

LOKY

DEMORALIZE

AUDITORY, CONCENTRATE, EMOTION, FEAR, MENTAL

With a sudden shout, a well-timed taunt, or a cutting putdown, you can shake an enemy’s resolve. Choose a creature within 30 feet of you who you’re aware of. Attempt an Intimidation check against that target’s Will DC. If the target does not understand the language you are speaking, or you’re not speaking a language, you take a –4 circumstance penalty to the check. Regardless of your result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

Critical Success: The target becomes frightened 2.
Success: The target becomes frightened 1.

METAMAGIC

REACH SPELL

CONCENTRATE, FEAT 1

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

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

BARBARIAN

RAGE

You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can’t voluntarily stop raging. While you are raging:

- You deal 2 additional damage with melee Strikes. This additional damage is halved if your weapon or unarmed attack is agile.
- You take a –1 penalty to AC.
- You can’t use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can’t Rage again for 1 minute.

Adrenaline Rush: In the heat of battle, you are capable of amazing feats of strength. While you are raging, increase your encumbered and maximum Bulk limits by 2; you also gain a +1 status bonus to Athletics checks to lift heavy objects, Escape, and Force Open.

Raging Thrower: Thrown weapons become especially deadly in your fury. You apply the additional damage from Rage to your thrown weapon attacks. If you have the Brutal Critical feat or the devastator class feature, apply their benefits to thrown weapon attacks.

No Escape 🐾: You keep pace with a retreating foe within reach. Stride up to your Speed, following the foe and keeping it in reach throughout its movement.

