

LOKY
QUANTUM GNOME

Your luck allows you to manipulate probability itself to an incredible degree. Some effects that may only happen $1/10^{70}$ of the time are almost certain to happen.

Quantum Immortality ♦:

Trigger: You are reduced to 0HP.

You avoid being knocked out and remain at 1HP, but your wounded value permanently increases by 1. You may only use this ability once a day. When you are Wounded 3 or higher, you can no longer use this ability.

ALCHEMY
IMPERFECT TIME SCORPION

VENOM

CONSUMABLE

ACTIVATION



BULK

L

USAGE

2 HAND, INTERAC

This blue and sticky substance shines softly. Some say staring at your reflexion in it for too long can make you mad, as visions of the past and future you flicker in the mesmerizing liquid. Affects time in a weird way for the victim of the venom.

Saving Throw: DC 25 Willpower

Critical Success: Time stops for everyone except the victim, free to move in stopped time for 1 round.

Success: Nothing happens as the victim resists the venom.

Failure: The victim remains frozen in place for 1 full round, whilst time flows as normal for everyone else. The victim is aware of everything happening.

Critical Failure: As Failure, but the victim is unaware of their surroundings whilst frozen for 2 rounds.

LOOT
SCATTERGUN

Concussive Kickback Scatter 10ft

1d8 Piercing 2 handed Firearm

Range: 50ft

Reload: 1

The scattergun is a powerful steam-powered weapon, firing large lumps of metal with the pressure generated by steam, creating a devastating burst so destructive that one might find themselves tatching painful ricochets with firing at a too-close target.

Concussive: These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning.

Kickback: A kickback weapon is extra powerful and difficult to use due to its high recoil. A kickback weapon deals 1 additional damage with all attacks. Firing a kickback weapon gives a -2 circumstance penalty to the attack roll, but characters with 14 or more Strength ignore the penalty.

Scatter: This weapon fires a cluster of pellets in a wide spray. Scatter always has an area listed with it, indicating the radius of the spray. On a hit, the primary target of attacks with a scatter weapon take the listed damage, and the target and all other creatures within the listed radius around it take 1 point of splash damage per weapon damage die.

Critical Specialization: Firearm: The target must succeed at a Fortitude save against your class DC or be stunned 1.

VAMPIRE
VAMPIRE TRANSFORMATION

Your incisors are visibly longer from your vampire transformation, and your eyes reflect light in the dark with a red hue, whilst your skin becomes sickly pale.

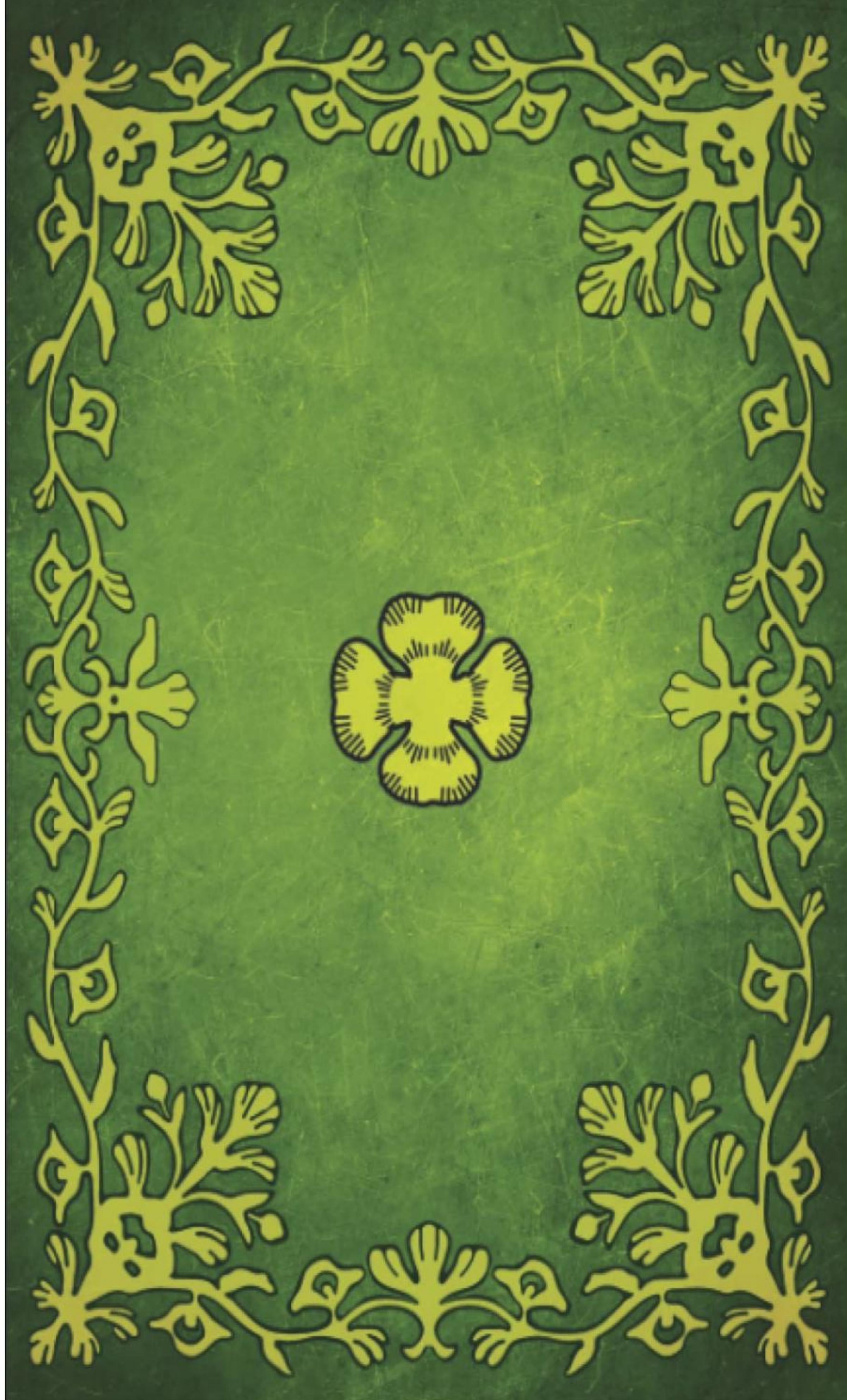
Mist Escape ♦ [Transmutation]

Trigger: You're reduced to 0HP.

You turn into a cloud of red vapor, as per the *Gaseous Form* spell. In this form, you're immune to all Physical damage, and may move for up to your movement speed. At the end of this action, you revert back to your normal form, unconscious.

Sunlight Sensitivity:

Your skin becomes much more sensitive to the sun, getting sunburns even on a semi cloudy day. When exposed to direct sunlight, you immediately become *Slowed 1*, losing one of your actions. Due to your supernatural aversion to light, you don't cast a shadow and don't show your reflection in a mirror.



LOOT

DEFENSIVE BLADE

Uncommon **Level 5**

Abjuration **Finesse** **Parry**

1d8 Slashing **2-hand sword**

A long, thin scimitar-like elven-forged blade. Its guard inscribed with old elven glyphs, warding you against magic.

Spellguard Blade: When you are benefiting from the +1 circumstance bonus to AC from this weapon's parry trait, you also apply that circumstance bonus to your saving throws against spells that target you.

Elven Grace: As you build momentum from wielding this weapon, it becomes more dangerous. When you attack with it more than once on your turn, the second attack gains a +1 Item bonus to its damage, and each subsequent attack increases its damage by +1.

Cut Spell ♦: **[Abjuration]** Once a day, whilst wielding this sword, you can absorb some of the magical effect of a spell targeting you. You gain a +2 status bonus to your AC against the effect.

BARBARIAN

RAGE ♦

Fast Movement: Your rage is a frenzy of rapid movements. While you are raging, you gain a +10-foot status bonus to your Speed.

Follow-Up Assault ♦:

Requirement: You used your previous action to make a melee Strike that missed.

Even in the face of failure you press the attack, determined to succeed. Make a Strike with the same weapon, adding the effects of the backswing and forceful weapon traits.

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 6 additional damage with melee Strikes. This additional damage is halved if your weapon or unarmed attack is agile. This additional damage is doubled if you have greater weapon specialization.
- 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.

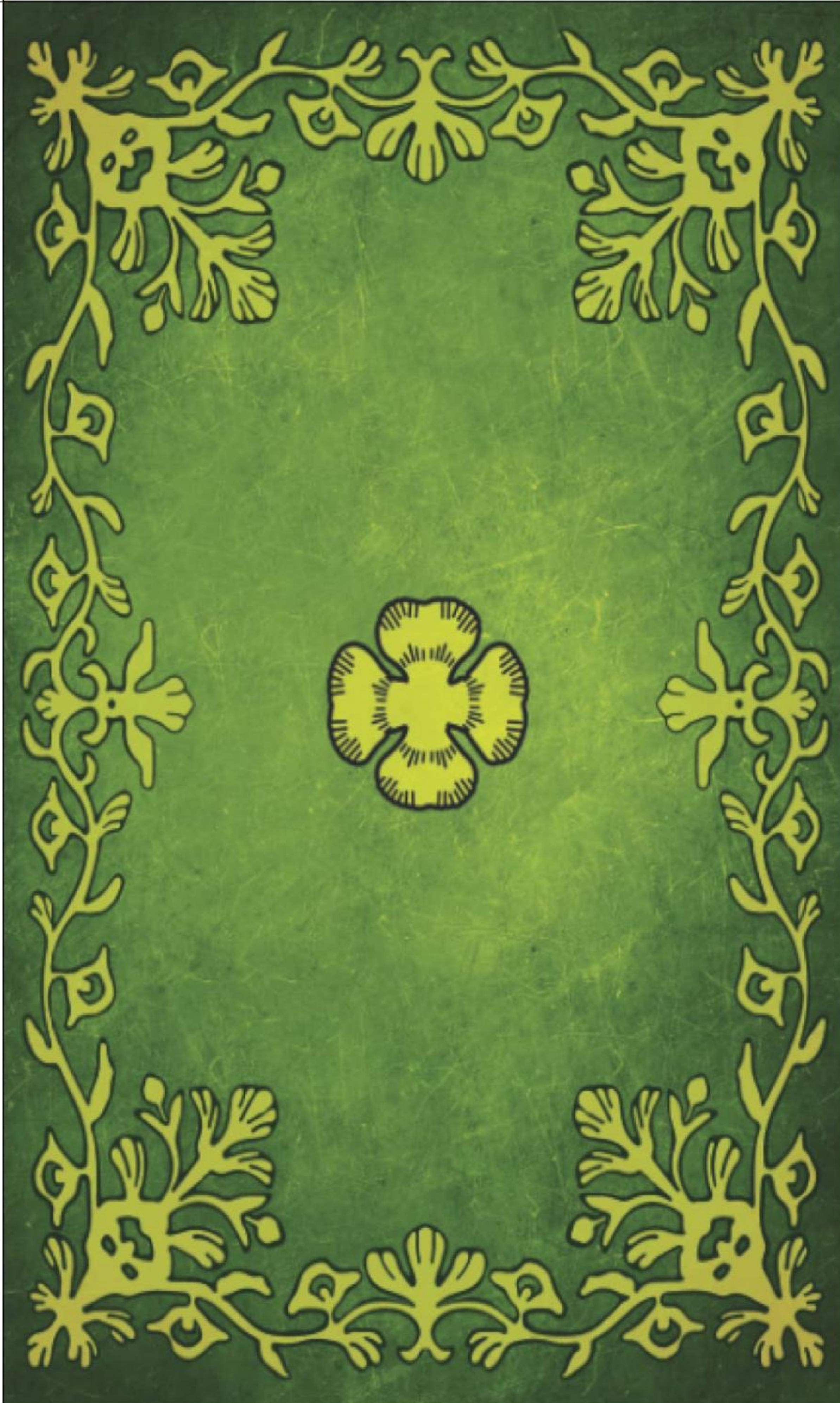
LOKY

SKEPTIC'S DEFENSE ♦

Frequency: Once per day.

Trigger: You are targeted by or are in the area of a mental spell or effect.

You don't believe in any mental twaddle, and you're certainly not afraid of it. You scoff and verbally refute the triggering effect, attempting a counteract check using your Intimidation modifier with a counteract level of half your level rounded up. If you succeed, you ignore the triggering effect, though any other creatures that were also targeted or in the area are still affected. If the source of the effect you successfully counteracted understands your language and has an Intelligence modifier of -3 or higher, that creature becomes stupefied for 1 round.



LOOT

DREAD STUDDED LEATHER

+1

Uncommon

Emotion Fear Mental Visual

Enchantment ⚡ Dread

This leather armor is reinforced with metal studs and sometimes small metal plates, providing most of the flexibility of leather armor with more robust protection.

⚡ Dread: Eerie symbols cover your armor, inspiring terror in your foes. Frightened enemies within 30 feet that can see you must attempt a DC 20 Will save at the end of their turn; on a failure, the value of their frightened condition doesn't decrease below 1 that turn.

ADELAIDE

SCARLET PRINCESS +1

Rare Level 4

Parry Agile Concealable Finesse

2d6 Piercing 1-hand+ sword cane

Conjuration ✎ Flaming

This stealthy silver sword cane bursts into roaring flames when the fiery blade is unsheathed from its hollow cane.

Critical Specialization: The target is made off-balance by your attack, becoming flat-footed until the start of your next turn.

⚡ Flaming: This weapon is empowered by flickering flame. The weapon deals an additional 1d6 fire damage on a successful Strike, plus 1d10 persistent fire damage on a critical hit.

SPELL 4

SoM, 92

SPELL-NAME

NECROMANCY - CURSE

CASTING TIME



COMPONENTS

S, V

RANGE

30FT

DURATION

VARIES

SAVING THROW

FORTITUDE

You inflict a curse upon the target that causes any wound to gush blood. The target must attempt a Fortitude save.

Heightened +2 : The additional damage increases by 1d6 and the persistent bleed damage increases by 1d6.

Critical Success : The target is unaffected.
Success : For 1 minute, the first time each round that the target takes at least 10 piercing or slashing damage from a single Strike, it takes 2d6 additional damage of the same type.

Failure : As success, but when it takes the additional damage, it also takes 2d6 persistent bleed damage.

SPELL 4

PC, 366

SPELL-NAME

NECROMANCY, POSITIVE - HEALING

CASTING TIME



COMPONENTS

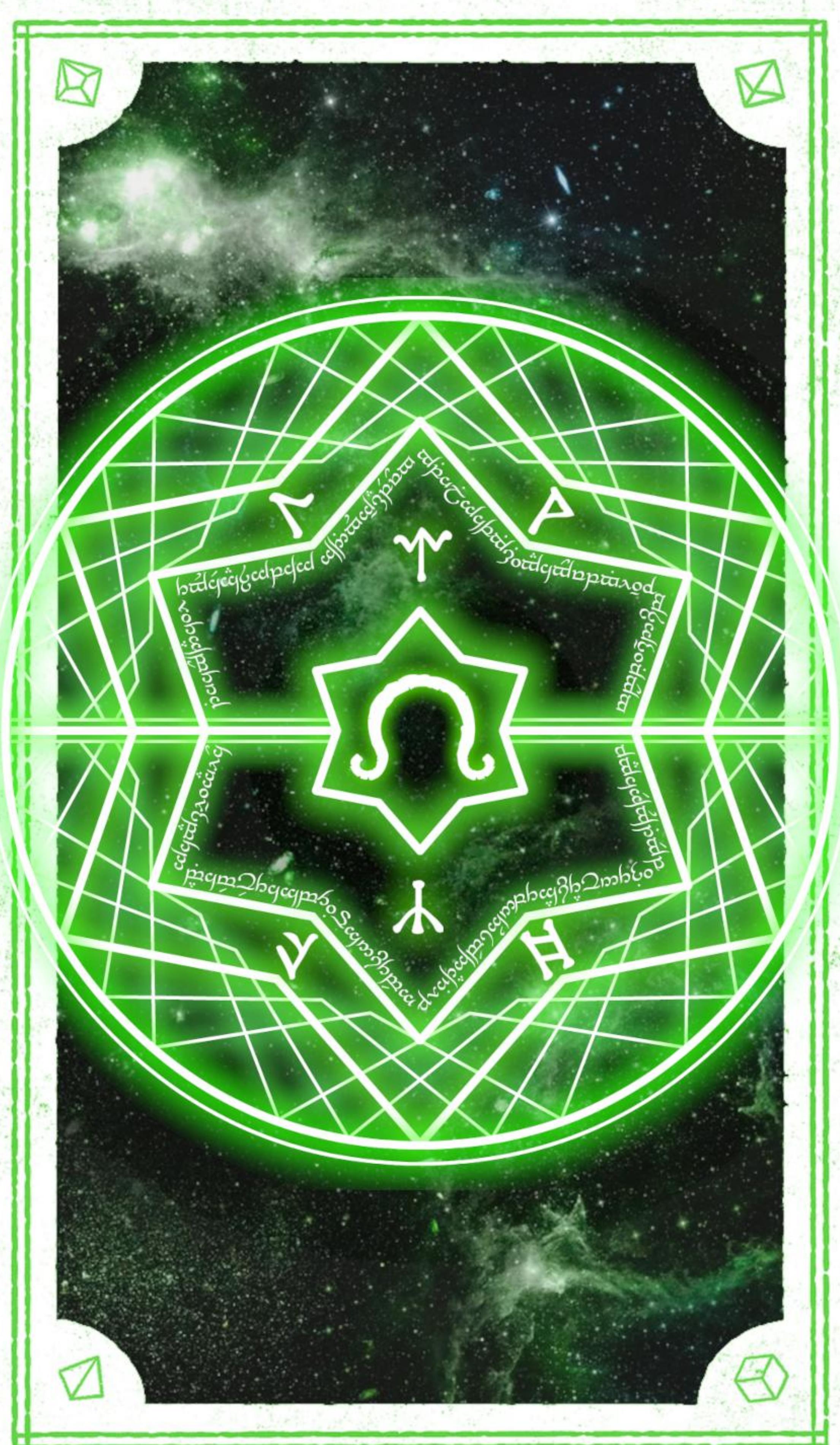
RANGE

DURATION

UNTIL NEXT DAILY
PREPARATIONS

Vitality radiates outward from you, allowing others to supplicate and receive healing. Once per round, either you or an ally can use an Interact action to supplicate and lay hands upon you to regain Hit Points. Each time the beacon heals someone, it decreases in strength. It restores 4d10 Hit Points to the first creature, 4d8 Hit Points to the second, 4d6 Hit Points to the third, and 4d4 Hit Points to the fourth, after which the spell ends. You can have only one vital beacon active at a time.

Heightened +1 : The beacon restores one additional die of HP each time it heals, using the normal die size for that step.



SPELL-NAME

NECROMANCY - HEALING

CASTING TIME
 COMPONENTS S, V, MRANGE
TOUCHTARGET
1 CREATURE

Your touch grants a reprieve to a cursed creature. You attempt to counteract one curse afflicting the target. If the curse comes from a cursed item or other external source, a success indicates that the target creature can rid itself of the cursed item, but it doesn't remove the curse from the item.

SPELL-NAME

EVOCATION - CURSEBOUND, MENTAL

CASTING TIME
 COMPONENTS S, VRANGE
30FTTARGET
1 CREATURE

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. You and the target each take 9d6 mental damage with a basic Will save, and the target is stunned 1 if it critically fails its save. You get a degree of success one better than you rolled for your saving throw.

BARBARIAN

STRIKING GAUNTLET +1

Uncommon Agile Free-Hand

2d4 Bludgeoning 1-hand Gauntlet

Magical

A pair of these metal gloves comes with full plate, half plate, and splint armor; they can also be purchased separately and worn with other types of armor. They not only protect your hands but also transform your hands into lethal weapons.

This weapon doesn't take up your hand, usually because it is built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

Critical Specialization: Brawling: The target must succeed at a Fortitude save against your class DC or be slowed 1 until the end of your next turn.

BARBARIAN

CERULEAN FURY +1

Rare Level 4 Sweep Cold 2-hand 2d10

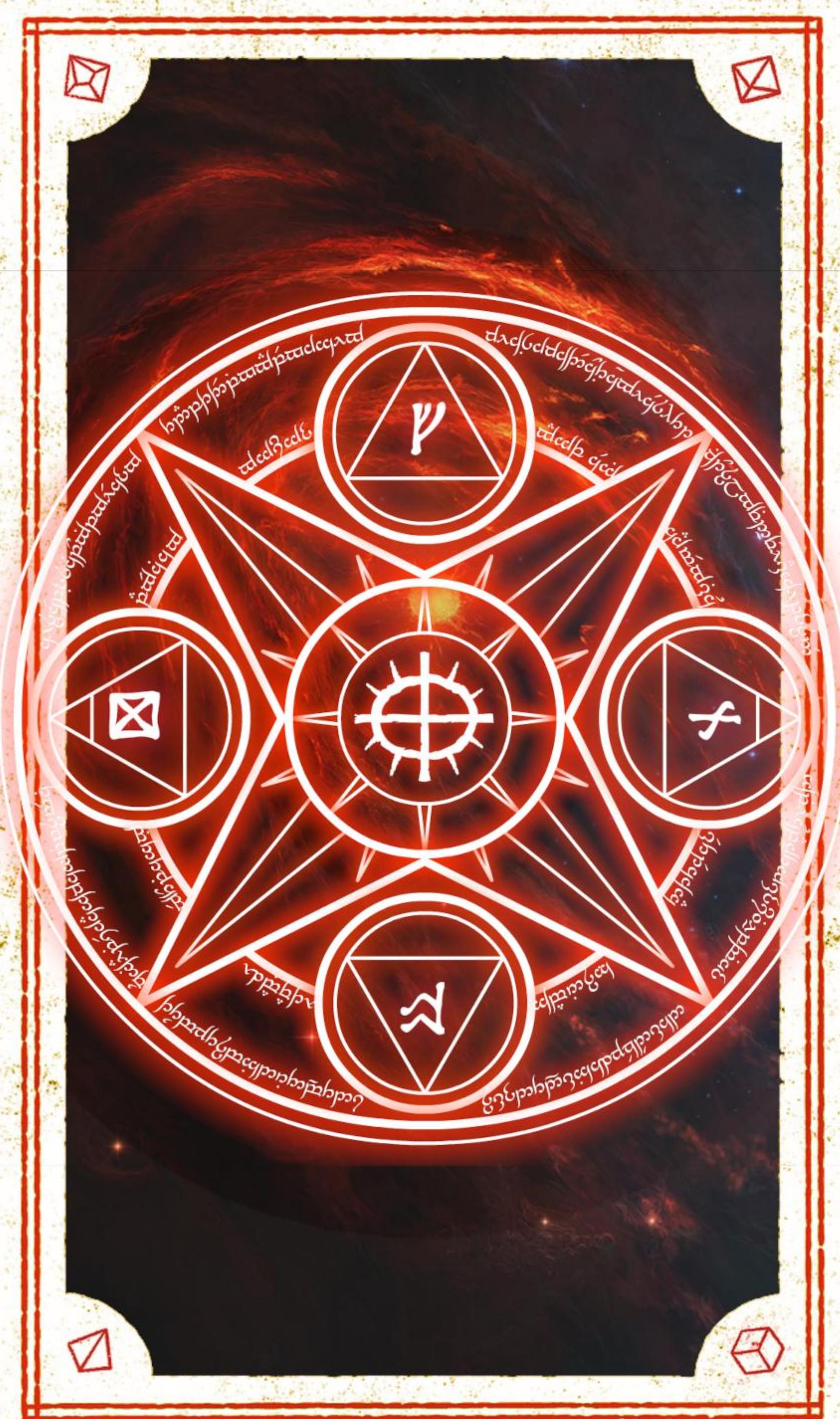
2d8 Slashing 1-hand+ battleaxe

Conjuration Frost

A beautiful snowflake-shaped battleaxe head, forged from cold-iron and made even colder with Frost runes on its long fur-covered handle.

Critical Specialization: Choose one creature adjacent to the initial target and within reach. If its AC is lower than your attack roll result for the critical hit, you deal damage to that creature equal to the result of the weapon damage die you rolled (including extra dice for its striking rune, if any). This amount isn't doubled, and no bonuses or other additional dice apply to this damage.

¶ Frost: Weapons with this rune empower your strength, and attacks with these weapons leave your foe staggered. When you critically hit a target with this weapon, your target becomes clumsy 1 and enfeebled 1 until the end of your next turn.



LOOT JORGUNG'S JETPACK

Rare Level 3 Move

A heavy tank, with powerful heaters and pressure reliefs pointed down at either sides. When the tank is filled with water,

Fly ♦: [Move] You move through the air up to 30ft. Moving upwards uses the rules for moving through difficult terrain and you can only go up 30ft from the ground at all times.
You can move straight down 10ft for every 5ft of movement you spend.
You can use an action to Fly 0ft to hover in place. If you're airborne at the end of your turn and didn't use a Fly action, you fall.

BARBARIAN JORGUNG'S HAMMER

Unique Level 3 Reach Shove Razing

1d12 Bludgeoning 2-hand hammer

Crushing

A heavy war hammer, with a masterfully crafted handle adorned with the symbol of the Bronzeson Family. On one end of the hammer's head, flames can spurt, propelling its weight whilst being swung around, a perfect way of Crushing ennemis.

Critical Specialization: The target is knocked prone.

Crushing: Weapons with this rune empower your strength, and attacks with these weapons leave your foe staggered. When you critically hit a target with this weapon, your target becomes clumsy 1 and enfeebled 1 until the end of your next turn.

Extend Reach ♦: You detach the hammer's head from its handle, increasing its range to 20ft, but incurring a -2 penalty on targets within 5ft. It takes an action to reattach the head unless you just succeeded on an attack roll.

BARBARIAN BRONZESON'S DAGGER +1

Agile Versatile S Thrown 10ft

2d4 Piercing 1-hand dagger

A shiny blade coated in fine silver. This ancient dagger bears on its pommel the symbol of the Bronzeson's Family, a dual-headed axe. You feel a great connection to your lineage as you wield this blade.

Critical Specialization: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Familiar Target ♦: Once a day, as an action, you can pick a single target. All their resistances are nullified against you. Your weapon takes the properties of their greatest weakness. This effect remains as long as you are raging.

Demoralizing Targetting ♦: When you pick a target, you may attempt a Demoralize check against them for free.

OR

Targetted Rage ♦:

When you pick a target, you may enter a Rage in the same action.

