Senses **Level 11**

You have always been able to sense a bit more than others. Your proficiency rank for Perception increases to expert.

Weapon Expertise **Level 11**

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons and unarmed attacks increase to expert.

Light Armor Expertise **Level 13**

You've learned how to dodge while wearing light or no armor. Your proficiency rank for light armor and unarmored defense increases to expert.

Premonition's Reflexes **Level 13**

A chill runs through your spine as danger strikes, giving you a hair's more time to dodge or cover yourself. Your proficiency rank for Reflex saves increases to expert.

Weapon Specialization **Level 13**

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

Master Spellcaster **Level 15**

You truly understand the deep and complex divine power within your mystery. Your proficiency ranks for spell attack modifiers and spell DCs increase to master.

Extreme Curse **Level 17**

You have mastered a precarious balance between the conflicting divine powers of your mystery, allowing you to tolerate a perilous degree of divine curse. The maximum cursebound value you can have increases from cursebound 3 to cursebound 4.

Greater Mysterious Resolve **Level 17**

Your time spent in contemplation of the mysteries of creation has given you a powerful mind and soul. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success instead. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

Legendary Spellcaster **Level 19**

You can harness divine power at a level few others can match. Your proficiency ranks for spell attack modifiers and spell DCs increase to legendary.

Oracular Clarity

Level 19

You now fully grasp the nature of the divine power behind your mystery, allowing you to work magic akin to miracles. Add two common 10th-rank divine spells to your repertoire. You gain a single 10th-rank spell slot you can use to cast one of those two spells using oracle spellcasting. You don't gain more 10th-rank spells as you level up, unlike other spell slots, and you can't use 10th-rank slots with abilities that give you more spell slots or that let you cast spells without expending spell slots. You can take the Oracular Providence feat to gain a second slot.

Oracle Feats

Name	Lvl	Prerequisite	
Foretell Harm	1		Your magic echoes ominously as you glimpse injury in the target's future.
Glean Lore	1		You tap into the collected lore of the divine, accessing a variety of potentially useful information.
Nudge the Scales	1		You lay a finger on the scales of life and death to heal a creature, regardless of whether it's living or undead.
Oracular Warning	1		You have a premonition about impending danger that you use to warn your allies.
Reach Spell	1		You can extend your spells' range.
Whispers of Weakness	1		Voices whisper to you how to best lay a creature low.
Widen Spell	1		You manipulate the energy of your spell, causing it to spread out and affect a wider area.
Cantrip Expansion	2		Study broadens your range of simple spells.
Divine Aegis	2		A barrier offers protection against other magic but leaves you exposed to divine energy.
Domain Acumen	2		Every oracle's mystery touches on a divine domain of the deities that fuel it; you can access that power.
Meddling Futures	2		You open yourself to the guidance of whatever spirits or powers deign to help you.

<u>Bespell Strikes</u>	4		You siphon spell energy into one weapon you're wielding, or into one of your unarmed attacks, such as a fist.
<u>Irezoko Tattoo</u>	4	Expert in Arcana OR Expert in Occultism	Your face bears an intricate magical tattoo known as the irezoko, a badge of your understanding of your chosen field of magic and a recognition of your advancement within Absalom's College of Mysteries.
<u>Knowledge of Shapes</u>	4	Reach Spell OR Widen Spell	Inspiration lets you surpass your preconceptions of your spells' limits.
<u>Prayer-Touched Weapon</u>	4	Divine Spell / You follow good-aligned deity	You coat a weapon you're wielding in prayers and the divine power given to you by your deity.
<u>Sacral Lord</u>	4	Trained in Occultism OR Trained in Religion	By right of ritual or sheer stubbornness, you have claimed rulership of the land.
<u>Thousand Visions</u>	4		You open your senses to numerous visions of the immediate future.
<u>Undying Conviction</u>	4	Able to create or control undead; cleric with a negative font, oracle of bones, or necromancer wizard	Your presence has a bolstering effect on your undead minions.
<u>Advanced Revelation</u>	6	Initial Revelation Spell	Divine power reveals greater mysteries to you.
<u>Detonating Spell</u>	6		Your spell becomes volatile and explosive.
<u>Gifted Power</u>	6		Your mystery grants you additional magic.
<u>Spiritual Senses</u>	6		You have a vague connection to the Ethereal Plane that enables you to notice spirits.
<u>Steady Spellcasting</u>	6		You don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.
<u>Chaotic Spell</u>	8		Your foe can hardly predict and counter your moves if you yourself have no idea what will happen.
<u>Debilitating Dichotomy</u>	8		You reveal a glimpse of the impossible conflicts between the divine anathema behind your curse, forcing you to reckon with another's conflicts as well.

<u>Read Disaster</u>	8		You spend 10 minutes and open yourself to the divine mysteries of the world, peering into the most sinister portents of the future.
<u>Surging Might</u>	8		You focus the power of your spell to overcome enemies' resistances.
<u>Water Walker</u>	8		When in the throes of your curse, your steps take on a supernatural buoyancy.
<u>Consecrate Spell</u>	10	ability to cast focus spells, divine spells	You infuse a spell with the power of your faith, consecrating it.
<u>Quickened Casting</u>	10		If your next action is to cast a cantrip or a spell that is at least 2 ranks lower than the highest-rank spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).
<u>Roll the Bones of Fate</u>	10	Bones Mystery or Lore Mystery	You roll a handful of bones to learn (or perhaps influence) the future course of events.
<u>The Dead Walk</u>	10	Ancestors Mystery or Battle Mystery	You beseech warrior spirits to come forth and aid you.
<u>Trial by Skyfire</u>	10	Cosmos Mystery or Flames Mystery	Your lips murmur as you portend a great disaster, one you hope you survive.
<u>Waters of Creation</u>	10	Life Mystery or Tempest Mystery	Water is the source of life, and you draw upon this primordial force to heal your allies' wounds.
<u>Domain Fluency</u>	12	Domain Acumen	You command a deep understanding of the domains related to your mystery.
<u>Epiphany at the Crossroads</u>	12		The crossroads between life and death is a place that can reveal many secrets.
<u>Greater Revelation</u>	12	Initial Revelation Spell	You unlock deeper revelations hidden within your mystery.
<u>Magic Sense</u>	12		You have a literal sixth sense for ambient magic in your vicinity.
Necromancer's Visage	12	ability to create or control undead; cleric with a negative font, oracle of bones, or necromancer wizard	Necromantic energy demonstrates your power over undead, creating a demeanor that commands their fear and respect.
<u>Forestall Curse</u>	14		You've learned to hold back your curse.

<u>Lighter than Air</u>	14	Water Walker	Your mysterious steps become even lighter, transcending the mortal world altogether.
<u>Mysterious Reportoire</u>	14		Your mystery holds unknowable depths of magic not always associated with the divine.
<u>Purifying Breeze</u>	14	Divine Spells	You transfer the divine essence of your magic to the air around you, cleansing it of toxins.
<u>Revelation's Focus</u>	14		The further extents of your mystery provide an endless wellspring of magic.
<u>Sacral Monarch</u>	14	Sacral Lord; Master in Occultism or Master in Religion	You have come into your full powers and are truly a monarch of your realm, by your own definition at least.
<u>Supuchral Sublimation</u>	14	ability to create or control undead; cleric with a negative font, oracle of bones, or necromancer wizard	You repurpose the negative energy that flows through your minions at a moment's notice.
<u>Conduit of Void and Vitality</u>	16	Any Oracle Mystery	You use the unstable energy of your curse to manipulate the most basic of divine magic.
<u>Diverse Mystery</u>	16		You have broadened your understanding of the divine and can tap into the wonders of a different mystery.
<u>Portentious Spell</u>	16		Your spellcasting is rife with strange lights, mild fumes, and other captivating effects that befuddle your foes.
<u>Blaze of Revelation</u>	18		Your mind and body can, for a short time and with great peril, surpass the final limits of your curse.
<u>Divine Effusion</u>	18		The power of your mystery surges through you like a font of divine energy, even when your own magic dwindle.
<u>Mystery Conduit</u>	20		The power of your mystery enables you access to myriad magic.
<u>Oracular Providence</u>	20	Oracular Clarity	Your mystery grants you access to deep reserves of truly miraculous divine power.
<u>Paradoxical Mystery</u>	20	Greater Revelation	The truest depths of your divine mystery are fathomless and contradictory, granting you changing powers that even you can barely begin to fathom.
<u>Scapegoa Parallel Self</u>	20		You've realized a way to manipulate the effects of your oracular curse.

Oracle Focus Spells

<https://2e.aonprd.com/Spells.aspx?Trait=319>

Mysteries

Choose the divine mystery that fuels your mystical power. Your mystery might represent a pantheistic devotion to all the deities with power over the subject of your mystery, veneration of a particular ideal, or a conduit to raw divine energy. Whatever its origin and nature, your mystery determines the revelation spells you can cast and the oracular curse that overtakes your body. You learn skills related to that mystery, gain access to a cantrip, and gain a special benefit drawn from the combined divine knowledge and experience of your mystery.

Reading a Mystery Entry

A mystery entry contains the following information, followed by a description of that mystery's curse.

Granted Spells: You automatically add the spells listed here to your spell repertoire. At 1st level, you gain a cantrip and a 1st-rank spell. You learn the other spells on the list as soon as you gain the ability to cast oracle spells of that rank.

Revelation Spells: You automatically gain your mystery's initial revelation spell at 1st level and can gain more by selecting the Advanced Revelation, Greater Revelation, and Diverse Mystery oracle feats.

Related Domains: These are the cleric domains associated with your mystery. You gain domain spells, which you can cast as revelation spells, by taking the Domain Acumen and Domain Fluency feats. At 11th level, the divine access class feature also gives you additional slotted spells based on your domains.

Mystery Skill: You become trained in the listed skill. A few mysteries make you trained in more than one skill.

Oracle Feat: You gain this 1st-level oracle feat. This is a cursebound feat, so using it aggravates your oracular curse.

Ancestors

The voices of generations past speak to you, and you hear their words. You might resent the constant interruption, or you might revere the spirits of those who came before. Perhaps you hail from a culture with strong ancestral traditions, such as the Shoanti Skoan-Quah (Skull Clan), a traditional dwarven community that worships Torag's family pantheon, or a group that reveres Erastil. You might commune with powerful psychopomps who shepherd souls to the afterlife of their gods, with the River of Souls itself, or with those spirits who have become trapped outside of the great cycle of spiritual rebirth. You learn from their whispers and the fragments of their memories, but opening your mind to their knowledge and experience also allows them to meddle in your worldly affairs.

Granted Spellscantrip: guidance; 1st ill omen; 2nd ghostly carrier; 5th dreaming potential

Revelation Spells: initial: ancestral touch; advanced: ancestral defense; greater: ancestral form

Related Domains: death, duty, family, soul

Mystery Skill: Society

Oracle Feat: [Whispers of Weakness](#)

Curse of Ancestral Meddling

The ancestral spirits you commune with haunt you and meddle with your belongings and actions, either out of a well-intentioned (but ultimately detrimental) attempt to assist you, as punishment for your audacity in circumventing the traditional means of achieving divine power, for their own amusement, or a mixture of the above. When you have the cursebound condition, you are clumsy with a value equal to your cursebound value as the spirits of your ancestors temporarily possess you and vie for control in your mind, hindering your movements.

Ash

You see all things in the world as fleeting and temporary, waiting to be purified into their base essence: the ash left behind after a burning fire. While you understand fire as a necessary part of this process, you see it mostly as a tool to achieve final purity, not the true goal. You have much in common with oracles with the flames mystery, but you may consider them to be shortsighted, or at best, simply lacking in understanding of the truths that their burning fires impart.

You might see ash as the only true representation of the impermanent nature of life and its pointless existence. Alternatively, you may see the benefit ash can have on soils and farmlands as part of a larger cycle of death and rebirth. Perhaps you see the phoenix, with its life cycle of being reduced to ash and reborn, as a sacred creature that has achieved a higher state of being and is worthy of imitation, or perhaps you see it as a tragic creature that can never reach the goal of perfection. If you follow a deity, you might follow gods of fire like Sarenrae, those who burn impurities to ash such as Brigh or Torag, or those who strive to burn all things to ash, such as the archdevil Moloch or the demon lord Flauros.

Granted Spells: ignition; 1st breathe fire; 2nd mist; 6th disintegrate

Revelation Spells: initial: ashen wind; advanced: incendiary ashes; greater: ash form

Related Domains: destruction, dust, fire, nothingness

Mystery Skill: Occultism

Oracle Feat: [Whispers of Weakness](#)

Curse of Creeping Ashes

Your body is slowly being consumed by the fires of your internal power, purifying you with each passing day. You are occasionally wracked with dry, wheezing coughs, and wherever you go you leave behind a fine trace of ash that falls from your body.

Cursebound 1 You gain weakness 2 to fire damage. Any immunity or resistance you have to fire is suppressed.

Cursebound 2 Swirling ash imposes a -2 circumstance penalty to ranged attack rolls you make.

Cursebound 3 Your weakness to fire damage is equal to $5 + \text{your level}$.

Cursebound 4 You take a -10-foot status penalty to all your Speeds as your limbs begin to crumble like ash.

Battle

Warlike forces fill you with physical might and tactical knowledge, aiming to have you uphold the glory of combat, fight to improve the world, prepare against the necessity of conflict, or endure the inevitability of war. You might draw upon deities such as Gorum, Iomedae, Rovagug, the Horseman of War Szuriel, the Queen of the Night Eiseth, the Vudrani god Diomazul, and others, or you might find power in the unending conflict between the armies of Heaven and Hell, the Elemental Planes, the Outer Gods, or even the collective spirits of those who fought in wars over the ages.

Granted Spells: cantrip: shield; 1st sure strike; 2nd telekinetic maneuver; 4th weapon storm

Revelation Spell: sinitial: weapon trance; advanced: battlefield persistence; greater: revel in retribution

Related Domains: destruction, might, protection, zeal

Mystery Skill: Athletics

Oracle Feat: [Oracular Warning](#)

Curse of the Mortal Warrior

You thrive in the thick of battle, but your mystery's sheer focus on the physical and material leaves your soul weak against the tricks of spellcraft. You smell faintly of steel and blood no matter how you try to remove or mask the scent, you appear more imposing and muscular than you actually are, and you hear the faint clash and clamor of battle in the distance at all times.

Cursebound 1 Spells have an easier time wounding you. You gain weakness 2 to any damage dealt by a spell. Any immunity or resistance you have to spells is suppressed. This applies only to spells, not other magical abilities.

Cursebound 2 You take a -1 status penalty to saving throws against spells.

Cursebound 3 Your weakness to spells is equal to your level.

Cursebound 4 Your status penalty to saving throws against spells increases to -2.

Blight

A spring bud will wither, a mighty oak will crash to the forest floor, and a callow youth will grow into maturity, then decline into old age. You know none of these things are cause for alarm or sadness. Decay is an essential part of nature's cycle, as the old pass away to make room for, or to nourish, the new. After all, the flower must fall for the seed to grow, and the toppled tree not only makes room for new saplings to flourish, but also forms a home for many types of flora, fauna, and fungi. Disease, poison, and rot—these are all tools to dispose of creatures that have come to the end of their usefulness that rest in your hands. You might wield them to bring an end to lingering suffering or to spread contagion over once-thriving lands. Well-meaning doctors, persistent healers, or zealous adventurers may try to stand in your way, but blight will spread in the end.

If you follow a deity, you might work toward the sinister ends of Rider of Disease Apollyon, the demon lord Cyth- V'sug, or the parasitic Ghlaunder. You might find allies among followers of Groetus or the cults of the Outer Gods. If you see your calling as part of the cycle of existence, you might venerate monitor demigods such as Mother Vulture or commune with nature.

Granted Spells: cantrip: caustic blast; 1st noxious vapors; 2nd fungal infestation; 5th toxic cloud

Revelation Spells: initial: ulcerous canker; advanced: purging toxins; greater: accelerated decomposition

Related Domains: death, decay, disorientation, plague

Mystery Skill: Nature

Oracle Feat: [Whispers of Weakness](#)

Curse of Inevitable Rot:

Your magic is a constant reminder that all creatures will eventually submit to the ravages of time and the environment. You are suffused with an aura of decay. Leaves wilt and insects fall out of the sky as you pass, silverware tarnishes in your hands, and the dregs of wine turn to vinegar in your goblet.

Cursebound 1 You gain weakness 2 to acid and poison damage.

Cursebound 2 You take a -1 status penalty to saving throws against diseases and poisons. In addition, anyone attempting to Treat your Disease, Poison, or Wounds takes a -1 status penalty to the associated skill check.

Cursebound 3 Your weakness to acid and poison damage increases to twice your level.

Cursebound 4 Your status penalty to saving throws against diseases and poisons and the status penalty for anyone attempting to Treat your Disease, Poison, or Wounds increases to -2.

Bones

Your mystery imparts an understanding of death and undeath in all their macabre complexity. You might have had a brush with death yourself—maybe even dying and returning to life—or carry the touch of undeath in your blood. If you commune with deities, you might speak with guardians of death like Pharsma and the psychopomp ushers (the most powerful among creatures that guide souls through the afterlife); a bringer of death like the Mantis God Achaekel or the Horseman of the Apocalypse Charon; or a herald of undeath such as Urgathoa.

Granted Spells: cantrip: void warp; 1st grim tendrils; 2nd false vitality; 3rd ghostly weapon

Revelation Spells: initial: soul siphon; advanced: armor of bones; greater: claim undead

Related Domains: death, decay, undeath, vigil

Mystery Skill: Medicine

Oracle Feat: [Nudge the Scales](#)

Curse of Living Death:

Your body is slowly decaying even though you are alive, and using your powers furthers this unnatural living death, making you susceptible to both void and vitality damage. You carry a touch of the grave about you, manifesting as bloodless pallor, a faint smell of earth, or deathly cold skin.

Cursebound 1 You gain weakness 2 to vitality and void damage. You can be hurt by both vitality and void damage even if one or the other normally has no effect on you. Any immunity or resistance you have to vitality or void is suppressed.

Cursebound 2 You take a -1 status penalty to Fortitude saves.

Cursebound 3 Your weakness to vitality and void damage is equal to $5 + \text{your level}$.

Cursebound 4 Your status penalty to Fortitude saving throws increases to -2.

Cosmos

Celestial bodies great and small exert influence on you, giving you sublime cosmic power. Perhaps you see the glittering bodies of the Solavire system, reflecting the light of the dual suns, as a divine blessing, or perhaps you feel drawn to the infinitely dark spaces between. You might uphold deities like Desna, Sarenrae, or the deific lovers Shizuru and Tsukiyo who represent the suns and moons—or you might draw power from dark entities from beyond the core of Solavire, like certain Outer Gods, or destructive gods of the night like Zon-Kuthon or the rat goddess Lao Shu Po.

Granted Spells: cantrip: light; 1st dizzying colors; 2nd darkness; 5th moon frenzy

Revelation Spells: initial: spray of stars; advanced: interstellar void; greater: moonlight bridge

Related Domains: darkness, moon, nothingness, star

Mystery Skill: Nature

Oracle Feat: [Oracular Warning](#)

Curse of the Sky's Call

Your body is drawn toward the heavens, making you lighter and less substantial than you should be. Your eyes glow with starry light, and your hair and clothing float and drift around you. When you have the cursebound condition, you are enfeebled with a value equal to your cursebound value, and you take a status penalty to saves and DCs against all forms of forced movement equal to your cursebound value.

Flames

Fire lives at the center of the world, the center of the sun, and the center of civilization. You might revere this elemental force, siphon power from Ignis, or venerate a collection of deities such as Asmodeus, Sarenrae, the Tian goddess of disasters and volcanoes Lady Nanbyo, or the elemental lord of fire Ymeri.

Granted Spellscantrip: ignition; 1st breathe fire; 2nd blazing bolt; 3rd fireball

Revelation Spells: initial: incendiary aura; advanced: whirling flames; greater: flaming fusillade

Related Domains: dust, fire, star, sun

Mystery Skill: Acrobatics

Oracle Feat: [Foretell Harm](#)

Curse of Engulfing Flames

Fires flare noticeably (though not dangerously) in your presence, you occasionally smoke slightly, and your body is almost painfully hot to the touch. When you have the cursebound condition, you catch fire, taking persistent fire damage equal to your cursebound value. The flames shed light like a torch, and if you enter an environment where they could not burn (such as underwater), you simply seethe with flameless heat. The flames subside when you begin Refocusing to assuage your curse or if you fall unconscious, but they resume if your Refocus activity is interrupted or when you return to consciousness.

Life

The never-ending flow of life force within living beings is palpable to you. You might uphold the sanctity of life, or perhaps you seek to undermine it. You might draw power from the collective vitality of the world's living creatures, hold some connection to Creation's Forge, or revere a collection of deities including Irori, Sarenrae, and the god of medicine Qi Zhong.

Granted Spells: cantrip: vitality lash; 1st soothe; 2nd false vitality; 5th grisly growths

Revelation Spells: initial: life link; advanced: delay affliction; greater: life-giving form

Related Domains: death, healing, pain, soul

Mystery Skill: Medicine

Oracle Feat: [Nudge the Scales](#)

Curse of Outpouring Life:

Life energy flows outward from you and connects you to all living things, but you expend your vital essence to do so. Your presence comforts the ill and injured, causes scars to fade slightly, spurs new growth in plants, and otherwise infuses your surroundings with vitality. As your life force seeps outward, it becomes more difficult to keep your body functioning. Magical effects that restore Hit Points to you take a status penalty equal to your level (minimum 1) times your cursebound value to the number of HP you recover.

Lore

Knowledge and information come freely to you. You might use this lore to gain power or perhaps to understand the divine mysteries of the multiverse. You might have a conduit to the fabled Akashic Record, maintain a subtle telepathic connection to the collective subconscious of all living creatures, or follow in the footsteps of deities such as Abadar, Irori, Nethys, Irori's scholarly nephew Gruhastha, the fey triune goddess of fate Magdh, or the aeon god figure known as the Monad.

Granted Spells: cantrip: read aura; 1st mindlink; 3rd hypercognition; 6th never mind

Revelation Spells: initial: brain drain; advanced: access lore; greater: dread secret

Related Domains: knowledge, magic, secrecy, truth

Mystery Skill: Occultism and one Lore skill of your choice.

Oracle Feat: [Whispers of Weakness](#)

Curse of Torrential Knowledge

You have a link to true divine knowledge, but your mortal mind struggles to process and act on what you know. Loose materials around you, such as dust, grains of rice, and droplets of water, slowly shift to form strange runes or faint, indecipherable writing, and you sometimes speak unintelligible truths or statements in unknown languages without realizing it. You take a status penalty to Perception checks and Will saving throws equal to your cursebound value due to the torrential distractions of unasked-for knowledge flooding your mind. If you are cursebound 4, you additionally can't speak, use linguistic effects, or otherwise communicate with your allies. You can still cast spells, but you're stupefied 1.

Tempest

The fury of the wind and waves pounds in your heart, whether your power flows from natural storms, a conduit to the elemental Planes of Air and Water, or through reverence of deities such as Gozreh, the tengu god of storms Hei Feng, the pirate queen Besmara, or the elemental lords of air and water.

Granted Spells: cantrip: electric arc; 1st thunderstrike; 4th hydraulic torrent; 6th chain lightning

Revelation Spells: initial: tempest touch; advanced: thunderburst; greater: tempest form

Related Domains: air, cold, lightning, water

Mystery Skill: Nature

Oracle Feat: [Foretell Harm](#)

Curse of Inclement Headwinds

The weather seems to always oppose you in ways large and small. Even when you are calm and at rest, your hair and clothing are inconveniently blown about by gentle winds, you are slightly damp from the faintest drizzle, and your touch often comes with a static shock. When you have the cursebound condition, you are opposed by the elements, with the following effects.

Cursebound 1 Lightning is drawn to you. You gain electricity weakness 2 and electricity spells or effects that have additional effects for a creature wearing or holding metal treat you as though you were wearing metal. Any immunity or resistance you have to such spells and effects is suppressed.

Cursebound 2 Blowing winds impose a -2 circumstance penalty to ranged attack rolls you make.

Cursebound 3 Your weakness to electricity is equal to $5 + \text{your level}$.

Cursebound 4 The raging winds push you back, imposing a -10- foot status penalty to all your Speeds.

Time

Whether by accident, fate, or purposeful meddling, you exist slightly outside of time. While initially unmoored by moments, the countless march of milliseconds builds up to drift you further and further out of sync with your natural timeline, often in contradictory directions. You might view this as a blessing, perhaps as a sign you're somehow beyond mortality or you can't be contained within reality's limitations, or you might view it as a cruel curse that causes your life to slip by adrift even as you gain power over time. Many oracles of time are without faith and either come to rely upon their own instincts to survive or turn to strange rituals and forbidden magic in attempts to break free of time's grasp. Those oracles who worship deities most often venerate Pharsma, goddess of fate who sees all possible futures for all who ever lived, or Alseta, goddess of transitions and the passage through time.

Granted Spells: cantrip: time sense; 1st déjà vu; 3rd time pocket; 7th time beacon

Revelation Spells: initial: temporal distortion; advanced: time skip; greater: manifold lives

Related Domains: change, fate, nothingness, time

Mystery Skill: Occultism

Oracle Feat: [Oracular Warning](#)

Curse of Turbulent Moments

Time passes differently for you than for everyone else. You experience fluxes that might manifest as minor day-to-day changes in your apparent age, such as a gray lock of hair or a disappearing wrinkle, or as occasional ghostly temporal afterimages that slightly trail your movement. As you become more affected by your curse, time's passage becomes more disjointed for you, making it difficult for you to react to the quick actions of others. You take a status penalty to your AC against attacks made against you from reactions or free actions and a status penalty to saving throws against effects that would make you fatigued or slowed equal to your cursebound value.

Shaman

While some heroes speak to gods or consort with otherworldly muses, shamans commune with the spirits of the world and the energies that exist in every living thing. These divine adventurers draw upon their power to shape the world and expand the influence of their spiritual patrons. Shamans have strong ties to natural spirits. They form powerful bonds with particular spirits, and as their power grows they learn to call upon other spirits in times of need.

Lvl	Class Features	Spells per Day								
		0	1st	2nd	3rd	4th	5th	6th	7th	8th
1st	Ancestry and Background, Attribute Boosts, Initial proficiencies, Orisons, Spirit, Spirit Animal, Spirit Magic	3	1							
2nd	Skill Feat Hex	4	2							
3rd	2nd-Rank Spells, General Feat, Skill Increase	4	2	1						
4th	Skill Feat, Hex, Wandering Spirit	4	3	2						
5th	3rd-Rank Spells, Attribute Boosts, Ancestry Feat, Skill Increase	4	3	2	1					
6th	Skill Feat, Wandering Hex	4	3	3	2					
7th	4th-Rank Spells, Expert Spellcaster, General Feat, Mysterious Resolve, Skill Increase	4	4	3	2	1				
8th	Skill Feat, Hex, Spirit (Greater)	4	4	3	3	2				
9th	5th-Rank Spells, Ancestry Feat, Magical Fortitude, Skill Increase	4	4	4	3	2	1			
10th	Attribute Boosts, Skill Feat, Hex	4	4	4	3	3	2			
11th	6th-Rank Spells, General Feat, Oracular Senses, Skill Increase, Weapon Expertise	4	4	4	4	3	2	1		
12th	Skill Feat, Hex, Wandering Spirit (Greater)	4	4	4	4	3	3	2		
13th	7th-Rank Spells, Ancestry Feat, Light Armor Expertise, Defensive Robes, Premonition's Reflexes, Skill Increase, Weapon Specialization	4	4	4	4	4	3	2	1	
14th	Skill Feat, Hex, Wandering Hex (2 hexes)	4	4	4	4	4	3	3	2	

15th	8th-Rank Spells, Attribute Boosts, General Feat, Master Spellcaster, Skill Increase	4	4	4	4	4	4	3	2	1	
16th	Hex, Spirit (True), Skill Feat	4	4	4	4	4	4	3	3	2	
17th	9th-Rank Spells, Ancestry Feat, Greater Mysterious resolve, skill increase	4	4	4	4	4	4	4	3	2	1
18th	Skill Feat, Hex	4	4	4	4	4	4	4	3	3	2
19th	General Feat, Legendary Spellcaster, Skill Increase	4	4	4	4	4	4	4	4	3	3
20th	Attribute Boosts, Skill Feat, Hex, Manifestation, Wandering Spirit (True)	4	4	4	4	4	4	4	4	4	4

Key Ability	Hitpoints
Wisdom At first level, your class gives you an ability boost to Wisdom.	1d8 (5) Plus Constitution Modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.



Parent Classes:

Oracle & Witch

Initial Proficiencies:

Perception:

Trained in Perception

Saving Throws:

Trained in Fortitude

Trained in Reflex

Expert in Will

Skills:

Trained in Religion

Choose 2 from Crafting, Diplomacy, Handle Animal, Heal, Nature, Occultism, Survival

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

Attack:

Trained in Simple Weapons

Defense:

Trained in Light and Medium Armor

Class DC

Trained in Shaman Class DC

Spells

Trained in Spell Attack Modifier and Spell DC

Class Features

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

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

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

Initial Proficiencies

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

Spells

A shaman casts divine spells drawn from the shaman spell list. A shaman must choose and prepare her spells in advance.

To prepare or cast a spell, a shaman must have a Wisdom score equal to at least $10 + \text{the spell's level}$. The saving throw DC against a shaman's spell is $10 + \text{the spell's level} + \text{the shaman's Wisdom modifier}$.

Like other spellcasters, a shaman can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on the table. In addition, she receives bonus spells per day if she has a high Wisdom score.

Shamans commune with their spirit animals to prepare their spells. Each shaman must choose a time when she must spend 1 hour each day in quiet contemplation with her spirit animal to regain her daily allotment of spells. A shaman can prepare and cast any spell on the shaman spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily communion.

Orisons

Shamans can prepare a number of orisons, or 0-level spells, each day as noted on the table. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spirit (Su)

A shaman forms a mystical bond with the spirits of the world. She forms a lasting bond with a single spirit, which grants a number of abilities and defines many of her other class features.

At 1st level, a shaman gains the spirit ability granted by her chosen spirit. She adds the spells granted by that spirit to the list of spells that she can cast using spirit magic. She also adds the hexes possessed by that spirit to the list of hexes that she can use with the hex and wandering hex class features.

At 8th level, the shaman gains the abilities listed in the greater version of her selected spirit. At 16th level, the shaman gains the abilities listed for the true version of her selected spirit.

If the shaman takes levels in another class that grants a mystery (such as the oracle), the spirit and mystery must match, even if that means one of them must change. Subject to GM discretion, the shaman can change her former mystery or spirit to make them conform.

Spirit Animal (Ex)

At 1st level, a shaman forms a close bond with a spirit animal tied to her chosen spirit. This animal is her conduit to the spirit world, guiding her along the path to enlightenment. The animal also aids a shaman by granting her a special ability.

A shaman must commune with her spirit animal each day to prepare her spells. While the spirit animal does not store the spells like a witch's familiar does, the spirit animal serves as

her conduit to divine power. If a shaman's spirit animal is slain, she cannot prepare new spells or use her spirit magic class feature until the spirit animal is replaced.

Shaman Bonus Spells

Int Score	Bonus Spells Per Day								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1-11	-	-	-	-	-	-	-	-	-
12-13	1	-	-	-	-	-	-	-	-
14-15	1	1	-	-	-	-	-	-	-
16-17	1	1	1	-	-	-	-	-	-
18-19	1	1	1	1	-	-	-	-	-
20-21	2	1	1	1	1	-	-	-	-
22-23	2	2	1	1	1	1	-	-	-
24-25	2	2	2	1	1	1	1	-	-
26-27	2	2	2	2	1	1	1	1	-
28-29	3	2	2	2	2	1	1	1	1
30-31	3	3	2	2	2	2	1	1	1

Shaman Spells Known

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

Spirit Magic

A shaman can spontaneously cast a limited number of spells per day beyond those she prepared ahead of time. She has one spell slot per day of each shaman spell level she can cast, not including orisons. She can choose these spells from the list of spells granted by her spirits (see the spirit class feature and the wandering spirit class feature) at the time she casts them. She can enhance these spells using any metamagic feat that she knows, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell.

Hex

A shaman learns a number of magical tricks, called hexes, which grant her powers or weaken foes. At 2nd level, a shaman learns one hex. At 4th, 8th, 10th, 12th, 16th, 18th, and 20th level, the shaman learns new hexes. A shaman can select from any of the following hexes or from any of the hexes listed in the description of her chosen spirit. A shaman cannot select a hex more than once unless noted otherwise.

Using a hex is a standard action that doesn't provoke an attack of opportunity unless otherwise noted. The saving throw DC to resist a hex is equal to $10 + 1/2 \text{ the shaman's level} + \text{the shaman's Wisdom modifier}$.

General Feats

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

Skill Increases

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

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

Wandering Spirit (Su)

At 4th level, a shaman can form a temporary bond with a spirit other than the one selected using her spirit class feature. She must make this selection each day when preparing her spells. While this feature is active, she gains the spirit ability granted by the spirit. She also

adds the spells granted by that spirit to her list of spells that she can cast using spirit magic. She does not add the hexes from her wandering spirit to her list of hexes that she can choose from with the hex class feature. At 12th level, she gains the abilities listed in the greater version of her wandering spirit. At 20th level, she gains the ability listed in the true version of her wandering spirit.

Wandering Hex

At 6th level, a shaman can temporarily gain the use of one of the hexes possessed by either one of her spirits. She must make this selection each day when she prepares her spells. For the purposes of this ability, she can select any hex possessed by her spirit or wandering spirit. If she selects it from her wandering spirit, she loses the hex immediately if she bonds with another spirit, although she can then select a different hex to gain using this ability, from either her spirit or her new wandering spirit. At 14th level, a shaman can select two wandering hexes each day instead of one. This ability otherwise functions as the hex class feature.

Expert Spellcaster

The intricacy of your spiritual power has grown clearer over time. Your proficiency ranks for spell attack modifiers and spell DCs increase to expert.

Mysterious Resolve

The power of your mystery blazing in your soul makes it harder for other powers to grip your mind. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Oracular Senses

You have always been able to sense a bit more than others. Your proficiency rank for Perception increases to expert.

Weapon Expertise

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons and unarmed attacks increase to expert.

Light Armor Expertise

You've learned how to dodge while wearing light or no armor. Your proficiency rank for light armor and unarmored defense increases to expert.

Premonition's Reflexes

A chill runs through your spine as danger strikes, giving you a hair's more time to dodge or cover yourself. Your proficiency rank for Reflex saves increases to expert.

Weapon Specialization

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

Defensive Robes

The flow of magic through your spellcasting and your defensive training combine to help you get out of the way before an attack. Your proficiency rank in unarmored defense increases to expert.

Master Spellcaster

You've achieved mastery over your patron's magic. Your proficiency ranks for spell attack modifier and spell DC increase to master.

Greater Mysterious Resolve

Your time spent in contemplation of the mysteries of creation has given you a powerful mind and soul. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success instead. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

Legendary Spellcaster

You can harness divine power at a level few others can match. Your proficiency ranks for spell attack modifiers and spell DCs increase to legendary.

Manifestation (Su)

Upon reaching 20th level, a shaman undergoes a transformation as she manifests as a pinnacle of her main spirit. The nature of this manifestation depends on the shaman's spirit, and is described in its entry.

Spirit Animal

By communing with the incredible powers of her spirit, the shaman forges a cherished bond with one specific servant of that spirit—known as a spirit animal. A spirit animal is a creature chosen by a shaman to serve as a conduit, allowing her to more fully access the magic of her spirit on a daily basis. The shaman's spirit animal also grants her special powers. This ability uses the same rules as the wizard's arcane bond class feature and is treated as a familiar, except as noted below.

A shaman uses her level as her effective wizard level when determining the abilities of her spirit animal. A shaman can select any familiar available to wizards to serve as her spirit animal, although her spirit animal is augmented by the power of her chosen spirit. Once selected, the spirit animal cannot be changed. Although a shaman's spirit animal uses the statistics of a specific animal, it is treated as an outsider with the native subtype for the purposes of spells and abilities that affect it.

Levels of different classes that are entitled to familiars stack with shaman levels for the purpose of determining any spirit animal abilities that depend on the shaman's level. If a shaman possesses such levels in other classes, her spirit animal always uses the shaman rules for spirit animals, not those used by familiars of other classes (such as witches, wizards, or sorcerers with the arcane bloodline). If the shaman has witch levels, her spirit animal also serves as the conduit to her patron and stores her witch spells. The shaman's spirit animal is treated as a familiar for the purposes of all spells, effects, and abilities that affect familiars.

If a spirit animal is lost or dies, it can be replaced after 24 hours through a special ritual that consumes material components worth 500 gp per shaman level. The ritual takes 8 hours to complete. The new spirit animal must be of the same sort of creature as the previous one.

Spirit Animal (Ex): At 1st level, a shaman's spirit animal gains specific abilities, depending upon the type of spirit selected by the shaman using her spirit class feature. These abilities

affect the animal's appearance and grant it special abilities that can aid it in serving the shaman and the spirit it represents and is connected to. These abilities are described in the spirit animal section of each individual spirit description.

Deliver Touch Spells (Su): If a shaman is 3rd level or higher, her spirit animal can deliver touch spells or hexes for her. If the shaman and the spirit animal are in contact at the time the shaman casts a touch spell, she can designate her animal as the "toucher." The spirit animal can then deliver the touch spell just as the shaman would. If the shaman casts another spell before the touch is delivered, the touch spell dissipates. If the shaman activates a hex, her spirit animal can be used to make the touch; she doesn't have to be in contact with the animal to use this ability with hexes.

Alternate Capstones

When a character reaches the 20th level of a class, she gains a powerful class feature or ability, sometimes referred to as a capstone. The following section provides new capstones for characters to select at 20th level. A character can select one of the following capstones in place of the capstone provided by her class. Some capstones are for specific classes, while others are for a range of classes that qualify for them. In some cases, a capstone specifies what ability it replaces. A character can't select a new capstone if she has previously traded away her class capstone via an archetype. Clerics and wizards can receive a capstone at 20th level, despite not having one to begin with.

Arch-Familiar (Su)

At 20th level, the character's familiar is smarter and savvier than plenty of adventurers—and also more dangerous! The familiar's Intelligence increases by 5, and it gains 12 spells levels' worth of spell-like abilities (for example, three daily castings of greater invisibility), drawn from spells its master can cast and using its master's caster levels, DCs, and so forth. This capstone is available to any class with a familiar.

Hex Mastery (Su)

At 20th level, the shaman has learned ever more terrible hexes. She can select one grand hex from the list available to witches.

Perfect Body, Flawless Mind (Ex)

At 20th level, the character's endless training and study has resulted in an unmatched mastery of the self. The character increases her ability scores by a collective total of 8. For example, she can increase one score by 8, or one score by 5 and another by 3, or four scores by 2, and so on. Characters of any class can select this ability.

The Boss (Ex)

At 20th level, the character has become more than just a lone hero—she has become one of the senior figures of her field, with powers and responsibilities to match. The character becomes one of the leading figures in some manner of group or organization, as appropriate to the campaign and the setting. A wizard might become the dean of an arcane university or mages' guild, a fighter could command a mercenary army or a city guard, a cleric might lead a major temple or her own sect, and so forth. The player and the GM should work together to determine the specifics. The character gains the Leadership feat if she does not already have it, and the number of followers that the feat grants is multiplied by 10 (although depending on the campaign and setting, the position may grant other powers as well). If multiple characters in a party select this capstone, the GM may consider pooling them to grant the players a particularly large and powerful organization, such as a small kingdom. Characters of any class can select this ability.

With This Sword (Ex)

At 20th level, the character's blade has become as well-known as the character herself. The character selects one item she has—preferably something iconic and significant, such as a weapon or arcane bond. The item becomes a minor artifact and gains 100,000 gp worth of new powers. The player and the GM should work together to select the new powers, with an eye towards making something memorable yet campaign-appropriate. Characters of any class can select this ability.

Won't Stay Dead (Ex)

At 20th level, the character becomes a paragon of resilience. Once per week, if the character is killed, petrified, or otherwise removed from play, the character manages to survive by some dint of skill or luck and returns at the end of the combat or the scene (GM's discretion). The player and the GM should work together to ensure that the method of the character's survival is at least vaguely plausible, if unlikely. Characters of any class can select this ability.

Spirits

Each shaman must select from the following spirits. Unless otherwise noted, the DC to save against the special abilities granted by a spirit is equal to $10 + 1/2$ the shaman's level + the shaman's Wisdom modifier.

Spirit specializations are more specific focuses for shaman spirits that allow shamans greater flexibility in customizing their characters and building character backstories. One such specialization is presented below, but it is far from the only spirit specialization that exists.

Each spirit specialization replaces one or more hexes that the shaman can gain, as well as one or more of the spirit's abilities and a number of the spells in the spirit's spirit magic spell list. A spirit specialization never replaces all of the spirit's hexes or all of the spirit's abilities.

A spirit specialization is always treated as equivalent to its associated spirit for any effect or prerequisite that is based on spirits. A shaman cannot select a spirit specialization as a wandering spirit, nor can she form a bond with a spirit and a spirit specialization that is associated with it simultaneously—for instance, a shaman with the life spirit cannot form a temporary bond with the restoration spirit specialization.

If a spirit specialization hex or ability calls for a saving throw, the DC of the save is equal to $10 + 1/2$ the shaman's level + her Wisdom modifier.

Ancestors	A shaman that selects the ancestors spirit has wise eyes and thick white or silver hair. Fine wrinkles line the shaman's face, becoming more obvious when she smiles or glowers. When she calls upon one of this spirit's abilities, her hair glows as though lit from within, rustling of its own accord.
Battle	A shaman who selects the battle spirit gains scars from every wound she takes, and the grit of battle always seems to cling on her body.
Bones	A shaman who selects the bones spirit is cadaverously thin, with sunken eye sockets and dead eyes that stare off into the distance.
Dark Tapestry	A shaman who selects the Dark Tapestry spirit is often a misanthropic loner.
Flame	A shaman who selects the flame spirit has a radiant light behind her eyes and the faint smell of smoke about her.
Frost	Far to the north, Erutaki tribes have adapted to life in the bitter cold of the Crown of the World. The frost spirit is seen by some Erutaki as a protector of their way of life, and shamans who commune with the spirit are shown great respect in their communities. A shaman who selects the frost spirit has coarse white hair and always feels cold to the touch.

Heavens	A shaman who selects the heavens spirit has eyes that sparkle like starlight, exuding an aura of otherworldliness to those she is around.
Life	A shaman who selects the life spirit appears more vibrant than most mortals.
Lore	A shaman who selects the lore spirit appears far wiser and knowing that her age would suggest.
Mammoth	A shaman who selects the mammoth spirit is abnormally tall and stocky, with thick shaggy hair
Nature	A shaman who selects the nature spirit takes on an appearance that reflects the aspect of the natural world she has the closest connection to.
Slums	A shaman who selects the slums spirit gains the city's alleys and avenues as steadfast allies.
Stones	The skin of a shaman who selects the stone spirit takes on a rough, stony appearance.
Tribe	A shaman who selects the tribe spirit strives to protect her allies, whether they be a traditional tribal unit or a chosen group of adventuring companions.
Waves	A shaman who selects the waves spirit has a fluid grace that exhibits itself whenever she moves.
Wind	A shaman who selects the wind spirit appears windswept, and her movements seem lithe and carefree.
Wood	A shaman who selects the wood spirit has a skin tone similar to the coloration of trees in her home region. Her vibrant hair is fragrant and resembles leaves and blossoms.

Ancestors

A shaman that selects the ancestors spirit has wise eyes and thick white or silver hair. Fine wrinkles line the shaman's face, becoming more obvious when she smiles or glowers. When she calls upon one of this spirit's abilities, her hair glows as though lit from within, rustling of its own accord.

Spirit Magic Spells: 1st [ill omen](#), 2nd [ghostly carrier](#), 3rd [heroism](#), 4th [pernicious poltergeist](#), 5th [dreaming potential](#), 6th [heroism \(upcast\)](#), 7th [curse of the spirit orchestra](#), 8th [pinpoint](#), 9th [heroism upcast](#), 10th [nullify](#),

Hexes: A shaman who chooses the Ancestors spirit can select from the following hexes.

Ancestral Blessing (Su): The shaman can grant the blessings of her ancestors to any ally within 30 feet. The blessed creature receives a +1 competence bonus on attack and damage rolls. This blessing lasts until the blessed creature hits with an attack or deals damage to a target. The shaman can have only one ancestral blessing active at a time. If the shaman uses this ability again, the previous blessing immediately ends. At 8th level and 16th level, the bonuses provided by this blessing increase by 1.

Ghost Blade (Su): The shaman can touch a creature to grant all of her weapons the ghost touch weapon property for a number of rounds equal to her Charisma bonus. Once a creature has been the target of this ability, it cannot be the target of this ability again for 24 hours.

Intercessor (Sp): The shaman can invoke an ancestor spirit into an intact, humanoid or monstrous humanoid corpse to learn what the body knew in life. The acts as speak with dead, but the shaman may ask only a single question. If an animated corpse or undead is targeted with this ability, the hex immediately fails. Once a corpse has answered a single question, it cannot be targeted with this ability again.

Might of the Fallen (Su): The shaman can call upon the ancestral heroes of her family to bolster ailing allies. As a standard action, the shaman can cure 1 point of temporary ability damage affecting the creature touched. At 7th level, this increases to 1d4 points of temporary ability damage. Once a creature has been the target of this hex, it cannot be the target of this hex again for 24 hours.

Wisdom of the Ages (Su): The shaman can call upon her ancestors for lore and guidance. She can use her Wisdom modifier instead of her Intelligence modifier on all Intelligence-based skill checks.

Spirit Animal: The shaman's spirit animal has streaks of gray or silver hide, hair, or fur, and long facial hair that appears similar to a wispy mustache or bushy eyebrows. The spirit animal can speak and understand a number of bonus languages equal to the shaman's Charisma bonus.

Spirit Ability: A shaman who chooses the Ancestors spirit as her spirit or wandering spirit gains the following ability.

Ancestor's Council (Su): As a standard action the shaman can call upon her ancestors to provide advice and assistance to one ally within 30 feet. The ally gains a +2 bonus on any attack roll, saving throw, ability check, or skill check made before the beginning of the shaman's next turn. The shaman can use this ability a number of times per day equal to $3 +$ her Charisma bonus.

Greater Spirit Ability: A shaman who chooses the Ancestors spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Ancestral Weapon (Su): As a standard action, the shaman can summon an appropriately-sized simple or martial weapon with a +1 enhancement bonus from her family's history. She is always considered proficient with this weapon. At 15th level and 19th level, the weapon's enhancement bonus increases by 1. At 11th level, the weapon gains the ghost touch weapon property. The shaman can use this ability for a number of minutes per day equal to her shaman level. This duration does not need to be consecutive, but it must be used in 1-minute increments. The weapon disappears 1 round after leaving the shaman's grasp.

True Spirit Ability: A shaman who chooses the Ancestors spirit as her spirit or wandering spirit gains the fo

Ancestral Guardian (Sp): The shaman can call on the ancient allies of her ancestors to physically appear and assist her, even if they have moved on to new roles in the cosmos. Once per day as a standard action, the shaman can cast planar ally. Although there is no cost to use the spelllike ability, the planar ally demands payment for services it performs as normal for the spell.

Manifestation: Upon reaching 20th level, the shaman becomes one with the spirits of her ancestors. She gains a bonus on Will saving throws equal to her Charisma modifier, blindsense out to a range of 60 feet, and a +4 bonus to her caster level for all divination spells. She can cast astral projection as a spell-like ability once per day without requiring material components.

Battle

A shaman who selects the battle spirit gains scars from every wound she takes, and the grit of battle always seems to cling on her body. When she calls upon one of this spirit's abilities, she grows in stature-becoming taller and more muscular, with a grimace of rage stretching across her face.

Spirit Magic Spells: 1st [sure strike](#), 2nd [telekinetic maneuver](#), 3rd [haste](#), 4th [weapon storm](#), 5th [blackfinger's blades](#), 6th [dragon form](#), 7th [haste \(upcast\)](#), 8th [boil blood](#), 9th [crusade](#), 10th [avatar](#),

Hexes: A shaman who chooses the Battle spirit can select from the following hexes.

Battle Master (Ex): The shaman makes an extra attack of opportunity each round. This ability stacks with the attacks of opportunity granted by the Combat Reflexes feat. At 8th level, the shaman gains the Weapon Specialization feat in a weapon of her choice as a bonus feat. At 16th level, the shaman gains the Greater Weapon Focus feat as a bonus feat, for the same weapon chosen for Weapon Specialization. The shaman doesn't need to meet the prerequisites of these feats.

Battle Ward (Su): The shaman touches a willing creature (including herself) and grants a battle ward. The next time a foe makes an attack roll against the target, the ward activates and grants a +3 deflection bonus to the warded creature's AC. Each subsequent time she's attacked, the deflection bonus reduces by 1 (to +2 for the second time she's attacked and +1 for the third). The ward fades when the bonus is reduced to +0 or after 24 hours, whichever comes first. At 8th level, the ward's starting bonus increases to +4. At 16th level, it increases to +5. A creature affected by this hex cannot be affected by it again for 24 hours.

Curse of Suffering (Su): The shaman causes a creature within 30 feet to take more damage from bleed effects and causes its wounds to heal at a slower rate. When the cursed creature takes bleed damage, it takes 1 additional point of bleed damage (even if the bleed is ability damage). Furthermore, when the target is subject to an effect that would restore its hit points, that effect restores only half the normal amount of hit points. This curse lasts for a number of rounds equal to the shaman's level. A creature affected by this hex cannot be affected by it again for 24 hours.

Eyes of Battle (Su): The shaman's senses become magically heightened in the heat of battle. As a swift action, she can grant herself a +10 insight bonus for 1 round on Perception checks made to notice and pinpoint invisible creatures within 30 feet. She can instead use this ability as a swift action to ignore the affects of cover or partial cover (but not total cover) on her next attack, as long as that attack is made before the end of her next turn. The shaman can use this ability a number of times per day equal to her shaman level.

Hampering Hex (Su): The shaman causes a creature within 30 feet to take a -2 penalty to AC and CMD for a number of rounds equal to the shaman's level. A successful Will saving throw

reduces this to just 1 round. At 8th level, the penalty becomes -4. Whether or not the save is successful, a creature affected by a hampering hex cannot be the target of this hex again for 24 hours.

Spirit Animal: The shaman's spirit animal looks like a fiercer version of its species, with rippling muscles and a stockier frame. It gains a +2 natural armor bonus to AC. If it already has a natural armor bonus, the bonus increases by 2 instead.

Spirit Ability: A shaman who chooses the Battle spirit as her spirit or wandering spirit gains the following ability.

Battle Spirit (Su): A shaman surrounds herself with the spirit of battle. Allies within 30 feet of the shaman (including the shaman) receive a +1 morale bonus on attack rolls and weapon damage rolls. At 8th level and 16th level, these bonuses increase by 1. The shaman can use this ability for a number of rounds per day equal to $3 + \text{her Charisma modifier}$. These rounds do not need to be consecutive.

Greater Spirit Ability: A shaman who chooses the Battle spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Enemies' Bane (Su): As a swift action, the shaman imbues a single weapon she's wielding with the bane weapon special ability, choosing the type of creature affected each time she does. The effect lasts for 1 minute. If the weapon already has the bane weapon special ability of the type chosen, the additional damage dealt by bane increases to $4d6$. The shaman can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$.

True Spirit Ability: A shaman who chooses the Battle spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Paragon of Battle (Su): As a standard action, the shaman assumes a form that combines the effects of enlarge person and deadly juggernautUC for 1 minute or until dismissed. The shaman can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of battle. As a full-round action, she can make a full attack and move up to her speed (either before or after the attacks). Whenever she scores a critical hit, the attack ignores damage reduction. She gains a +4 insight bonus to AC for the purposes of confirming critical hits against her. If she is reduced to below 0 hit points, she does not die until her negative hit point total exceeds double her Constitution score.

Bones

A shaman who selects the bones spirit is cadaverously thin, with sunken eye sockets and dead eyes that stare off into the distance. Her body has a faint smell of the grave. When she calls upon one of this spirit's abilities, a ghostly wind whips her hair and clothes about, and the unpleasant stench becomes more prominent.

Spirit Magic Spells: cause fear (1st), false life (2nd), animate dead (3rd), fear (4th), slay living (5th), circle of death (6th), control undead (7th), horrid wilting (8th), wail of the banshee (9th)

Hexes: A shaman who chooses the Bones spirit can select from the following hexes.

Bone Lock (Su): With a quick incantation, the shaman causes a creature within 30 feet to suffer stiffness in the joints and bones, causing the target to be staggered 1 round. A successful Fortitude saving throw negates this effect. At 8th level, the duration is increased to a number of rounds equal to her shaman level, though the target can attempt a save each round to end the effect if its initial saving throw fails. At 16th level, the target can no longer attempt a saving throw each round to end the effect, although it still attempts the initial Fortitude saving throw to negate the effect entirely.

Bone Ward (Su): A shaman touches a willing creature (including herself) and grants a bone ward. The warded creature becomes encircled by a group of flying bones that grant it a +2 deflection bonus to AC for a number of rounds equal to the shaman's level. At 8th level, the ward increases to +3 and lasts for 1 minute. At 16th level, the bonus increases to +4 and lasts for 1 hour. Once the bone ward ends, the creature cannot be the target of the hex again for 24 hours.

Deathly Being (Su): If the shaman is a living creature, she reacts to positive and negative energy as if she were undead—positive energy harms her, while negative energy heals her. If she's an undead creature or a creature with the negative energy affinity ability, she gains a +1 bonus to her channel resistance. At 8th level, if she's a living creature she gains a +4 bonus on saves against death effects and effects that drain energy, or if she's an undead creature her bonus to channel resistance increases to +2.

At 16th level, if the shaman is a living creature, she takes no penalties from energy drain effects, though she can still be killed if she accrues more negative levels than she has Hit Dice. Furthermore, after 24 hours any negative levels the shaman has are removed without requiring her to succeed at an additional saving throw. If the shaman is an undead creature, her bonus to channel resistance increases to +4.

Fearful Gaze (Su): With a single shout, the shaman causes one target creature within 30 feet to become shaken for 1 round. A successful Will saving throw negates this effect. At 8th level, she makes the target frightened instead. At 16th level, she makes it panicked instead. This is a mind-affecting fear effect. A creature affected by this hex cannot be affected by it again for 24 hours.

Grave Sight (Su): The shaman sees the states of life, death, undeath, and general health of those around her. When using this ability, she can tell whether or not creatures within 30 feet that she can see are living, wounded, dying, or dead, as well as determine if any are undead. Lastly, she can tell if those creatures are poisoned or diseased. The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Spirit Animal: The shaman's spirit animal gives off a ghostly glow and seems nearly transparent. The animal is under the constant effects of blur, with a caster level equal to the shaman's level.

Spirit Ability: A shaman who chooses the Bones spirit as her spirit or wandering spirit gains the following ability.

Touch of the Grave (Su): As a standard action, the shaman can make a melee touch attack infused with negative energy that deals $1d4 + 1$ points of damage for every 2 shaman levels she possesses. She can instead touch an undead creature to heal it of the same amount of damage. A shaman can use this ability a number of times per day equal to $3 + \text{Charisma modifier}$. At 11th level, any weapon that the shaman wields is treated as an unholy weapon.

Greater Spirit Ability: A shaman who chooses the Bones spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Shard Soul (Su): The shaman gains DR 3/magic. This DR increases by 1 for every 4 shaman levels she possesses beyond 8th. In addition, as a standard action she can cause jagged pieces of bone to explode from her body in a 10-foot radius burst. This deals $1d6$ points of piercing damage for every 2 shaman levels she possesses. A successful Reflex saving throw halves this damage. The shaman can use this ability three times per day, but she must wait $1d4$ rounds between each use.

True Spirit Ability: A shaman who chooses the Bones spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Shedding Form (Su): As a standard action, the shaman sheds her body and becomes incorporeal. While in this form, all of her weapon attacks are considered to have the ghost

touch weapon special ability. The shaman can use this ability for a number of rounds equal to her shaman level, though those rounds do not need to be consecutive.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of death. Once per round, she can cast bleed or stabilize as a free action. If she is reduced to below 0 hit points, she automatically stabilizes. She can cast animate dead at will without paying a material component cost, although she is still subject to the usual Hit Dice control limit. Once per day, she can cast power word kill, but the spell can target a creature with 150 hit points or fewer.

Dark Tapestry

A shaman who selects the Dark Tapestry spirit is often a misanthropic loner. While she may well work with others, she rarely does so of her own volition. Instead, she seeks out the aid of a small group (such as a party of adventurers) as a result of an obscure vision or other influence from the Dark Tapestry that she might not fully comprehend. More often, though, a Dark Tapestry shaman is encountered not as a member of a group, but as the leader of a cult in a remote region—these shamans, of course, work best as NPC villains and not as PCs.

The spirits of the Dark Tapestry have often been known to whisper dangerous secrets to mortals who dwell on sane worlds. Such spirits might be found anywhere touched by the light of baleful stars, but they are most frequently found lurking around unfathomably ancient ruins of aberrant civilizations with links to the Dark Tapestry. On Golarion, these spirits can often be found near old ruins in Osirion or the Sodden Lands, although they are also quite active throughout the county of Versex in Ustalav. Many shamans who invoke the spirits of the Dark Tapestry also worship one or several of the Outer Gods or Great Old Ones of the Elder Mythos, be it out of fear or misinformed adoration. Other entities associated with the Dark Tapestry, particularly the Dominion of the Black, seem less likely to be associated with that realm's spirits, so it may well be that the spirits that shamans call upon when they turn to the Dark Tapestry for power are in fact the idle thoughts of horrors such as Nyarlathotep, Yog-Sothoth, or even Azathoth.

Spirit Magic Spells: entropic shield (1st), contact entity I (2nd), contact entity II (3rd), black tentacles (4th), contact entity III (5th), feeblemind (6th), contact entity IV (7th), insanity (8th), interplanetary teleport (9th)

Hexes: A shaman who chooses the Dark Tapestry spirit can select from the following hexes.

Alien Summons (Su): Whenever the shaman calls or summons one or more creatures, one creature of her choice arrives with the advanced creature simple template. The creature presents a distorted mockery of the usual creature summoned, its body deformed and alien in nature. This chosen creature's anatomy is so confounding that it is immune to the additional damage from critical hits or precision damage (such as that granted by sneak attack).

Brain Drain (Su): As a standard action, the shaman can violently probe the mind of a single intelligent creature within 60 feet. The target can attempt a Will save to negate the effect and immediately know the source of this harmful mental prying. Creatures that fail their saving throws are racked with pain, taking 1d6 points of damage for every 2 shaman levels the shaman has. After successfully damaging a creature with this ability, the shaman can sort through the jumble of stolen thoughts and memories as a fullround action and then attempt a single Knowledge check using the victim's skill bonus rather than her own. If the victim wasn't trained in the Knowledge skill the shaman wishes to use, then this check must be attempted as

if untrained as well. The randomly stolen thoughts remain in the shaman's mind for a number of rounds equal to her Wisdom modifier, and the shaman can attempt one Knowledge check per round using these drained thoughts. This ability does not give access to memories or other personal information known by the victim. Brain drain is a mind-affecting effect.

The shaman can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels beyond 5th, to a maximum of five times per day at 20th level.

Cloak of Darkness (Su): The shaman conjures a cloak of semisolid shadowy darkness that grants her a +4 armor bonus. At 7th level and every 4 levels thereafter, this bonus increases by 2. This bonus is from a force effect. She can use this cloak for 1 hour per day per shaman level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Maddening Whispers (Su): At will as a standard action, the shaman can invoke whispers from spirits of the Dark Tapestry to speak directly into the mind of a single target within 30 feet. These whispers utilize no known language, yet the victim nevertheless feels convinced that, somehow, it was almost able to comprehend the message. The target must succeed at a Will saving throw or be confused for 1 round. At 8th level and again at 16th level, the confusion caused by this hex lasts for 1 additional round. Whether or not the save is successful, the shaman cannot target that creature with this hex again for 24 hours. This is a mind-affecting effect.

Pierce the Veil (Su): The shaman gains darkvision to a range of up to 30 feet. If the shaman already has darkvision, its range increases by 30 feet. At 8th level, this ability becomes enhanced, allowing the shaman to see perfectly in darkness of any kind, even that created by deeper darkness.

Spirit Animal: The shaman's spirit animal has an alien physiology, including twitching tentacles, additional but blind eyes, or strangely deformed limbs. The spirit animal gains the shaman's choice of a swim speed or a climb speed equal to its highest speed, and one of its natural weapons increases in reach by 5 feet. If it did not have a natural weapon, it gains a tentacle attack as a secondary natural weapon with 5-foot reach. Damage for this tentacle is standard for a creature of the spirit animal's size (1d2 for a Tiny spirit animal, or 1d3 for a Small one).

Spirit Ability: A shaman who chooses the Dark Tapestry spirit as her spirit or wandering spirit gains the following ability.

Touch of the Void (Su): As a standard action, the shaman is able to perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every 2 shaman levels she has. At 10th level, any creature the shaman strikes with this touch or with a melee weapon must succeed at a Fortitude saving throw or be fatigued for a number of rounds equal to 1/2 the shaman's level. This has no effect on creatures that are already fatigued. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Greater Spirit Ability: A shaman who chooses the Dark Tapestry spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Horrific Glimpse (Sp): Once per day, the shaman can gain the effects of contact other plane after 1 hour of meditation. No components are required in order to use this ability, but the shaman does not get to select which plane she contacts. Instead, this version of the spell contacts an alien mind from somewhere in the Dark Tapestry, be it a hive mind of alien monstrosities, the disembodied sentience of a dead planet, or even the slumbering and insane mind of a Great Old One or Outer God. The shaman must succeed at a DC 16 Wisdom check rather than an Intelligence check to avoid a decrease in Intelligence or Charisma when using this ability. If she fails the check, her Intelligence and Charisma scores each fall to 8 for 5 weeks, as the alien minds thus contacted prove as destructive to mortal thoughts as direct contact with the most powerful of deities. The types of answers provided by the horrific glimpse, be they true answers, ignorance, lies, or random answers, are considered equal to those of a greater deity if the questions being asked concern the Material Plane, but they are equal to those of a demigod if the questions posed concern any other plane.

Also once per day (but only after first using this ability as per contact other plane), the shaman can reveal a fragment of this horrific vision to another creature, as per phantasmal killer, except that the target takes $1d4+1$ points of Wisdom damage regardless of the results of any of its saving throws. The body of a creature slain by this effect is always hideously mutilated and savaged, making spells like speak with dead useless.

True Spirit Ability: A shaman who chooses the Dark Tapestry spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Unbound Form (Su): The shaman can assume a variety of forms, as per greater polymorph, for 1 minute per day per shaman level. The minutes need not be consecutive, but they must be spent in 1-minute increments. When she assumes these forms, some element of the new shape always sets it apart from a typical specimen, such as strangely colored eyes, limbs that bend in unusual ways, or a slimy coating of mucus over the flesh.

Manifestation: Upon reaching 20th level, the shaman becomes an unnatural spirit of the Dark Tapestry. She gains damage reduction 5/— and immunity to acid, critical hits, and sneak attacks. While she retains much of her original appearance, several minor cosmetic changes leave no doubt as to her now-alien nature. Her eyes might appear as solid spheres of blackness, her fingers might writhe like tentacles, or her legs might bend backward at the knees.

Once per day, the shaman can cast shapechange as a spell-like ability without requiring a material component, but the form the shaman assumes via this spell-like ability is never something that looks of natural origin to the shaman's home world.

Flame

A shaman who selects the flame spirit has a radiant light behind her eyes and the faint smell of smoke about her. When she calls upon one of this spirit's abilities, a hungry spectral flame dances around her body.

Spirit Magic Spells: burning hands (1st), resist energy (2nd), fireball (3rd), wall of fire (4th), summon monster V (fire elementals only) (5th), fire seeds (6th), fire storm (7th), incendiary cloud (8th), fiery body (9th)

Hexes: A shaman who chooses the Flame spirit can select from the following hexes.

Cinder Dance (Ex): The shaman's base speed increases by 10 feet. At 5th level, the shaman receives Nimble Moves as a bonus feat. At 10th level, the shaman receives Acrobatic Steps as a bonus feat. The shaman doesn't need to meet the prerequisites of these feats.

Fire Nimbus (Su): The shaman causes a creature within 30 feet to gain a nimbus of fire. Though this doesn't harm the creature, it does cause the creature to emit light like a torch, preventing it from gaining any benefit from concealment or invisibility. The target also takes a -2 penalty on saving throws against spells or effects that deal fire damage. The fire nimbus lasts for a number of rounds equal to the shaman's level. A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Flame Curse (Su): The shaman causes a creature within 30 feet to become vulnerable to fire until the end of the shaman's next turn (Pathfinder RPG Bestiary 305). If the creature is already vulnerable to fire, this hex has no effect. Fire immunity and resistances apply as normal, and any saving throw allowed by the effect that caused the damage reduces it as normal. At 8th and 16th levels, the duration of this hex is extended by 1 round. A creature affected by this hex cannot be affected by it again for 24 hours.

Gaze of Flames (Su): The shaman sees through fire, fog, and smoke without penalty as long as there is enough light to otherwise allow her to see normally. At 7th level, the shaman can gaze through any source of flame within 10 feet per shaman level, as clairvoyance. The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Ward of Flames (Su): The shaman touches a willing creature (including herself) and grants a ward of flames. The next time the warded creature is struck with a melee attack, the creature making the attack takes 1d6 points of fire damage + 1 point of fire damage for every 2 shaman levels she possesses. This ward lasts for 1 minute, after which it fades away if not already expended. At 8th and 16th levels, the ward lasts for one additional attack. A creature affected by this hex cannot be affected by it again for 24 hours.

Spirit Animal: The shaman's spirit animal is surrounded by a nimbus of flame that gives off light like a candle. This nimbus is warm to the touch, but doesn't cause any damage. The animal is immune to fire damage, but is vulnerable to cold damage (Bestiary 305).

Spirit Ability: A shaman who chooses the Flame spirit as her spirit or wandering spirit gains the following ability.

Touch of Flame (Su): As a standard action, the shaman can make a melee touch attack that deals $1d6 + \text{Charisma modifier}$ points of fire damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$. At 11th level, any weapon she wields is treated as a flaming weapon.

Greater Spirit Ability: A shaman who chooses the Flame spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Fiery Soul (Su): The shaman gains fire resistance 10. In addition, as a standard action she can unleash a 15-foot cone of flame from her mouth, dealing $1d4 + \text{Charisma modifier}$ points of fire damage per shaman level she possesses. A successful Reflex saving throw halves this damage. The shaman can use this ability three times per day, but she must wait $1d4$ rounds between each use.

True Spirit Ability: A shaman who chooses the Flame spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Elemental Form (Su): As a standard action, the shaman assumes the form of a Huge (or smaller) fire elemental, as if using elemental body IV with a duration of 1 hour per level. The shaman can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of flame. The shaman gains fire resistance 30. She can also apply any one of the following feats to any fire spell she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to possess these feats to use this ability.

Frost

Far to the north, Erutaki tribes have adapted to life in the bitter cold of the Crown of the World. The frost spirit is seen by some Erutaki as a protector of their way of life, and shamans who commune with the spirit are shown great respect in their communities.

A shaman who selects the frost spirit has coarse white hair and always feels cold to the touch.

Spirit Magic Spells: frostbite (1st), elemental touch (cold only) (2nd), elemental aura (cold only) (3rd), ice storm (4th), summon monster V (ice elementals only) (5th), freezing sphere (6th), ice body (7th), polar ray (8th), mass icy prison (9th).

Hexes: A shaman who chooses the Frost spirit can select from the following hexes.

Biting Frost (Su): The shaman turns the air frigid around a target within 30 feet for a number of rounds equal to the shaman's Charisma modifier (minimum 1). The target must attempt a Fortitude saving throw at the beginning of each turn or be damaged by exposure to the extreme cold. On a failed save, the target takes 1d6 points of nonlethal damage. On a successful save, the effect ends immediately. Whether or not the initial save is successful, the creature cannot be the target of this hex again for 24 hours.

Hypothermia (Su): The shaman afflicts a creature within 30 feet with hypothermia. The target must attempt a Fortitude saving throw. On a failed save, the target is fatigued for 2 rounds. At 8th and 16th levels, the duration of this hex is extended by 1 round. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Sluggish (Su): The shaman causes the speed of a creature within 30 feet to be halved. The target can attempt a Fortitude saving throw to negate this effect. The penalty lasts for a number of rounds equal to the shaman's character level and does not stack with other effects that reduce speed. Whether or not the save is successful, the creature can't be the target of this hex again for 24 hours.

Tundra Dweller (Su): The shaman touches a willing creature and grants it cold resistance 10 for a number of rounds equal to her Charisma modifier (minimum 1). This resistance does not stack with any other cold resistance, such as from special abilities or magical items. At 8th and 16th levels, the duration of this hex is extended by 1 round. A creature targeted by this hex cannot be affected by it again for 24 hours.

Wilds-Attuned (Ex): The shaman receives Animal Affinity as a bonus feat and gains a +4 insight bonus on Knowledge (nature) checks when in a cold climate.

Spirit Animal: The shaman's spirit animal is covered in a light layer of glimmering frost, and its breath comes out as mist regardless of the temperature. The animal has resistance 5 to cold and electricity.

Spirit Ability: A shaman who chooses the Frost spirit as her spirit or wandering spirit gains the following ability.

Ice Splinter (Su): As a standard action, the shaman can shoot razor-sharp icicles at an enemy within 30 feet as a ranged touch attack. This barrage deals 1d6 points of piercing damage + 1 point for every 2 shaman levels she has. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a frost weapon.

Greater Spirit Ability: A shaman who chooses the Frost spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Frigid Blast (Su): The shaman gains cold resistance 10. In addition, as a standard action, she can summon an icy blast in a 20-foot-radius burst originating from a point she can see within 30 feet. This blast deals cold damage equal to 1d6 per shaman level she has to each creature caught in the burst. Each target can attempt a Reflex saving throw to halve this damage. The shaman can use this ability three times per day, but she must wait at least 1d4 rounds between each use.

True Spirit Ability: A shaman who chooses the Frost spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Guardian of the North (Su): As a standard action, the shaman assumes the form, as beast shape IV, of one of the following animals: dire bear, dire tiger, mastodon, or woolly rhinoceros. The duration of this transformation is 1 hour per level. The shaman can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a being of ice and snow. The shaman gains immunity to cold. She can also apply any one of the following feats to any spell with the cold descriptor that she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to have these feats to use this ability.

Heavens

A shaman who selects the heavens spirit has eyes that sparkle like starlight, exuding an aura of otherworldliness to those she is around. When she calls upon one of this spirit's abilities, her eyes turn pitch black and the colors around her drain for a brief moment.

Spirit Magic Spells: color spray (1st), hypnotic pattern (2nd), daylight (3rd), rainbow pattern (4th), overland flight (5th), chain lightning (6th), prismatic spray (7th), sunburst (8th), meteor swarm (9th)

Hexes: A shaman who chooses the Heavens spirit can select from the following hexes.

Enveloping Void (Su): The shaman curses one creature with the dark void. As a standard action, the shaman can cause one enemy within 30 feet to treat the light level as two steps lower: bright light becomes dim light, normal light becomes darkness, and areas of dim light and darkness become supernaturally dark (like darkness, but even creatures with darkvision cannot see). This effect lasts for a number of rounds equal to the shaman's level. A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Guiding Bodies (Su): Whenever the shaman can see the open sky at night, she can determine her precise location and can add her Wisdom modifier to her Charisma modifier on all Charisma-based skill checks. In addition, once per night while outdoors, she can cast one spell as if it were modified by the Empower Spell, Extend Spell, Silent Spell, or Still Spell feat without increasing the spell's casting time or level. The shaman doesn't need to possess the feat to use this ability.

Heaven's Leap (Su): The shaman is adept at creating tiny tears in the fabric of space, and temporarily stitching them together to reach other locations through a limited, one-way wormhole. As a standard action, the shaman can designate herself or a single ally that she can see who is within 30 feet of her. She can move that creature as if it were subject to jester's jaunt. Once targeted by this hex, the ally cannot be the target of this hex again for 24 hours.

Lure of the Heavens (Su): The shaman's connection to the skies above is so strong that her feet barely touch the ground. At 1st level, she no longer leaves tracks. At 5th level, she can hover up to 6 inches above the ground or liquid surfaces. At 10th level, the shaman gains the ability to fly (as the spell) for a number of minutes per day equal to her shaman level—the duration does not need to be consecutive, but it must be used in 1-minute increments.

Starburn (Su): As a standard action, the shaman causes one creature within 30 feet to burn like a star. The creature takes 1d6 points of fire damage for every 2 levels the shaman possesses and emits bright light for 1 round. A successful Fortitude saving throw halves the damage and negates the emission of bright light. The shaman can use this hex a number of times per day equal to her Charisma modifier (minimum 1), but must wait 1d4 rounds between uses.

Spirit Animal: The flesh of the shaman's spirit animal accurately reflects the bodies that would be visible in the night sky, no matter where the animal is or the time of day. Due to this, it can be used as a system map. In addition, it gains a fly speed of 5 feet; if the animal already has a fly speed, instead its fly speed increases by 10 feet. While the animal is flying, a small nimbus of light surrounds it.

Spirit Ability: A shaman who chooses the Heavens spirit as her spirit or wandering spirit gains the following ability.

Stardust (Sp): As a standard action, the shaman causes stardust to materialize around one creature within 30 feet. This stardust causes the target to shed light as a candle, and it cannot benefit from concealment or any invisibility effects. The creature takes a -1 penalty on attack rolls and sight-based Perception checks. This penalty to attack rolls and Perception checks increases by 1 at 4th level and every 4 levels thereafter, to a maximum of -6 at 20th level. This effect lasts for a number of rounds equal to half the shaman's level (minimum 1). Sightless creatures cannot be affected by this ability. The shaman can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$.

Greater Spirit Ability: A shaman who chooses the Heavens spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Void Adaptation (Su): The shaman gains darkvision 60 feet. If she already possesses darkvision, the range instead increases by 30 feet. In addition, the shaman can see in supernatural darkness, is constantly under the effects of endure elements, and doesn't need to breathe.

True Spirit Ability: A shaman who chooses the Heavens spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Phantasmagoric Display (Sp): The shaman can cast prismatic wall and prismatic spray, each once per day with a caster level equal to her shaman level.

Manifestation: Upon reaching 20th level, the shaman becomes the spirit of heaven. She receives a bonus on all saving throws equal to her Wisdom modifier. She automatically stabilizes if she is reduced to below 0 hit points. She's immune to fear effects, and she automatically confirms all critical hits she threatens. If she dies, she's reborn 3 days later in the form of a star child, maturing over the course of 7 days (as reincarnate).

Life

A shaman who selects the life spirit appears more vibrant than most mortals. Her skin seems to glow, and her teeth are a pearly white. When she calls upon one of this spirit's abilities, her eyes and hair shimmer in the light.

Spirit Magic Spells: : [vitality lash](#), 1st [soothe](#), 2nd [false vitality](#), 3rd [martyr's intervention](#), 4th [vital beacon](#), 5th [grisly growths](#), 6th [field of life](#), 7th [regenerate](#), 8th [moment of renewal](#), 9th [regeneration \(upcast\)](#), 10th [revival](#),

Hexes: A shaman who chooses the Life spirit can select from the following hexes.

Curse of Suffering (Su): The shaman causes a creature within 30 feet to take more damage from bleed effects and causes its wounds to heal at a slower rate. When the cursed creature takes bleed damage, it takes 1 additional point of bleed damage (even if the bleed is ability damage). Furthermore, when the target is subject to an effect that would restore its hit points, that effect restores only half the normal amount of hit points. This curse lasts for a number of rounds equal to the shaman's level. A creature affected by this hex cannot be affected by it again for 24 hours.

Deny Succor (Su): The shaman can place this hex on a single creature within 30 feet. The target does not heal damage from cure spells and does not benefit from any spells or effects that remove conditions. This effect lasts for a number of rounds equal to 1/2 the shaman's level. A successful Will saving throw negates this effect. Whether or not the saving throw is successful, the creature cannot be the target of this hex again for 24 hours.

Enhanced Cures (Su): When the shaman casts a cure spell, the maximum number of hit points healed is based on her shaman level, not the limit imposed by the spell. For example an 11th-level shaman with this hex can cast cure light wounds to heal $1d8+11$ hit points instead of the normal $1d8+5$ maximum.

Life Link (Su): The shaman creates a bond between herself and another creature within 30 feet. Each round at the start of the shaman's turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and the shaman takes 5 points of damage. The shaman can have one bond active per shaman level. The bond continues until the bonded creature dies, the shaman dies, the distance between her and the bonded creature exceeds 100 feet, or the shaman ends it as an immediate action. If the shaman has multiple bonds active, she can end as many as she wants with the same immediate action.

Life Sight (Ex): The shaman can see the states of life, death, and general health of those around her. When she uses this ability, she can tell whether or not creatures within 30 feet of her that she can see are living, wounded, dying, or dead. She can also tell if those creatures are confused, disabled, diseased, nauseated, poisoned sickened or staggered. At 12th level, when using life sight she is able to sense all nearby living creatures; this functions similar to blindsight, but only for living creatures within 30 feet of her. The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Spirit Animal: The shaman's spirit animal appears to be a beautiful and very healthy version of its species, and seems especially vibrant and full of life. Her animal companion gains fast healing 1 (Bestiary 300); if the spirit animal already has fast healing, instead its fast healing increases by 1.

Spirit Ability: A shaman who chooses the Life spirit as her spirit or wandering spirit gains the following ability.

Channel (Su): The shaman can channel positive energy like a cleric, using her shaman level as her effective cleric level when determining the amount of damage healed (or dealt to undead) and the DC. The shaman can use this ability a number of times per day equal to $1 + \text{her Charisma modifier}$.

Greater Spirit Ability: A shaman who chooses the Life spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Healer's Touch (Su): The shaman gains a +4 bonus on Heal checks. As a standard action, the shaman can move up to half her speed and touch up to six dying creatures. Each creature is automatically stabilized without the need of a Heal check.

True Spirit Ability: A shaman who chooses the Life spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Quick Healing (Su): The shaman calls upon her spirit to enhance the speed of her healing abilities. This ability allows her to channel positive energy or cast a cure spell as a swift action. The shaman can use this ability a number of times per day equal to her Charisma modifier.

Manifestation: Upon reaching 20th level, the shaman becomes a perfect channel for life energy. She gains immunity to bleed, death attacks, and negative energy, as well as to the exhausted, fatigued, nauseated, and sickened conditions. Ability damage and drain cannot reduce her to below 1 in any ability score. She automatically succeeds at saving throws against massive damage. When she is reduced to below 0 hit points, she doesn't die until her negative hit point total exceeds double her Constitution score.

Restoration

Spirit Magic Spell: Remove sicknessUM replaces the life spirit's 1st-level spirit magic spell.

Replacement Hexes: The following life spirit hexes replace the curse of suffering and deny succor hexes that a shaman can select from the life spirit.

Shell of Succor (Su): The shaman surrounds one touched creature with a ward of succoring energy, granting the target a number of temporary hit points equal to her Wisdom bonus + an additional 1d6 temporary hit points per 2 shaman levels she has (maximum 10d6). These temporary hit points last a number of minutes equal to the shaman's level.

The target always loses these temporary hit points first, even before other temporary hit points (including those from a kineticist's force ward defense wild talent). If an attack deals fewer points of damage than the target's temporary hit points from this shell of succor ability, it still reduces those temporary hit points but otherwise counts as a miss for the purpose of abilities that trigger on a hit or a miss. The shaman can use this hex a number of times per day equal to 1 + her Charisma bonus.

Spirit Boost (Su): Whenever the shaman casts a healing spell that heals a target up to its maximum hit points, any excess hit points persist for 1 round per shaman level as temporary hit points (up to a maximum number of temporary hit points equal to the shaman's level).

True Spirit Ability: The following true spirit ability replaces the quick healing ability of the life spirit.

Spirit of Life (Su): The shaman's spirit animal transforms into a conduit of life energy able to store succoring magic that can keep the shaman's allies safe. This allows the spirit animal to cast stabilize as a spell-like ability at will using the shaman's level as the spell's caster level. In addition, the shaman can transfer any cure spell (a spell with "cure" in its name) she casts to her spirit animal as a swift action, provided that the spirit animal is within 30 feet of her. This functions like imbue with spell ability, except a spirit animal can be imbued with a cure spell of any spell level that its master can cast regardless of the spirit animal's Intelligence or Wisdom score. The spirit animal can hold the spell indefinitely, but the shaman cannot prepare a new spell in the imbued spell's spell slot until her spirit animal uses the spell or it is slain, or until she dismisses the imbue with spell ability effect (a free action). A spirit animal can be imbued with only one spell at a time in this manner. If the spirit animal is slain while it is imbued with a cure spell, that spell is lost.

Lore

A shaman who selects the lore spirit appears far wiser and knowing that her age would suggest. Though she can seem unassuming, her eyes give the impression she is peering deep into all she looks at, seeing the secrets of the essential merely by concentrating.

Spirit Magic Spells: identify (1st), tongues (2nd), locate object (3rd), legend lore (4th), contact other plane (5th), mass owl's wisdom (6th), vision (7th), moment of prescience (8th), time stop (9th)

Hexes: A shaman who chooses the Lore spirit can select from the following hexes.

Arcane Enlightenment (Su): The shaman's native intelligence grants her the ability to tap into arcane lore. The shaman can add a number of spells from the sorcerer/wizard spell list equal to her Charisma modifier (minimum 1) to the list of shaman spells she can prepare. To cast these spells she must have an Intelligence score equal to at least $10 + \text{the spell's level}$, but the saving throw DCs of these spells are based on her Wisdom rather than Intelligence. When she casts these spells, they are treated as divine rather than arcane. Each time the shaman gains a level after taking this hex, she can choose to replace one of these spells for a new spell on the wizard/sorcerer spell list.

Benefit of Wisdom (Ex): The shaman relies on wisdom rather than intellect to gain and retain knowledge. She can use her Wisdom modifier instead of her Intelligence modifier on all Intelligence-based skill checks.

Brain Drain (Su): As a standard action, the shaman violently probes the mind of a single intelligent enemy within 30 feet. The target can attempt a Will saving throw to negate the effect. If it succeeds, it immediately knows the source of the mental prying; otherwise, it's wracked with pain and takes $1d4$ points of damage for every 2 levels the shaman possesses. On the round following her successful use of this ability, the shaman can take a fullround action to sort through the jumble of stolen thoughts and memories to attempt a single Knowledge check using the victim's bonus with that skill. The random stolen thoughts remain in the shaman's mind for a number of rounds equal to her Charisma modifier (minimum 1), and she can treat the knowledge gained as if she used detect thoughts. This is a mind-affecting effect. Once she successfully affects a creature, she cannot use this hex on that creature again for 24 hours.

Confusion Curse (Ex): The shaman's command of lore can cause weaker minds to become mired in confusion. The shaman chooses a single intelligent target within 30 feet. That creature must succeed at a Will saving throw or become confused for a number of rounds equal to the shaman's Charisma modifier (minimum 1). Once affected by this hex, the creature cannot be the target of this hex again for 24 hours.

Share Knowledge (Su): The shaman targets a single willing ally within 30 feet and shares her knowledge and experience with that target for a number of minutes equal to her Charisma modifier. During that time, the subject knows the languages that the shaman does and uses the shaman's skill modifier on all Knowledge checks instead of its own. A creature affected by this hex cannot be affected by it again for 24 hours.

Spirit Animal: The shaman's spirit animal appears to be quiet and unassuming. It gains a +2 bonus on Initiative checks and a +4 bonus on Stealth checks.

Spirit Ability: A shaman who chooses the Lore spirit as her spirit or wandering spirit gains the following ability.

Monstrous Insight (Su): The shaman can identify creatures and gain insight into their strengths and weaknesses. As a standard action, the shaman can attempt a Knowledge skill check to identify a creature and its abilities (using the appropriate skill for the monster's type) with an insight bonus equal to her shaman level. Whether or not the check is successful, she also gains a +2 insight bonus for 1 minute on attack rolls made against that creature and a +2 insight bonus to her AC against attacks made by that creature. These bonuses last for 1 minute. The shaman can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$.

Greater Spirit Ability: A shaman who chooses the Lore spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Automatic Writing (Su): Once per day, the shaman can spend 10 minutes in uninterrupted meditation to tap into greater understanding. During this period, her hands produce mysterious writings pertaining to the future. This writing takes the form of divination with 90% effectiveness. The shaman can use this ability an additional time per day at 12th, 16th, and 20th levels.

True Spirit Ability: A shaman who chooses the Lore spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Perfect Knowledge (Ex): The shaman gains the benefit of the tongues spell permanently. She also gains a +10 competence bonus on all Knowledge, Linguistics, and Spellcraft checks.

Manifestation: Upon reaching 20th level, the shaman becomes an unending font of knowledge and lore. She can take 20 on all Knowledge skill checks, including those she isn't trained in. Her understanding of the fundamental underpinnings of reality has also become so advanced that she can cast wish once per day. This doesn't require a material component, but the wish cannot be used to grant ability score bonuses or replicate spells with expensive material components.

Mammoth

A shaman who selects the mammoth spirit is abnormally tall and stocky, with thick shaggy hair. When she uses a special ability of this spirit, her muscles ripple and flex, and her stature seems even greater than before. At times, particularly when she uses her most powerful abilities, a ghostly image of a mammoth may seem to rise around her as a visible aura of ghostly power.

Spirit Magic Spells: enlarge person (1st), bull's strength (2nd), rage (3rd), stoneskin (4th), beast shape III (5th), tar poolUC (6th), summon nature's ally VII (7th), frightful aspectUC (8th), polar midnightUM (9th).

Hexes: A shaman who chooses the Mammoth spirit can select from the following hexes.

Burden of the Beast (Su): This ability works as the lodestone ability of the stone spirit.

Mammoth's Hide (Su): The shaman can touch a willing ally and cause its skin to thicken and sprout thick, shaggy fur. The creature gains a +2 enhancement bonus to natural armor and cold resistance 5 for 10 minutes. At 9th level, the enhancement bonus increases to +3 and the cold resistance to 10. At 15th level, this enhancement bonus increases to +4 and the cold resistance to 15. The shaman can use this ability a number of times per day equal to 3 + her Charisma bonus.

Phantom Stampede (Su): The shaman summons a host of ghostly herd beasts to trample a single creature. These phantom beasts affect only the target creature, which is buffeted and pummeled by their passing. The creature takes no damage from the ability, but takes a -4 penalty to its CMD against bull rush, overrun, and trip attempts. Additionally, spellcasters under the effect of this ability take a -4 penalty on concentration checks. The target receives no saving throw to negate this effect. This effect lasts a number of rounds equal to the shaman's level. The creature can't be the target of this hex again for 24 hours.

Primal Speaker (Ex): The shaman can speak with mammoths and any other megafauna or elephant creatures as if she were under the effects of speak with animals. At 5th level, the shaman gains a bonus on Handle Animal checks when dealing with those animals equal to half her shaman level. At 10th level, the shaman can affect one such animal within 30 feet as if she'd cast charm animal (Will negates). Whether or not the target succeeds at the saving throw, it can't be the target of this hex again for 24 hours.

Thunder Foot (Ex): The shaman's body thickens and becomes more muscular. For the purpose of the overrun combat maneuver, she treats her shaman level as her base attack bonus when calculating her CMB and CMD. At 7th level, the shaman gains Improved Overrun as a bonus feat. At 11th level, the shaman gains Greater Overrun as a bonus feat. The shaman doesn't need to meet the prerequisites of these feats.

Spirit Animal: The shaman's spirit animal appears more primal and prehistoric than an ordinary animal of its kind. It gains a +2 inherent bonus to its Strength score. The spirit animal loses this bonus when it manifests as a megafauna companion from the true spirit ability (see page 133).

Spirit Ability: A shaman who chooses the Mammoth spirit as her spirit or wandering spirit gains the following ability.

Powerful Smash (Ex): As a standard action, the shaman can attack an enemy with an unarmed strike as if she had the Improved Unarmed Strike feat. If the shaman hits a creature in this way, that creature must succeed at a Fortitude save ($DC = 10 + \text{half the shaman's class level} + \text{her Charisma modifier}$) or be dazed for 1 round. The shaman can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$.

Greater Spirit Ability: A shaman who chooses the Mammoth spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Strength of the Beast (Ex): The shaman gains a +2 enhancement bonus to her Strength score. This bonus increases by 2 every 6 shaman levels thereafter (at 14th and 20th levels for her spirit, and at 18th level for her wandering spirit).

True Spirit Ability: A shaman who chooses the Mammoth spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Megafauna Companion (Su): The shaman's spirit animal transforms into a megafauna animal companion, using the shaman's shaman level as her effective druid level. The shaman must choose an arsinoitheriumB2, baluchitheriumB3, brontotheriumB6, chalicotheriumB5, deinotheriumB6, elasmotheriumB6, glyptodonB2, mastodon, megalocerosB2, megatheriumB2, uintatheriumB5, or another mammalian megafauna (including most dire animals) that has animal companion statistics. It retains its Intelligence score and the special abilities it gains from the spirit animal class feature, but it also has the statistics and abilities of an animal companion. If the animal companion is dismissed, lost, or dies, it can be replaced in the same way as a normal spirit animal.

Manifestation: At 20th level, the shaman can transform into any animal listed under the megafauna or elephant heading. This ability works as per beast shape IV, but the shaman can activate and dismiss the ability as often as she likes and the duration is permanent.

Nature

A shaman who selects the nature spirit takes on an appearance that reflects the aspect of the natural world she has the closest connection to. A nature shaman from the forest has a green tinge to her skin and hair, with eyes of sparkling emerald and the scent of green leaves and flowers about her. A nature shaman from the tundra is typically alabaster pale, with platinum hair and crystal blue eyes, and her skin always seems strangely cold.

Spirit Magic Spells: charm animal (1st), barkskin (2nd), speak with plants (3rd), grove of respite (4th), awaken (5th), stone tell (6th), creeping doom (7th), animal shapes (8th), world wave (9th)

Hexes: A shaman who chooses the Nature spirit can select from the following hexes.

Entangling Curse (Su): The shaman entangles a creature within 30 feet for a number of rounds equal to the shaman's Charisma modifier (minimum 1). A successful Reflex saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Erosion Curse (Su): The shaman summons the powers of nature to erode a construct or object within 30 feet. This erosion deals 1d6 points of damage per 2 shaman levels, ignoring hardness and damage reduction. If used against a construct or an object in another creature's possession, the construct or the creature possessing the object can attempt a Reflex saving throw to halve the damage. Once an object or a construct is damaged by this erosion, it cannot be the target of this hex again for 24 hours.

Friend to Animals (Su): The shaman can spontaneously cast summon nature's ally spells as a druid. In addition, all animals within 30 feet of the shaman receive a sacred bonus on all saving throws equal to the shaman's Charisma modifier.

Speak with Animals (Ex): Choose a specific kind of animal: eagle, fox, dog, and so on. The shaman gains the ability to converse with that type of animal as if she were under the effects of speak with animal. The shaman gains the ability to communicate with an additional kind of animal for every 3 shaman levels she possesses (two animals at 3rd level, three at 6th, up to a maximum of seven at 18th level).

Stormwalker (Su): The shaman can move through nonmagical fog, rain, mist, snow, and other environmental effects without penalty (see Weather, Core Rulebook 437). She is never slowed by such effects, and she doesn't need to attempt Acrobatics skill checks to move across such surfaces. She can also move through magical environmental effects that she created. At 10th level, the shaman can see twice as far as normal through environmental effects, whether or not they are magical in nature.

Spirit Animal: The shaman's spirit animal looks feral, and appears to be in peak physical form. The animal can move through any sort of undergrowth or natural difficult terrain at its normal speed without taking damage or suffering any other impairment. If the animal has a fly speed, it can ignore the penalty on Fly skill checks for winds up to windstorm strength (see page 439 of the Core Rulebook).

Spirit Ability: A shaman who chooses the Nature spirit as her spirit or wandering spirit gains the following ability.

Storm Burst (Su): As a standard action, the shaman causes a small storm of swirling wind and rain to form around one creature within 30 feet. This storm causes the target to treat all foes as if they had concealment, suffering a 20% miss chance for 1 round plus 1 round for every 4 shaman levels she possesses. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a thundering weapon.

Greater Spirit Ability: A shaman who chooses the Nature spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Spirit of Nature (Su): Whenever the shaman is reduced to below 0 hit points, she automatically stabilizes and gains fast healing 1 for 1d4 rounds. At 15th level, this increases to fast healing 3.

True Spirit Ability: A shaman who chooses the Nature spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Companion Animal (Su): The shaman's spirit animal takes the form of an animal companion (Core Rulebook 51) of her choice, using her shaman level as her effective druid level. The animal retains all the special abilities and the Intelligence score of the spirit animal, but also has the statistics and abilities of an animal companion. If the animal is dismissed, is lost, or dies, it can be replaced in the same way as a normal spirit animal.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of nature. Once per day, she can surround herself with an organic cocoon of silk as a full-round action. While enclosed in the cocoon, she's considered helpless. Eight hours later, she emerges, having changed her type to plant, animal, or humanoid, and having gained superficial physical characteristics of the chosen type as appropriate (see Pathfinder RPG Bestiary). She must choose a type that is different from her current type. This effect change doesn't alter her Hit Dice, hit points, saving throws, skill ranks, class skills, or proficiencies. The effect is permanent, until the shaman chooses to transform again. Each time the transformation is made, the shaman is cleansed of all poisons or diseases, restored to full hit points, and healed of all ability damage.

Slums

A shaman who selects the slums spirit gains the city's alleys and avenues as steadfast allies. The rats in the gutter, the torches along the walls, the coins that flow through the market are all a part of her and serve her whim.

Spirit Magic Spells: 1st [charm](#), 2nd [vomit swarm](#), 3rd [paralyze](#), 4th [liminal doorway](#), 5th [wave of despair](#), 6th [aura of the unremarkable](#), 7th [paralyze \(upcast\)](#), 8th [charm \(upcast\)](#), 9th [resplendent mansion](#), 10th [fabricated truth](#),

Hexes: A shaman who chooses the Slums spirit can select from the following hexes.

Accident (Su): The shaman causes a target within 30 feet to stumble and fall. The shaman attempts a caster level check with a DC equal to the target's CMD against trip attempts. On a successful check, the target falls prone and takes 1d6 points of damage. If the target is adjacent to a pit or similar drop-off, he must also succeed at a Reflex save (with a DC equal to the shaman's caster level check) or fall into the pit. Observers must succeed at a Perception or Sense Motive check with a DC equal to the shaman's caster level check to identify her as the source of the accident.

Bad Penny (Su): As a standard action, the shaman can curse a coin. The next bearer of the cursed coin takes a -2 penalty on all saving throws and skill checks as long he has the coin on his person. Once the coin leaves his person, the curse ends and the coin becomes a mundane piece of tender again. At 8th level, the penalty becomes -4. If the shaman curses a new coin, the previous curse ends. This is a curse effect.

City Spirit (Su): As a swift action, the shaman channels the city's spirit through herself, gaining a +4 bonus on all Dexterity- and Wisdom-based skill checks. She can use this ability for a number of rounds per day equal to $3 + \text{her Charisma modifier}$. These rounds need not be consecutive.

Ward of the City (Su): The spirit of the city shrouds one creature the shaman touches from the hazards of the slums. The warded creature gains a +5 bonus on saves against disease and poison, and a +25% bonus on percentage chances to negate critical hits and sneak attacks. (This stacks with effects such as fortification, or abilities that grant a creature with no chance to negate critical hits a flat 25% chance.) Each time the ward is used (whether the roll is successful or not), the bonuses are reduced by 1 and 5%, respectively. The ward ends when the bonuses are reduced to 0, when the shaman wards a new creature, or after 24 hours, whichever comes first. At 8th level and 16th level, the ward's starting bonuses increase by 2 and 10%, respectively. A creature affected by this hex cannot be affected by it again for 24 hours.

Spirit Animal: The shaman's spirit animal looks like a leaner version of its species, with hungry eyes and a wiry frame. It gains a +4 bonus on initiative checks.

Spirit Ability: A shaman who chooses the Slums spirit as her spirit or wandering spirit gains the following ability.

Doors to Everywhere (Ex): As a standard action, the shaman can step through any door and instantly exit through another distant doorway. Regardless of what spell this functions as, it can transport only you, and both your departure and arrival spaces must be adjacent to a door or similar opening. Initially, this functions as per jester's jauntAPG. At 9th level, the shaman can use this ability as per dimension door. At 14th level, the shaman can use this ability as per tree stride (treating all doors as generic coniferous trees). You can use this ability three times per day, plus one additional time per day at 12th level and at 20th level.

Greater Spirit Ability: A shaman who chooses the Slums spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

City's Shroud (Su): When in an urban environment, the shaman blends into the streets around her, making her difficult to pin down. She gains the evasion and improved uncanny dodge class features.

True Spirit Ability: A shaman who chooses the Slums spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Paragon of the City (Su): As a standard action, the shaman assumes a spirit-infused paragon form that makes her a lethal stalker of the alleys and shadows. She gains the ability to make sneak attacks as a rogue of her shaman level for 1 minute or until dismissed. She can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of the slums. She is immune to all diseases and poisons. When in an urban environment, she gains a +4 insight bonus to her AC and on Reflex saves.

Stone

The skin of a shaman who selects the stone spirit takes on a rough, stony appearance. When the shaman calls upon one of this spirit's abilities, tiny gemstones underneath her flesh pulse with a bright glow, like phosphorescent geodes glittering in a dark cave.

Spirit Magic Spells: magic stone (1st), stone call (2nd), meld into stone (3rd), wall of stone (4th), stoneskin (5th), stone tell (6th), statue (7th), repel metal and stone (8th), clashing rocks (9th)

Hexes: A shaman who chooses the Stone spirit can select from the following hexes.

Crystal Sight (Ex): The shaman sees through stone, earth, or sand as easily as if it were transparent crystal. Her gaze can penetrate a number of feet equal to her shaman level (or 1/12th this thickness of metal). The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Lodestone (Su): The shaman causes one creature within 30 feet to become heavy and lethargic. The creature is treated as if it were carrying a medium load (see Table 7–5 of the Core Rulebook). If the creature is already carrying a medium load, it is instead treated as if it were carrying a heavy load. If the creature is carrying a heavy load, its maximum Dexterity bonus to AC is reduced to +0, it takes a –9 armor check penalty, and its movement is reduced to 5 feet. The effect lasts for a number of rounds equal to the shaman's level. A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Metal Curse (Su): The shaman causes a creature within 30 feet to become slightly magnetic until the end of the shaman's next turn. Whenever the creature is attacked with a melee or ranged weapon constructed primarily of metal, it takes a –2 penalty to AC. At 8th and 16th levels, the penalty increases by –2 and the duration extends by 1 round. Once affected, the creature cannot be the target of this hex again for 24 hours.

Stone Stability (Ex): The shaman receives a +4 bonus to her CMD when resisting bull rush or trip attempts as long as she is standing on the ground. At 5th level, the shaman receives Improved Trip as a bonus feat. At 10th level, the shaman receives Greater Trip as a bonus feat. The shaman does not need to meet the prerequisites of these feats.

Ward of Stone (Su): The shaman touches a willing creature (including herself) and grants a ward of stone. The next time the warded creature is struck with a melee attack, it is treated as if it has DR 5/adamantine. This ward lasts for 1 minute, after which it fades away if not already expended. At 8th and 16th levels, the ward lasts for one additional attack. A creature affected by this hex cannot be affected by it again for 24 hours.

Spirit Animal: The shaman's spirit animal looks as though it's made out of earth and stone, with tiny gemstones embedded in its flesh. The animal gains DR 5/adamantine.

Spirit Ability: A shaman who chooses the Stone spirit as her spirit or wandering spirit gains the following ability.

Touch of Acid (Su): As a standard action, the shaman can make a melee touch attack that deals 1d6 points of acid damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a corrosiveUE weapon.

Greater Spirit Ability: A shaman who chooses the Stone spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Body of Earth (Su): The shaman gains DR 2/adamantine. This DR increases by 1 for every 4 levels beyond 8th the shaman possesses. In addition, as a standard action, she can cause jagged pieces of stone to explode from her body in a 10-foot-radius burst. This deals 1d6 points of piercing damage per 2 shaman levels she possesses. A successful Reflex saving throw halves this damage. The shaman can use this ability three times per day, but she must wait 1d4 rounds between each use.

True Spirit Ability: A shaman who chooses the Stone spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Elemental Form (Su): As a standard action, the shaman assumes the form of a Huge (or smaller) earth elemental, as elemental body IV with a duration of 1 hour per level. The shaman can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a being of acid and earth. The shaman gains acid resistance 30. She can also apply any one of the following feats to any acid or earth spell she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to possess these feats to use this ability.

Tribe

A shaman who selects the tribe spirit strives to protect her allies, whether they be a traditional tribal unit or a chosen group of adventuring companions.

Spirit Magic Spells: bless (1st), shield other (2nd), create food and water (3rd), spiritual ally (4th), life bubble (5th), battlemind link (6th), vision (7th), discern location (8th), mass heal (9th).

Hexes: A shaman who chooses the Tribe spirit can select from the following hexes.

Curse of Faltering (Su): As an immediate action when an enemy within 30 feet threatens a critical hit, the shaman can force the creature to reroll its original attack roll with a penalty equal to the shaman's Charisma modifier. The target can attempt a Will save to negate this ability. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. This is a curse effect.

Curse of Isolation (Ex): The shaman makes an enemy within 30 feet keenly feel its status outside the tribe. For a number of rounds equal to the shaman's level, the target gains no benefit from flanking or the aid another action, and it doesn't benefit from morale bonuses. The target can attempt a Will save to negate this ability. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. This is a curse effect.

Steadfast Example (Su): The shaman touches a willing creature and bolsters its mental and emotional defenses. The next time the target attempts a Will saving throw, the subject can use the shaman's Will saving throw bonus instead of his own. The shaman can have only one creature under the effect of this hex at a time, and a creature affected by this hex cannot be affected by it again for 24 hours.

Threatening Coordination Hex (Su): The shaman causes a creature within 30 feet to view the shaman's allies as obstacles. The target treats squares adjacent to the shaman's allies as difficult terrain for a number of rounds equal to the shaman's level, or for 1 round if the target succeeds at a Will saving throw. Whether or not the save is successful, a creature affected by this hex cannot be the target of it again for 24 hours.

Touch of Succor (Su): The shaman can touch a willing creature as a standard action to remove one of the following conditions: fatigued, shaken, or sickened. At 8th level, she adds confused and frightened to the list of conditions she can remove. At 12th level, she also adds dazed, nauseated, and panicked. The shaman can use this ability a number of times per day equal to her shaman level.

Spirit Animal: The shaman's spirit animal has colorations or markings that resemble a totem or important symbol for the shaman's tribe. When the spirit animal successfully performs the aid another action, the bonus it provides increases by 1.

Spirit Ability: A shaman who chooses the Tribe spirit as her spirit or wandering spirit gains the following ability.

Tribal Cooperation (Su): The shaman gains a teamwork feat as a bonus feat. She must meet the feat's prerequisites. As a standard action, the shaman can grant one of her teamwork feats to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 levels the shaman has. Allies do not need to meet the prerequisites of this bonus feat. The shaman can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$.

Greater Spirit Ability: A shaman who chooses the Tribe spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Tribal Bond (Sp): The shaman and her tribe share a transcendent bond. Once per day when she communes with her spirit animal to regain spells, the shaman can select a number of creatures equal to half her shaman level to serve as her honorary tribe. These creatures can constantly communicate with each other, as telepathic bond.

True Spirit Ability: A shaman who chooses the Tribe spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Guardian of the Tribe (Su): The shaman can cast a harmless spell with a range of touch on a member of her tribal bond as long as that creature is within 30 feet. The shaman can use this ability a number of times per day equal to her Charisma modifier (minimum 1). In addition, she is constantly aware of the condition of all members of her tribal bond ability, as status.

Manifestation: Upon reaching 20th level, the shaman embodies the strength and unity of her tribe. She gains a bonus on all of her saving throws equal to her Charisma modifier and becomes immune to compulsion spells and spell-like abilities. Once per day as a standard action, she can attempt to revive a creature connected to her by her tribal bond ability who has died within 1 round as breath of life, except that the spell can be cast at any range as long as the target is on the same plane, and the target regains a number of hit points equal to $10 \times$ the shaman's level (maximum 200).

Waves

A shaman who selects the waves spirit has a fluid grace that exhibits itself whenever she moves. When she calls upon one of this spirit's abilities, floating orbs dance about her, sublimating between icy crystals, misty vapors, and globules of water.

Spirit Magic Spells: hydraulic push (1st), slipstream (2nd), water breathing (3rd), wall of ice (4th), geyser (5th), fluid form (6th), vortex (7th), seamantle (8th), tsunami (9th)

Hexes: A shaman who chooses the Waves spirit can select from the following hexes.

Beckoning Chill (Su): The shaman causes one creature within 30 feet to become more susceptible to the sapping powers of cold for 1 minute. When a creature takes cold damage while under this effect, it is entangled for 1 round. If the creature takes cold damage while already entangled by beckoning chill, the duration of the entangled condition increases by 1 round. Once affected, the creature cannot be the target of this hex again for 24 hours.

Crashing Waves (Su): The force of a waves shaman's water spells can bring even the mightiest of foes to the ground. When the shaman casts a spell with the water descriptor, she does so at 1 caster level higher. If that spell deals damage, the target must succeed at a Fortitude saving throw or be knocked prone. At 8th level, the shaman casts water spells at 2 caster levels higher. At 16th level, her ability to knock creatures prone extends to any spell that deals damage.

Fluid Magic (Su): The shaman's magic is not constrained by the reservoirs of magic that hold others back. She is able to prepare her spirit magic spells in her regular spell slots. If the shaman changes her wandering spirit, any prepared spirit magic spell belonging to that spirit becomes an open spell slot.

Mist's Shroud (Su): The shaman touches a willing creature (including herself) and enshrouds that creature in mist. This grants the creature concealment as the blur spell. The mist dissipates after it causes an attack to miss because of concealment or after 1 minute, whichever comes first. At 8th and 16th levels, the mist lasts for one additional attack. A creature affected by this hex cannot be affected by it again for 24 hours.

Water Sight (Su): The shaman sees through fog and mist without penalty as long as there is enough light to otherwise allow her to see normally. At 7th level, she can use scrying, using any calm pool of water that's at least 1 foot in diameter as the sole focus. At 15th level, this functions as greater scrying. She can use these abilities for a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Spirit Animal: The skin of the shaman's spirit animal constantly distorts, much as a pond's surface ripples when drops of water fall gently into it. The animal gains Mobility as a bonus feat. The animal doesn't need to meet the prerequisites for this feat. In addition, the animal can breathe underwater.

Spirit Ability: A shaman who chooses the Waves spirit as her spirit or wandering spirit gains the following ability.

Wave Strike (Su): As a standard action, the shaman can perform a melee touch attack that drenches a creature and pushes it away. The opponent takes 1d6 points of nonlethal damage + 1 point for every 2 shaman levels they possess and is pushed 5 feet directly away from the shaman. This movement does not provoke attacks of opportunity. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any melee weapon she wields is treated as if it had the quenchingUE weapon special ability.

Greater Spirit Ability: A shaman who chooses the Waves spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Fluid Mastery (Su): The shaman gains a swim speed equal to her base land speed, as well as the ability to breathe underwater. In addition, she can unleash a torrent of ice and water from her hands in a 15-foot cone as a standard action. This torrent deals 1d4 points of cold damage per 2 shaman level she possesses, and pushes affected creatures back 5 feet directly away from the shaman. A successful Reflex saving throw halves the damage and negates the push. The shaman can use this ability three times per day, but she must wait 1d4 rounds between each use.

True Spirit Ability: A shaman who chooses the Waves spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Elemental Form (Su): As a standard action, the shaman assumes the form of a Huge (or smaller) water elemental, as elemental body IV with a duration of 1 hour per level. The shaman can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a master of cold and water. The shaman gains cold resistance 30. She can also apply any one of the following feats to any cold or water spell she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to possess these feats to use this ability.

Wind

A shaman who selects the wind spirit appears windswept, and her movements seem lithe and carefree.

Spirit Magic Spells: 1st [thunderstrike](#), 2nd [mist](#), 3rd [wall of wind](#), 4th [hydraulic torrent](#), 5th [control winds](#), 6th [chain lightning](#), 7th [control weather](#), 8th [whirlwind](#), 9th [wrathful storm](#), 10th [element embodied](#) (air only),

Hexes: A shaman who chooses the Wind spirit can select from the following hexes.

Air Barrier (Su): The shaman creates an invisible shell of air that grants her a +4 armor bonus to AC. At 7th level and every 4 levels thereafter, this bonus increases by 2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against her to suffer a 50% miss chance. The shaman can use this barrier for 1 hour per shaman level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Sparking Aura (Su): The shaman causes a creature within 30 feet to spark and shimmer with electrical energy. Though this does not harm the creature, it does cause the creature to emit light like a torch, preventing it from gaining any benefit it from concealment or invisibility. Furthermore, while the aura lasts, whenever the target is hit with a metal melee weapon, it also takes an amount of electricity damage equal to the shaman's Charisma modifier. The sparking aura lasts a 1 round for every 2 shaman levels the shaman possesses. A creature affected by this hex cannot be affected by it again for 24 hours.

Vortex Spells (Su): Whenever the shaman confirms a critical hit against an opponent with a spell, the target is staggered for 1 round. At 11th level, the duration increases to 1d4 rounds.

Wind Sight (Su): The shaman ignores the penalties on Perception checks caused by wind and the first 100 feet of distance. At 7th level she can, as a standard action, hear or see into any area—as clairaudience or clairvoyance, using that spell's range—provided that there's an unobstructed path for air to travel between the shaman and the target area. This doesn't require line of effect, meaning the path can turn corners and go through spaces as narrow as 1 inch in diameter. The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Wind Ward (Su): The shaman can touch a willing creature (including herself) and grants a ward of wind. This ward lasts for a number of rounds equal to the shaman's level. When a warded creature is attacked with an arrow, ray, or other ranged attack that requires an attack roll, that attack suffers a 20% miss chance. At 8th level, the ward lasts for 1 minute for every level the shaman possesses. At 16th level, the miss chance increases to 50%. Once affected, the creature cannot be the target of this hex again for 24 hours.

Spirit Animal: The shaman's spirit animal crackles with electrical energy when it moves, giving off light like a candle. This electricity deals no damage to the animal or any creature that touches the animal. The animal gains electricity resistance 10.

Spirit Ability: A shaman who chooses the Wind spirit as her spirit or wandering spirit gains the following ability.

Shocking Touch (Su): As a standard action, the shaman can make a melee touch attack that deals $1d6$ points of electricity damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$. At 11th level, any weapon she wields is treated as a shocking weapon.

Greater Spirit Ability: A shaman who chooses the Wind spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Spark Soul (Su): The shaman gains electricity resistance 10. In addition, as a standard action she can unleash a 20- foot line of sparks from her fingertips, dealing $1d4$ points of electricity damage per shaman level she possesses. A successful Reflex saving throw halves this damage. The shaman can use this ability three times per day, but she must wait $1d4$ rounds between each use.

True Spirit Ability: A shaman who chooses the Wind spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Elemental Form (Su): As a standard action, the shaman assumes the form of a Huge (or smaller) lightning elemental^{B2}, as if using elemental body IV with a duration of 1 hour per level. The shaman can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a being of air and electricity. The shaman gains electricity resistance 30. She can also apply any one of the following feats to any air or electricity spell she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to possess these feats to use this ability.

Wood

A shaman who selects the wood spirit has a skin tone similar to the coloration of trees in her home region. Her vibrant hair is fragrant and resembles leaves and blossoms.

Spirit Magic Spells: shillelagh (1st), barkskin (2nd), minor creation (wood items only) (3rd), thorn body (4th), tree stride (5th), ironwood (6th), transmute metal to wood (7th), changestaff (8th), wooden phalanx (9th)

Hexes: A shaman who chooses the Wood spirit can select from the following hexes.

Hex of Lignification (Su): The shaman causes a creature within 30 feet to turn into a twisted, treelike shape for 2 rounds. The target gains hardness 5 but is staggered, and can negate the effect with a successful Fortitude saving throw. Whether or not the target succeeds at its save, it can't be the target of this hex again for 24 hours.

Nature's Gifts (Su): Once per day, the shaman can command trees and other plants to yield magical berries and fruit. This ability functions as goodberry, except the maximum number of hit points it can restore to a subject in a 24-hour period from this hex is equal to the shaman's Charisma modifier (minimum 1 hit point per day).

Spines and Brambles (Su): With a beckoning gesture, the shaman conjures spiny shrubs in a number of squares equal to her Charisma modifier (minimum 1) within 30 feet. The squares become filled with light undergrowth (Pathfinder RPG Core Rulebook 426). The shaman can pass through the affected squares without impediment. When the shaman uses this hex again, any previously conjured undergrowth withers away.

Verdant Path (Sp): Even the most tangled briars make way for the shaman, and suitable roots and branches appear to support her feet. The shaman gains woodland stride, as per the druid ability of the same name. At 8th level, she can use air walk at will whenever she is within 10 feet of a tree, though the effect ends instantly when she moves farther than 10 feet from a tree.

Whispering Leaves (Sp): Whenever the shaman is within 10 feet of a tree or undergrowth, she can cast whispering wind as a spell-like ability with a caster level equal to her shaman level. The targeted area must also contain trees or undergrowth, which relay the message in a gentle, rustling voice. At 8th level, the shaman can also listen to the targeted area as though she were using clairaudience/ clairvoyance for the 1 round during which the hex is delivering the message.

Spirit Animal: The shaman's spirit animal looks like a wooden figurine or a vaguely animal-shaped tree branch when it is motionless. The animal gains freeze as per the universal monster rule (Pathfinder RPG Bestiary 2 297).

Spirit Ability: A shaman who chooses the Wood spirit as her spirit or wandering spirit gains the following ability.

Tree Limb (Su): As a swift action, the shaman can turn one of her arms into a heavy, branch-like limb. She must drop anything held in that hand, and she can't use this ability if she is wearing a shield on that arm. Until the beginning of her next turn, she gains a slam attack that deals 1d8 points of damage (for a Medium shaman; 1d6 if Small, 2d6 if Large). A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

At 8th level, the reach of this slam attack increases by 5 feet. At 16th level, the shaman can transform both of her arms, gaining two slam attacks.

Greater Spirit Ability: A shaman who chooses the Wood spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Bloody Roots (Sp): As a standard action, the shaman can cause a field of thick roots to burrow up from the ground. This ability functions as black tentacles with a caster level equal to the shaman's level. The area is centered on the shaman when she activates the ability but remains stationary if she then moves. The shaman is unaffected by the roots. Her allies treat the area as difficult terrain, but the roots don't attack them. The shaman can end the effect as a free action. She can use this ability a number of rounds per day equal to 3 + her Charisma modifier, but these rounds do not need to be consecutive.

True Spirit Ability: A shaman who chooses the Wood spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Tree Form (Sp): As a standard action, the shaman can assume the form of a plant creature as per plant shape III with a duration of 1 hour per level. She can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a living creature of wood. She is forevermore treated as a plant creature rather than her original creature type for the purposes of spells and magical effects. Her skin takes on the appearance of polished wood grain, and she gains a +4 natural armor bonus to her Armor Class and damage reduction 10/—against wooden weapons and the natural attacks of wooden and wood-like creatures. She gains immunity to paralysis, poison, polymorph, sleep, and stun. At will, the shaman can meld with any tree or single block of wood (as per meld into stone, except she can meld only with wood and has no limit on how long she can remain in the wood).

Hexes

Name	Lvl	Prerequisite	
CounterSpell	1		When a foe Casts a Spell and you can see its manifestations, you can use your magic to disrupt it.
Foretell Harm	1		Your magic echoes ominously as you glimpse injury in the target's future.
Glean Lore	1		You tap into the collected lore of the divine, accessing a variety of potentially useful information.
Healing Surge	1		You can channel your spirit's energy to heal. You gain the <i>heal</i> spell as a 1st-level focus spell. You gain a focus pool of 1 Focus Point.
Nudges the Scales	1		You lay a finger on the scales of life and death to heal a creature, regardless of whether it's living or undead.
Reach Spell	1		You can extend your spells' range.
Spirit Affinity	1	Choose a spirit type at character creation.	Your bond with your chosen spirit grants you insights. You gain a +1 circumstance bonus to Nature or Occultism checks when dealing with phenomena related to your spirit type (e.g., a fire spirit grants bonuses with fire-related phenomena).
Spirit Seeker	1		You can communicate with the spirits of the land. Once per day, you can cast <i>commune</i> to ask a spirit three questions, receiving cryptic or symbolic answers.
Whispers of Weakness	1		Voices whisper to you how to best lay a creature low.
Widen Spell	1		You manipulate the energy of your spell, causing it to spread out and affect a wider area.
Cantrip Expansion	2		Study broadens your range of simple spells.
Conceal Spell	2		Through sheer mental effort, you can simplify the incantations and gestures needed to spellcast, leaving them barely noticeable.
Divine Aegis	2		A barrier offers protection against other magic but leaves you exposed to divine energy.
Enhanced Familiar	2		You infuse your familiar with additional primal energy, increasing its abilities.
Familiar's Language	2		You've learned to speak with your familiar and other creatures like it.

<u>Meddling Futures</u>	2		You open yourself to the guidance of whatever spirits or powers deign to help you.
Nature's Boon	2		Once per hour, cast <i>goodberry</i> as an innate spell, creating berries charged with primal energy.
Quicken Bond	2		Reduce the time it takes to perform rituals by half. For rituals requiring multiple casters, you count as two casters.
Ancestral Wisdom	4		Gain the effects of guidance once per hour. You can use it on yourself or an ally.
<u>Bespell Strikes</u>	4		You siphon spell energy into one weapon you're wielding, or into one of your unarmed attacks, such as a fist.
Earthen Bond	4		Gain <i>tremorsense</i> 30 feet for 1 minute once per hour by communing with the spirits of the ground.
Elemental Tether	4		Your spirit grants a minor elemental aura. Allies within 5 feet of you gain resistance 2 to your spirit's associated damage type.
<u>Irezoko Tattoo</u>	4	Expert in Arcana or Occultism	Your face bears an intricate magical tattoo known as the irezoko, a badge of your understanding of your chosen field of magic and a recognition of your advancement within Absalom's College of Mysteries.
<u>Knowledge of Shapes</u>	4	Reach Spell or Widen Spell	Inspiration lets you surpass your preconceptions of your spells' limits.
<u>Portents of Haruspex</u>	4		Although the divinations of a haruspex traditionally require organs and lengthy interpretation, you've learned how to glimpse the future in a more simple fashion by reading creatures' wounds.
<u>Prayer-Touched Weapon</u>	4	divine spells, you follow a good-aligned deity	You coat a weapon you're wielding in prayers and the divine power given to you by your deity.
<u>Sacral Lord</u>	4	Trained in Occultism or Religion	By right of ritual or sheer stubbornness, you have claimed rulership of the land.
Spirit Channel	4		You can channel your spirit's energy into an area. Once per day, cast <i>bless</i> or <i>bane</i> centered on yourself.
<u>Thousand Visions</u>	4		You open your senses to numerous visions of the immediate future.
<u>Ceremonial Knife</u>	6		You have prepared a special knife to direct energies when spellcasting.

<u>Detonating Spell</u>	6		Your spell becomes volatile and explosive.
<u>Divine Emissary</u>	6	a familiar, you follow a good-aligned deity or patron	Your familiar is a divine emissary, sent to you by your deity or patron and infused with celestial powers.
Life Ward	6		You can protect an ally from harm. Once per day, cast death ward on an ally as a reaction.
<u>Spiritual Sense</u>	6		You have a vague connection to the Ethereal Plane that enables you to notice spirits.
<u>Steady Spellcasting</u>	6		You don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.
Ancestor's Guidance	8		Summon ancestral wisdom. Once per day, gain the effects of <i>heroism</i> for 1 hour.
<u>Chaotic Spell</u>	8		Your foe can hardly predict and counter your moves if you yourself have no idea what will happen.
<u>Debilitating Dichotomy</u>	8		You reveal a glimpse of the impossible conflicts between the divine anathema behind your curse, forcing you to reckon with another's conflicts as well.
<u>Helt's Spelldance</u>	8		Ranik Helt knows a special technique to hide his spells as part of a performance, and you've learned this technique.
<u>Murksight</u>			Your vision pierces through non-magical fog, mist, rain, and snow.
<u>Read Disaster</u>	8		You spend 10 minutes and open yourself to the divine mysteries of the world, peering into the most sinister portents of the future.
Reclaim Wild	8		Reshape the land. Once per day, cast <i>wall of thorns</i> or <i>stone wall</i> as an innate spell.
Spirit Form	8		Take on the form of your bonded spirit. Once per day, cast <i>elemental form</i> matching your spirit's nature.
Spirit's Grasp	8		You can cast <i>spiritual weapon</i> as a 2nd-level innate spell once per day.
<u>Surging Might</u>	8		You focus the power of your spell to overcome enemies' resistances.

<u>Consecrate Spell</u>	10	ability to cast focus spells, divine spells	You infuse a spell with the power of your faith, consecrating it.
Healing Winds	10		Cast <i>soothe</i> as a 3rd-level innate spell once per day.
Major Lesson	10		Your patron grants you even greater secrets.
<u>Quickened Casting</u>	10		If your next action is to cast a cantrip or a spell that is at least 2 ranks lower than the highest-rank spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).
Spiritual Call	10		Gain the ability to cast sending once per day, contacting a spirit, ancestor, or similar being.
Totem Guardian	10		Create a stationary totem that grants a +1 status bonus to attack rolls or saving throws to allies within 15 feet. Once per day, lasts 1 minute.
<u>Bones of Fate</u>	10	Bones Mystery or Lore Mystery	You roll a handful of bones to learn (or perhaps influence) the future course of events.
<u>The Dead Walk</u>	10	Ancestors Mystery or Battle Mystery	You beseech warrior spirits to come forth and aid you.
<u>Trial by Skyfire</u>	10	Cosmos Mystery or Flames Mystery	Your lips murmur as you portend a great disaster, one you hope you survive.
<u>Waters of Creation</u>	10	Life Mystery or Tempest Mystery	Water is the source of life, and you draw upon this primordial force to heal your allies' wounds.
<u>Epiphany at the Crossroads</u>	12		The crossroads between life and death is a place that can reveal many secrets.
Ethereal Step	12		Briefly step into the spirit world. Once per hour, cast <i>dimension door</i> .
<u>Familiar's Eyes</u>	12	Familiar	You use your familiar's senses as easily as your own.
<u>Magic Sense</u>	12		You have a literal sixth sense for ambient magic in your vicinity.

<u>Necromancer's Visage</u>	12	Undead Ability, negative font cleric, oracle of bones, necromancer wizard	Necromantic energy demonstrates your power over undead, creating a demeanor that commands their fear and respect.
Spirit Ward	12		Create a ward that absorbs 10 damage for an ally within 30 feet. You can use this ability once per hour.
Ancestral Champion	14		Summon a powerful ancestral spirit. Cast <i>summon elemental</i> or <i>summon construct</i> at a heightened level.
Nature's Wrath	14		Gain the ability to cast <i>primal wrath</i> once per day.
<u>Patron's Presence</u>	14		Your patron can direct its attention through your familiar, and its mere presence becomes an ominous weight on the minds of other beings to distract them and blot out their magic.
<u>Purifying Breeze</u>	14	Divine Spells	You transfer the divine essence of your magic to the air around you, cleansing it of toxins.
<u>Reflect Spell</u>	14	Counterspell	When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster.
<u>Sacral Monarch</u>	14	Sacral Lord; Master in Occultism or Master in Religion	You have come into your full powers and are truly a monarch of your realm, by your own definition at least.
<u>Sepulchral Sublimation</u>	14	Undead Ability, negative font cleric, oracle of bones, necromancer wizard	You repurpose the negative energy that flows through your minions at a moment's notice.
Spirit Journey	14		Cast plane shift to the Ethereal Plane once per day and return within 10 minutes.
Boundless Healing	16		Your focus healing spells are always heightened to their maximum level.
<u>Effortless Concentration</u>	16		You can maintain a spell with hardly a thought.

<u>Portentious Spell</u>	16		Your spellcasting is rife with strange lights, mild fumes, and other captivating effects that befuddle your foes.
<u>Siphon Power</u>	16		You draw upon the reservoir of your patron's magic that resides within your familiar.
Spirit Ascension	16		Gain the <i>primal essence</i> focus spell. While active, your strikes and spells deal an additional 1d6 damage of your spirit's associated type.
Spirit Storm	16		Unleash your spirit's power. Once per day, cast <i>storm of vengeance</i> or <i>earthquake</i> as an innate spell.
Ascendant Shaman	18		Fully merge with your spirit. Gain constant <i>elemental body</i> effects tied to your spirit.
<u>Split Hex</u>	18		You siphon some of the power from an offensive hex you cast to direct it at a second target as well.
World Shaper	18		Reshape reality. Once per day, cast <i>primal genesis</i> or similar large-scale magic.
Avatar of the Spirits	20		Transform into an avatar of your spirit. Once per day, cast <i>wish</i> or <i>miracle</i> , themed to your bonded spirit.
Elemental Cataclysm	20		Channel your spirit's full power. Once per day, cast a heightened <i>meteor swarm</i> , <i>tsunami</i> , or <i>volcanic eruption</i> .
<u>Hex Master</u>	20		You embody the link to your patron so completely that you can cast your hexes in rapid succession.
<u>Patron's Truth</u>	20		You have mastered the greatest secrets of your patron's magic and learned a fundamental truth about your patron, even if their identity still remains a mystery.
<u>Shaman's Hut</u>	20		Your home is an animated structure that obeys your commands.
Spiritual Realm Walker	20		Travel freely between the material and spirit realms. You gain the <i>ethereal jaunt</i> spell at will.
Unyielding Bond	20		Your bond with your spirit becomes unbreakable. You are immune to fear, paralysis, and possession effects.
Additional hexes can be found based on spirit			

Solarian

The stars guide the planets with gravity, create life with light and heat, and utterly consume worlds in supernovas and black holes. You understand that these acts of creation and destruction are not opposites, but rather two parts of a natural, dualistic cycle. You seek to be an agent of that cycle, an enlightened warrior with the ability to manipulate the forces of the twin suns themselves. Constantly accompanied by a mote of fundamental energy or entropy, you can shape this essence in combat to create weapons and armor of gleaming stellar light or pure, devouring darkness. Whether you apprenticed in a temple or came to your powers through personal revelation, you recognize yourself as part of an ancient tradition—a force of preservation and annihilation.

Level	Special	Solar Armor	Solar Flare	Solar Shield	Solar Weapon
1	Ancestry and Background, Attribute Boosts, Initial Proficiencies, Skill Adept, Solar Manifestation, Stellar Mode, Stellar Revelation (Black Hole, Supernova)	+1 AC	1d4	+1/+2	1d6
2	Skill Feat, Attunement Surge, Stellar Revelation	+1 AC	1d4	+1/+2	1d6
3	General Feat, Skill Increase, Combat Meditation, Sidereal Influence (2 skills), Weapon Specialization	+1 AC	1d4	+1/+2	1d6
4	Skill Feat, Stellar Revelation	+1 AC	1d4	+1/+2	1d6
5	Attribute Boosts, Ancestry Feat, Skill Increase, Combat meditation (standard)	+1 AC	1d4	+1/+3	1d6
6	Skill Feat, Stellar Revelation	+1 AC	2d4	+1/+3	2d6
7	General Feat, Skill Increase, Flashing Strike	+1 AC	2d4	+1/+3	2d6
8	Skill Feat, Aftershock, Stellar Revelation	+1 AC,	2d4	+1/+3	2d6
9	Ancestry Feat, Skill Increase, Zenith Revelations	+1 AC,	3d4	+1/+3	3d6
10	Attribute Boosts, Skill Feat, Stellar Revelation	+2 AC,	3d4	+1/+4	3d6
11	General Feat, Skill Increase, Sidereal Influence (4 Skills)	+2 AC,	3d4	+1/+4	3d6
12	Skill Feat, Stellar Revelation	+2 AC,	4d4	+1/+4	4d6
13	Ancestry Feat, Armor Expertise, Skill Increase, Weapon Specialization	+2 AC	5d4	+1/+4	5d6

14	Skill Feat, Stellar Revelation	+2 AC	6d4	+1/+4	6d6
15	Attribute Boosts, General Feat, Skill Increase, Combat Meditation (Move)	+2 AC	7d4	+1/+5	7d6
16	Skill Feat, Stellar Revelation	+2 AC	8d4	+1/+5	8d6
17	Ancestry Feat, Skill Increase, Zenith Revelations	+2 AC	9d4	+1/+5	9d6
18	Skill Feat, Stellar Revelation	+2 AC	10d4	+1/+5	10d6
19	General Feat, Skill Increase, Sidereal Influence (6 Skills)	+2 AC	11d4	+1/+5	11d6
20	Attribute Boosts, Skill Feat, Stellar Paragon, Stellar Revelation	+2 AC	12d4	+1/+6	12d6

Key Ability	Hitpoints
Charisma Your Charisma lets you channel your connection to the cosmos, so Charisma is your key ability score. A high Strength score can make you better at melee attacks.	1d10 (7) Plus Constitution Modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.



Initial Proficiencies:

Perception:

Expert in Perception

Saving Throws:

Trained in Fortitude

Expert in Reflex

Expert in Will

Skills:

Trained in Athletics

Trained in one or more skill based on Stellar Arrangement

Trained in number of other skills equal to 3 + INT modifier

Attack:

- Trained in Simple Weapons
- Trained in Martial Weapons
- Trained in Unarmed

Defense:

- Trained in Light Armor
- Trained in Medium Armor
- Trained in Unarmored Defense

Class DC

- Trained in Solarian Class DC

Spells

- Trained in Spell Attack Modifier and Spell DC

Class Features

Skill Adept - 1st Level

As part of the process that led you to become a solarian, you gained additional insight and training. Choose two additional skills and add them to your list of class skills.

Solar Manifestation (Su) - 1st Level

At 1st level, you gain a physical manifestation of your stellar power. The base form of your solar manifestation, when not actively in use, is a mote of stellar energy slightly smaller than your fist that hovers near your head. Beyond the solar mote, your manifestation can take one of two additional forms: armor or a weapon. You must pick one solar manifestation (either armor or a weapon) upon taking your first level of solarian. You also choose whether your solar manifestation (in any form) either glows brightly with one color common to stars (including blue, red, white, or yellow) or is the perfect darkness of a black hole. A glowing solar manifestation, regardless of its form, sheds dim light in a 20-foot radius. You can shut off the light or darkness as a standard action in order to blend in or assist in stealth, but whenever you enter a stellar mode (see page 102), the glow or darkness returns immediately. Once made, these choices cannot be changed.

Only you can interact with your solar manifestation, whether in mote, armor, or weapon form. No other creature or effect can affect your solar manifestation in any way, including disarming or sundering it.

Lunar Weapon: You have studied the delicate and luminous light reflected from a moon or similar celestial body, allowing you to bring forth an exquisite weapon made for graceful combat. This manifestation functions similarly to solar weapon, except it deals 1d4 damage at

1st level. This damage increases by 1d4 at 6th level, 9th level, 12th level, and every level thereafter. Your lunar weapon also has the feint and operative special qualities (though it can't be used to make trick attacks, if you have that class feature). Unlike other melee weapons with the operative special quality, when you gain Weapon Specialization at 3rd level, you add your full solarian level to damage with your lunar weapon, as opposed to half. If you're a multiclass solarian, you add your full solarian level and half your levels in other classes to damage with your lunar weapon.

Solar Armor: You can form your solar mote into a suit of armor made out of stellar energy that outlines your body. This armor appears to be made out of glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can take whatever general shape you choose, whether glowing armored plates of solidified stellar energy, a form-fitting suit of crackling energy, or an aura of stellar plasma. Your solar armor's general design has no impact on its function and doesn't give the armor any special abilities. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar armor grants you a +1 enhancement bonus to both your Kinetic Armor Class and your Energy Armor Class. This bonus increases to +2 at 10th level. It is compatible with light armor, but it gives you no benefit if you're wearing heavy armor or powered armor. At 5th level, you also gain energy resistance 5 while your solar armor is active. You can choose either cold resistance or fire resistance when you activate the armor, and can switch energy types as a move action. This energy resistance increases by 5 at 10th level and every 5 levels thereafter.

Forming or dismissing solar armor is a move action.

Solar Flare: You can condense your solar mote around one of your hands to form a lightweight ranged weapon of stellar energy. This weapon appears to be made of either glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can take any general shape you desire. The shape of normal ranged weapons—such as pistols, crossbows, and handcannons are fairly common—but more esoteric manifestations such as a shimmering crystal that launches fragments of itself, a dark aura that forms directly onto your foes, or an orb of stellar energy that releases beams of pure light are also possible. Your solar flare's general design has no impact on its function, and it doesn't give the weapon any weapon special properties. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar flare functions as a one-handed uncategorized small arm that targets EAC (though it can't be used to make trick attacks, if you have that class feature), and you're automatically proficient with it. At 1st level, choose whether your solar flare deals cold damage or fire damage. You can change the damage type each time you gain a new solarian level. Your solar flare deals 1d4 damage and has a range increment of 60 feet. This damage increases by 1d4 at 6th level, 9th level, 12th level, and every level thereafter.

Unlike most small arms, when you gain Weapon Specialization at 3rd level, you add your full solarian level to damage with your solar flare, as opposed to half. If you are a

multiclass solarian, you add only your full solarian level and half your levels in other classes to damage with your solar flare.

Any solarian class features (including stellar revelations and zenith revelations) that specifically affect melee weapons (such as the flashing strikes class feature) function with your solar flare, even if they normally work only with melee attacks. Anything that specifically affects solar weapons (such as solarian weapon crystals) affects your solar flare in the same way, though it can't gain any weapon special property, critical hit effect, or weapon fusion that can't be applied to a small arm.

Forming or dismissing a solar flare is a move action that takes the same amount of effort as drawing or sheathing a weapon (and can be combined with a move as a single move action or used with the Quick Draw feat). Your solar flare is automatically dismissed if it ever leaves your hand.

Solar Shield: You can coalesce your solar mote around one of your hands, creating a deflecting shield of out of stellar energy. This shield appears to be made of either glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can take any general shape you desire. Normal defensive implements such as bucklers and kite shields are popular shapes for solar shields, but it is not unheard of for a solarian to bear a solar shield in the form of a shining orrery orbiting their arm, a set of rapidly spinning helicopter blades across their forearm, or stranger barriers. Your solar shield's general design has no impact on its function, and it doesn't give the shield any special abilities. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar shield grants you a +1 shield bonus to AC, and as a move action you can align the shield to grant you greater protection against one opponent you are observing, which increases your shield bonus to AC to +2 against attacks from that opponent until the beginning of your next turn. At 5th level and again every 5 levels thereafter, the shield bonus when aligned against one target increases by an additional +1.

You can make unarmed attacks with your solar shield; these attacks are not archaic, and you threaten squares within your reach while it is formed. You can add solarian weapon crystals to your solar shield as if it were a solar weapon, in which case their benefits apply to unarmed attacks you make with the shield. The damage type of these attacks is the same damage type as the type granted by the solarian weapon crystal, and if the solarian weapon crystal does not specify a damage type, it deals bludgeoning damage.

Forming or dismissing a solar shield is a move action that takes the same amount of effort as drawing or sheathing a weapon (and can be combined with a move as a single move action or used with the Quick Draw feat). Your solar shield is automatically dismissed if it ever leaves your hand.

Solar Weapon: You can seize your solar mote in one hand to form a melee weapon out of stellar energy. This weapon appears to be made out of glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can be whatever general

shape you choose. Normal melee weapons like axes, swords, and spears are most common, but other shapes, such as a large rune of stellar energy, a mass of writhing energy tendrils, or an energized fist that fits over your own hand, are possible as well. Your solar weapon's general design has no impact on its function, and doesn't give the weapon any special abilities such as reach. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar weapon functions as a one-handed kinetic advanced melee weapon with an item level equal to your solarian level, and you're automatically proficient with it. At 1st level, choose whether your solar weapon deals bludgeoning, piercing, or slashing damage. You can change the damage type each time you gain a new solarian level. Your solar weapon deals damage equal to $1d6 +$ your Strength modifier. This damage increases by $1d6$ at 6th level, 9th level, 12th level, and every level thereafter. Solarian weapon crystals (see page 170) can increase your solar weapon's damage.

Forming or dismissing a solar weapon is a move action that takes the same amount of effort as drawing or sheathing a weapon (and can be combined with a move as a single move action or used with the Quick Draw feat). Your solar weapon is automatically dismissed if it ever leaves your hand.

Stellar Mode (Su) - 1st Level

The stellar forces you call on are attuned to either photons (representing the power of stars to emit heat, light, and plasma) or gravitons (representing the power of stars to attract and imprison objects through gravity). The ultimate expression of photon power is the supernova, when all of a star's energy is exerted outward, while the ultimate expression of graviton power is the black hole, where gravity is so strong that nothing, not even light, can escape it. The balance between these two opposing cosmic forces is the source of your power, and your stellar mode represents the strength of your connection with one or both of these forces—a relationship that shifts from one moment to the next as you use your stellar revelations.

When in battle, you enter a state of metaphysical alignment with cosmic forces. At the start of your first turn in combat, if you are conscious, you must choose one of three stellar modes: graviton, photon, or unattuned (see below).

At the start of each subsequent turn of combat, you must choose to either stay in your current stellar mode or to become unattuned. If you choose to stay in your mode, you gain another attunement point for that mode. As long as you have 1 or 2 attunement points in a mode, you are attuned to that mode. Once you reach 3 attunement points in a mode, you become fully attuned to that mode. Some of your stellar revelations are zenith revelations, which can be used only when you're fully attuned to one mode or the other. When you are fully attuned, you cannot gain more points in your mode, but you stay fully attuned until combat ends, your stellar mode ends, or you become unattuned. If you choose to become

unattuned, you lose all attunement points you've accrued so far. At the start of your next turn, you can enter a new stellar mode or stay unattuned.

At the end of combat, your stellar mode ends. If you fall unconscious during an encounter, you become unattuned. If you regain consciousness while still under threat, you can enter a stellar mode on your first turn after regaining consciousness, as if it were the first round of combat; if combat ends before you regain consciousness, your stellar mode ends. If you are not in a stellar mode, for any reason, you are considered unattuned for the purposes of your stellar revelations.

When you're not in combat, you can't enter a stellar mode. This ability manifests only in high-stakes situations, when your training takes over and connects your mind to the universe. There needs to be some risk to you for your stellar mode to activate, so you must be facing a significant enemy (see page 242). If there's any doubt about whether you're in combat or able to access your stellar mode, the GM decides. This also means that your stellar mode might end before what was previously a dangerous battle is over, once all that remains are dregs that don't pose a real threat to you.

Graviton Mode

When you enter graviton mode, you gain 1 graviton attunement point and become graviton-attuned. Some of your stellar revelations are graviton powers and get stronger if you're graviton-attuned. While graviton-attuned, you gain a +1 insight bonus to Reflex saves. This bonus increases by 1 for every 9 solarian levels you have.

Photon Mode

When you enter photon mode, you gain 1 photon attunement point and become photon-attuned. Some of your stellar revelations are photon powers and get stronger if you're photon-attuned. While photon-attuned, you gain a +1 insight bonus to damage rolls (including damage rolls for your stellar powers). This bonus increases by 1 for every 6 solarian levels you have.

Unattuned

While unattuned, you gain no attunement points and you are neither photon-attuned nor graviton-attuned. You gain no benefits while unattuned.

Stellar Revelation - 1st Level

As you gain experience, you uncover new secrets about the powers of energy, gravity, stars, and other fundamental sources of cosmic power that grant you the ability to channel these forces and manifest potent preternatural powers. At 1st level, you automatically learn the black hole and supernova stellar revelations. At 2nd level and every 2 levels thereafter, you learn an additional stellar revelation. You cannot select the same stellar revelation more than

once unless it says otherwise. You can choose any stellar revelations you wish, but if you have more photon revelations than graviton revelations, or vice versa, it is more difficult to become fully attuned in either mode.

Stellar revelations normally note what kind of action they require. If a stellar revelation does not note the kind of action it takes and it modifies some other action (such as an attack or skill check), it can be used as part of that action. If a stellar revelation allows a saving throw to resist its effects, the DC is equal to $10 + \text{half your solarian level} + \text{your Charisma modifier}$. A revelation that says it lasts for 1 round or until you leave the associated mode lasts for whichever of these durations is longer. You can use stellar revelations both in and out of combat, but since you can't enter a stellar mode outside of battle, any revelation that lasts for 1 round or as long as you're in a stellar mode lasts only 1 round if you're not in combat.

Disproportionate Revelations

If you devote yourself too strongly to one type of revelation, you fall out of harmonic alignment with the cosmic forces you access. You can have one more revelation of one type (either graviton or photon) than of the other type without penalty. If your revelations of one type outnumber those of the other type by two or more, you are considered attuned while you have from 1 to 3 attunement points in a stellar mode, and you do not become fully attuned to either stellar mode until you have accrued 4 attunement points in that stellar mode. For example, if you have three photon revelations and one graviton revelation, you would need 4 photon attunement points to be fully photon-attuned and 4 graviton attunement points to be fully graviton-attuned.

Attunement Surge (Enhanced, Su) - 2nd Level

When you have made significant progress attuning yourself to your stellar mode, you can sacrifice that greater attunement in exchange for momentary benefits.

While you have 2 attunement points in a stellar mode, you can expend 2 attunement points on your turn without spending an action to gain two effects until the beginning of your next turn. First, you gain benefits from that mode's stellar revelations as though you were fully attuned, rather than attuned. Second, you gain a benefit based on which mode you are attuned to.

Energy: You temporarily gain the Nimble Moves feat.

Graviton: Your insight bonus to Reflex saves applies to all your saving throws.

Photon: The first time you deal damage to a creature, you can increase your insight bonus to damage from photon mode to 1d4, plus 1d4 for every 6 solarian levels you have. If your attack or effect damages multiple creatures, you apply this additional damage to only one

target of your choice; the rest take the default photon mode damage (+1 insight bonus damage). At 12th level, you can apply this higher damage to up to two targets of your choice.

Resistance: In addition to granting you DR, resistance mode also grants you resistance 1 to acid, cold, electricity, fire, and sonic damage. This increases by 1 for every 6 solarian levels you have. This energy resistance stacks with one other source of energy resistance you have (such as from equipment).

Combat Meditation (Enhanced, Su) - 3rd Level

As a full action, you can concentrate and channel the cosmos to gather power more quickly. Attempt a DC 20 Charisma check. You gain 1 attunement point for your current stellar mode if you fail the check, or 2 points if you succeed. This cannot increase your attunement points above 3. Once you use this ability, you cannot do so again until you spend 1 Resolve Point to regain Stamina Points after resting for 10 minutes.

At 5th level, you can spend 1 Resolve Point to instead use this ability as a standard action. At 15th level, you can use combat meditation as a standard action, or you can spend 1 Resolve Point to use it as a move action.

Sidereal Influence (Su) - 3rd Level

You can tap into stellar forces outside of battle, using the properties of gravitons or photons to affect your skill use. At 3rd level, choose two skills from the lists below, one from the graviton list and one from the photon list. At 11th level and again at 19th level, choose two more skills. Each time you pick skills, choose one from the graviton list and one from the photon list.

To use your sidereal influence, you must spend 1 minute in meditation, then choose either graviton skills or photon skills. When attempting a skill check with one of your selected skills of the chosen type (either graviton or photon), you can roll 1d6 and add the result as an insight bonus to your check. This ability lasts until you enter combat, fall unconscious, sleep, or meditate again to choose a different skill type. You can reactivate this ability by meditating again for 1 minute.

Graviton Skills: Bluff (Cha), Disguise (Cha), Mysticism (Wis), Sense Motive (Wis), Stealth (Dex)

Photon Skills: Culture (Int), Diplomacy (Cha), Intimidate (Cha), Medicine (Int), Survival (Wis)

Weapon Specialization (Ex) - 3rd Level

You gain Weapon Specialization as a bonus feat for each weapon type for which this class grants you proficiency. If you selected solar weapon as your solar manifestation, it gains the benefit of Weapon Specialization as if it were an advanced melee weapon.

Skill Increases - 3rd Level

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

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

Flashing Strikes (Ex) - 7th Level

Your mastery of melee combat allows you to make multiple attacks more accurately. When making a full attack entirely with melee weapons, you take a -3 penalty to each attack roll instead of the normal -4 penalty.

Aftershock (Enhanced, Su) - 8th Level

Your most powerful revelations briefly warp reality around you, granting you a momentary advantage before the cosmos restores equilibrium.

When you use a zenith revelation (including the black hole or supernova revelations), you gain a special benefit until the end of your next turn. This benefit changes based on the mode that is associated with that zenith revelation (see below). If you spend 1 Resolve Point after resolving the zenith revelation, increase the effect's duration by 1d6 rounds.

Graviton: You choose to either gain a +1 bonus to AC or calculate your AC using your Charisma modifier instead of your Dexterity modifier.

Photon: You can calculate your attack and damage modifiers using your Charisma modifier instead of your Strength or Dexterity modifier (this does not stack with the soulfire weapon fusion). Alternatively, the next successful attack you make before the end of your next turn gains a damage bonus equal to your Charisma modifier.

Zenith Revelations - 9th Level

At 9th level and again at 17th level, you gain two powerful stellar revelations. Choose two revelations from the zenith revelations list: one graviton revelation and one photon revelation.

Zenith revelations are powerful stellar revelations that require you to be fully attuned in a stellar mode. After using a zenith revelation, your stellar mode immediately becomes unattuned.

Light Armor Expertise - 13th Level

You've learned how to dodge while wearing light or no armor. Your proficiency rank for light armor and unarmored defense increases to expert.

Solarian's Onslaught (Ex) - 13th Level

When making a full attack, you can make up to three attacks instead of two attacks. You take a -6 penalty to these attacks instead of a -4 penalty. If you have the flashing strikes class feature, you instead take a -5 penalty to these attacks as long as they are all melee attacks.

Stellar Paragon (Su) - 20th Level

You are the spiritual kin of the stars themselves. As a move action, you can raise or lower light levels within 30 feet of yourself by one step. When you enter a stellar mode, you gain 2 attunement points of the corresponding type immediately and are considered attuned, and when you keep your current stellar mode at the start of your turn, you can gain 2 attunement points instead of 1, allowing you to become fully attuned after 2 rounds.

In addition, you can spend 1 Resolve Point to gain enough attunement points to be fully attuned on the first round of combat (but not after using a zenith revelation), or spend 1 Resolve Point at the start of your turn in combat to exchange all of your attunement points in one stellar mode for an equal number of attunement points in the other mode. For example, you can switch from being fully attuned in graviton mode to being fully attuned in photon mode.

Alternate Class Features

<u>Broken Cycle</u>	Choose either photon mode or graviton mode. When using stellar mode, you can either become unattuned or enter only the chosen mode.
<u>Aetherical Attunement</u>	Your solarian powers are tuned to the interplay of energy and resistance, not photons and gravitons.
<u>Extra Manifestation</u>	You gain a second solar manifestation. You can have only one manifestation active at a time unless you are fully attuned (graviton or photon), in which case you can use two manifestations at once. You must be at least 9th level to select extra manifestations.
<u>Stellar Sage</u>	You develop unparalleled mastery of stellar revelations, though doing so comes at the cost of your martial training.

Stellar Arrangement

Aurion (Photon)	Balanced	Atrunos (Graviton)
You find yourself leaning towards the power of life that is the blue sun of Aurion, the giver of life to the solavire system. You lean towards the act of creation and the giving of energy rather than the taking of it.	You find yourself existing between the gravitic and photonic extremes of stellar forces, believing that a balance between the two is where one finds perfection. This means that you often swap between attunements in your daily life and enjoy using graviton and photon abilities in an interwoven tapestry.	Where there is life, so too is there death. Where energy, darkness. You lean towards the power of Atrunos and its capacity to take where others give, adding to your own power at the expense of the absorption of others'.
Crafting, Medicine, or Nature	Athletics, Acrobatics, or Society	Intimidation, Thievery, or Stealth

Stellar Revelations

<https://www.aonsrd.com/StellarRevelations.aspx?ItemName>All>

Soldier

Conflict is an inevitable result of life. On every world that harbors complex living organisms, creatures battle one another for dominance, resources, territory, or ideals. Whether you've taken up arms to protect others, win glory, exact revenge, or simply earn a living, you are the perfect embodiment of this truth. You're an expert at combat of all types but tend to prefer heavy armor and weapons—the bigger, the better. You may be a career soldier, a fresh mercenary recruit, or a lone wolf who rejects authority, but whether rushing in for hand-to-hand combat or firing tactical barrages, you're a consummate warrior, never hesitating to put yourself in the line of fire to protect your friends.

Level	Description
1	Ancestry and Background, Attribute Boosts, Initial Proficiencies, Skill Adept, Primary Fighting Style, Primary Style Technique
2	Skill Feat, Combat Feat
3	General Feat, Skill Increase, Gear Boost, Weapon Specialization
4	Skill Feat, Combat Feat
5	Attribute Boosts, Ancestry Feat, Skill Increase, Primary Style Technique
6	Skill Feat, Stellar Revelation
7	General Feat, Skill Increase, Combat Feat
8	Skill Feat, Combat Feat
9	Ancestry Feat, Skill Increase, Primary Style Technique, Secondary Fighting Style, Secondary Style Technique
10	Attribute Boosts, Skill Feat, Combat Feat
11	General Feat, Skill Increase, Gear Boost, Soldier's Onslaught
12	Skill Feat, Combat Feat
13	Ancestry Feat, Armor Expertise, Skill Increase, Weapon Specialization
14	Skill Feat, Combat Feat
15	Attribute Boosts, General Feat, Skill Increase, Gear Boost
16	Skill Feat, Combat Feat

17	Ancestry Feat, Skill Increase, Primary Style Technique, Secondary Style Technique
18	Skill Feat, Combat Feat
19	General Feat, Skill Increase, Gear Boost
20	Attribute Boosts, Skill Feat, Combat Feat, Kill Shot

Key Ability	Hitpoints
Strength/Dexterity Your Strength helps you attack up close in melee and carry heavier weapons and armor, while your Dexterity helps you fire weapons from a distance and dodge returning fire, so you should choose either Strength or Dexterity as your key ability score. Once made, this choice cannot be changed. A high Constitution score allows you to soak up more damage.	1d10 (7) Plus Constitution Modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.



Initial Proficiencies:

Perception:

Trained in Perception

Saving Throws:

Expert in Fortitude

Expert in Reflex

Trained in Will

Skills:

Trained in Athletics and Acrobatics

Choose 2 from Crafting, Diplomacy, Intimidation, Nature, Medicine, Survival

Trained in number of other skills equal to 3 + INT modifier

Attack:

- Trained in Simple Weapons
- Trained in Martial Weapons
- Train in Unarmored Weapons

Defense:

- Trained in Light Armor
- Trained in Medium Armor
- Trained in Heavy Armor

Class DC

Trained in Soldier Class DC

Soldier Features

Primary Fighting Style - 1st Level

You have a preferred fighting style that represents the type of soldier you are. Each fighting style is composed of various style techniques that you learn as you gain experience. You must pick one fighting style upon taking your first soldier level, and once made, this choice cannot be changed.

Primary Style Technique - 1st Level

At 1st level and every 4 levels thereafter, you gain a style technique unique to your primary fighting style.

Combat Feat - 2nd Level

At 2nd level and every 2 levels thereafter, you gain a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Whenever you gain a new bonus feat, you can also choose to replace one of the bonus feats you have already learned with a different bonus feat. The feat you replace can't be one that was used as a prerequisite for another feat or other ability. You can change only one feat at

any given level, and you must choose whether or not to swap the feat at the time you gain the new bonus feat.

Gear Boost - 3rd Level

At 3rd level and every 4 levels thereafter, you learn a trick called a gear boost that make you better with a particular type of weapon or armor. Choose from the gear boosts listed below. Some gear boosts require you to reach a certain soldier level to select them; this level is indicated in parentheses after the boost's name.

Weapon Specialization (Ex) - 3rd Level

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

Secondary Fighting Style - 9th Level

You choose another fighting style. Once you choose this second style, it cannot be changed.

Secondary Style Technique - 9th Level

At 9th level and every 4 levels thereafter, you gain a style technique unique to your secondary fighting style. For the purposes of these style techniques, treat your soldier level as equal to your soldier level – 8.

Soldier's Onslaught (Ex) - 11th Level

When you make a full attack, you can make up to three attacks instead of two attacks. You take a -6 penalty to these attacks instead of a -4 penalty.

Armor Expertise - 13th Level

You've learned how to dodge while wearing armor or not. Your proficiency rank for light armor and unarmored defense increases to expert.

Kill Shot (Ex) - 20th Level

As a standard action, you can make a single attack against an enemy. If the attack hits and does not kill your enemy, you can expend 1 Resolve Point to force the creature to succeed at a Fortitude save or die. Once you've used this ability on a creature (regardless of whether or not you forced it to attempt a Fortitude save), that creature is immune to your kill shot for 24 hours.

Alternate Class Features

Ascetic Warrior

You study fighting styles thought lost to the Gap, often recorded only in the art of ancient civilizations or inferred from the shape of relic weapons and battle gear. You focus specifically ancient motions and techniques that rely on form and mobility rather than the harshness of attacks and resilience.

Feat Boosts

Whenever you would gain a gear boost, you can instead gain a technique called a feat boost that makes you better at using a specific combat feat that you have. All feat boosts require that you have a specific combat feat; this combat feat is indicated in parentheses after the feat boost's name. You cannot select a feat boost at the same level you gain access to its related feat.

Special Ops Training

Whenever you would gain a gear boost, you can instead gain a technique called special ops training that makes you better with one or more skills commonly used to perform special military operations.

Fighting Styles

Name	Summary
Ambusher	The ambusher fighting style focuses on stealth, tactical positioning, and superior reflexes to gain an edge. You must have Stealth as a class skill to select this fighting style.
Arcane Assailant	The arcane assailant fighting style supplements its combat effectiveness with magic powers, drawing on traditions of warrior-wizards dating back to well before the Gap. This allows you to

	use magic runes to augment your weapons and call on legendary powers, giving you access to arcane options even when you don't have a magic weapon in your possession.
Archer	Choosing a bow over a laser rifle is often a defiant act performed to prove that obstacles can be overcome with the ancient weapon.
Armor Storm	The armor storm fighting style focuses on using armor as a weapon by maximizing the damage of armor-based weapons while withstanding enemy fire. You learn to increase the effectiveness of attacks made with your armor and to add equipment normally beyond your armor's capacity.
Battlemaster	The battlemaster fighting style focuses on adapting your natural advantages to new dangers and situations as they arise. By anticipating particular threats or adjusting mid-combat to deal with specific foes, you can assure your survival and gain the advantage. The following soldier fighting style is an adaptation of this technique that has made its way to the Pact Worlds. You must have the armor savant and natural weapons racial traits to take this fighting style.
Blitz	The blitz fighting style is all about using speed and aggression to get into the thick of melee. You increase your speed and responsiveness, gain abilities that make you better at melee combat than your enemies, and keep on fighting even when surrounded by foes.
Bombard	The bombard fighting style emphasizes attacking multiple targets, often using grenades, and leverages substantial physical strength to control large weapons with significant recoil. At higher levels, you can use launchers, missiles, and other heavy weapons.
Bullet Rain	Whether the roar of flamethrowers heralds your entrance or the staccato beat of bullets punctuates your battle cries, you're a master at using heavy weapons.
Chaldiralist	The deity Chaldira champions the righteous underdog, and her followers have immortalized her tenets in a unique fighting style. Through psychological conditioning and honed reflexes, a Chaldirilist trains to laugh off obstacles, engage the toughest foes, avenge anyone who would hurt an ally, and have fun. Though developed by halflings, variants of this style have spread elsewhere in the galaxy.
Commander	You're a symbol of salvation for those in your squad, a peerless tactician whose battlefield acumen is matched only by your skill at arms.
Exosuit	You thrive not when wearing armor, but when piloting it. For you, a mech is like a second skin, and you're able to push your favorite mech to its limits. Mechs do not feature in every Starfinder campaign, so it's important to check with your GM before selecting this fighting style to understand how regularly you might apply its benefits.
Farshot	For some, the best combat strategies eliminate the opposition before they're even halfway close enough to pose a credible threat. You're adept at keeping a low profile while launching consistent, patient, and deadly attacks from afar. This style is especially well suited to sniper weapons; activating a weapon's sniper special property to increase a weapon's range (typically as a move action) is referred to below as "aiming a sniper weapon," and attacks made with that increased range are referred to as "aimed shots."
Gloom Gunner	A gloom gunner has an eldritch connection to the Shadow Plane. By choosing this style, you create this link and use it to infuse your weapon attacks with the dark dimension's uncanny

	<p>magic. As your martial skill increases, so does your bond to the Shadow Plane. This stronger union with shadow allows you to become a frightening combatant with any armaments you wield.</p> <p>A couple of these features add bonus fusions to a weapon you wield. No weapon can gain a fusion it already has. However, these bonus fusions don't count toward the maximum total level of fusions the weapon can have at once.</p>
<u>Guard</u>	The guard fighting style focuses on defense. You become adept at wearing armor, protecting against attacks, and enduring damage and other setbacks from attacks that get through your defenses.
<u>Hit-and-Run</u>	The hit-and-run fighting style focuses on tactical movement as you move in and out of combat. You use ranged weapons but fight close up, and you can even mix ranged and melee attacks. Your abilities allow you to move even when you make full attacks and to avoid getting locked down by your enemies.
<u>Hunter</u>	You're a master of hunting all sorts of creatures, from big-game animals to runaway criminals and similar marks. You may use this expertise as a sniper, trophy hunter, sport enthusiast, or fugitive tracer. Far more focused on skills than other soldiers, your unique talents combine experience in the field with refined combat ability.
<u>Mince Menace</u>	A fair fight might earn a soldier bragging rights, but it's just as likely to earn them a shallow grave. To compensate for their smaller stature, kobolds often employ traps to hinder their foes and level the playing field. Most notably, this fighting style relies on deploying inexpensive proximity mines and making cunning strikes while an opponent is rattled by the explosions.
<u>Pistol Dancer</u>	A soldier's familiar rifles and heavy weapons are often too obvious for discreet work, but pistols are easily concealed and, in the right hands, elegant engines of death. The pistol dancer combat style teaches you to wield small arms to devastating effect while moving with precision to sidestep the usual tactics employed by other gunfighters.
<u>Powerhouse Style</u>	You specialize in getting the most out of unwieldy weapons, swinging the likes of doshkos and swoop hammers with unstoppable force. After all, you only need to hit your opponent once, as long as you hit them hard enough.
<u>Qi Adept</u>	You are able to tap into your personal life force, enabling you to unleash incredible strikes upon your foes. Whether you've discovered these techniques on your own or studied at ancient monasteries and temples devoted to these lost arts, yours is a power cultivated through intense training and skill.
<u>Rover</u>	No wilderness gets the better of you, and thanks to your special training and hard-learned lessons, your leadership might be crucial to your companions surviving the wilds as well.
<u>Sharpshooter</u>	The sharpshoot fighting style enables you to excel at making accurate attacks, usually with ranged weapons at a long distance. You can ignore cover and other impediments to your shots, and your attacks are improved by your intense focus.
<u>Shock and Awe</u>	The shock and awe fighting style excels at overwhelming enemies senses with overpowering auditory and visual stimuli. You can modify your weapons to issue thunderous booms or blazing flashes of light, at the same time mitigating these effects with regard to your own senses. This

	style is strongest with weapons that deal sonic damage or that affect an area.
<u>Silent Slayer</u>	The silent slayer fighting style focuses on lurking quietly in the shadows and striking in close combat without warning. You train heavily in the use of melee weapons and light armor, pushing both beyond their normal limits, and eventually learn to fade away as quickly as you emerge.
<u>Spellbrawler</u>	This fighting style enables soldiers to harness arcane abilities that enhance their attacks and defenses.
<u>Squad</u>	Soldiers in large organizations, such as the Stewards, learn to fight effectively together in small squads. You have mastered these techniques, and your combat skills focus on aiding your allies. Halfelves epitomize the cooperative spirit this style taps into.
<u>Tunnel Strikers</u>	Vast as space may be, the reality of starship rooms and space station corridors is far more cramped. The tunnel striker fighting style specializes in swiftly navigating, controlling, and clearing tight spaces, all while capitalizing on the devastating impact of area effects.
<u>Wrathful Warrior</u>	The wrathful warrior style draws upon your emotions—specifically your rage and wrath—to enable devastating attacks. You may have trained yourself to intentionally overload your fight-or-flight adrenaline response, or may just come from a long line of berserker warriors. At higher levels, you're able to use your anger to ignore damage and strike with impudence.

Gear Boosts

<https://www.aonsrd.com/GearBoosts.aspx?itemName>All>

Technomancer

To the uninitiated, magic and technology are completely unrelated, but you know there are more correlations between the two than most suspect. Magic and technology are just tools, and when combined into one discipline, called technomancy, they can be far more powerful than one or the other on its own. You utilize tech to empower, harness, and manipulate magic, and you wield magic to augment, control, and modify technology. You are an expert at hacking the underlying structure of the universe itself, bending the laws of science and nature to your will. Your technomancy—which is gained from scientific study and experimentation—manipulates the physical world, weaves illusions, allows you to peer through time and space, and if necessary, can blast a foe into atoms.

Lvl	Class Features	Spells per Day					
		1st	2nd	3rd	4th	5th	6th
1st	Ancestry and Background, Attribute Boosts, Initial Proficiencies, Spell Cache, Technomatic Talent	2	-	-	-	-	-
2nd	Skill Feat, Magic Hack, Deconstructivist	2	-	-	-	-	-
3rd	Spell Focus, Techlore +1, Weapon Specialization, General Feat, Skill Increase	3	-	-	-	-	-
4th	Skill Feat, Technomatic Talent, Magic Hack	3	2	-	-	-	-
5th	Attribute Boosts, Ancestry Feat, Skill Increase	4	2	-	-	-	-
6th	Skill Feat, Cache Capacitor 1, Techlore +2, Magic Hack	4	3	-	-	-	-
7th	Expert Spellcaster, General Feat, Skill Increase, Technomatic Talent	4	3	2	-	-	-
8th	Magic Hack, Skill Feat	4	4	2	-	-	-
9th	Ancestry Feat, Magical Fortitude, Skill Increase, Techlore +3	5	4	3	-	-	-
10th	Attribute Boosts, Skill Feat, Technomatic Talent, Magic Hack	5	4	3	2	-	-
11th	General Feat, Skill Increase	5	4	4	2	-	-
12th	Skill Feat, Cache Capacitor 2, Techlore +4, Magic Hack	5	5	4	3	-	-
13th	Ancestry Feat, Light Armor Expertise, Defensive Robes, Skill Increase, Weapon Specialization	5	5	4	3	2	-
14th	Magic Hack, Skill Feat	5	5	4	4	2	-

15th	Attribute Boosts, General Feat, Master Spellcaster, Skill Increase, Techlore +5	5	5	5	4	3	-
16th	Skill Feat, Technomatic Talent, Magic Hack	5	5	5	4	3	2
17th	Ancestry Feat, Skill Increase	5	5	5	4	4	2
18th	Cache Capacitor 3, Techlore +6, Skill Feat, Magic Hack	5	5	5	5	4	3
19th	General Feat, Legendary Spellcaster, Skill Increase, Resolve Attunement, Technomatic Talent	5	5	5	5	5	4
20th	Attribute Boosts, Fuse Spells, Magic Hack, Skill Feat	5	5	5	5	5	5

Key Ability	Hitpoints
Intelligence At first level, your class gives you an ability boost to Intelligence.	1d8 (5) Plus Constitution Modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.



Initial Proficiencies:

Perception:

Trained in Perception

Saving Throws:

Trained in Fortitude

Trained in Reflex

Expert in Will

Skills:

Trained in Arcana

Choose 2 from Crafting, Diplomacy,

Handle Animal, Heal, Nature, Occultism, Survival

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

Attack:

Trained in Simple Weapons

Defense:

Trained in Light Armor

Class DC

Trained in Technomancer Class DC

Spells

Trained in Spell Attack Modifier and Spell DC

Class Features

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

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

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

Initial Proficiencies

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

Technomantic Talent (Enhanced)

As you practice weaving spellcode, you can affect not only your own spellcasting, but others' as well. At 1st level, pick a school of magic and gain the listed effect. Unless otherwise noted, you can use each effect twice per day as a reaction when you, an ally, or an enemy within 60 feet casts a spell in that school, applying the effect to that triggering spell. At 4th level and every three levels thereafter, you can invest in your technomantic talents, either increasing the effect of a school you've already chosen or choosing a new school.

Abjuration: You increase (or decrease) either the duration or caster level check of an abjuration spell as though the caster level of its caster were 2 levels higher (or lower). Each subsequent time you choose this as a technomantic talent, you can increase (or decrease) either duration as though its caster level were an additional 2 higher (or lower). This effect can't cause a spell's duration to last longer than 24 hours or be reduced to less than 1 round.

Conjuration: You increase or decrease the damage or healing done by a conjuration spell by one die (of the same size as the original spell). Each subsequent time you choose this as a technomantic talent, add 1/3 your level to the amount of damage or healing added or reduced. This effect can't reduce damage or healing to less than 1.

Divination: You increase (or decrease) the range or duration of a divination spell as though its caster level were 2 levels higher (or lower). Each subsequent time you choose this as a technomantic talent, you can increase (or decrease) either the range or duration as though its caster level were an additional 2 higher (or lower). This effect can't cause a spell's duration to last longer than 24 hours or be reduced to less than 1 round.

Enchantment: You increase (or decrease) the DCs of an enchantment spell by 1. Each subsequent time you choose this as a technomantic talent, you increase (or decrease) the DC by 1, to a maximum amount of +/-3. This does not stack with increases to DCs from other sources; you use the highest available.

Evocation: Instead of rolling damage dice normally for an evocation spell, you can first set one die to its maximum (or minimum) value. Each subsequent time you choose this as a technomantic talent, you can set another die to its maximum (or minimum) value, up to a maximum of 4 dice.

Illusion: As a constant effect, you automatically gain a saving throw to recognize illusions within 60 feet. The first two times you encounter an illusion per day, reduce the DC of the saving throw to disbelieve it by 2. Each subsequent time you choose this as a technomantic talent, reduce those DCs by an additional 2.

Necromancy: Twice per day when a d20 is rolled for a necromancy spell (such as a saving throw or attack roll), you can reroll that d20 as a reaction. Each subsequent time you choose this as a technomantic talent, you gain an additional use of this ability, up to a maximum of 4 times per day.

Transmutation: You increase (or decrease) the duration of a transmutation spell or its caster level to bypass spell resistance as though its caster level were 2 levels higher (or lower). Each subsequent time you choose this as a technomantic talent, you can increase (or decrease) the duration as though its caster level were an additional 3 higher (or lower). This effect can't cause a spell's duration to last longer than 24 hours or be reduced to less than 1 round.

Spells

You cast spells drawn from the technomancer spell list). To learn or cast a spell, you must have an Intelligence score equal to at least $10 + \text{the spell's level}$. The Difficulty Class for a saving throw against your spell is $10 + \text{the spell's level} + \text{your Intelligence modifier}$.

You can cast only a certain number of spells of each spell level per day. Your number of spells per day is given on the table above. In addition, you receive bonus spells per day if you

have an Intelligence modifier of +1 or higher—note that you only receive these bonus spells once you can cast spells of that level normally. You can also cast 0-level spells. These spells are cast like any other spell, but there is no limit to how many 0-level spells you can cast each day.

Your selection of spells is limited. You begin play knowing four 0-level spells and two 1st-level spells of your choice. At each new technomancer level, you learn one or more new spells, as indicated on the table. Unlike spells per day, the number of spells you know isn't affected by your Intelligence modifier.

Every time you gain a level, you can swap out one spell you already know and learn a single new spell of the same level in its place. In effect, you lose the old spell in exchange for the new one. You must choose whether or not to swap the spell at the same time you gain new spells known for the level.

You can cast any technomancer spell you know at any time, assuming you have not yet used up your allotment of spells per day for the spell's level. You can also cast a spell using a higher level spell slot. For instance, if you want to cast a 1st-level spell but have used up all your 1st-level spells for the day, you can use a spell from a 2nd-level slot instead if you have one.

You can also decipher magical inscriptions that would otherwise be unintelligible or, as a full action, identify any spells encoded in a spell gem. This does not normally invoke the magic contained within, although it may do so in the case of a cursed or trapped spell gem.

Spell Cache

As the culmination of your early study of the fundamental forces of the system, you have created a spell cache that allows you to store and access spells. Your spell cache could be a device such as a handheld computer or technological implant; an item such as a ring or staff; or a symbol such as a brand, tattoo, or other permanent modification to your body. While you don't need your spell cache to cast your spells, once per day, you can activate your spell cache to cast any one spell you know and are capable of casting, even if you've expended all your spell slots for that spell's level.

If your spell cache is damaged, it is restored to full Hit Points the next time you prepare spells. If the spell cache is lost or destroyed, you can replace it after 1 week with a special ritual that takes 8 hours to complete.

Magic Hack

You have carefully studied the forces that define magic and can manipulate them. You learn your first magic hack at 2nd level, and you learn an additional magic hack every 3 levels thereafter. When casting a spell, you can apply no more than one magic hack that affects the attributes of a spell (such as distant spell or extended spell). If a magic hack allows a saving throw to resist its effects, the DC is equal to $10 + \text{half your technomancer level} + \text{your Intelligence modifier}$.

Technomancer Bonus Spells

Int Score	Bonus Spells Per Day						
	0	1st	2nd	3rd	4th	5th	6th
1-11	-	-	-	-	-	-	-
12-13	-	1	-	-	-	-	-
14-15	-	1	1	-	-	-	-
16-17	-	1	1	1	-	-	-
18-19	-	1	1	1	1	-	-
20-21	-	2	1	1	1	1	-
22-23	-	2	2	1	1	1	1
24-25	-	2	2	2	1	1	1
26-27	-	2	2	2	2	1	1
28-29	-	3	2	2	2	2	1
30-31	-	3	3	2	2	2	2

Technomancer Spells Known

Class Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1	4	2	-	-	-	-	-
2	5	3	-	-	-	-	-
3	6	4	-	-	-	-	-
4	6	4	2	-	-	-	-
5	6	4	3	-	-	-	-
6	6	4	4	-	-	-	-
7	6	5	4	2	-	-	-
8	6	5	4	3	-	-	-
9	6	5	4	4	-	-	-
10	6	5	5	4	2	-	-
11	6	6	5	4	3	-	-
12	6	6	5	4	4	-	-
13	6	6	5	5	4	2	-
14	6	6	6	5	4	3	-
15	6	6	6	5	4	4	-
16	6	6	6	5	4	4	2
17	6	6	6	6	5	4	3
18	6	6	6	6	5	4	4
19	6	6	6	6	5	5	4
20	6	6	6	6	6	5	5

Deconstructivist (Enhanced)

Your insights into the intersection of technology and magic make you especially formidable to technomagical beings. The DCs of your spells are 2 higher for constructs with the technological subtype, and 1 higher for non-construct creatures with the technological subtype. This stacks with increases to your DCs from the Spell Focus feat but not any other sources; if you have two different DCs available, use the highest.

Spell Focus

You gain Spell Focus as a bonus feat.

Skill Increases

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

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

TechLore

You rewire your mind to give you greater insight into the nature of magic and technology. You gain a +1 insight bonus to Computers and Mysticism checks. This bonus increases by 1 at 6th level and every 3 levels thereafter.

Weapon Specialization (Ex)

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with.

Expert Spellcaster

The intricacy of your spiritual power has grown clearer over time. Your proficiency ranks for spell attack modifiers and spell DCs increase to expert.

Cache Capacitor (Su)

You expand your spell cache into a cache capacitor. As part of regaining your spells each day, you can cast a single spell into your spell cache and have it affect you continuously for 24 hours. The cache capacitor can hold any of the following spells: detect radiation, disguise self, keen senses, or unseen servant. You must know a spell to store it in your cache capacitor. When you cast the spell into your cache capacitor, you expend the spell slot normally and make any decisions required for that spell, but the duration doesn't expire for 24 hours. If the spell in your cache capacitor is dispelled or dismissed, you can spend 5 minutes of uninterrupted concentration to reestablish it, keeping the same decisions you made when

you cast it, and gaining whatever duration the spell had remaining. You can't exchange the stored spell for another spell until you again regains your spells.

At 12th level, your cache capacitor gains a second slot that can hold darkvision, lesser resistant armor, life bubble, or spider climb.

At 18th level, your cache capacitor gains a third slot that can hold arcane sight, flight (spell level 3rd or lower), see invisibility, or tongues.

Light Armor Expertise

You've learned how to dodge while wearing light or no armor. Your proficiency rank for light armor and unarmored defense increases to expert.

Defensive Robes

The flow of magic through your spellcasting and your defensive training combine to help you get out of the way before an attack. Your proficiency rank in unarmored defense increases to expert.

Resolve Attunement (Ex)

You recover Resolve Points when you use powerful magic. Each time you cast a 6th-level spell, you regain 1 Resolve Point, up to your normal maximum. This applies only to spells you cast using your normal 6th-level spell slots, not to those you cast using magic items or other methods such as fuse spells.

Fuse Spells (Ex)

You can combine lower-level spell slots to cast higher-level spells. As part of casting a spell, you can spend 1 Resolve Point to exchange a number of unused spell slots for a single spell slot of a higher level; this expends the lower-level spell slots. Add up the levels of the expended slots to determine which higher level of spell you can cast (maximum 6th). For instance, you could exchange three 1st-level slots to cast a 3rd-level spell, or you could exchange two 3rd-level slots to cast a 6th-level spell. If you combine spell slots to cast a 6th-level spell, it doesn't count as such for resolve attunement.

Furthermore, you can spend 2 Resolve Points to combine two 6th-level spell slots to cast wish.

Alternate Class Features

Name	Description	Level
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Drone Technomancer	You have created an extraordinary new life powered by your technomancy, providing you a skilled companion at the cost of your overall magical potential.	-
Immortal Tutor	You've learned technology from extraplanar experts.	-
Junk Technomancy	Your magic easily recycles technological refuse into useful tools, literally making another's trash into your treasure.	-
Cache Augmentation	Your studies of the fundamental forces of the galaxy have enabled you to enhance one of your body's systems to benefit from the energy of stored spells. You might have been bestowed this augmentation by an order of technomancers, implanted the augmentation into yourself as part of your research, or witnessed part of your body undergo a technomantic apotheosis that left you with the ability to cast spells.	1
Cache Hacks	At 6th level, you can acquire a cache hack, a fundamental shift in the focus of your spell cache that alters the spells you can cast with the cache capacitor class feature.	6
Hack Capacitor	You can adjust your magical knowledge, granting you the ability to hack your spellcasting in unexpected ways. Select three magic hacks that you do not have but whose prerequisites you meet.	6

Magic Hacks

<https://www.aonsrd.com/MagicHacks.aspx?itemName>All>

Vanguard

Change and decay are the only universal constants, and your understanding of these principles makes you a nigh-unstoppable force of nature: a juggernaut brimming with fundamental energies that allow you to hold the front line of any conflict and turn your own injuries into strength. The entropy within the universe and the level of chaos within any system stand at your disposal, and you channel them into potent combat abilities. To you, the inevitable decay of the galaxy is simply a force to shape, control, and even temporarily reverse. The ability to control when and how things change defines your philosophy and power, allowing you to transform blows that should have destroyed you into ticking time bombs of destruction ready to be unleashed upon your enemies.

Level	Description	Entropic Strike Damage
1	Ancestry and Background, Attribute Boosts, Initial Proficiencies, Entropic pool, entropic strike, first vanguard aspect (aspect insight)	1d3
2	Skill Feat, Mitigate, vanguard discipline	1d3
3	General Feat, Skill Increase, Reactive 1/day, weapon specialization	1d4
4	Skill Feat, First vanguard aspect (aspect embodiment), vanguard discipline	1d4
5	Attribute Boosts, Ancestry Feat, Skill Increase, Entropic attunement (weapon special property)	1d6
6	Skill Feat, Vanguard discipline	2d6
7	General Feat, Skill Increase, Entropic attunement (critical hit effect), uncanny agility	2d6
8	Skill Feat, Second vanguard aspect (second aspect insight), vanguard discipline	2d6
9	Ancestry Feat, Skill Increase, Reactive 2/day	3d6
10	Attribute Boosts, Skill Feat, Entropic attunement (reach), vanguard discipline	3d6
11	General Feat, Skill Increase, Flashing strikes	3d6
12	Skill Feat, First vanguard aspect (aspect catalyst), vanguard discipline	4d6
13	Ancestry Feat, Armor Expertise, Skill Increase, Weapon Specialization, Entropic attunement (blast), Armor Expertise	5d6
14	Skill Feat, Vanguard discipline	6d6

15	Attribute Boosts, General Feat, Skill Increase, Reactive 3/day, uncanny speed	7d6
16	Skill Feat, Entropic attunement (radius), vanguard discipline	8d6
17	Ancestry Feat, Skill Increase, Second vanguard aspect (second aspect embodiment)	9d6
18	Skill Feat, First vanguard aspect (aspect finale), vanguard discipline	10d6
19	General Feat, Skill Increase, Agent of change, entropic attunement (severe wound)	11d6
20	Attribute Boosts, Skill Feat, Invulnerability, vanguard discipline	12d6

Key Ability	Hitpoints
Constitution Your Constitution determines your ability to control matter at an atomic level, the DCs of your abilities, the damage dealt by your entropic strike, and your general hardiness, so Constitution is your key ability score. A high Dexterity helps you act early in combat, avoid damage when you need to, and successfully land blows with your entropic strike.	1d10 (7) Plus Constitution Modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.



Initial Proficiencies:

Perception:

Trained in Perception

Saving Throws:

Expert in Fortitude

Expert in Reflex

Trained in Will

Skills:

Trained in two skills determined by your Vanguard Aspect

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

Trained in number of other skills equal to 3 + INT modifier

Attack:

- Trained in Simple Weapons
- Trained in Martial Weapons
- Train in Unarmored Weapons

Defense:

- Trained in Light Armor
- Trained in Medium Armor
- Trained in Heavy Armor

Trained in Shields

Class DC

Trained in Vanguard Class DC

Vanguard Features

Entropic Pool (Su) - 1st Level

You have the supernatural ability to control matter as it changes states, allowing you to arrest, accelerate, or even reverse the typical course of events. This energy takes the form of a pool of Entropy Points (EP). You can have a maximum number of EP in your entropic pool equal to your Constitution modifier.

You can gain Entropy Points only when involved in a combat encounter that includes a significant enemy (Starfinder Core Rulebook 242). When combat begins, you gain 1 Entropy Point at the beginning of your first action; at the end of combat, you lose any Entropy Points you have remaining. In addition to methods granted by vanguard aspects, you can gain Entropy Points in the followings ways.

While you have no Entropy Points, you can spend 1 Resolve Point as a move action to gain 1 EP (2 EP at 10th level).

Each time you take damage equal to or greater than twice your character level from a single attack or effect (after applying any ability to reduce that damage, such as DR, energy resistance, or the mitigate class feature), you gain 1 EP.

If you take damage from a critical hit, you gain 1 EP, in addition to any you gain from the attack's normal damage.

If you score a critical hit on a significant enemy, you gain 1 EP.

If you take a full action to charge, you gain 1 EP.

If you take two move actions on the same turn to move your speed each time, you gain 1 EP.

As a move action, you can designate a willing adjacent ally as an entropic focus. They remain an entropic focus until the beginning of your next turn, unless they cease to be adjacent to you or you designate a new entropic focus (both of which end this effect). If your entropic focus takes damage equal to or greater than twice your character level from a single attack or effect (after applying any ability to reduce that damage, such as DR, energy resistance, or the mitigate class feature), you gain 1 EP. If you are at least 6th level, you can expend a Resolve Point to designate an adjacent, willing ally as your entropic focus as a reaction when they take damage (and gain EP from damage they take from the triggering attack, if appropriate).

Entropy Points can be expended in various ways, some of which you gain through vanguard aspects and disciplines. As long as you have at least 1 Entropy Point in your entropic pool, you gain a +1 enhancement bonus to your Armor Class.

As part of a full action to charge or a move action to move your speed, you can expend 1 EP to gain a +10-foot enhancement bonus to your speed (normally land speed, but you can apply it to the speed for any movement type you have).

As a move action, you can expend EP to boost the damage of the next entropic strike attack you make before the start of your next turn. You must decide how many EP to expend when you take this move action, and you can't expend more EP than your level. If the boosted entropic strike hits, you deal +1d4 damage for every EP expended.

Entropic Strike (Su) - 1st Level

You can focus the power of entropy into a forceful attack. Though you must touch your target to damage it, the damage is not from the impact but from focused waves of entropic energy that unbind and dissolve your target, crush it, or both. Your entropic strike is a magical one-handed advanced melee weapon with the operative weapon special property that targets EAC (even when dealing bludgeoning damage). You can make this attack with nearly any body part and do not need a hand free to use this ability. Using your entropic strike does not require any additional action to use beyond the action you take to make an attack (for example, it can be used to make an attack of opportunity.) For any calculation that requires the item level of your entropic strike, treat your vanguard level as your entropic strike's item level.

You can also deliver an entropic strike with any melee weapon, or any shield that allows you to make unarmed attacks (replacing the normal attack with your entropic strike). The attack's damage is equal to the entropic strike damage of a vanguard of either your class level or a class level equal to the weapon's item level, whichever is lower. When you use this option, your entropic strike is considered to be made of whatever material the weapon or shield is made of

(such as for the purposes of bypassing DR or creature weaknesses). Additionally, you can apply any weapon special property, critical hit effect, or weapon fusion the melee weapon or shield has to your entropic strike as long as the effect can be applied to a one-handed advanced melee weapon that deals acid or bludgeoning damage, doesn't use additional ammunition or charges, and doesn't require information beyond that specified for your entropic strike to function. If the weapon special property, critical hit effect, or weapon fusion requires information provided for your weapon (such as the amount of a bleed critical hit effect), use the value for the weapon you are gaining the effect from.

At 1st level, your entropic strike deals damage equal to $1d3 + \text{your Constitution modifier}$, but you do not add your Strength modifier (unlike most melee attacks). For each attack, you can deal acid damage, bludgeoning damage, or both. This damage increases as you gain levels (see Table 2-2: Vanguard). At 10th level, you also add your Strength modifier to the damage of your entropic strike. At 5th level, when you use any combat maneuver for which you have Improved Combat Maneuver, you can target a foe's EAC + 8 (rather than KAC + 8) to determine success, and you also determine the level of success (such as how far you push a foe with a successful bull rush) using EAC.

First Vanguard Aspect - 1st Level

You have focused on one specific aspect of how entropy interacts with the universe, building a philosophy that goes far beyond mere physics. This aspect grants you an expanded command of the universe around you and teaches you important insights about matters that most people never connect to entropy.

You select one vanguard aspect when you take your first level of vanguard. Once made, this choice can't be changed. Descriptions of the aspects you can choose from appear on pages 53–55. If an aspect ability allows a target to attempt a saving throw to resist its effects (including spell-like abilities), the DC is equal to $10 + \text{half your vanguard level} + \text{your Constitution modifier}$ unless stated otherwise.

Aspect Insight - 1st Level

Your understanding of a specific aspect of entropy gives you insight into combat and one specific skill that others rarely understand. You gain the Improved Combat Maneuver feat for the listed combat maneuver. Additionally, you gain a +2 insight bonus to checks with one skill determined by your aspect.

Aspect Embodiment - 4th Level

You gain an additional means of generating Entropy Points. If your aspect embodiment requires any interaction with another creature, that creature qualifies only if it is a significant enemy.

Aspect Catalyst - 12th Level

You have learned to create significant effects under certain conditions, guiding powerful forces with your subconscious mind. You gain an ability that you can use as a reaction the first time you take a critical hit in combat, or as a standard action by expending 4 Entropy Points. You can't use the ability again until you take a 10-minute rest to regain Stamina Points.

You also gain an improved version of the ability that you can use without taking an action the first time you reach 0 Stamina Points or 0 Hit Points in a combat encounter, expending all Entropy Points you have, if any. Once you use the improved version of the ability, you can't do so again for 24 hours.

Aspect Finale - 18th Level

You gain a powerful ability unique to your aspect.

Mitigate (Ex) - 2nd Level

You can control how you are affected by damage or effects that alter damage. As a reaction when you take damage, you can spend 1 Entropy Point to reduce the damage you take by an amount equal to your vanguard level (to a minimum of 0 damage). If you do, you can't gain any Entropy Points from that attack.

Additionally, as a swift action, you can remove any DR or energy resistance you have, or the AC benefit of any ability or spell that increases your AC. If the effect granting DR or energy resistance has a duration, this ends the effect entirely for you. If you end an AC benefit, that AC benefit is ended for the duration of the effect. If the ability does not normally have a duration, you suspend the listed benefits until the beginning of your next turn. Additionally, whenever you first come under the effect of an ability or spell that grants you DR, energy resistance, or a bonus to AC, you can waive that benefit of the effect.

Vanguard Discipline - 2nd Level

Your close attention to the multivariate interactions between countless systems of order and disorder, combined with your study of advanced combat techniques, allows you to manipulate reality in devastating ways known as disciplines. You learn your first vanguard discipline at 2nd level and an additional discipline every 2 levels thereafter. The list of vanguard disciplines appears on pages 55–57. Unless otherwise specified, you can't select the same discipline more than once. If a vanguard discipline allows a saving throw to resist its effects, the DC is equal to $10 + \text{half your vanguard level} + \text{your Constitution modifier}$.

Reactive (Ex) - 3rd Level

Once per day, you can take an additional reaction during a single round, though you can still take only one reaction per triggering event. You can take a reaction before the first time you act in a combat, but not in a surprise round in which you are unable to act.

At 9th level and again at 15th level, you can use this ability one additional time per day, though you can never use this ability to take more than two reactions in a round or one per triggering event.

Weapon Specialization (Ex) - 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type with which this class grants you proficiency. You also gain a special form of weapon specialization for your entropic strike, allowing you to add a bonus to your damage equal to your vanguard class level plus half of any other class levels you have.

Entropic Attunement (Su) - 5th Level

As you learn to exert finer control over your entropic strike, you can enhance it to devastating effect. The saving throw DC for any of these effects that allow a saving throw is equal to 10 + half your vanguard level + your Constitution modifier.

At 5th level, choose one of the following weapon special properties: breachAR, bright, feintAR, forceAR, or penetrating. Once made, this choice can be changed only when you gain a new vanguard level. As long as you have at least 1 Entropy Point, your entropic strike has the chosen special property.

At 7th level, choose one of the following critical hit effects: corrode (1d8 for every 3 vanguard levels you have), knockdown, or staggered. Once made, this choice can be changed only when you gain a new vanguard level. Your entropic strike gains this critical hit effect as long as you have at least 1 Entropy Point. If your entropic strike has another critical hit effect, when you score a critical hit, you can choose either the entropic attunement critical hit effect or the other critical hit effect. Alternatively, you can expend 1 Entropy Point to apply both critical hit effects.

At 10th level, you can extend your field of entropy far enough that your entropic strike gains the reach weapon special property. The reach granted by this property increases by an additional 5 feet at 13th level, 16th level, and 19th level.

At 13th level, just before making an attack, you can spend 2 Entropy Points to grant your next attack the blast weapon special property with a range of 20 feet. At 16th level, this range increases to 30 feet, and at 19th level, it increases to 60 feet.

At 16th level, as a standard action you can use your entropic strike to strike the ground or clap your hands together to deal damage in a radius. Make a single melee attack roll and compare the result to the EAC of creatures and objects within 20 feet (other than yourself). You damage each creature and object with an EAC equal to or lower than the attack result. You can expend 1 EP to exclude a number of targets equal to your Constitution modifier (minimum 1).

At 19th level, as long as you have 1 Entropy Point, your entropic strike gains a second weapon special property, selected from those listed at 5th level. When you score a critical hit with your entropic strike, you can apply either the severe wound critical hit effect or any one of the critical hit effects listed at 7th level.

Uncanny Agility (Ex) - 7th Level

You are immune to the flat-footed condition, and your opponent doesn't gain any bonuses to attack rolls against you from flanking you or attacking you when you're prone. Furthermore, covering fire and harrying fire don't provide any advantage against you.

Second Vanguard Aspect - 8th Level

Your understanding of the many ways entropy can control the physical world expands. Select a second vanguard aspect, which must be different from your first vanguard aspect. Once made, this choice cannot be changed.

Second Aspect Insight - 8th Level

You gain the aspect insight benefit from your second vanguard aspect. If you already have the bonus feat granted by this aspect insight, you can instead select any other feat for which you meet the prerequisites.

Second Aspect Embodiment - 17th Level

You gain the aspect embodiment benefit of the second vanguard aspect you selected at 8th level.

Flashing Strikes (Ex) - 11th Level

Your mastery of melee combat allows you to make multiple attacks more accurately. When making a full attack entirely with melee attacks, you take a -3 penalty instead of the normal -4 penalty.

Armor Expertise - 13th Level

You've learned how to dodge while wearing armor or not. Your proficiency rank for light armor and unarmored defense increases to expert.

Uncanny Speed (Ex) - 15th Level

When making a full attack, you can also take a separate move action to move. The movement can occur before, after, or between the attacks from the full attack. All the movement must occur at the same time. This is a haste effect.

Agent of Change (Su) - 19th Level

You begin each combat encounter with 3 Entropy Points.

Invulnerability (Su) - 20th Level

Once per day as a reaction, you become immune to all weapon special properties that impose penalties on you or that grant an attacker bonuses against you, as well as all combat maneuvers, conditions, critical hits, and critical hit effects, and you can take three reactions each round. These benefits last for 1 minute.

Alternate Class Features

Entropic Shot

You can deliver your entropic strike with any small arm as though you were delivering an entropic strike with a melee weapon.

Mutual Destruction

You forgo many defensive capabilities to ensure your enemies' obliteration.

Vanguard Aspects

The following are the most commonly adopted vanguard aspects.

<https://www.aonsrd.com/Aspects.aspx>

Vanguard Disciplines

You learn your first vanguard discipline at 2nd level, and you gain an additional discipline every 2 levels thereafter. Some require you to meet additional prerequisites, and some interact with shields, a new type of equipment.

<https://www.aonsrd.com/Disciplines.aspx>