

Path 2 Victory: Roleplay

A rules-light hack of PF2e

2024, version 0.6

Path 2 Victory: Roleplay is a rules-light version of PF2e. It attaches character creation and adventure rules to the *Path 2 Victory* skirmish miniatures game – the two use the same system, but *P2V: Roleplay* puts the emphasis on each player controlling a single hero.

Path 2 Victory is open source, which means you can homebrew it to your needs. It is a standalone game heavily based on – and cross-compatible with – the popular tabletop roleplaying game PF2e.

Download *Path 2 Victory* for free: <https://sepulchralverdigris.github.io/path2victory/>

WHAT IS A ROLEPLAYING GAME?

P2V: Roleplay is a roleplaying game for about three to six players, plus one person to be the Game Master (“GM”). Each player controls a single hero in a fantasy world of adventure. The Game Master controls the rest of the world and the people and things in it, and the monsters that the heroes fight.

It can also be played GMless, using dice rolls to decide how the monsters behave in combat; and solo, with a player controlling a party of heroes.

WHAT MAKES PATH 2 VICTORY SPECIAL?

Path 2 Victory simplifies the PF2e rules so monster and hero profiles fit on a single playing card, but the rules are rich and detailed enough to provide tactical and imaginative gameplay.

The simplified rules mean a Game Master can manage large and complex encounters, and a single player can control several characters.

Forest Troll		32 pts
<i>Large Giant Wood Troll Humanoid 5</i>		
Fight	+9	Regeneration At the start of the forest troll's turn, it heals 20 unless sickened (in which case it loses the sickened condition) or at 0 HP or below.
Armor	15	
Power	17	Electricity and Fire Vulnerability Becomes sickened if it takes fire or electricity damage.
Fort	+12	Claw • Melee 2 strike 15 piercing damage.
Reflex	+6	Furious Flailing ◊ If the troll takes fire or electricity damage: Make a melee strike against a random creature within reach.
Will	+2	Chase Prey •• Stride and then make two melee strikes.
HP	125	<i>Athletics, Intimidation; weak fire, electricity 10</i>
Speed	6	

Claar Doveblood	
<i>Medium Orc Humanoid Warpriest 1</i>	
Fight	+6
Armor	15
Power	16
Fort	+6
Reflex	+2
Will	+7
HP	20
Speed	5
Religion, Society, Deception	

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Creating a character

Each player (other than the Game Master) will create a character that they control, called a hero.

Most games of *P2V: Roleplay* start at level 1. See the “Classes” chapter for how to “level up” your character if your GM says you will start at a higher level.

To create a character, first print out a character card. Then fill it out. The back of the card is for any extra information you need to keep track of (like which feats you have taken or what gear your character is carrying).

- Choose an ancestry:** This is your character’s species. Options include human, dwarf, elf and halfling.
- Choose a background:** This is what your character did before becoming an adventurer. Options include hunter, street urchin and acrobat.
- Choose a class:** This is what makes your character an effective hero. Are they a wizard casting magic spells or a rogue attacking from the shadows? The cleric is almost like two classes in one: warpriests have somewhat different stats and features to cloistered clerics. Fighters are weapon masters both in close combat and at range.
- Class-specific choices:** Your class will specify if you need to make other choices. For example, clerics choose a deity and a sanctification. Rogues choose a racket. Wizards choose which spells they learn. Fighters and rogues also get a feat at first level.
- Choose equipment:** Characters choose from weapons and armor that they are proficient with, and adventuring gear. A character can carry a number of pieces of equipment equal to their Fortitude.

CHARACTER CREATION EXAMPLE

Lee is creating a first-level character. He likes the idea of an orc battling against her instinct for violence. Perhaps an honorable knight (he looks at the fighter class) or even a healer (a cloistered cleric?) He splits the difference and chooses a warpriest cleric. He names her Claar Doveblood.

What could have led to Claar’s change in outlook? Lee decides this is where background comes in – she was an emissary who despaired of winning peace.

With the “ABCs” (ancestry, background and class) sorted, Lee can start filling in his character card.

ABCs

Size and type is decided by ancestry: Medium Orc Humanoid, and “1” to indicate first level.

Speed is determined by ancestry: 5.

Fight, Armor, Power and HP is determined by class. Lee fills those in from the warpriest progression table.

Saving throws are based on class and ancestry. A warpriest has +4 Fortitude, +1 Reflex and +7 Will, and an orc adds +2 to Fortitude and +1 to Reflex.

Emissary gives Claar the Society trained skill. As a warpriest, Claar is also trained in Religion.

On the back of the card, Lee notes the details that do not have a place on the front: that Claar’s class is cleric (warpriest), her background is Emissary, and that warpriests do 5 melee damage and 4 ranged damage.

Class-specific

As a warpriest, Claar has several features: divine caster, divine font, deity, sanctification and shield block. These get noted down – some of the details can be combined into one entry.

Lee also chooses a deity for Claar: The Lovers. That gives her training in Deception.

Claar Doveblood	
Medium Orc Humanoid Warpriest 1	
Fight	+6
Armor	15
Power	16
Fort	+6
Reflex	+2
Will	+7
HP	20
Speed	5
Mace • Melee strike 5 bludgeoning damage.	
Crossbow • Ranged 24/48 strike 4 piercing damage.	
Shield Block ◻ When taking slashing, piercing or bludgeoning damage: reduce damage by 20.	
Ferocity ◻ If reduced to 0 HP or below: roll 1d6. On a 3 or less, you are eliminated. On a 4 or more, heal 1 HP.	
Holy Divine Prepared Caster Rank 1 ◻ Prepare a common divine spell or a spell from The Lovers ◻◻◻ Prepare a common divine cantrip ◻◻◻ Cast Heal	
Religion, Society, Deception	

He adds to the back of the card that The Lovers provide one rank 1 spell: *charm*, and that Claar has proficiency in simple ranged weapons.

Equipment

Because of her proficiencies, Claar chooses a shield, mace and crossbow, which leaves 3 Bulk for adventuring gear – rations, torches and water. These are noted on the back of the card.

Now Lee can fill out the strikes: a melee strike for 5 bludgeoning damage with the mace and a ranged strike for 4 piercing damage with the crossbow.

And that's it. Lee makes a few more characters for good measure:

Scali the Magnificent	
Small Kobold Humanoid Wizard 1	
Fight +4	Hurried Retreat • Step up to your speed
Armor 12	Dagger • Melee strike 4 piercing damage.
Power 18	Sling • Ranged 10/20 strike 4 bludgeoning damage.
Fort +1	Arcane Prepared Caster Rank 1 <input type="checkbox"/> Prepare a spell you know <input type="checkbox"/> Prepare a curriculum spell you know <input checked="" type="checkbox"/> Prepare a cantrip you know <input type="checkbox"/> Cast <i>Scramble body</i>
Reflex +6	Known cantrips: <i>Caustic blast</i> , <i>electric arc</i> , <i>daze</i> , <i>gouging claw</i> , <i>puff of poison</i> , <i>shield</i> , <i>tangle vine</i> ; spells: <i>Jump</i> , <i>pest form</i> , <i>breathe fire</i> ; curriculum: <i>Spider sting</i>
Will +8	<input type="checkbox"/> Drain Bonded Item You can cast a wizard spell you already cast today, even though it is no longer prepared.
HP 15	<input type="checkbox"/> Spell Substitution • Switch one prepared spell for another that you know.
Speed 5	Arcana, Lore, Stealth

Lyria Briarbrook	
Small Halfling Humanoid Cloistered Cleric 1	
Fight +4	Keen Eyes • If you fail a cover or concealment check: Reroll the check. You must take the second result even if it is worse.
Armor 12	Sickle • Melee strike 5 slashing damage.
Power 18	Sling • Ranged 10/20 strike 4 bludgeoning damage.
Fort +2	Holy Divine Prepared Caster Rank 1 <input type="checkbox"/> Prepare a common divine spell or a spell from The Fool <input checked="" type="checkbox"/> Prepare a common divine cantrip <input checked="" type="checkbox"/> Cast <i>Heal</i> <input type="checkbox"/> Cast <i>Agile feet</i>
Reflex +6	
Will +7	
HP 20	
Speed 5	Acrobatics, Perception, Religion, Survival

Grom	
Medium Orc Humanoid Fighter 1	
Fight +8	Reactive Strike • If a creature within your reach casts a spell, moves out of reach of your attacks or makes a ranged attack: Make a melee Strike against the triggering creature.
Armor 15	
Power 13	Greatsword • Melee strike 8 slashing damage.
Fort +6	Bow • Ranged 24/48 strike 5 piercing damage.
Reflex +5	Vicious Swing •• Make a Strike, do +5 damage on a hit.
Will +1	
HP 20	
Speed 4	Athletics, Occultism, Perception, Society

Keldor Ironshade	
Medium Dwarf Humanoid Rogue 1	
Fight +6	Hammer • Melee strike 5 bludgeoning damage.
Armor 18	Bow • Ranged 24/48 strike 5 piercing damage.
Power 13	Sneak Attack If you Strike a creature that has the off-guard condition, you deal +4 damage.
Fort +6	Surprise Attack On the first round of combat, creatures that haven't acted are off-guard to you.
Reflex +7	Deny Advantage You aren't off-guard to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.
Will +2	
HP 25	
Speed 4	Acrobatics, Intimidation, Perception, Stealth, Thievery

Ancestry

Every hero has an ancestry: their species. All ancestries give Speed 5 unless otherwise mentioned.

Human

Medium Human Humanoid

+2 to Fortitude, Reflex and Will.

Dwarf

Medium Dwarf Humanoid

+2 Fortitude, +1 Will

Speed 4

Armor +1

Elf

Medium Elf Humanoid

+1 Reflex, +2 Will

□ **Ancestral Longevity** • Choose a skill. You become trained in that skill until your next long rest.

Halfling

Small Halfling Humanoid

+1 Fortitude, +2 Reflex

Keen Eyes ○ If you fail a cover or concealment check: Reroll the check. You must take the second result even if it is worse.

Kobold

Small Kobold Humanoid

+2 Reflex, +1 Will

Hurried Retreat • The character Steps up to their speed

Leshy

Small Leshy Humanoid

+1 Fortitude, +2 Will

Choose one:

□ **Fruit Leshy** You or an ally you are in reach of can Interact (1 AP) to heal 5 HP (+5 for every 2 levels you have above level 1).

Leaf Leshy You take no damage from falling.

Lotus Leshy or **Seaweed Leshy** You gain the Aquatic feature.

Pine Leshy or **Vine Leshy** You gain the Wall Climbing feature.

Root Leshy Each time you would be pushed, pulled or shunted against your will, reduce the movement by 1 square. If you would be knocked prone, roll 1d6. On a 4 to 6, you are not knocked prone.

Orc

Medium Orc Humanoid

+2 Fortitude, +1 Reflex

☒ **Ferocity** ☒ If reduced to 0 HP: roll 1d6. On a 3 or less, you are defeated. On a 4 or more, heal 1 HP.



Backgrounds

Each hero has a background, which determines one skill they are trained in. Choose your character's background, or roll one randomly by first rolling a d6 and then a d20 and comparing the results to the table below.

d6	d20	Name	Trained Skill
1-3	1	Acolyte	Religion
1-3	2	Acrobat	Acrobatics
1-3	3	Animal Whisperer	Nature
1-3	4	Artisan	Crafting
1-3	5	Artist	Crafting
1-3	6	Bandit	Intimidation
1-3	7	Barkeep	Diplomacy
1-3	8	Barrister	Diplomacy
1-3	9	Bounty Hunter	Survival
1-3	10	Charlatan	Deception
1-3	11	Cook	Survival
1-3	12	Criminal	Stealth
1-3	13	Cultist	Occultism
1-3	14	Detective	Society
1-3	15	Emissary	Society
1-3	16	Entertainer	Performance
1-3	17	Farmhand	Athletics
1-3	18	Field Medic	Medicine
1-3	19	Fortune Teller	Occultism
1-3	20	Gambler	Deception
4-6	1	Gladiator	Performance
4-6	2	Guard	Intimidation
4-6	3	Herbalist	Nature
4-6	4	Hermit	Nature or Occultism
4-6	5	Hunter	Survival
4-6	6	Laborer	Athletics
4-6	7	Martial Disciple	Acrobatics or Athletics
4-6	8	Merchant	Diplomacy
4-6	9	Miner	Survival
4-6	10	Noble	Society
4-6	11	Nomad	Survival
4-6	12	Prisoner	Stealth
4-6	13	Raised by Belief	Religion
4-6	14	Sailor	Athletics
4-6	15	Scholar	Arcana
4-6	16	Scout	Survival
4-6	17	Street Urchin	Thievery
4-6	18	Teacher	Performance or Society
4-6	19	Tinker	Crafting
4-6	20	Warrior	Intimidation



Classes

Choose your character's class from the options below. If a character would become trained in a skill they already have, they can choose any other skill to become trained in instead.

FOCUS SPELLS

A focus spell is a spell that can be per encounter. Clerics get focus spells through the domains of the gods that they worship; wizards get focus spells through the arcane school they specialize in.

A character that knows one focus spell can cast it once per encounter. A character that knows two focus spells can cast each once per encounter, or one of them twice per encounter. A character that knows three or more focus spells can cast a focus spell up to three times per encounter, choosing the same or different focus spell each time.

A character's caster rank for the purpose of a focus spell is half their level rounded up.

LEVELING UP

Sometimes, after defeating a powerful enemy or completing a dangerous quest, the Game Master will tell you that your character goes up a level.

Look up your class. The class table will tell you how, if at all, your character's stats increase according to their new level, and any additional class features your character receives.

Cleric

Ranged Proficiencies: Simple

A cleric's Trained Skills and stats depend on which doctrine is chosen.

DOCTRINE

Choose cloistered cleric or warpriest.

Cloistered cleric

You gain additional features:

Trained Skills Perception, Religion

Domain Initiate (Level 1) bonus feat

Critical Specialization (Level 11) On a critical hit with a weapon, the target is off-guard or pushed 1 square (your choice).

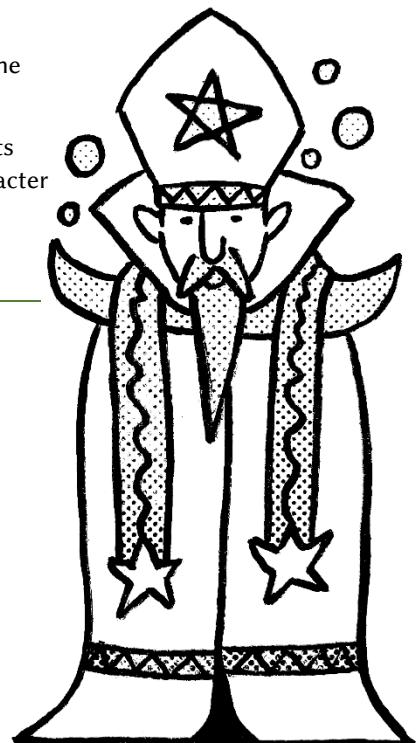


Table 1: Cloistered cleric progression

Level	Fight	Melee Damage	Ranged Damage	Armor	Power	Fort	Ref	Will	HP	Caster Rank	Prep Spells	Features
1	+4	5	4	12	18	+1	+4	+7	20	1	1	Divine caster, divine font, deity, sanctification, domain initiate
2	+5	8	6	13	18	+1	+5	+8	32	1	2	Feat
3	+5	10	8	13	19	+1	+5	+8	44	2	2	
4	+6	10	9	14	19	+2	+6	+9	56	2	3	Feat
5	+6	15	10	14	19	+2	+6	+9	68	3	3	Additional divine font
6	+7	15	10	15	20	+3	+7	+10	80	3	3	Feat
7	+7	15	10	15	20	+3	+7	+10	95	4	3	
8	+8	20	15	16	20	+3	+7	+10	110	4	4	Feat
9	+8	20	15	16	21	+4	+8	+11	125	5	4	
10	+9	20	15	17	21	+4	+8	+11	140	5	4	Feat
11	+9	25	20	17	21	+5	+9	+12	155	6	4	Critical specialization
12	+10	25	20	18	22	+5	+9	+12	170	6	4	Feat
13	+10	25	20	18	22	+5	+9	+12	185	7	4	
14	+11	30	25	19	22	+6	+10	+13	200	7	4	Feat

Warpriest

You gain additional features:

Trained Skills Religion

SHIELD BLOCK (Level 1) When taking slashing, piercing or bludgeoning damage: reduce damage by 20.

SECOND DOCTRINE (Level 3) You are proficient in martial ranged weapons.

Critical Specialization (Level 7) On a critical hit with a weapon, the target is off-guard or pushed 1 (your choice).

Table 2: Warpriest progression

Level	Fight	Melee Damage	Ranged Damage	Armor	Power	Fort	Ref	Will	HP	Caster Rank	Prep Spells	Features
1	+6	5	4	15	16	+4	+1	+7	20	1	1	Divine caster, divine font, deity, sanctification, shield block
2	+7	8	6	16	16	+5	+1	+8	35	1	2	Feat
3	+7	10	8	16	17	+5	+1	+8	50	2	2	Second doctrine
4	+8	10	9	17	17	+6	+2	+9	65	2	3	Feat
5	+8	15	10	17	17	+6	+2	+9	80	3	3	Additional divine font
6	+9	15	10	18	18	+7	+3	+10	95	3	3	Feat
7	+9	15	10	18	18	+7	+3	+10	115	4	3	Critical specialization
8	+10	20	15	19	18	+7	+3	+10	135	4	4	Feat
9	+10	20	15	19	19	+8	+4	+11	155	5	4	
10	+11	20	15	20	19	+8	+4	+11	175	5	4	Feat
11	+11	25	20	20	19	+9	+5	+12	195	6	4	
12	+12	25	20	21	20	+9	+5	+12	215	6	4	Feat
13	+12	25	20	21	20	+9	+5	+12	235	7	4	
14	+13	30	25	22	20	+10	+6	+13	255	7	4	Feat

FEATURES

At level 1, the cleric receives four features: divine caster, divine font, deity, sanctification and doctrine. The cleric receives other features at higher levels.

Prepared Divine Caster You know all cantrips and spells on the comm on divine list. You also know some spells based on your deity.

Each day, you can prepare a number of spells depending on your level: 1 to 4 spells from the list of spells that you know. You can also prepare 3 cantrips, from among the cantrips you know.

You can prepare the same spell more than once, but each preparation counts towards your total.

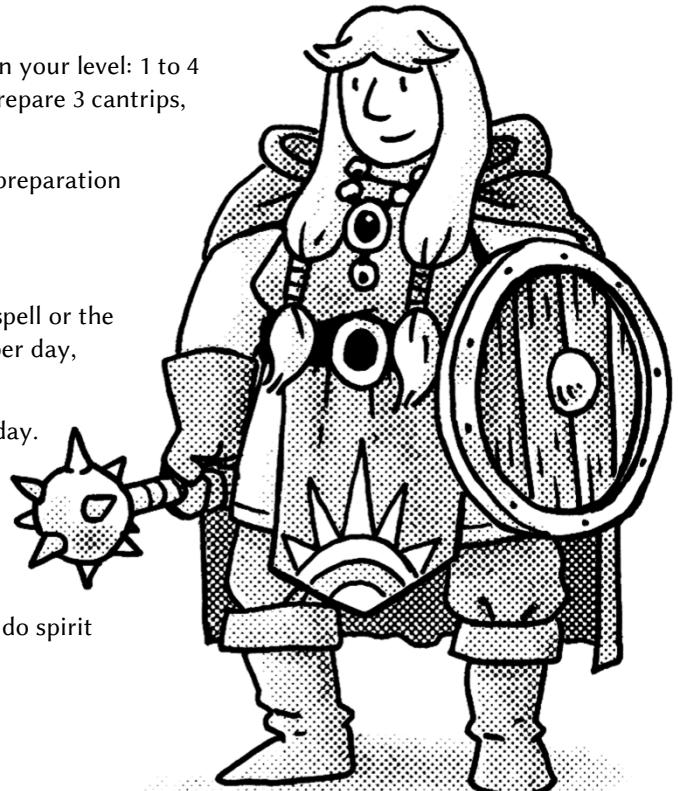
You can cast a prepared cantrip any number of times.

Divine Font At character creation, choose the *heal* spell or the *harm* spell. You can cast that spell three additional times per day, even if you did not prepare it.

At level 5, you can cast that spell an additional time each day.

Deity Choose a deity (See “Deities”, below). You get Skill Training in their listed divine skill and learn all the cleric spells listed for that deity (once you are of a rank to cast them).

Sanctification Choose “holy” or “unholiness”. Each time you do spirit damage, it is also holy or unholy damage respectively.



CLERIC FEATS

Domain Initiate You learn a focus spell from one of your deity's domains, and can cast it once per encounter. See "Domain spells", below.

Harming Hands (Level 1) When you cast *harm*, roll 1d6. On a 5–6, you do not lose the spell after casting it.

Healing Hands (Level 1) When you cast *heal*, roll 1d6. On a 5–6, you do not lose the spell after casting it.

Heavy Armor Proficiency (Level 1) You are proficient in heavy armor.

Requires Warpriest

Rapid Response (Level 1)  If an ally is reduced to 0 HP or below: You Stride towards the triggering ally, with a +2 Speed bonus.

Reach Spell (Level 1) [spellshape]  If the next action you use is to cast a spell that has a range, increase that spell's range by 6. If the spell has a range of touch, its range becomes 6.

Versatile Font (Level 2) You can use divine font to cast *heal* or *harm* spells, regardless of which option you chose at character creation.

Rapid Response (Level 2)  If an ally within Speed +2 is reduced to 0 HP: You Stride towards that ally with a +2 bonus to Speed.

Sap Life (Level 2) When you cast *harm* and damage one or more creatures, you heal 5 HP.

Panic the Dead (Level 2) When you damage an undead creature using *heal*, it is also rattled.

Command Undead (Level 4) [spellshape]  If your next action is to cast *harm* targeting one undead creature whose level is equal to or lower than your level -3, replace its normal effects with: the target is controlled (Will negates).

Void Infusion (Level 4)  If your next action is to cast *harm* to heal an undead creature, it also does +5 void damage with its strikes until the end of your next turn.

Restorative Strike (Level 4)  Cast a 1AP *heal* spell, targeting yourself. Then make a melee strike. If it hits, target an ally to heal the same amount. The ally can be outside of spell range, provided it's adjacent to the enemy you hit. If you heal from *harm* spells, you can also use this with *harm*.

Divine Weapon (Level 6)  If you finish casting a divine spell on your turn: Attacks you make do +5 spirit damage until the end of your turn.

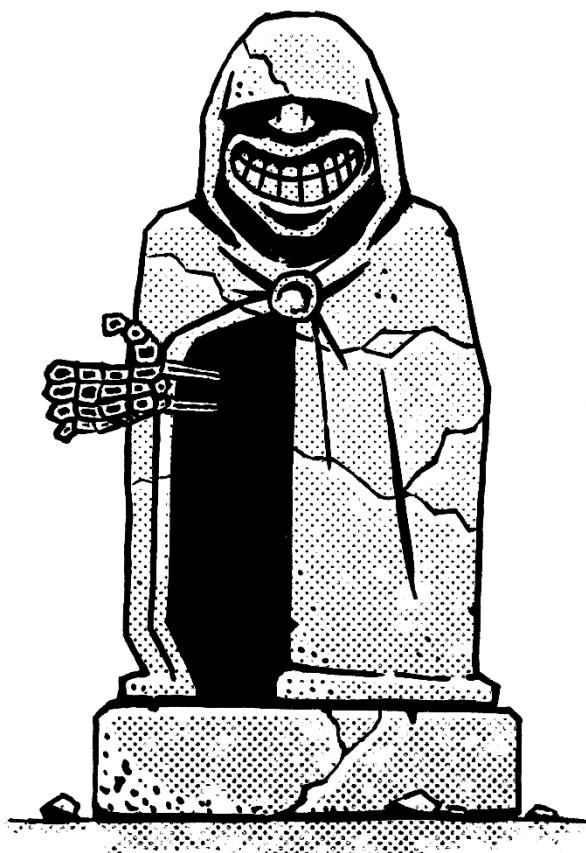
Selective Energy (Level 6) Your *heal* and *harm* spells only affect creatures in the area that you wish to affect, not all creatures.

Defensive Recovery (Level 12)  If your next action is to cast *heal* or *harm* on a single target, that target gets +2 Armor and saving throws until the end of your next turn.

Fast Channel (Level 14) When you cast *heal* or *harm*, you can get the benefit of the 3-AP version by spending just 2 AP.

DEITIES

Tarot	Divine Skill	Domains	Spells
The Fool	Survival	air, nature, travel, water	gust of wind (rank 1), lightning bolt (rank 3), control water (rank 5)
The Magician	Survival	family, might, nightmares, trickery	spider sting (rank 1), animal form (rank 2), nightmare (rank 4)
The Empress	Survival	earth, family, nature, wealth	sure strike (rank 1), wall of thorns (rank 3), nature's pathway (rank 5)
The Emperor	Society	cities, earth, travel, wealth	illusory object (rank 1), creation (rank 4), planar palace (rank 7)
The Hierophant	Crafting or Performance	creation, family, passion, protection	dizzying colors (rank 1), enthrall (rank 3), creation (rank 4)
The Lovers	Deception	pain, passion, trickery	charm (rank 1), enthrall (rank 3), mislead (rank 6)
The Chariot	Athletics	confidence, destruction, might, zeal	sure strike (rank 1), enlarge (rank 2), weapon storm (rank 4)
Strength	Intimidation	ambition, darkness, destruction, pain	phantom pain (rank 1), wall of thorns (rank 3), umbral journey (rank 5)
The Hermit	Arcana	destruction, magic, protection	force barrage (rank 1), levitate (rank 3), telekinetic haul (rank 5)
The Wheel of Fortune	Acrobatics	luck, moon, travel	sleep (rank 1), translocate (rank 4), dreaming potential (rank 5)
Justice	Athletics	might, perfection, truth	jump (rank 1), haste (rank 3), mountain resilience (rank 4)
The Hanged Man	Medicine	death, healing	mindlink (rank 1), ghostly weapon (rank 3), vision of death (rank 4)
Death	Stealth	death, trickery, wealth	illusory disguise (rank 1), invisibility (rank 2), vision of death (rank 4)
Temperance	Medicine	fire, healing, sun, truth	breathe fire (rank 1), fireball (rank 3), wall of fire (rank 4)
The Devil	Intimidation	indulgence, magic, might, undeath	goblin pox (rank 1), false vitality (rank 2), mask of terror (rank 7)
The Tower	Deception	confidence, fire, trickery, tyranny	charm (rank 1), suggestion (rank 4), mislead (rank 6)
The Star	Athletics	cities, travel, indulgence, might	fleet step (rank 1), stupefy (rank 2), hallucination (rank 5)
The Sun	Athletics	air, destruction, earth, zeal	breathe fire (rank 1), enlarge (rank 2), disintegrate (rank 6)
Judgement	Intimidation	confidence, might, truth, zeal	sure strike (rank 1), enlarge (rank 2), fire shield (rank 4)
The World	Crafting	creation, earth, family, protection	mindlink (rank 1), earthbind (rank 3), creation (rank 4)



CLERIC FOCUS SPELLS

Clerics that take the Domain Initiate feat learn one of these focus spells.

Spell	Domain	Effect
Agile Feet	Travel	● Self: You get Speed +1 and ignore difficult terrain until the end of your turn. As part of casting the spell, you can Step, Stride or Tumble Through.
Appearance of Wealth	Wealth	●● Burst 4 within 6 (all humanoids and dragons): The target cannot leave the area (condition; Will negates).
Athletic Rush	Might	● Self: You get Speed +2 and +2 to Athletics until the end of your turn. As part of casting the spell, you can Stride or Leap.
Bit of Luck	Luck	○ Ranged 6: If an ally in range attempts a saving throw: They roll twice and take the better result.
Charming Touch	Passion	● Melee 1: The target cannot attack you or a space you occupy (condition; Will negates). Condition ends immediately if you attack the creature or a space it occupies.
Cloak of Shadow	Darkness	● Melee 1: The target is concealed until the end of your next turn. Sustain ●
Creative Splash	Creation	●● Burst 1 within 6: The target suffers a random condition (Will negates). Roll 1d6: 1 = dazzled, 2 = encumbered, 3 = rattled, 4 = sickened, 5 = off-guard, 6 = confused.
Cry of Destruction	Destruction	●● Cone 3: 5 sonic damage. <i>Heighten (+1): +5 damage.</i>
Dazzling Flash	Sun	●● Cone 3: The target is dazzled (Fortitude negates, also slowed on a critical failure).
Death's Call	Death	○ Ranged 4: If a creature is eliminated: You gain 5 temporary HP. <i>Heighten (+3): +5 temporary HP.</i>
Face in the Crowd	Cities	● Self: Until the end of the encounter, you can move through enemies' spaces and when you are adjacent to two or more creatures you are concealed.
Fire Ray	Fire	●● Ranged 12 strike: 10 fire damage and the target's space becomes hazardous terrain. <i>Heighten (+2): +10 damage.</i>
Healer's Blessing	Healing	● Ranged 6: The next time the target is healed, it heals an additional 5 damage. <i>Heighten (+1): +5 damage.</i>
Hurtling Stone	Earth	● Ranged 12 strike: 10 bludgeoning damage and the target is pushed 2 squares. <i>Heighten (+2): +10 damage.</i>
Ignite Ambition	Ambition	○ Ranged 12: The enemy attempts a Will save: They roll twice and take the worse result.
Magic's Vessel	Magic	● Touch: Until the end of the encounter, each time you Cast a Spell the target gets temporary HP equal to your caster rank.
Moonbeam	Moon	●● Ranged 24 strike: 10 fire damage and the target is dazzled. <i>Heighten (+2): +10 damage.</i>
Overstuff	Indulgence	●● Ranged 6: The target is sickened and encumbered (Fortitude negates both).
Perfected Mind	Perfection	● Self: Remove any one condition you are suffering from.
Protector's Sacrifice	Protection	○ Ranged 6: If an ally in range takes damage: Reduce the damage they take by 5. You take that damage, and do not apply your resistances, weaknesses or immunities to it. <i>Heighten (+1): +5 damage.</i>
Pushing Gust	Air	● Ranged 100: The target is pushed 2 squares (Fortitude half; on a critical failure, also knocked prone).
Savor the Sting	Pain	●● Melee 1: The target takes 5 persistent mental damage (Will negates). As long as the target is taking persistent damage from this spell, you gain a +1 bonus to Fight against the target. <i>Heighten (+1): +5 damage.</i>
Soothing Words	Family	○ Ranged 6: If an ally in range attempts a Will saving throw: They roll twice with a +2 bonus and take the better result.
Sudden Shift	Trickery	○ Self: If an enemy misses you with a melee strike: Step one square. You become concealed until the end of your next turn.
Tidal Surge	Water	● Ranged 12: The target is pushed 2 (Fortitude negates).
Touch of Obedience	Tyranny	● Melee 1: The target falls prone (Will negates).
Touch of Undeath	Undeath	● Melee 1: The target takes 5 void damage and cannot heal (condition; Fortitude half damage and negates condition). <i>Heighten (+2): +10 void damage.</i>
Veil of Confidence	Confidence	● Self: You lose the rattled condition, if you have it, and cannot become rattled for the rest of the encounter.
Vibrant Thorns	Nature	● Self: Until the end of the encounter, when a creature hits you with a melee attack you can use a reaction to make them take 5 damage. <i>Heighten (+2): +5 damage.</i>
Waking Nightmare	Nightmares	● Ranged 6: The target is rattled (Will negates). If they are prone, they are also slowed (Will negates).
Weapon Surge	Zeal	● Self: +1 Fight to your next attack this turn, and if you hit it does +5 spirit damage. <i>Heighten (5th): +10 spirit damage instead.</i>
Word of Truth	Truth	○ Self: If you are making a Diplomacy check: Add +2 to the result.

Fighter

Trained Skills: Athletics or Acrobatics, Perception, one other

Ranged Proficiencies: Simple, Martial

Armor Proficiency: Heavy

FEATURES

At level 1, the fighter receives three features: reactive strike, shield block and a feat. The fighter receives other features at higher levels.

Reactive Strike If a creature within your reach casts a spell, moves out of reach of your attacks or makes a ranged attack: Make a melee Strike against the triggering creature.

Shield Block When taking slashing, piercing or bludgeoning damage: reduce damage by 20.

Critical Specialization (Level 5): On a critical hit with a weapon, the target is off-guard or pushed 1 (your choice).

Combat Flexibility (Level 9): Choose a feat you meet the requirements for. You gain that feat until your next long rest.

Armor Specialization (Level 11): You gain resistance 5 against damage from critical hits.



Table 3: Fighter progression

Level	Fight	Melee Damage	Ranged Damage	Armor	Power	Fort	Ref	Will	HP	Features
1	+8	6	5	15	13	+4	+4	+1	20	Reactive strike, shield block, feat
2	+9	9	8	16	13	+5	+5	+1	35	Feat
3	+9	10	10	16	14	+5	+5	+1	50	
4	+10	15	10	17	14	+6	+6	+2	65	Feat
5	+10	15	15	17	14	+6	+6	+2	80	Critical specialization
6	+11	20	15	18	15	+7	+7	+3	95	Feat
7	+11	20	15	18	15	+7	+7	+3	115	
8	+12	20	20	19	15	+7	+7	+3	135	Feat
9	+12	25	20	19	16	+8	+8	+4	155	Combat flexibility
10	+13	25	20	20	16	+8	+8	+4	175	Feat
11	+13	30	25	20	16	+9	+9	+5	195	Armor specialization
12	+14	30	25	21	17	+9	+9	+5	215	Feat
13	+14	30	25	21	17	+9	+9	+5	235	
14	+15	35	30	22	17	+10	+10	+6	255	Feat

FIGHTER FEATS

Vicious Swing (Level 1) ●● Make a Strike, do +5 damage on a hit.

Sudden Charge (Level 1) ●● Stride twice, then make a melee Strike.

Intimidating Strike (Level 2) ●● Make a Strike, on a hit the target is also rattled or pushed 1 (your choice).

Lunge (Level 4) Your reach increases by 1 during your turn (i.e., not for reactions).

Slam Down (Level 4) ●● Make a melee Strike. If it hits, the target also falls prone (Reflex save negates).

Swipe (Level 4) ●● You make two melee Strikes against two adjacent foes, both of whom are within your reach. The multiple attack penalty does not increase until after both attacks are resolved.

Shatter Defenses (Level 6): If you hit a rattled enemy with a Strike, it becomes off-guard.

Blind-Fight (Level 8) Ignore the concealed status on creatures you target. Treat invisible or hidden creatures as concealed instead.

Felling Strike (Level 8) ●● Make a Strike. If you hit, the creature loses all special movement modes until the end of its next turn.

Sudden Leap (Level 8) ● Leap, and make a melee Strike against an enemy within range after you end your movement.

Certain Strike (Level 10) ● If your attack misses (but not critically misses), it does 10 damage.

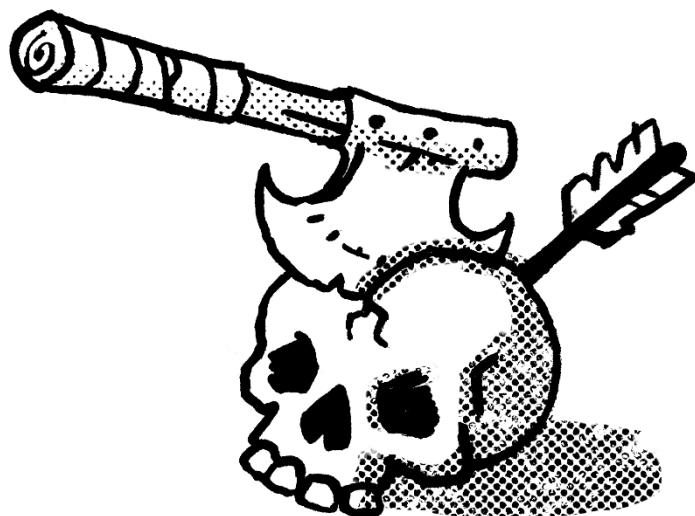
Tactical Reflexes (Level 10): At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to make an Attack of Opportunity.

Fearsome Brute (Level 10): Strikes against frightened enemies do +5 damage if they hit.

Dashing Strike (Level 12) ● Stride, then Strike. You must have already made a Strike this turn to choose this action.

Determination (Level 14) ● Choose a condition you are affected by. You are no longer affected by that condition. Or, choose a spell that is affecting you. Roll Fortitude. If it exceeds the spellcaster's Power, the spell ends.

Whirlwind Strike (Level 14) ●● Make a melee Strike against each foe in reach.



Rogue

Trained Skills: Perception, Stealth, Thievery, one other

Ranged Proficiencies: Simple, Martial

FEATURES

Rogue's Racket: Choose one at character creation.

Sneak Attack: If you Strike a creature that has the off-guard condition, you deal an extra 4 damage (8 at level 5, 12 at level 11).

Surprise Attack: On the first round of combat, creatures that haven't acted are off-guard to you.

Deny Advantage: You aren't off-guard to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

Critical Specialization (Level 5): On a critical hit with a weapon, the target is off-guard or pushed 1 (your choice).

Debilitating Strike (Level 9) ● If your strike hits an off-guard creature: The target is encumbered or sickened.

Table 4: Rogue progression

Level	Fight	Melee Damage	Ranged Damage	Armor	Power	Fort	Ref	Will	HP	Features
1	+6	5	5	15	13	+4	+7	+1	20	Rogue's racket, sneak attack, surprise attack, deny advantage, feat
2	+7	8	8	16	13	+5	+8	+1	32	Feat
3	+7	10	10	16	14	+5	+8	+1	44	
4	+8	10	10	17	14	+6	+9	+2	56	Feat
5	+8	15	15	17	14	+6	+9	+2	68	Critical specialization
6	+9	15	15	18	15	+7	+10	+3	80	Feat
7	+9	15	15	18	15	+7	+10	+3	95	
8	+10	20	20	19	15	+7	+10	+3	110	Feat
9	+10	20	20	19	16	+8	+11	+4	125	Debilitating strike
10	+11	20	20	20	16	+8	+11	+4	140	Feat
11	+11	25	25	20	16	+9	+12	+5	155	
12	+12	25	25	21	17	+9	+12	+5	170	Feat
13	+12	25	25	21	17	+9	+12	+5	185	
14	+13	30	30	22	17	+10	+13	+6	200	Feat

Rogue's Racket

Mastermind You are trained in Society.

Spot Weakness ● A creature you can see becomes off-guard.

Ruffian You are trained in Intimidation and get +2 Armor.

Scoundrel You are trained in Deception and Diplomacy. When you successfully Feint, the target is off-guard against your attacks until the end of your next turn. On a critical success, the target is off-guard against everyone, not just you. In addition, each time you Feint, you can Step immediately after the Feint as a free action.

Thief You are trained in Thievery and do +5 damage on a sneak attack.

ROGUE FEATS

Nimble Dodge (Level 1) ▲ If a creature targets you with an attack: You gain a +2 bonus to Armor against the triggering attack.

Mobility (Level 2) When you Stride and move half your Speed or less, that movement does not trigger reactions.

Scout's Warning (Level 4) At the start of an encounter, you get your activation before other creatures (except other creatures that also have Scout's Warning), and out of the normal order (which may mean your player can activate another creature directly after you).

Gang Up (Level 6) You can flank an enemy if it's within reach of both of you and an ally—you and your ally don't have to be on opposite sides. This benefits your allies as well as you, but only if they're flanking with you, not each other. The other requirements for flanking must still be met.

Skirmish Strike (Level 6) ●○ Step then Strike or Strike then Step.

Twist the Knife (Level 6) ● If your last action was a melee Strike that dealt sneak attack damage to an off-guard target: They take damage equal to your sneak attack bonus damage.

Blind-Fight (Level 8) Ignore the concealed status on creatures you target. Treat invisible or hidden creatures as concealed instead.

Opportune Backstab (Level 8) ▲ If a creature within your melee reach is hit by a melee attack from one of your allies: You make a Strike against the triggering creature.

Sneak Savant (Level 10) When you roll a failure on a Sneak action, you get a success instead. You can still critically fail.

Spring from the Shadows (Level 12) ● You Stride up to your Speed, but you must end your movement next to an enemy you're hidden from or undetected by. You then Strike that enemy; you remain hidden from or undetected by that creature until after you Strike.

Sense the Unseen (Level 14) Any undetected creatures in the area are me rely hidden to you.



Wizard

Trained Skills: Arcana, one other

Ranged Proficiencies: Simple

FEATURES

At level 1, the wizard receives seven features: arcane caster, focus spell, drain bonded item, arcane thesis and arcane school.

Prepared Arcane Caster: At first level, you know 6 cantrips and 3 rank 1 spells from the common arcane spell list.

At each level after first, you learn one additional spell of any rank you can cast from the common arcane list.

Each day, you can prepare a number of spells depending on your level: 2 to 5 spells from the list of arcane spells that you know, plus 1 from the list of curriculum spells that you know. You can also prepare 5 cantrips, from among the cantrips you know.

You can prepare the same spell more than once, but each preparation counts towards your total. You can use an arcane slot to prepare a curriculum spell, but you cannot use a curriculum spell slot to prepare another arcane spell you know.

You can cast a prepared cantrip any number of times.

Focus Spell: You learn a focus spell based on your arcane school, and can cast it once per encounter.

Drain Bonded Item: You can cast a wizard spell you already cast today, even though it is no longer prepared.

Arcane Thesis: Choose one.

Arcane School: Choose one.

Table 5: Wizard progression

Level	Fight	Melee Damage	Ranged Damage	Armor	Power	Fort	Ref	Will	HP	Caster Rank	Prepared Spells	Features
1	+4	4	4	12	18	+1	+4	+7	15	1	2 +1	Arcane caster, focus spell, drain bonded item, arcane thesis, arcane school
2	+5	6	6	13	18	+1	+5	+8	25	1	3 +1	Feat
3	+5	8	8	13	19	+1	+5	+8	35	2	3 +1	
4	+6	9	9	14	19	+2	+6	+9	45	2	4 +1	Feat
5	+6	10	10	14	19	+2	+6	+9	55	3	4 +1	
6	+7	10	10	15	20	+3	+7	+10	65	3	4 +1	Feat
7	+7	10	10	15	20	+3	+7	+10	80	4	4 +1	
8	+8	15	15	16	20	+3	+7	+10	95	4	5 +1	Feat
9	+8	15	15	16	21	+4	+8	+11	110	5	5 +1	
10	+9	15	15	17	21	+4	+8	+11	125	5	5 +1	Feat
11	+9	20	20	17	21	+5	+9	+12	140	6	5 +1	
12	+10	20	20	18	22	+5	+9	+12	155	6	5 +1	Feat
13	+10	20	20	18	22	+5	+9	+12	170	7	5 +1	
14	+11	25	25	19	22	+6	+10	+13	185	7	5 +1	Feat



Arcane Thesis

Bonus Wizard Feat

□ **Experimental Spellshaping** Choose a spellshape wizard feat you meet the requirements for. You gain that feat until your next long rest.

□ **Spell Substitution** ● Switch one prepared spell for another that you know.

□ **Staff Nexus** ○ Lose one prepared spell. Choose a rank 1 spell you know. You can cast that spell a number of times per day equal to your caster rank, but you cast it as if you were a rank 1 caster.

In addition, every time you expend a charge from a magic staff, roll 1d6. On a 4 to 6, the charge is not lost.

Arcane School

At first level, you know 1 cantrip and 1 rank 1 spell from your arcane school's curriculum.

At each odd level after first level (level 3, level 5, etc), you learn one additional spell of any rank you can cast from your arcane school's curriculum.

Unified Magical Theory Instead of choosing an arcane school, you gain one additional wizard feat and can use Drain Bonded Item three times per day instead of once per day. You do not have any curriculum spells to learn, and therefore cannot prepare a curriculum spell – you lose that slot.

The focus spell for this “school” is *hand of the apprentice*.

Ars Grammatica The focus spell for this school is *protective wards*.

Curriculum spells by rank:

- cantrips: *message*
- 1st: *command, runic body, runic weapon*
- 2nd: *dispel magic*
- 3rd: *enthral*
- 4th: *dispelling globe, suggestion*
- 6th: *repulsion, spellwrack*
- 7th: *contingency, planar seal*

Battle Magic The focus spell for this school is *force bolt*.

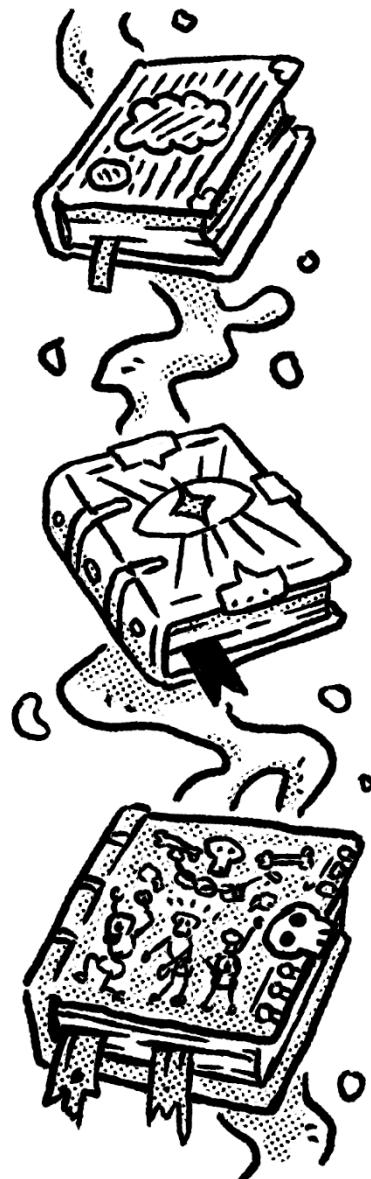
Curriculum spells by rank:

- cantrips: *shield, telekinetic projectile*
- 1st: *breathe fire, force barrage, mystic armor*
- 2nd: *mist, resist energy*
- 3rd: *earthbind, fireball*
- 4th: *wall of fire, weapon storm*
- 5th: *howling blizzard, impaling spike*
- 6th: *chain lightning, disintegrate*
- 7th: *energy aegis, true target*

Civic Wizardry The focus spell for this school is *earthworks*.

Curriculum spells by rank:

- cantrips: *read aura*
- 1st: *hydraulic push, pummeling rubble, summon construct*
- 2nd: *revealing light, water walk*
- 3rd: *cozy cabin, safe passage*
- 4th: *creation, unfettered movement*
- 5th: *control water, wall of stone*
- 6th: *disintegrate, wall of force*
- 7th: *planar palace*



Mentalism The focus spell for this school is *charming push*.

Curriculum spells by rank:

- cantrips: *daze, figment*
- 1st: *dizzying colors, sleep, sure strike*
- 2nd: *illusory creature, stupefy*
- 4th: *nightmare, vision of death*
- 5th: *hallucination*
- 6th: *never mind, phantasmal calamity*
- 7th: *project image, warp mind*

Protean Form The focus spell for this school is *scramble body*.

Curriculum spells by rank:

- cantrips: *gouging claw, tangle vine*
- 1st: *jump, pest form, spider sting*
- 2nd: *enlarge, humanoid form*
- 3rd: *feet to fins, vampiric feast*
- 4th: *mountain resilience, vapor form*
- 5th: *elemental form, toxic cloud*
- 6th: *cursed metamorphosis, petrify*
- 7th: *duplicate foe, fiery body*

The Boundary The focus spell for this school is *fortify summoning*.

Curriculum spells by rank:

- cantrips: *telekinetic hand, void warp*
- 1st: *grim tendrils, phantasmal minion, summon undead*
- 2nd: *darkness, see the unseen*
- 3rd: *bind undead, ghostly weapon*
- 4th: *flicker, translocate*
- 5th: *banishment, invoke spirits*
- 6th: *teleport, vampiric exsanguination*
- 7th: *eclipse burst*

WIZARD FOCUS SPELLS

Wizards learn one of these focus spells from their arcane school.

Spell	School	Effect
Charming Push	Mentalism	● Ranged 6: The target cannot attack the caster or a space occupied by the caster (condition; Will negates). Condition ends immediately if the caster attacks the creature or a space it occupies.
Earthworks	Civic Wizardry	● Burst 1 within 12: The area becomes difficult terrain. A creature can Interact (1 AP) with a square to clear it of difficult terrain. ●● Burst 2 instead. ●●● Burst 3 instead. <i>Heighten (4h):</i> The squares are also difficult terrain for creatures with Flight.
Force Bolt	Battle Magic	● Ranged 6: Automatic hit; 4 force damage. <i>Heighten (+2): +4 damage.</i>
Fortify Summoning	The Boundary	● Ranged 6 (one creature you summoned): The target gets +1 to Power, Armor, Fort, Ref and Will until the end of the encounter.
Hand of the Apprentice	Unified Magical Theory	● Ranged 20: Make a melee strike against the target, as if they were in reach.
Protective Wards	Ars Grammatica	● Emanation 3: You and allies in range get +1 Armor. Sustain ●
Scramble Body	Protean Form	● Ranged 6: The target is sickened (Fortitude negates; also slowed on a critical failure).

WIZARD FEATS

Counterspell (Level 1) ⚔ A creature in sight casts a spell that you have prepared (prepared spellcaster) or that you know (spontaneous caster): Expend a spell of the effective rank of the spell that they are casting. Make an Attack roll against their Power; on a hit, they lose the spell.

Widen Spell (Level 1) [spellshape] • If your next action is to cast a spell that has an area of a burst, cone or line and does not have a duration, add 1 square to the radius of a burst that normally has a radius of at least 2 squares (a burst with a smaller radius is not affected). Add 1 square to the length of a cone or line that is normally 3 squares long or smaller, and add 2 squares to the length of a larger cone or line.

Reach Spell (Level 1) [spellshape] • If the next action you use is to cast a spell that has a range, increase that spell's range by 6. If the spell has a range of touch, its range becomes 6.

Bespell Strikes (Level 4) ○ If you have a spell prepared (or known, for a spontaneous caster) that does damage of a particular type, when you make a Strike you can choose for it to also do damage of that damage type.

Steady Spellcasting (Level 6) If a reaction would disrupt your spellcasting action, roll 1d6. On a 5 or 6, your action isn't disrupted.

Advanced School Spell (Level 8) You learn an additional focus spell based on your arcane school.

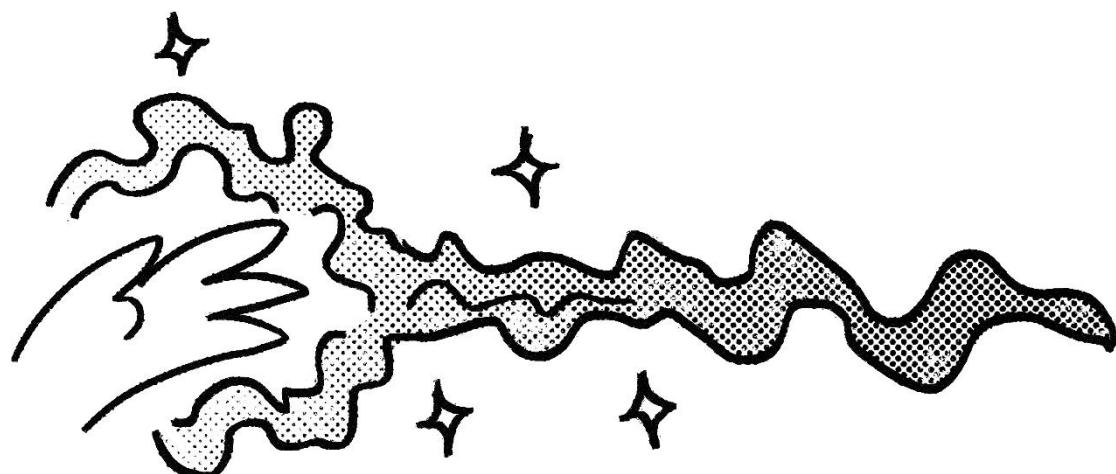
Overwhelming Energy (Level 10) [spellshape] Your spells ignore the target's first 4d6 of resistance.

Quickened Casting (Level 10) [spellshape] ○ Reduce the AP cost of the cantrip you are casting by 1. Alternatively, reduce the AP cost of a spell you are casting by 2, but also reduce its effective rank by 2. You cannot cast a spell if its effective rank is lower than its original rank.

Clever Counterspell (Level 12): You do no need to have a spell prepared or know it to use Counterspell on it. However, you suffer a -2 penalty to the Attack roll to disrupt.

Requires Counterspell

Reflect Spell (Level 14): When you successfully Counterspell a spell, you can have it affect the caster instead as if the caster were the only target (even if they would not normally be a valid target).



Feats

When a character gains a new feat, they can choose from class feats or any of the feats described below, provided that they meet the requirements.

If gaining a feat would cause a character to become trained in a skill they are already trained in, their player can choose any other skill for that character to become trained in.

LEVEL 1 GENERAL FEATS

Assurance: Choose a skill. You always get a result of $8 + \text{your skill modifier}$, if you rolled lower.

EI Battle Medicine • Make a Medicine check (Power 15). On a success, heal 10 HP. On a critical success, heal 20 HP.

From level 6, you can choose to make a Medicine check (Power 20). On a success, heal 20 HP. On a critical success, heal 30 HP.

From level 11, you can choose to make a Medicine check (Power 30). On a success, heal 40 HP. On a critical success, heal 50 HP.

Canny Acumen (Fortitude): Increase Fortitude by +1.

Canny Acumen (Reflex): Increase Reflex by +1.

Canny Acumen (Will): Increase Will by +1.

Combat Climber: You are not off-guard while climbing.

Requires Trained in Athletics

Draconic Momentum Recover one use of Breath Weapon whenever you score a critical hit with a strike.

Requires Breath Weapon

Feather Step You can Step into difficult terrain.

Fleet Speed increases by +1.

Polearm Proficiency: You have the range Melee 2 for one of your melee weapons.

Quick Jump • Make Athletics check. Result divided by 4 = maximum number of squares jumped over (round down).

EI Shield Block When taking slashing, piercing or bludgeoning damage: reduce damage by 10. (15 at level 8, 20 at level 13).

Requires The user must wield a shield.

Skill Training You become trained in a skill you choose.

Titan Wrestler You can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you.

Toughness Increase maximum HP by 5 (10 at level 8, 15 at level 13).

LEVEL 3 GENERAL FEATS

Untrained Improvisation (Level 3): You only suffer a -4 penalty when making skill checks with skills you are untrained in.

LEVEL 7 GENERAL FEATS

Battle Cry (Level 7) ○ On your first turn in an encounter, you can take the Demoralize action as a free action.

Requires Trained in Intimidation

Kip Up (Level 7) ○ You stand up. This movement doesn't trigger reactions.

Requires Trained in Acrobatics

□ Prescient Consumable (Level 7): Choose one consumable item in your possession. Replace it with another of same or lower level.

LEVEL 9 GENERAL FEATS

Critical Specialization (Level 9): On a critical hit with a weapon, the target is off-guard or pushed 1 (your choice).

ANCESTRY FEATS

Ancestry feats are like general feats, except every one requires the character taking the feat to belong to a specific ancestry.

Human

Untrained Improvisation (Level 3) If you make an untrained skill check, you only suffer a -3 penalty (instead of -5).

Dwarf

Call on Ancient Blood (Level 1) When you attempt a saving throw against a spell, but you haven't rolled yet: You gain a +1 bonus on that save.

Rock Runner (Level 1) Ignore difficult terrain caused by stone (such as rubble or gravel) and uneven ground made of stone and earth. When you use the Acrobatics skill to Balance on narrow surfaces or uneven ground made of stone or earth, you aren't off-guard.

Mountain's Stoutness (Level 9) Increase maximum HP by 5 (10 at level 8, 15 at level 13).

Requires Toughness

Stone Bones (Level 9) When hit by a critical hit that does slashing, piercing or bludgeoning damage: Roll 1d6. On a 5 or 6, it becomes a normal hit.

Telluric Power (Level 13) You do +5 damage on melee strikes against targets that do not have Wall Climbing or Flight, if you also do not have Wall Climbing or Flight.

Halfling

Halfling Luck (Level 1) If you fail a skill check or saving throw: You can reroll the triggering check, but you must use the new result, even if it's worse.

Leshy

Grasping Reach (Level 1) Increase the reach of your melee strikes by 1.

Leshy Superstition (Level 1) When you attempt a saving throw against a spell but haven't rolled yet: Add +2 to your roll.

Seedpod (Level 1) You gain a seedpod strike, range 6/12. It does low damage for your level but on a critical hit the target is encumbered.

Ritual Reversion (Level 5) ●● You cast *one with plants* as a Primal Caster Rank 3.

Leshy Glide (Level 5) You gain Flight.

Requires Leaf Leshy.

Bark and Tendril (Level 9) You are a Primal Caster Rank 2, and can cast **Entangling flora** and **Oaken resilience**.

Lucky Keepsake (Level 9) You get +2 to all saving throws against spells, without needing to spend a reaction.

Requires Leshy Superstition.

Solar Rejuvenation (Level 9) After each encounter you are not eliminated in, you heal 10.

Cloak of Poison (Level 13) ●● Until the end of the encounter, an adjacent enemy that hits you with a melee strike takes 10 poison damage.

Orc

Bloody Blows (Level 5) When you critically hit with a melee strike, the target takes +5 damage.

ARCHETYPE FEATS

Archetype feats are like general and class feats, except that if you have just one feat in an archetype, you must take at least one more feat from that archetype before taking a feat in any other archetype.

Cleric

Cleric Dedication (Level 2) You know all cantrips on the common divine spell list and can prepare two each day. Your caster rank is half your level rounded up.

Select a deity as if you were a cleric; you become trained in Religion or that deity's skill.

If your class gives Power of 14 or less at level 1, you also get +1 Power.

Basic Dogma (Level 4) You gain a cleric class feat of a level no higher than half your level. You can take this feat multiple times, choosing a different cleric feat each time.

Requires Cleric Dedication

Basic Cleric Spellcasting (Level 4) You know spells from the common divine list if they are of a level you can cast. Your caster rank is half your level rounded up.

Requires Cleric Dedication

Character Level	Caster Rank	Highest Rank of Spells	Prepared Arcane Spells
4	2	1	1
5	3	1	1
6	3	2	1
7	4	2	1
8	4	3	2
9	5	3	2
10	5	3	2
11	6	3	2
12	6	3	2
13	7	3	2
14	7	3	2

Divine Breadth (Level 8) You can prepare one additional spell per day.

Requires Cleric Dedication, Basic Cleric Spellcasting

Expert Cleric Spellcasting (Level 12) Your spellcasting improves according to the table below. If your class gives Power of 14 or less at level 1, you also get +1 Power.

Requires Cleric Dedication, Basic Cleric Spellcasting

Character Level	Caster Rank	Highest Rank of Spells	Prepared Divine Spells
12	6	4	3
13	7	4	3
14	7	5	3

Fighter

You must be trained in Athletics or Acrobatics and not already belong to the fighter class.

Fighter Maneuver (Level 4) You gain a fighter class feat of a level no higher than half your level. You can take this feat multiple times, choosing a different fighter feat each time.

Reactive Strike (Level 4) If a creature within your reach casts a spell, moves out of reach of your attacks or makes a ranged attack: Make a melee Strike against the triggering creature.

Fighter Resiliency (Level 4) You gain extra HP equal to your level.

Requires You belong to a class that gives 12 or fewer HP per level between levels 2 and 6.

Diverse Weapon Expert (Level 12) You gain +1 Attack.

Requires You belong to a class that gives +6 or less Attack at level 1.

Rogue

Rogue Dedication (Level 2) You gain Surprise Attack and are trained in Stealth or Thievery (your choice).

Surprise Attack: On the first round of combat, creatures that haven't acted are off-guard to you.

Basic Trickery (Level 4) You gain a rogue class feat of a level no higher than half your level. You can take this feat multiple times, choosing a different rogue feat each time.

Requires Rogue Dedication

Sneak Attack (Level 6) If you Strike a creature that has the off-guard condition, you deal an extra 4 damage.

Requires Rogue Dedication

Uncanny Dodge (Level 10) You gain Deny Advantage.

Requires Rogue Dedication

Deny Advantage: You aren't off-guard to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

Wizard

Wizard Dedication (Level 2) You learn three cantrips from the common arcane spell list and can prepare two each day. Your caster rank is half your level rounded up.

Select a school; you don't gain any abilities from your choice of school, but qualify for feats as a member.

If your class gives Power of 16 or less at level 1, you also get +1 Power.

Arcane School Spell (Level 4) You learn a focus spell based on your arcane school, and can cast it once per encounter.

Requires Wizard Dedication

Basic Arcana (Level 4) You gain a wizard class feat of a level no higher than half your level. You can take this feat multiple times, choosing a different wizard feat each time.

Requires Wizard Dedication

Basic Wizard Spellcasting (Level 4) You learn 2 rank 1 spells from the common arcane list. When you gain access to a new rank of spells, you also learn 2 spells of that rank. Your caster rank is half your level rounded up.

Requires Wizard Dedication

Character Level	Caster Rank	Highest Rank of Spells	Prepared Arcane Spells	Spells Known
4	2	1	1	+2
5	3	1	1	
6	3	2	1	+2
7	4	2	1	
8	4	3	2	+2
9	5	3	2	
10	5	3	2	
11	6	3	2	
12	6	3	2	
13	7	3	2	
14	7	3	2	

Arcane Breadth (Level 8) You can prepare one additional spell per day.

Requires Wizard Dedication, Basic Wizard Spellcasting

Expert Wizard Spellcasting (Level 12) Your spellcasting improves according to the table below. If your class gives Power of 16 or less at level 1, you also get +1 Power.

Requires Wizard Dedication, Basic Wizard Spellcasting

Character Level	Caster Rank	Highest Rank of Spells	Spells Known	Prepared Arcane Spells
12	6	4	+2	3
13	7	4		3
14	7	5	+2	3

Game rules

For the most part, *Path 2 Victory Roleplay* follows the same rules as *Path 2 Victory*. Any differences are explained below.

ROUNDS AND TURNS

A *Path 2 Victory* game takes place over several rounds. At the start of each round, a player decides whether their hero will act early or late. Each hero that acts early gets 2 AP on its turn. If late, they get 3 AP.

The Game Master chooses for the monsters (or a gambit chooses for them). Monsters can act “super-early”, getting 1 AP; or early or late.

Early heroes act before early monsters, but after super-early monsters. Late heroes act before late monsters:

Super-early monsters (I), early heroes, early monsters (II), late heroes, late monsters (III).

Within each monster phase, the Game Master chooses which order the monsters take their turns in. Within each hero phase, the players decide together which hero acts first.

Once all creatures have been activated, the round ends and a new one begins.

HERO POINTS

Usually, each hero gets 1 hero point at the start of a gaming session (each time the players and Game Master sit down to play) and can gain more later by performing heroic deeds—something selfless, daring, or beyond normal expectations. You can have a maximum of 3 Hero Points at a time, and you lose any remaining hero points at the end of a session.

A creature can spend a hero point to reroll a Fight roll, saving throw or check that they have made, or to make a creature targeting them with an attack reroll their Fight roll. Either way, use the second result.

A creature can spend a hero point just before making a recovery check. They pass that recovery check and all subsequent ones that they make in this encounter.

ACTIONS

These are additional actions open to all characters, that were not presented in the base *Path 2 Victory* game.

Demoralize • Ranged 6: Make an Intimidation check. They make a Will save (Power equal to the Intimidation check result). On a failure, they become rattled. On a success, you become rattled.

Tumble Through • You Stride up to your Speed. During this movement, you can try to move through the space of one enemy. Make an Acrobatics check. They make a Reflex save (Power equal to the Acrobatics check result). On a failure, you can move through their space, treating it as difficult terrain.

Feint • Melee 1: Make a Deception check. They make a Will save (Power equal to the Deception check result). On a failure, they are off-guard. On a success, you are off-guard.

NONLETHAL DAMAGE

Sometimes players will want to knock out but not kill enemies. Take a -2 penalty to Attack when doing nonlethal damage, unless wielding a Sap, Bola, Unarmed Strike or Fist, Whip or Water Bomb.

Take a -2 penalty to Power when doing nonlethal damage via a spell or other effect that involves a save, unless doing mental damage which can be nonlethal without penalty.

The penalty to Attack or Power applies to all targets, even if you only choose to do nonlethal damage to some targets.

The only difference from nonlethal damage is that if a creature is reduced to 0 HP by nonlethal damage, if they are eliminated they do not roll on the Wound table after the encounter is over.

Rivals but not foes

In some campaigns, heroes will be pursuing different objectives but not be foes. If a hero’s attacks target another hero, the attacks must be nonlethal.

Rival creatures are treated as enemies unless both players agree to treat it as an ally. This can change at any time: a cleric might cast *heal* on a rival creature, treating it as an ally (with the rival's agreement), then on the same turn cast a *bane* spell and treat it like an enemy.

SKILL CHECKS

When a creature makes a skill check, roll 1d20 and add the corresponding saving throw. If the creature is not trained in that skill, they suffer a -5 penalty. If the result is equal to or greater than the specified Power, the check succeeds.

Mindless creatures can only make skill checks for skills they are trained in. The same is true for animals and beasts unless they are also humanoids, can cast spells or strike with a weapon.

Skill	Save	Skill	Save
Acrobatics	Reflex	Nature	Will
Arcana	Will	Occultism	Will
Athletics	Fortitude	Performance	Will
Crafting	Will	Religion	Will
Deception	Will	Society	Will
Diplomacy	Will	Stealth	Reflex
Intimidation	Will	Survival	Will
Lore	Will	Thievery	Reflex
Medicine	Will		

Choose the Power for a skill check based on the level of the challenge and the difficulty of the task. In general, choose standard difficulty unless you have a good reason not to. Note that while heroes can only reach level 14, there are some monsters and hazards that may be of higher level.

Level	Power	Easy	Standard	Hard	Extreme
0	14	9	14	19	24
1	14	9	14	19	24
2	14	9	14	19	24
3	15	10	15	20	25
4	15	10	15	20	25
5	15	10	15	20	25
6	16	11	16	21	26
7	16	11	16	21	26
8	16	11	16	21	26
9	17	12	17	22	27
10	17	12	17	22	27
11	17	12	17	22	27
12	18	13	18	23	28
13	18	13	18	23	28
14	18	13	18	23	28
15	19	14	19	24	29
16	19	14	19	24	29
17	19	14	19	24	29
18	20	15	20	25	30

Example skill checks

Acrobatics: Acrobatics allows you to move across uneven ground and use the Tumble Through action. Acrobatics can also be used to perform tumbling stunts, to squeeze through very tight spaces or perform aerobatics if you can fly.

Arcana: You can use Arcana to decipher writing about arcane theory, identify magic and recall knowledge about arcane theories; magic traditions; creatures of arcane significance (like constructs, beasts, and elementals); and the Astral Plane, Elemental Planes, and the Netherworld.

Athletics: Athletics allows you to perform deeds of physical prowess. Most Athletics actions let you move about the environment (Climb, High Jump, Long Jump, Swim) or control your opponent's movement in combat (Grapple, Reposition, Shove, Trip, and Disarm).

Crafting: You can use this skill to create and repair items and recall knowledge about alchemical reactions, the value of items, engineering, unusual materials, and constructs.

Deception: You can trick and mislead others using disguises, lies, and other forms of subterfuge.

Diplomacy: You influence others through negotiation and flattery, or find out information through friendly chats.

Intimidation: You bend others to your will using threats.

Lore: You have specialized information on a narrow topic.

Medicine: You can patch up wounds and help people recover from diseases and poisons.

Nature: You know about the natural world, and you command and train animals and magical beasts.

Occultism: You know a great deal about ancient philosophies, esoteric lore, obscure mysticism, and supernatural creatures.

Performance: You are skilled at a form of performance, using your talents to impress a crowd or make a living.

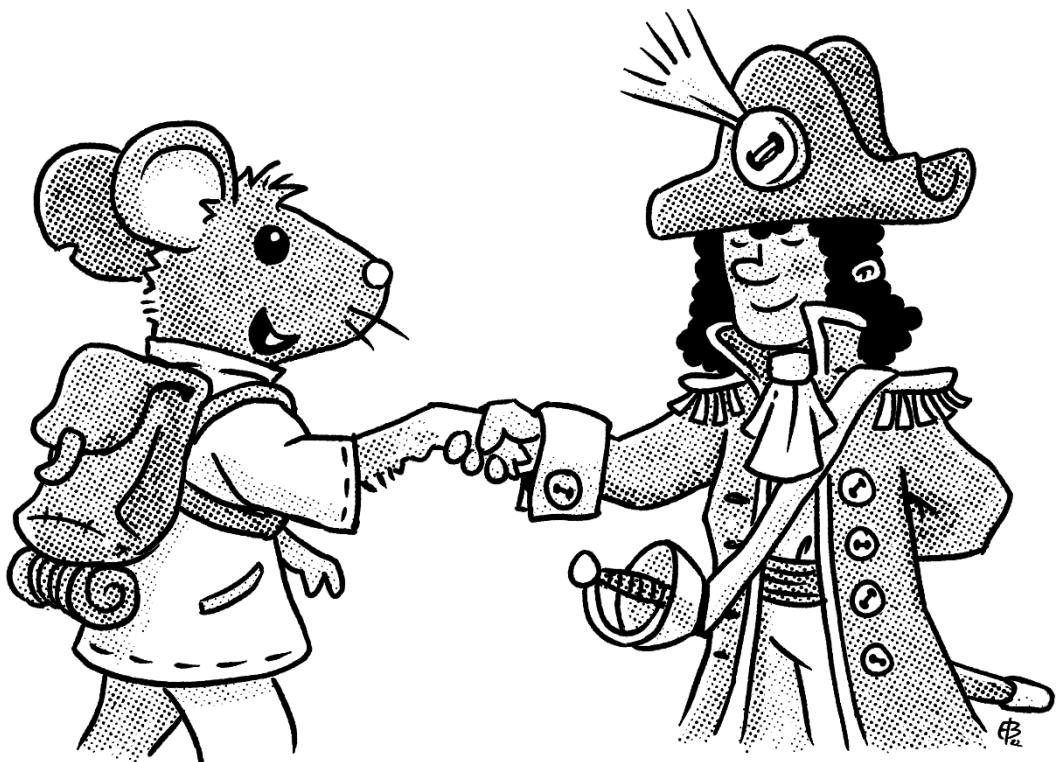
Religion: The secrets of deities, dogma, faith, and the realms of divine creatures both sublime and sinister are open to you. You also understand how magic works, though your training imparts a religious slant to that knowledge. You can recall knowledge about divine agents, the finer points of theology, obscure myths regarding a faith, and creatures of religious significance (like celestials, fiends, and undead).

Society: You understand the people and systems that make civilization run, and you know the historical events that make societies what they are today. Further, you can use that knowledge to navigate the complex physical, societal, and economic workings of settlements.

Stealth: You are skilled at avoiding detection, allowing you to slip past foes, hide, or conceal an item.

Survival: You are adept at living in the wilderness, foraging for food and building shelter, and with training you discover the secrets of tracking and hiding your trail.

Thievery: You are trained in a particular set of skills favored by thieves and miscreants.



EXTENDED CHALLENGES

Extended challenges involve more than a single skill check. For example, a complicated trap (called a hazard) might require a Perception check to find its control panel then one or more Thievery checks to disable it. Rules for hazards appear in the Game Master chapter.

Ingratiating yourselves with a powerful duke might require a variety of skill checks, or even a mix of skill checks and other activities like handing over a magic item – these are handled by the influence rules, below.

Influence

Influencing a person is a form of extended challenge.

The Game Master will describe one or more Personalities. These are people or organisations that you can ingratiate yourselves with. A Personality will have several entries. At first, only its Appearance is known. Once a hero approaches a Personality, they learn its Background, Resistance and Discover skill options. The Discover action can be used to learn more details, including the Personality's Weakness and Influence skill options.

- **Appearance:** The initial impression given by the Personality.
- **Background:** The history of that Personality.
- **Resistance:** Things that make Influencing the Personality harder, if any.
- **Discover skill options:** These skills can be used to Discover something about the Personality.
- **Weakness:** Things that make Influencing the Personality easier, if any.
- **Influence skill options:** These skills can be used to Influence the Personality. If a hero attempts to Influence with a different skill, it automatically fails. Diplomacy should usually be on this list, but should rarely be the best skill to Influence an NPC, in order to encourage and reward using Discover to learn and cater to an NPC's interests.

Usually, heroes start at Influence 0 with a Personality. Usually, a party has an overall Influence with a Personality; do not track individually for each hero. When a party's Influence with a Personality reaches certain levels, the party gains benefits – whether knowledge, magic items, the Personality doing something, or other.

Influence challenges work best if there is a time pressure on the heroes, and ideally if there are competing priorities. For example, a festival that runs over eight intervals might have five different Personalities in play, with the heroes having to weigh up which Personalities to spend their time on.

A hero receives 2 AP per intervals, which could be anywhere between a few minutes and weeks depending on how extensive the influencing is.

Influence •• Name the skill you are going to make the Influence check with. Check if it is an eligible Influence skill option for that Personality, and what the Power is. If it is an eligible skill, make a skill check. On a success, your party gains 1 Influence with them (2 on a critical success). On a critical failure, your party loses 1 Influence with them (cannot go below 0).

Discover •• Make a check with one of the specified skills. On a success, choose one to make public: the skill with the lowest Power that can influence the Personality, that is not yet known; the Personality's weaknesses. If there are two or more skills with equal lowest Power, reveal all skills of that Power.

On a critical success, reveal skills of the two lowest Powers or reveal one skill and the weakness.

Penny-Pinching Landlord (Level 3)

In this example, the PCs try to convince a grizzled landlord to not evict a theatrical troupe from a dilapidated building he owns. It's a 3rd-level challenge. He is a busy, practical man and gives the PCs only 45 minutes (3 intervals) to make their case.

Medium Human Humanoid

Discovery Skills Perception (Power 15), Society (Power 13)

Influence Skills Crafting (Power 13, volunteering to repair the building), Intimidation (Power 17), Performance (Power 17), Diplomacy (Power 19), Deception (Power 21)

Influence Starts at 0.

Influence 4 The landlord gives the troupe 1 week to get him his back rent, with interest, before evicting them.

Influence 6 The landlord gives the troupe 1 month to get him his back rent before evicting them.

Influence 8 The landlord allows the troupe to stay, reduces their rent, and forgives half their debt.

Resistances The landlord thinks in practical terms, with little patience for the “good-for-nothings” of the troupe. Appeals directed at sympathy alone increase the check's Power by 2.

Weaknesses The landlord used to visit the theater often as a small child, and performing one of his favorite old songs or plays brings tears to his eyes and adds +2 to the Performance check.

Background The landlord was raised by wealthy parents who loved the arts and took him to the theater often. A scandal left the family broke, and the landlord clawed his way back up to a decent living. Becoming something of a slumlord, he owns several properties now and still feels he must exploit others to survive.

Appearance An elderly man in cheap dress clothes who looks like he's never felt a moment of love for anyone in his entire life.

Penalty Antagonizing the landlord by “sermonizing” or “wasting his time” causes him to cut the meeting short, reducing it to 2 rounds instead of 3.



Equipment

Characters can carry Bulk equal to their Fortitude modifier but no more. A single piece of adventuring gear, a weapon, shield or suit of armor is each usually 1 Bulk.

WEAPONS

Each player character can choose to carry around any number of weapons that they are proficient with.

Melee weapon

One-handed melee weapons: The choice of melee weapon only matters for damage type (bludgeoning, piercing or slashing) unless it is a polearm or two-handed weapon.

Example weapons: Short sword, longsword, sickle, scimitar, battleaxe (slashing); gauntlet, mace, morningstar, club, flail, warhammer (bludgeoning); dagger, shortspear, pick, rapier, trident (piercing).

Polearm: Increase Melee reach by 1. You cannot use a shield if equipped with a polearm. Requires Polearm Proficiency.

Example weapons: Lance, longspear (piercing); halberd, glaive (slashing)

However, a creature with access to Shield Block can decide before an encounter begins that they are bringing a one-handed melee weapon.

- a two-handed melee weapon instead of their shield. They:

 - Cannot use Shield Block for the encounter
 - Take a -1 penalty to Armor
 - Increase their melee damage by one step (from moderate to high, for example)

Example weapons: Greatsword, greataxe, scythe (slashing); greatclub, heavy flail (bludgeoning).

Table: Damage progression

Table: Damage progression					Table: Damage progression				
Lvl	Extreme	High	Mod	Low	Lvl	Extreme	High	Mod	Low
1	8	6	5	4	8	30	20	20	15
2	10	9	8	6	9	30	25	20	15
3	15	10	10	8	10	35	25	20	15
4	20	15	10	9	11	35	30	25	20
5	20	15	15	10	12	40	30	25	20
6	25	20	15	10	13	40	30	25	20
7	25	20	15	10	14	45	35	30	25

Ranged weapons

Creatures with proficiency in simple ranged weapons can use thrown weapons, slings and crossbows.

Creatures with proficiency in martial ranged weapons can use shortbows, longbows and alchemical bombs.

Table 6: Ranged weapons

Weapon	Action	Proficiency	Range
Longbow	●	Martial	20/40
Crossbow	●○	Simple	24/48
Sling	●○	Simple	10/20
Shortbow	●	Martial	12/24
Alchemical Bomb	●	Martial	20/40
Thrown Weapon	●	Simple	4/8



ARMOR

If a character is proficient in heavy armor, it can wear it. It gains +1 Armor but suffers -1 Speed.

A character proficient in heavy armor can decide before each encounter whether they want to wear it for that encounter.

ADVENTURING GEAR

Adventuring gear is generally not useful in combat encounters, although the Game Master may rule that a particularly useful piece of gear gives a +2 bonus to a particular check or roll.

It is up to each game group to decide how much attention they want to pay to supplies and gear.

If you are playing with gold coins, every 1,000 gold coins is 1 Bulk (round down).

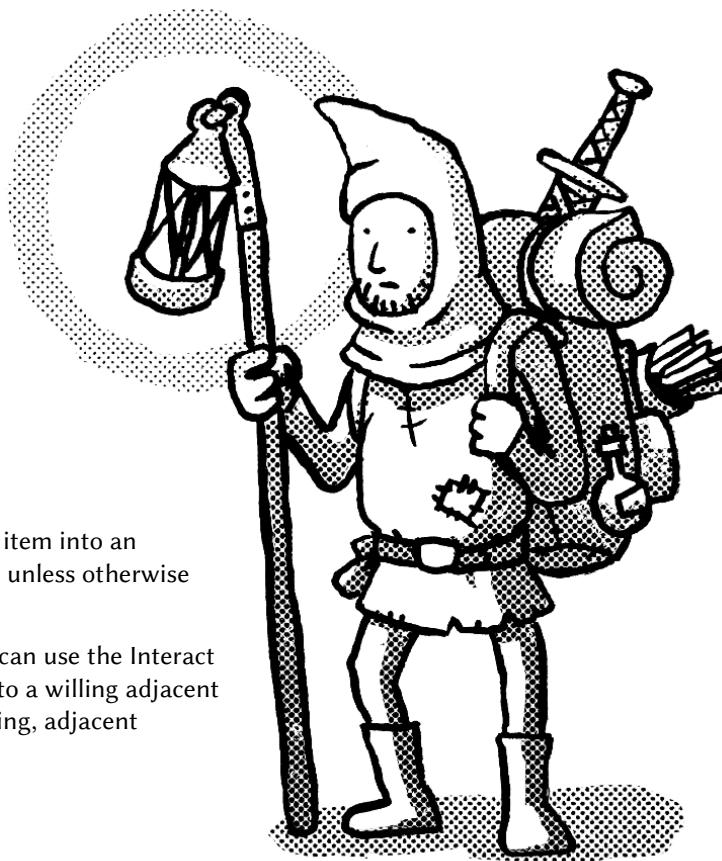
Example gear:

- Climbing kit
- Disguise kit
- Fishing gear
- Ladder
- Lantern
- Lock-picking tools
- Manacles
- Map-making tools
- Musical instrument
- Net
- Rations (1 week's)
- Reference books
- Rope
- Ten-foot pole
- Torches (10)
- Water (1 day's)

MAGIC ITEMS

In general, each hero can take one magic item into an encounter. Magic items do not have Bulk unless otherwise mentioned.

During an encounter, adjacent creatures can use the Interact action (1 AP) to either give a magic item to a willing adjacent creature or take a magic item from a willing, adjacent creature.



Spells

SHARED SPELLS

These spells are on the common divine and common arcane lists.

Cantrips

Spell	Effect
Daze	●● Ranged 12: 4 mental damage (Will half; target slowed on a critical failure). <i>Heighten (+2): +4 damage.</i>
Enfeeble	●● Ranged 6: The target is rattled (Fortitude negates).
Message	● Ranged 24 (one ally): The next time you or the target make a skill check, use whichever of you has the higher bonus. The check must be made before the end of your next turn. <i>Heighten (3rd): Range becomes anywhere in sight.</i>
Read Aura	●● Self: Until the end of the encounter, you gain Trueseeing.
Shield	● Self: You gain the Shield Block reaction until the start of your next turn. Shield Block ⚡ Take slashing, piercing or bludgeoning damage: Reduce damage by 5. If you use this reaction, you cannot cast <i>shield</i> again this encounter. <i>Heighten (+2): Reduce damage by +5.</i>
Void Warp	●● Touch: 5 void damage (living creature) (Fortitude half; target rattled on a critical failure). <i>Heighten (+2): +5 damage.</i>

Rank 1

Spell	Effect
Command	●● Ranged 6 (one creature): The target is slowed, and you may also choose one: it falls prone, is rattled, moves its Speed towards you or moves its Speed away from you (Will negates both). <i>Heighten (5th): Target 10 creatures.</i>
Fear	●● Ranged 6: Target is pushed 1 and rattled (Will negates rattled). <i>Heighten (3rd): Target up to five creatures.</i>
Mystic Armor	●● Self: Until the end of the encounter, you get a +1 bonus to Armor. <i>Heighten (4th): You also get a +1 bonus to saving throws.</i> <i>6th: You get +2 Armor instead, and get +1 to saving throws.</i>
Runic Body	●● Touch: The target gets a +2 bonus on their next attack roll.
Runic Weapon	●● Touch: The target gets a +2 bonus on their next attack roll.
Summon Undead	●● Ranged 6: Summon a creature with the undead trait of level -1 until the end of your next turn. It is your minion. Sustain ● <i>Heighten (2nd): Level 1. 3rd: Level 2. 4th: Level 3. 5th: Level 5. 6th: Level 7. 7th: Level 9.</i>

Rank 2

Spell	Effect
Darkness	●● Burst 3 within 24: Terrain becomes concealing terrain. <i>Heightened (4th): Terrain becomes opaque terrain instead if you prefer.</i>
Dispel Magic	●● Ranged 24: Cancel a spell effect if you succeed on Will save vs caster's Power. ●● Ranged 24: Nullify a magic item a target is equipped with until the end of the encounter if you succeed on Will save vs target's Power.
Resist Energy	●● Touch: The target gets resist 2d6 to one of acid, cold, electricity, fire or sonic until the end of the encounter. <i>Heighten (4th): Up to two targets, resist 4d6.</i> <i>7th: Up to five targets, resist 6d6 at rank 7.</i>
Revealing Light	●● Burst 2 within 24: The target is dazzled and if it was invisible, it cannot become invisible for the rest of the encounter (Reflex negates all).
See Invisibility	● Self: The caster gains See Invisibility.
See the Unseen	●● Self: You gain Truesight until the end of the encounter.
Water Walk	●● Ranged 6: The target gains Aquatic. <i>Heighten (4th): 10 targets.</i>

Rank 3

Spell	Effect
Bind Undead	●● Ranged 6 (one undead): The target is controlled (Will negates).
Safe Passage	●● Line 8 (traps, hazards and terrain): Until the end of the encounter, you and your allies do not trigger the targeted traps or hazards, and are not affected by the targeted hazardous terrain. If a targeted trap or hazard is triggered, you and your allies receive a +2 bonus to Armor and saves
Vampiric Feast	●● Melee 1: 20 void damage (Fortitude half). You gain 10 temporary HP. <i>Heighten (+2): +15 void damage, +10 temporary HP.</i>

Rank 4

Spell	Effect
Fly	●● Touch: The target gains Flight until the end of the encounter.
Unfettered Movement	●● Touch: Until the end of the encounter, the target ignores any penalty to Speed, and is immune to the immobilized, grabbed and restrained conditions.
Vapor Form	●● Touch: Until the end of the encounter, the target is incorporeal and gains Flight and resist all 4d6 but cannot take actions except Stride. You or the target can dismiss this spell as a free action.

Rank 5

Spell	Effect
Banishment	●● Ranged 6 (one fiend, celestial, elemental, daemon, fiend or fey): Remove the creature from play until the end of your next turn (Will negates). Each time you sustain the spell, it can attempt another Will save. If you fail to sustain the spell, the creature reappears. When it returns to play, place it in the unoccupied
Invoke Spirits	●● Burst 2 within 24 (living creatures only): 10 mental and void damage (Will half). Push the target up to their Speed if they critically fail. When you sustain, you may choose a new area of effect within range. Sustain ●● <i>Heighten (+2): +5 damage.</i>

Rank 6

Spell	Effect
Repulsion	●● Emanation 6: Until the end of the encounter, any creature within the emanation that tries to move towards you must make a Will save. On a failure, during that action they treat every square as difficult terrain when moving towards you. On a critical failure, they can continue their action but not move towards you during it.
Spellwrack	●● Ranged 6 (one creature): Until the end of the encounter, the creature takes 15 force damage each time it is the target of a spell (affliction, Will negates). Each time it takes damage, it can attempt another Will save to dismiss this spell.
Vampiric Exsanguination	●● Cone 4 (living creatures): 40 void damage (Fortitude half). You gain 20 temporary HP. <i>Heighten (7th): 45 void damage, 25 temporary HP.</i>

Rank 7

Spell	Effect
Eclipse Burst	●● Burst 8 within 24: 45 cold damage to all creatures in the area and 20 void damage to all living creatures in the area (Reflex half for both).
Energy Aegis	● Touch: Until the end of the encounter, the target gets resist 4d6 to acid, cold, electricity, fire, force, sonic, vitality and void damage.

ARCANE SPELLS

Cantrips

Spell	Effect
Caustic Blast	●● Burst 1 within 6: 5 acid damage. <i>Heighten (+2): +5 damage.</i>
Electric Arc	●● Ranged 6 (one or two targets): 5 electricity damage (Reflex half). <i>Heighten (+1): +5 damage.</i>
Figment	●● Ranged 6: An unoccupied square becomes concealing or opaque terrain (your choice) until the end of your next turn. Sustain ●
Frostbite	●● Ranged 12 strike: 5 cold damage. On a critical success, the target is also encumbered. <i>Heighten (+2): +5 damage.</i>
Gouging Claw	●● Melee 1 strike: 10 piercing or slashing damage. <i>Heighten (+1): +5 damage.</i>
Ignition	●● Melee or Ranged 6 strike: 5 fire damage. <i>Heighten (+2): +5 damage.</i>
Puff of Poison	●● Melee: 5 poison damage (Fortitude half). <i>Heighten (+2): +5 damage.</i>
Tangle Vine	●● Ranged 6 strike: The target is encumbered (on a critical hit, immobilized.)
Telekinetic Hand	●● Ranged 6: Interact with something in range as if you were adjacent to it, or pull an unattended object up to 4 squares. <i>Heighten (+2): +5 damage.</i>
Telekinetic Projectile	●● Ranged 6 strike: 5 bludgeoning, piercing or slashing damage.

Rank 1

Spell	Effect
Breathe Fire	●● Cone 3: 10 fire damage (Reflex half). <i>Heighten (+2): +15 damage.</i>
Charm	●● Ranged 6; the target cannot attack the caster or a space occupied by the caster (condition; Will negates). Condition ends immediately if the caster attacks the creature or a space it occupies.:
Dizzying Colors	●● Spray 3: Target is slowed and rattled (Will negates slowed).
Fleet Step	●● Self: Until the end of the encounter, your Speed increases by +6.
Force Barrage	● Ranged 24: 4 force damage (no save or attack roll; it automatically hits). ●● Ranged 24 (two missiles): 4 force damage per missile. <i>Heighten (+2): +1 missile.</i>
Gentle Landing	○ Ranged 12: If a creature is falling: They take no falling damage.
Goblin Pox	●● Melee 1: The target is sickened and slowed (Fortitude negates slowed).
Grease	●● Burst 2 within 6: The area becomes greasy until the end of the encounter. Creatures who move into or through the area fall prone (Reflex negates).
Grim Tendrils	●● Line 6 spell: the target takes 5 void damage (Fortitude negates). <i>Heighten (+1): +5 damage.</i>
Gust of Wind	●● Line 8: Immediately upon casting, Large or smaller creatures in the line are knocked prone (Fortitude negates, also pushed 4 squares on a critical failure). A creature that enters the line during its turn immediately experiences the same effect. While a creature is in the line it cannot move towards the origin point of the line (Fortitude negates). The spell ends at the end of your next turn.
Hydraulic Push	●● Ranged 12 strike: 10 bludgeoning damage and the target is pushed 2 squares. <i>Heighten (+2): +15 damage.</i>
Illusory Disguise	●● Ranged 6 (one ally): Enemies cannot attack the target or a space it occupies. The spell ends immediately if the target makes an attack. Enemies can attempt to counteract the spell by spending 1 AP; on a successful Will save, that enemy ignores the effect of this spell for the rest of the encounter. <i>Heighten (4th): Up to 10 targets.</i>
Illusory Object	●● Burst 2 within 24: Must target unoccupied spaces. The area becomes your choice of concealing or opaque terrain. Any creature in or adjacent to the area can make a Will save as a free action to dispel the spell.
Jump	● Self: You jump a number of squares equal to your Speed, up to 6.
Mindlink	●● Melee 1 (one ally): Until the end of the encounter, each time either you or the target makes a skill check, use whichever of you has the higher bonus.
Pest Form	●● Self: Until the end of the encounter, you become Tiny sized, your Armor becomes 15, gain Scent and training in Athletics and Stealth and can only use melee strikes. <i>Heighten (4th): You gain Flight.</i>
Phantasmal Minion	●● Ranged 6: Summon a phantasmal minion until the end of your next turn. It is your minion. Sustain ●
Pummeling Rubble	●● Cone 3: 5 bludgeoning damage and the target is pushed 1 (Reflex half, negates push). <i>Heighten (+1): +5 bludgeoning damage.</i>
Sleep	●● Burst 1 within 6: The target is stunned (Will negates). If it takes damage or is the target of an attack, the stunned condition ends immediately. <i>Heighten (4th): The targets also fall prone.</i>
Spider Sting	●● Melee 1 (one creature): The target takes 5 piercing and poison damage and is rattled (Fortitude negates rattled). <i>Heighten (+1): +5 poison and piercing damage.</i>
Summon Animal	●● Ranged 6: Summon a creature with the animal trait of level -1 until the end of your next turn. It is your minion. Sustain ● <i>Heighten (2nd): Level 1. 3rd: Level 2. 4th: Level 3. 5th: Level 5. 6th: Level 7. 7th: Level 9.</i>
Summon Construct	●● Ranged 6: Summon a creature with the construct trait of level -1 until the end of your next turn. It is your minion. Sustain ● <i>Heighten (2nd): Level 1. 3rd: Level 2. 4th: Level 3. 5th: Level 5. 6th: Level 7. 7th: Level 9.</i>
Sure Strike	● Self: The next attack you make this turn, roll the attack roll twice and use the better result. You do not need to make cover or conceal checks for this attack.
Thunderstrike	●● Touch: 10 electricity and sonic damage (Reflex half). <i>Heighten (+1): +10 damage.</i>



Rank 2

Spell	Effect
Enlarge	<ul style="list-style-type: none"> •• A willing creature of size Medium or smaller: The creature becomes Large until the end of the encounter. Its melee strikes do +2 damage and its reach increases by 1. <p><i>Heightened (4th):</i> Can target a willing creature of size Large or smaller: The creature becomes Huge until the end of the encounter. Its melee strikes do +5 damage and its reach increases by 2.</p> <p><i>6th:</i> Can target up to 10 willing creatures with either the rank 2 or rank 4 versions.</p>
Entangling Flora	<ul style="list-style-type: none"> •• Burst 3 within 24: The area becomes difficult terrain until the end of the encounter and the caster gains the following action.
False Vitality	<ul style="list-style-type: none"> •• Self: You gain 10 temporary HP. <p><i>Heighten (+2):</i> +5 temporary HP.</p>
Humanoid Form	<ul style="list-style-type: none"> •• Self: Enemies cannot attack the target or a space it occupies. The spell ends immediately if the target makes an attack. Enemies can attempt to counteract the spell by spending 1 AP; on a successful Will save, that enemy ignores the effect of this spell for the rest of the encounter. <p><i>Heighten (5th):</i> Cast <i>enlarge</i> as a free action as well as this spell. It continues even if the main effect ends.</p>
Illusory Creature	<ul style="list-style-type: none"> •• Ranged 24 (unoccupied space): Summon a Large or smaller creature until the end of the encounter. It is your minion, and uses your stats. If it is hit by an attack or fails a save, it is eliminated. It does 5 nonlethal damage with its Melee 1 strikes, and the damage type is whichever is most effective given the target's resistances, weaknesses and immunities. Any creature that is about to be hit by the creature can as a free action make a Will save against your Power. On a success, the creature is eliminated. Any creature can spend 1 AP to make the same Will save with the same effect on a success. <p>Sustain •</p> <p><i>Heighten (+2):</i> +5 damage.</p>
Invisibility	<ul style="list-style-type: none"> •• Touch: The target becomes invisible until the end of the encounter or until they make an attack.
Laughing Fit	<ul style="list-style-type: none"> •• Ranged 6: Target must be living. The target is slowed (Will negates; on a critical failure the target also falls prone).
Mist	<ul style="list-style-type: none"> •• Burst 3 within 24: Until the end of the encounter, the area becomes concealing terrain. You can dismiss this spell by spending 1 AP.
Oaken Resilience	<ul style="list-style-type: none"> •• Touch: The target gains resistance 1d6 to bludgeoning and piercing damage and weakness 5 to fire. <p><i>Heighten (+2):</i> +1d6 resistance; +5 weakness.</p>
Stupefy	<ul style="list-style-type: none"> •• Touch: The target is sickened (Will negates).

Rank 3

Spell	Effect
Cozy Cabin	<ul style="list-style-type: none"> •• Burst 1 within 6 (unoccupied space): Create a 2x2 cabin in the area of effect.
Earthbind	<ul style="list-style-type: none"> •• Ranged 24: The target cannot use Flight for the rest of the encounter (Fortitude negates).
Enthrall	<ul style="list-style-type: none"> ○ A creature within sight could have chosen the caster as a target but did not: The creature must choose the caster as a target (it may choose other targets as well if it is eligible to).
Feet To Fins	<ul style="list-style-type: none"> •• Touch: Until the end of the encounter, the target gains Aquatic, but while out of water their Speed is set to 2. <p><i>Heighten (6th):</i> Cast as a free action.</p>
Fireball	<ul style="list-style-type: none"> •• Burst 3 within 20: 20 fire damage (Reflex half). <p><i>Heighten (+1):</i> +5 damage.</p>
Ghostly Weapon	<ul style="list-style-type: none"> •• Self or an ally within 1: Until the end of the encounter, the target's attacks against incorporeal targets do force damage.
Haste	<ul style="list-style-type: none"> •• Ranged 6: The target is quickened. <p><i>Heighten (7th):</i> Up to 6 targets.</p>
Levitate	<ul style="list-style-type: none"> •• Touch: The target gains Flight until end of target's next turn. Alternatively, can move a touched object up or down 2. This generally has no effect, unless a specific scenario suggests otherwise.
Lightning Bolt	<ul style="list-style-type: none"> •• Line 12: 25 electricity damage (Reflex half). <p><i>Heighten (+1):</i> +5 damage.</p>
Slow	<ul style="list-style-type: none"> •• Ranged 6: The target is slowed (Fortitude negates; on a critical failure, it is stunned instead). <p><i>Heightened (6th):</i> Target up to 5 creatures.</p>
Wall of Thorns	<ul style="list-style-type: none"> •• Ranged 12: Place up to 3 thorny barriers (2 squares long by 1 square wide) in a straight line. Creatures entering or passing through the barrier take 10 piercing damage. Each thorny barrier has Armor 10, hardness 10 and 5 hit points. If the caster casts this spell again, remove thorny barriers from previous casting. <p><i>Heightened (4th):</i> 10 damage instead.</p> <p><i>6th:</i> 15 damage instead; 15 HP instead.</p>



Rank 4

Spell	Effect
Creation	●● Burst 1 within 6: Create solid terrain in unoccupied spaces within the area of effect.
Fire Shield	●● Self: Until the end of the encounter, you gain cold resistance 2d6 and Shield Block. ● Shield Block When taking slashing, piercing or bludgeoning damage; Effect Reduce damage by 40. If the attacker is adjacent, it takes 5 fire damage. <i>Heighten (+2): Cold resistance +5, reduce damage +10 and +5 fire damage.</i>
Flicker	●● Self: Until the end of the encounter, you gain resist all 2d6 except force. At the end of each of your turns, you teleport 2 squares in a random direction. <i>Heighten (+2): +1d6 resistance.</i>
Mountain Resilience	●● Touch: The target gains resist 5 bludgeoning, piercing and slashing damage until the end of the encounter. <i>Heighten (+2): +5 resistance.</i>
Nightmare	●● Ranged 12 (one creature): After this encounter ends, the creature will not heal damage or recover checkboxes (Will negates).
Suggestion	●● Ranged 6: The target is slowed and on its next activation, it does what the caster wants, but cannot make attacks (Will negates).
Translocate	●● Self: Teleport 24 to an unoccupied space in sight.
Vision Of Death	●● Ranged 12 (one living creature): 30 mental damage and the target is rattled (Will half and negate rattled). If the target is reduced to 0 HP or below, it is eliminated. <i>Heighten (+1): +5 mental damage.</i>
Wall of Fire	●● Line 8 within 24: Creatures on one side of the line are concealed from those on the other side of the line. A creature passing through the line or occupying the space at the start of its turn takes 15 fire damage. <i>Heighten (+2): +5 fire damage.</i>
Weapon Storm	●● Cone 4 (all creatures): Choose a melee weapon you are equipped with. Targets take 20 damage of that weapon's damage type (Reflex half). <i>Heighten (+1): +5 damage.</i>

Rank 5

Spell	Effect
Control Water	●● Ranged 48: Increase or decrease the radius of a water terrain piece of no more than 10x10 by 1 square. Creatures with the water trait within the terrain piece are slowed (Fortitude negates; on a critical failure, they are stunned instead).
Elemental Form	●● Self: Until the end of the encounter, you become Medium sized, your Armor becomes 19, you gain 10 temporary HP, training in Athletics and Acrobatics and can only use melee strikes, but you do high damage for your level. Choose one: Speed becomes 8 (Flight, your movement does not trigger reactions) but you cannot make any strikes; or gain Burrowing; or gain Aquatic and fire resistance 2d6; or gain fire resistance 4d6. <i>Heighten (6th): Instead 15 temporary HP, Large sized, Armor 22 and melee reach 2. 7th: Instead 20 temporary HP, Huge sized, Armor 22 and melee reach 3.</i>
Hallucination	●● Ranged 6 (one creature): The target is stunned (Will negates). <i>Heighten (6th): Up to 10 targets.</i>
Howling Blizzard	●● Cone 6: 40 cold damage (Reflex half). ●●● Burst 4 within 24: 40 cold damage (Reflex half). <i>Heighten (+1): +5 damage.</i>
Impaling Spike	●● Ranged 6: 30 piercing damage and the target is immobilized (Reflex half, and negate immobilized). <i>Heighten (+1): +5 damage.</i>
Magic Passage	●● Burst 2: Remove terrain in the area, replacing it with open ground.
Telekinetic Haul	●● Ranged 12 (one objective or piece of terrain): Move the target up to 4 squares. Sustain ●●
Toxic Cloud	●● Burst 3 within 24: Until the end of the encounter, the area becomes concealing terrain. You can dismiss this spell by spending 1 AP. A creature that starts its turn in the area takes 25 poison damage (Fortitude half). At the end of each of your turns, the area moves 2 squares away from you.
Umbral Journey	● Emanation 1 (you and creatures of your choice): Choose a space in sight. Your opponent places you and any teleported creatures in unoccupied spaces of their choice within 4 squares of that space.
Wall of Stone	●● Ranged 12: Place up to 8 solid wall sections (2 squares long by 1 square wide) in a straight line. Each wall section has Armor 10, resist all 4d6 and 40 hit points, and it takes no extra damage from critical hits. A wall section that is destroyed leaves behind difficult terrain. If the caster casts this spell again, remove wall sections and difficult terrain from the previous casting. <i>Heighten (+2): +15 HP for each section.</i>
Wave Of Despair	●● Cone 4: The target is slowed (Will negates). <i>Heighten (7th): The area becomes Cone 6.</i>

Rank 6

Spell	Effect
Chain Lightning	●● Ranged 24 (one creature): 50 electricity damage (Reflex half). If the creature fails its save, choose another target within 6 squares to take 50 electricity damage (Reflex half). Keep going until you choose to end the effect, you run out of targets, or a creature makes its save. <i>Heighten (+1): +5 electricity damage.</i>
Cursed Metamorphosis	●● Ranged 6 (one creature): The target becomes Tiny in size and stunned (Will negates both). When it stops being stunned, it returns to its normal size.
Disintegrate	●● Ranged 24 strike (one creature or piece of terrain): Destroy burst 1 of terrain within range (no attack roll needed). If you target a creature, it takes 65 damage (Fortitude half), with -10 on the saving throw if the strike critically hit. <i>Heighten (+1): +10 damage.</i>
Mislead	●● Melee 1 (unoccupied space): Place a token in the space, the same size as you. Each time you move, the token can move too, up to the same distance. The token shares your stats. At any time, you can remove the token from play and teleport to the space it left behind by spending 1 AP.
Never Mind	●● Ranged 6 (one creature): The target cannot cast spells and suffers a -2 penalty to Will (condition, Will negates).
Petrify	●● Ranged 12 (one creature): The target is petrified (Fortitude negates), which is an affliction which makes it slowed at the start of each of its turns. It makes a Fortitude save to negate each time; on a success, the affliction ends.
Phantasmal Calamity	●● Burst 4 within 24: 40 mental damage (Will half); on a critical failure it is also stunned. <i>Heighten (+1): +5 mental damage.</i>
Wall Of Force	●● Ranged 6: Place a force wall up to 8 squares long by 1 square wide. The wall has Armor 10, resist all 8d6 and 40 hit points, and it takes no extra damage from critical hits. If the caster casts this spell again, remove the wall from the previous casting. <i>Heighten (+2): +20 HP for the wall.</i>

Rank 7

Spell	Effect
Contingency	● Self: At any time: Choose a spell of rank 4 or below that you can cast. You cast the spell as part of this free action, with yourself as the target.
Duplicate Foe	●● Ranged 6 (one enemy): In an unoccupied space adjacent to the target, summon a creature of the same size as the target with the same stats and trained skills. The target makes a Fortitude save; on a success the summoned creature has 30 HP and does half damage. On a failure, the summoned creature has 70 HP. The summoned creature is your minion, and has the same weapon strikes as the target, but these strikes have no additional effects beyond damage. The only actions the summoned creature can take are Stride and Strike. At the end of each of your turns, the summoned creature takes 15 damage.
Fiery Body	●● Self: Until the end of the encounter, you gain Flight and your Speed becomes 8, you are immune to fire, weak 5 to cold, and any creature that damages you with a melee attack takes 10 fire damage. Your melee strikes do fire damage as well as other damage, and your fire spells do +5 damage. You can cast <i>ignite</i> at-will during the encounter, as a 1 AP action.
Mask of Terror	●● Ranged 6 (one creature): Until the end of the encounter, each time a creature attacks the target or a space it occupies, the attacker must make a Will save against your Power. On a failure, the attack suffers a -2 penalty to Fight or Power. On a critical failure, the attacker's action fails and nothing happens.
Project Image	●● Ranged 6: Summon a creature of your size until the end of the encounter. It is your minion, and uses your stats. If it is hit by an attack or fails a save, it is eliminated. It takes no actions, but whenever you cast a spell, you can cause the spell effect to originate from either yourself or the image.
True Target	● Ranged 6 (four creatures): The next time the target makes an attack, it rolls twice and uses the better result, and it ignores cover and concealments.
Warp Mind	●● Ranged 12: The target is confused until the end of the encounter (Will negates).

DIVINE SPELLS

Cantrips

Spell	Effect
Guidance	● Ranged 6: The creature gets a +1 status bonus on their attack roll, saving throw or skill check. Each creature can only benefit from this spell once per encounter.

Rank 1

Spell	Effect
Bane	●● Emanation 2: the target is rattled (Will negates). Sustain ●
Harm	● Melee: 5 void damage (Fortitude half). <i>Heighten (+1; any of the three options): +5 damage.</i>
Heal	● Melee: Heal 5 damage. ●● Ranged 6: Heal 10 damage. ●●● Burst 4: Heal 5 damage. <i>Heighten (+1; option 1 or 3): +5 damage.</i> <i>+1; option 2: +10 damage.</i>

Rank 2

Spell	Effect
Calm	●● Burst 1 within 24: the target cannot make attacks (condition; Will negates). Condition ends immediately if the creature takes damage or is the target of an attack.

Rank 3

Spell	Effect
Crisis of Faith	●● Ranged 6 (one creature): The target takes 20 mental damage (Will half). A divine caster takes 25 mental damage and cannot cast divine spells (condition; Will negates condition and halves damage). <i>Heighten (+2): +15 damage (+20 if the target is a divine caster).</i>
Heroism	●● Touch: Until the end of the encounter, the target gets +1 Fight, Fortitude, Reflex and Will. <i>Heighten (6th): +2 bonus instead.</i>
Holy Light	●● Ranged 24 (one creature) strike: The target takes 20 fire damage, or 40 fire and holy damage if it is unholy. <i>Heighten (+1): +5 damage (+10 if the target is unholy).</i>

Rank 4

Spell	Effect
Divine Wrath	●● Burst 3 within 24: 20 spirit damage and the target is sickened (Fortitude half, negates sickened). <i>Heighten (+1): +5 damage.</i>
Vital Beacon	○ Self: Adjacent allies can interact with you to heal 20 hit points. Each time they do so, roll 1d6. On a 1 or 2, the spell ends. <i>Heighten (+1): Heal +5 damage.</i>

Rank 5

Spell	Effect
Breath of Life	○ Ranged 6 (one creature): If a living creature is about to be eliminated: The target is instead healed 25 hit points. <i>Heighten (+2): Heal +5 damage.</i>
Divine Immolation	●● Burst 3 within 24: 20 fire and spirit damage and 10 persistent fire damage (Reflex half, negates persistent damage). <i>Heighten (+1): +5 damage.</i>
Summon Celestial	●● Ranged 6: Summon a creature with the celestial trait of level 5 or lower until the end of your next turn. It is your minion. If you are unholy, you cannot cast this spell. Sustain ● <i>Heighten (6th): Level 7.</i> <i>7th: Level 9.</i>
Summon Fiend	●● Ranged 6: Summon a creature with the fiend trait of level 5 or lower until the end of your next turn. It is your minion. If you are holy, you cannot cast this spell. Sustain ● <i>Heighten (6th): Level 7.</i> <i>7th: Level 9.</i>
Summon Monitor	●● Ranged 6: Summon a creature with the monitor trait of level 5 or lower until the end of your next turn. It is your minion. Sustain ● <i>Heighten (6th): Level 7.</i> <i>7th: Level 9.</i>

Rank 6

Spell	Effect
Field of Life	●● Burst 3 within 24: Each living creature that starts its turn in the area heals 5 hit points and any undead creature takes 5 vitality damage. Sustain ●
Spirit Blast	●● Ranged 6 (one creature): 55 spirit damage (Fortitude half). <i>Heighten (+1): +5 damage.</i>
Zealous Conviction	●● Ranged 6 (up to 10 allies): Until the end of the encounter, the target gains 10 temporary HP and a +1 bonus to Will.

Rank 7

Spell	Effect
Divine Decree	●● Emanation 6: 35 spirit damage and the target is rattled (Fortitude half, negates rattled). <i>Heighten (+1): +5 damage.</i>
Execute	●● Ranged 6 (one creature): 70 void damage (Fortitude half). If the target has void healing, it instead takes 70 vitality damage (Fortitude half).
Regenerate	●● Touch: Until the end of the encounter, the target gains regeneration 15.
Sunburst	●● Burst 12 within 100: 40 fire damage (Reflex half). Undead creatures also take 40 vitality damage (Reflex half). <i>Heighten (+1): +5 fire damage, +5 vitality damage if undead.</i>

OTHER SPELLS

These spells are not on the common divine or arcane spell lists, but are available to some clerics depending on their deity or to some wizards depending on their school.

Spell	Level	Effect
Phantom Pain	1	●● Ranged 6 (one creature): 5 mental damage and the target is sickened (Will negates sickened). <i>Heighten (+1)</i> : +5 mental damage.
Animal Form	2	●● Self: Until the end of the encounter, you become Medium sized, your Armor becomes 16, you gain 5 temporary HP, gain Scent and training in Athletics and can only use melee strikes. Choose one: Speed becomes 8, or gain Aquatic or Wall Climb. <i>Heighten (3rd)</i> : Instead 10 temporary HP and Armor 17. <i>4th</i> : Instead 15 temporary HP, Large sized, Armor 18 and melee reach 2. <i>5th</i> : Instead 20 temporary HP, Huge sized, Armor 18 and melee reach 3.
One With Plants	2	●● Self: The caster's AC becomes 20 while the spell is sustained. Sustain ●●
Dispelling Globe	4	●● Burst 2 within 1: Until the end of the encounter, each time a spell is cast that targets a creature or space within the area of effect, the spell effect is cancelled within the area of effect if you succeed on Will save vs caster's Power.
Dreaming Potential	5	●● Self or an ally within 1: The target recovers one use of a per-day feature.
Teleport	6	●● Emanation 1 (self and allies): Teleport to any unoccupied space, whether or not it is occupied. You and allies appear in the same formation.
Nature's Pathway	5	●● Self: Must be adjacent to a tree or other Medium or larger plant. Teleport to any other tree or other Medium or larger plant (whether or not in sight).
Planar Seal	7	●● Self: Until the end of the encounter, any enemy attempting to teleport themselves or another creature must make a Will save against your Power. If they fail, the action has no effect.
Planar Palace	7	●● Self: After this encounter ends, you and your allies heal and recover checkboxes as if you had rested for a night. You cannot cast this spell two encounters in a row.



Game Master

The Game Master creates the encounters, sets challenges for the players and the heroes they control, places treasure in the world and controls the monsters.

If you are unfamiliar with roleplaying games or Game Mastering, this book does not explain them – please read or watch some introductory material about tabletop roleplaying games first.

ENCOUNTERS

Game Masters design encounters to challenge the players and their characters.

To design an encounter, decide how difficult you want the encounter to be (from trivial to extreme) and then look up the average level of heroes in the party in the table below. Select monsters with a total points cost roughly equal to the points budget for that encounter.

Increase the encounter points budget by 25% for each additional hero beyond four, or reduce it by 25% for a party of three or 50% for a party of two.

For example, if you want a moderate encounter for four level 2 heroes, you have 36 points to spend. That could be two level 2 monsters (18 points each) or three level 0 monsters (12 points each).

Level	Trivial Encounter	Low Encounter	Moderate Encounter	Severe Encounter	Extreme Encounter	Monster point cost
-1						9
0						12
1	7	11	28	42	56	14
2	9	14	36	54	72	18
3	11	16	42	63	84	21
4	13	20	52	78	104	26
5	16	24	64	96	128	32
6	20	30	80	120	160	40
7	24	36	96	144	192	48
8	30	45	120	180	240	60
9	36	54	144	216	288	72
10	45	68	180	270	360	90
11	54	81	216	324	432	108
12	68	101	270	405	540	135
13	80	120	320	480	640	160
14	96	144	384	576	768	192

TREASURE

Game Masters should generally be handing out one or two magic items per encounter, on average. Most should be of or below the heroes' level, but it is okay for the occasional item to be higher level.

Be more generous with consumable items: even if these turn out to be too powerful, they will only affect one encounter at most.

If Game Masters track gold coins and valuable but non-functional treasure like gemstones, art pieces and the like, then make sure to count them towards Bulk. In general, non-functional treasure should have Bulk of half its equivalent in gold coins (in other words, 1 Bulk for every 2,000 gold coins in value).



GAMBITS

Path 2 Victory: Roleplay can be played without a Game Master (“GMless”), using dice rolls to determine how the monsters behave. Even if you do want to play with a Game Master, you may still want to use these scripted behaviors (called “gambits”) because they create a different tactical experience, they reduce the mental load on the GM, and they allow for the heroes to fight more monsters at a time than they would be able to if the GM were choosing the optimal move for each monster.

Monsters have fixed actions on their turn, called “gambits”. To determine which gambit a monster uses, roll 1d6 for each type of monster (“Goblin Warrior”, “Flash Beetle”, etc.) at the start of each round (after the player has chosen whether each hero is acting early or late).

The gambit will say which dice results lead to the monster pursuing that gambit, whether the monster is acting super-early (I), early (II) or late (III), and which actions it is pursuing.

Creatures using gambits ignore normal use limits (per-encounter, per-day, etc) on their actions. The gambit system in effect reflects limited uses by having some actions be rarer than others. Similarly, they ignore the normal 2 or 3 AP allocated per round: they take whichever actions their roll dictates.

Interpreting the entries

A slash between actions means the monster chooses one of those actions: preferring attacks over movement, and preferring melee attacks if it can make them over ranged attacks.

An arrow means after taking the original action, the monster takes the subsequent action.

Targeting

Find out the monster’s “preferred” target, following this order until there is no ambiguity about who the monster targets:

1. Enemies within range of their attack, or able to be within range with the movement the monster has available.
2. (When using an area attack or attack with multiple targets) Maximising the number of enemies targeted.
3. Enemies listed as their “preferred” enemy.
4. Enemies that are nearest.
5. Enemies that are yet to act.
6. Enemies with the lowest current HP.
7. Enemies with the lowest Armor.

Monsters who have no enemies in range move towards whichever enemy they can get in range of with their movement, again preferring enemies based on the order given above.

Monsters do not target helpless creatures.

Interpreting movement actions

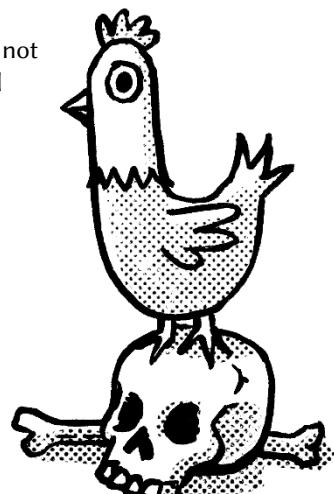
Shift: The monster takes the Step action. If the monster has a melee action coming up, it Steps to get an enemy within reach. Otherwise, it Steps away from enemies.

Charge: If the monster is already within melee reach of an enemy, it does not move. Otherwise, the monster takes the Stride action towards its preferred target.

Reposition: The monster takes the Stride action towards its preferred target, even if it is already in melee reach of an enemy.

Retreat: The monster takes the Stride action moving as far away from all enemies as possible.

Stride: The monster moves so its subsequent actions are most effective (into range, into reach, out of melee reach of enemies if it is making ranged attacks) against its preferred target. If it has no applicable subsequent actions, it moves into melee reach of its preferred target.



Adjudicating when AP are lost

Creatures following gambits do not gain or spend AP; they have fixed actions that they take on their turn. The Game Master adjudicates what happens when the rules refer to AP.

For example, a slowed creature (-1 AP) should generally lose the last action from its programmed actions for the turn, but, if this would mean the creature doesn't get to use a big 2-AP or 3-AP action, consider dropping a different action. Another example is if a creature gets the opportunity to spend 1 AP; they should generally lose their next programmed action (if they have one) for the turn to "pay for" that effect, if it is worthwhile.

Example

Here are the gambits for the taxidermic dog. On a roll of 1, it takes no actions but becomes resistant to all damage. On a roll of 4, it acts in the early monster phase, by moving (preferring an enemy already adjacent to an ally even if it is already adjacent to another enemy) and then biting with its jaws.

Prefer enemies already adjacent to allies.

- I resist all 5 until the end of the round
- II Jaws > Reposition
- III Reposition > Jaws
- III Stride > Jaws > Jaws

ELIMINATION

When a character is eliminated, they are removed from play until the end of the encounter. The Game Master decides what happens to them then; we recommend the Injuries rules in *Path 2 Victory*.

HAZARDS

Hazards represent traps, complications, environmental effects and other elements of an encounter that complicate things for the heroes without being monsters in their own right.

Most hazards will have an "Overcome" entry which describes how it can be overcome (the objective achieved, trap disarmed or threat removed from play). Any character can take the Overcome action:

Overcome ●● Make a skill check, among those specified. On a success, tick off one checkbox. If all checkboxes are ticked, the hazard ceases to affect the encounter. On a critical success, tick off two checkboxes. On a critical failure, erase one tick (if there are any checkboxes currently ticked).

Hazards do not always represent danger. Heroes could "overcome" a ritual by performing key rites, overcome a research task by visiting and investigating runes scattered about the battlefield or overcome a curse by finding and harvesting healing herbs.

Game Masters can add hazards to their encounters. If these hazards mostly represent a threat to the heroes, you should count them against the encounter points budget, as shown in the table below. If they represent a roughly equal threat to the heroes and to the monsters, you do not need to count them against the budget.

Level	Simple hazard	Complex hazard
-1	2	9
0	2	12
1	3	14
2	4	18
3	4	21
4	5	26
5	6	32
6	8	40
7	10	48
8	12	60
9	14	72
10	18	90
11	22	108
12	27	135
13	32	160
14	38	192



One way to make encounters more dynamic is to tie the hazards to the party's objectives. For example, place bystanders in harm's way. If the bystanders survive the encounter, the heroes gain Influence with a patron.

EXAMPLE HAZARDS

Pursue Objective (Simple Level X)

Place an objective.

Choose a level (typically, the party level) and a skill that is required to Overcome the objective. Generally, only one success is required to overcome the objective but you can require more.

Hampering Web (Simple Level 1)

Place web on one or more unoccupied spaces.

Overcome Survival 16

Power 19, **Armor** 18, **Fort** +9, **Ref** +10, **HP** 25

Ensnare If a creature that isn't a spider walks into the web: The target is encumbered (Reflex negates; also sickened on a critical failure).

Poisonous Mold (Simple Level 2)

Place mold on an unoccupied space.

Overcome Survival 16

Power 16, **Armor** 16, **Fort** +9, **Ref** +3, **HP** 30, **Weak** fire 10

Floating Spores aura 1: A creature that enters or starts its turn in the aura takes 5 poison damage.

Feed on Decay If a creature takes damage while adjacent to the mold: The mold grows to expand into every square adjacent to its current space.

Spore Burst Burst 2

If a creature moves through the mold's space or hits it with an attack: 15 poison damage (Fortitude half).

Bystander (Simple Level 5)

Place a Medium guard. If placing multiple bystanders, in general it is better to scatter them throughout the encounter rather than have them in a single group.

A bystander adjacent to the side of the board is removed from play (and is safe). Bystanders take their turns at the end of the round, but all they do is move 1d6 squares in a random direction (roll 1d6: 1 or 2 = stay still, 3 = north, 4 = east, 5 = south, 6 = west). Prone bystanders instead stand up and stay in place. It is at this point that dying bystanders make their recovery checks.

Direct Bystander If adjacent to a bystander: On a successful Diplomacy (Power 17), Medicine (Power 15) or Nature (Power 16) check, the bystander is removed from play (and is safe).

Ghostly Choir (Simple Level 6)

Place a Medium altar (difficult terrain).

Overcome Performance or Religion 22

Power 20

Cursed Metamorphosis Ranged 4

If a creature moves within range: The creature becomes Tiny in size and cannot take any actions other than Step or Stride (condition; Fortitude negates).

Polymorph Trap (Simple Level 12)

Place a glyph on an unoccupied space.

Overcome Thievery 20 or cast *dispel magic*

Power 18

Profane Chant Ranged 2

If a creature moves within range: 35 mental damage to nonevil creatures within range 6 and the targets are rattled (Will half damage and negate condition; also push 2 on a critical failure).

Spinning Blade Pillar (Complex Level 4)

Place a Medium pillar (solid terrain).

Overcome Thievery 17.

Or find the control panel: Perception 22 then

Overcome Thievery 15

Fight +8, **Armor** 17, **Fort** +6, **Ref** +8, **HP** 50, **Resist** all 2d6

At the end of each round, the spinning blade makes a Spinning Blade strike against each adjacent creature then moves 2 squares in a random direction (1 = north, 2 = east, 3 = south, 4 = west, 5/6 = reroll). Then make a Spinning Blade strike against each adjacent creature. The pillar doesn't take a multiple attack penalty.

Spinning Blade Melee 1

15 slashing damage.

Confounding Betrayal (Complex Level 8)

Place a glyph on an unoccupied space.

Overcome Deception or Occultism 20

Unmask Emanation 6

The first time a creature moves within the area, and at the end of each round thereafter: Creatures in the area are confused (Will negates).

Suspicion Creatures within emanation 6 cannot use the Aid action.

Progression for creatures without classes

HEROES

If the party gains companions who should progress alongside the heroes, follow this chart:

Level	Saving Throws	Fight	Armor	Power	Feats
2		+1	+1		+1
3				+1	
4	+1	+1	+1		+1
5					
6	+1	+1	+1	+1	+1
7					
8		+1	+1		+1
9	+1			+1	
10		+1	+1		+1
11	+1				
12		+1	+1	+1	+1
13					
14	+1	+1	+1		+1

Hit Points: Use the progression of a class that matches the companion's HP for their current level.

Damage: Look up their previous level and damage, and compare it with the same column for the new level.

Table: Damage progression

Lvl	Extreme	High	Mod	Low	Area at-will	Area limited
2	10	9	8	6	7	10
3	15	10	10	8	9	15
4	20	15	10	9	10	20
5	20	15	15	10	10	20
6	25	20	15	10	15	25
7	25	20	15	10	15	30
8	30	20	20	15	15	30
9	30	25	20	15	20	35
10	35	25	20	15	20	40
11	35	30	25	20	20	40
12	40	30	25	20	25	45
13	40	30	25	20	25	50
14	45	35	30	25	25	55

MONSTERS

A Game Master can apply the weak or elite templates to make a monster somewhat more or less dangerous.

Weak

1. Reduce level by 1, and points accordingly.
2. Decrease Armor, Attack, Power, Fortitude, Reflex and Will by 1 each.
3. Decrease damage by one level's worth.
4. Decrease HP based on starting level:

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-14	-20

Elite

1. Increase level by 1, and points accordingly.
2. Increase Armor, Attack, Power, Fortitude, Reflex and Will by 1 each.
3. Increase damage by one level's worth.
4. Increase HP based on starting level:

Starting Level	HP Increase
1 or lower	10
2-4	15
5-14	20

Monsters

Use monster cards from *Path 2 Victory* for the stats for P2V: Roleplay monsters.

The example monsters given below come with suggested gambits, but you may want to tweak them for the particular encounter.

Cythnophorian

60 pts ☁

Tiny Fungus Plant 8

Fight	+10	Tendril • Melee strike 20 piercing damage; on a hit the creature is afflicted with creeping death (Fort negates).
Armor	19	Creeping Death Persistent poison damage 15. If a creature would be reduced to 0 HP by this damage, it loses the persistent poison damage, becomes immune to poison damage and is controlled by the cythnophorian for the rest of the encounter. If a creature controlled by the cythnophorian is reduced to 0 HP or below, it is eliminated and uses Spore Cloud (using the cythnophorian's Power).
Power	14	Fungal Possession ○ If a Medium or smaller creature in reach is eliminated: heal 10 HP and Step into the dead creature's space. Enemies in emanation 2 become sickened and off-guard (Will negates both). The cythnophorian's turn ends immediately.
Fort	+10	EI Spore Cloud • Emanation 3 Afflicted with creeping death (Fort negates).
Reflex	+6	Stealth; Truesight; immune mental, weak fire 5
Will	+4	
HP	160	
Speed	3	

Always uses Fungal Possession if eligible. Will still Tendril strike creatures it has possessed..

I Spore Cloud

II Tendril / Reposition > Tendril / Reposition

III Tendril / Reposition > Spore Cloud

Forest Troll

32 pts ☁

Large Giant Wood Troll Humanoid 5

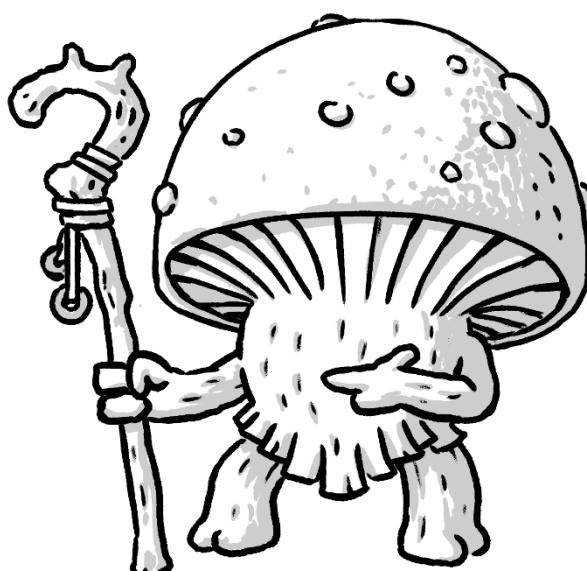
Fight	+9	Regeneration At the start of the forest troll's turn, it heals 20 unless sickened (in which case it loses the sickened condition) or at 0 HP or below.
Armor	15	
Power	17	Electricity and Fire Vulnerability Becomes sickened if it takes fire or electricity damage.
Fort	+12	Claw • Melee 2 strike 15 piercing damage.
Reflex	+6	Furious Flailing ○ If the troll takes fire or electricity damage: Make a melee strike against a random creature within reach.
Will	+2	Chase Prey ●● Stride and then make two melee strikes.
HP	125	
Speed	6	<i>Athletics, Intimidation; weak fire, electricity 10</i>

I Claw

II Reposition > Claw

II Chase Prey

III Chase Prey > Claw



Hateful Bear

40 pts

Large Animal 6

Fight
+10

Jaws • Melee strike
15 piercing damage; on a hit, spend 1 AP to grab.

Armor
18

Mauler
Do +5 damage to grabbed creatures.

Power
18

Rush ••
Stride and make a melee strike at the end of the movement. Increase Speed by +2 during the Stride.

Fort
+10

Vitriol [add on] • Ranged 3
The target and the hateful hodag are off-guard while both of them are above 0 HP and in play (Will negates). While off-guard from this effect, the target and the hateful logger must target each other with any attacks they make and cannot cast spells unless they involve an attack.

Reflex
+5

Sneak Attack [upgrade]
Do +5 damage against off-guard creatures.

Will
+7

Athletics, Survival

At the start of its turn, use Vitriol as a free action if an eligible target is in range and if it has not used it before in this encounter.

I Rush

II Rush / (Charge > Charge)

II Rush / (Charge > Strike)

II Jaws / Reposition > Jaws

III Rush > Jaws

III Charge > Rush

Hateful Logger

26 pts

Medium Human Humanoid 4

Fight
+10

Exhausted
If the hateful logger would be slowed, it is stunned instead. If the hateful logger would be stunned (other than by being slowed), it is eliminated instead.

Armor
16

Fist • Melee strike
10 bludgeoning damage, +5 to creatures that are off-guard.

Power
15

Vitriol • Ranged 3
The target and the hateful logger are off-guard while both of them are above 0 HP and in play (Will negates). While off-guard from this effect, the target and the hateful logger must target each other with any attacks they make and cannot cast spells unless they involve an attack.

Fort
+10

Reflex
+8

Will
+4

HP
70

Speed
5

Athletics, Nature, Survival

At the start of its turn, use Vitriol as a free action if an eligible target is in range and if it has not used it before in this encounter.

I Fist / Charge

II Fist / Charge > Fist / Charge

II Charge > Fist

III Charge > Fist / Charge > Fist / Charge

Stormdrinker

48 pts

Large Plant 7

Fight
+11

Absorb Shock
If the stormdrinker would take electricity damage, it instead heals 10 HP and is quickened.

Armor
16

Power
18

Fort
+11

Vine • Melee 2 strike

15 bludgeoning; on a hit, spend 1 AP to grab target

Reflex
+5

Will
+8

HP
145

Speed
4 ≈

Athletics, Stealth; immune electricity, resist fire 2d6

If not quickened

I Vine

II Reposition > Vine

II Vine Lash / Reposition > Vine

III Vine / Reposition > Vine Lash

If quickened

I Lightning Blast / (Reposition > Vine)

II Reposition > Lightning Blast

II Reposition / Vine > Vine Lash

III Reposition > Reposition / Vine Lash > Lightning Blast

Twigjack Cult Leader		40 pts
Tiny Wood Fey Plant 6		
Fight +9	Claw • Melee strike 15 slashing damage.	
Armor 17	Splinter • Ranged 6/12 strike 10 piercing damage.	
Power 18	Primal Caster Rank 3 slow, wall of thorns, heal; ∞ caustic blast, puff of poison, tangle vine	
Fort +8	Bramble Jump •• If occupying difficult terrain: teleport up to 12 squares to another patch of difficult terrain.	
Reflex +10	Splinter Spray •• Cone 3 25 piercing damage (Reflex half).	
Will +6		
HP 95		
Speed 5	<i>Acrobatics, Religion, Stealth; resist fire</i> 2d6	

- I Splinter Spray
- II Claw / Splinter / Reposition > Claw / Splinter
- II Wall of thorns (first time) / Slow
- III Bramble Jump > Heal (2 AP)

Twigjack		21 pts
Tiny Wood Fey Plant 3		
Fight +11	Claw • Melee strike 10 slashing damage.	
Armor 19	Splinter • Ranged 6/12 strike 8 piercing damage.	
Power 20	Bramble Jump •• If occupying difficult terrain: teleport up to 12 squares to another patch of difficult terrain.	
Fort +9	Splinter Spray •• Cone 3 15 piercing damage (Reflex half).	
Reflex +11		
Will +7		
HP 50		
Speed 5	<i>Acrobatics, Athletics, Nature, Stealth;</i> <i>weak 5 fire</i>	

- I Claw / Splinter
- II Claw / Splinter / Reposition > Claw / Splinter
- II Splinter Spray
- III Bramble Jump > Claw / Splinter > Claw / Splinter

Sprigjack		9 pts
Tiny Wood Fey Plant -1		
Fight +7	Claw • Melee strike 4 slashing damage.	
Armor 15	Splinter • Ranged 6/12 strike 3 piercing damage.	
Power 15	Bramble Jump •• If occupying difficult terrain: teleport up to 12 squares to another patch of difficult terrain.	
Fort +5		
Reflex +7		
Will +3		
HP 10		
Speed 5	<i>Acrobatics, Nature, Stealth;</i> <i>weak 5 fire</i>	

- I Claw / Splinter
- II Claw / Splinter / Reposition > Claw / Splinter
- III Bramble Jump > Claw / Splinter > Claw / Splinter

Wasp Swarm		26 pts
Large Swarm Animal 4		
Fight +5	Swarm Mind The wasp swarm is immune to any effect requiring a Will save for which it is the only target.	
Armor 14		
Power 17	Swarming Stings • Melee The target takes 10 piercing damage (Reflex half). If it fails its save, it also takes 10 poison damage (Fortitude negates).	
Fort +6		
Reflex +8		
Will +4		
HP 45		
Speed 8	<i>Acrobatics; immune grabbed, prone, restrained; weak area damage, splash damage 5; resist bludgeoning, piercing 2d6, slashing 1d6</i>	

- Wasp swarms are enemies to all other figures, but prefer to target heroes.*
- I Charge / Swarming Stings
- II Charge > Swarming Stings
- II Swarming Stings > Charge / Swarming Stings
- III Charge > Swarming Stings > Swarming Stings

Wraithvine

48 pts 

Huge Fungus Plant 7

Fight	Reactive Strike 
+11	Bite • Melee 2 strike 25 piercing and poison damage and the target is sickened (Fortitude negates sickened).
Armor 18	
Power 18	Tentacle • Melee 3 strike 20 bludgeoning; on a hit, spend 1 AP to grab target.
Fort +10	
Reflex +5	Parasitic Rejuvenation  If a grabbed creature within reach takes poison damage: The wraithvine heals 15 HP but becomes slowed.
Will +6	
HP 120	
Speed 4	<i>Acrobatics, Stealth; immune poison, resist piercing and slashing 2d6, weak fire 5</i>

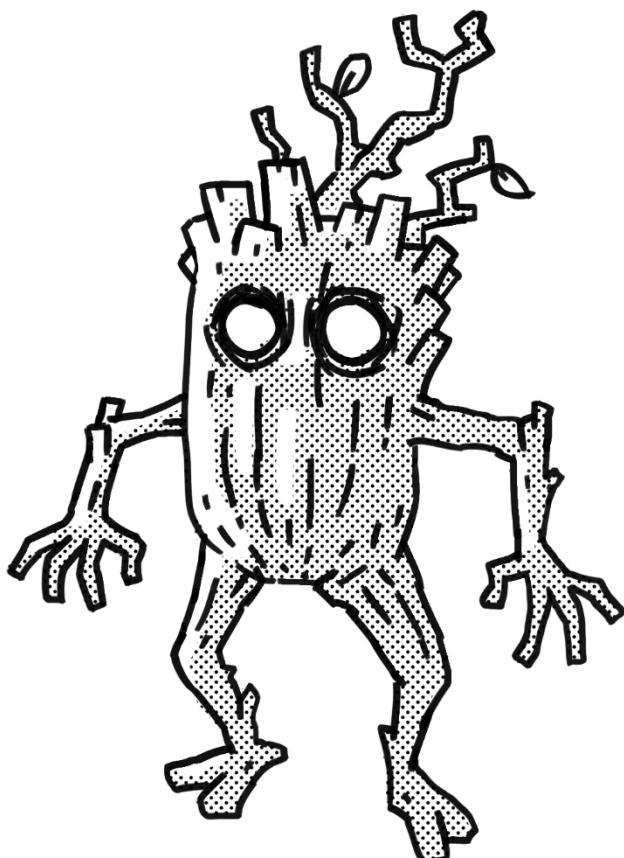
Tentacle also pulls the target 2 squares on a hit. Only use Parasitic Rejuvenation if there is damage to heal.

I Tentacle / Reposition

II Tentacle / Reposition > Bite

II Tentacle / Reposition > Tentacle / Reposition

III Tentacle / Reposition > Tentacle / Reposition > Bite



Adventures

CONVERTING PF2E ADVENTURES

One of the most satisfying ways to play *Path 2 Victory* is to use it to play through PF2e adventures, either with several players and a Game Master, or with a single player controlling a party of four or five heroes using gambits to control the monsters.

In general, follow these rules for converting PF2e adventures to *Path 2 Victory* scenarios:

- Collapsing a few encounters into one often results in very interesting scenarios. For example, traps and hazards make the battlefield more dynamic instead of being an obstacle for the party between battles.
- If treasure is available in the encounter, dole it out for completing the scenario – or for completing optional objectives within a broader scenario.
- You can incorporate encounters that can become combat encounters depending on player choices or the heroes' skill checks. Just make sure this is just one element of the scenario, so the player must weigh up where to focus their resources.
- Because *Path 2 Victory* uses the Proficiency Without Level rules, subtract the adventure's level from the DCs of any skill checks or saving throws to get the correct Power.

If playing with gambits, there are a few more details to keep in mind:

- You can usually collapse two or three encounters into a single scenario without overpowering the heroes. That is because
 - using gambits means that monsters' turns are less effective than if someone were controlling their actions and
 - a “total party kill” in PF2e interrupts or ends a campaign, while a defeat in *Path 2 Victory* just requires resetting the board and playing again or moving onto the next scenario accompanied by some penalty for failure.
- You will have to design gambits for each monster in the encounter. Sometimes, all monsters of a particular type should act the same way each round. You might have roll the gabit once per round for all zombies, meaning that the horde all charges together. Other times, you will want monsters of the same type to each roll their gabit for the round. One satyr might Play the Pipes while another strikes with his shortbow, for example.

EXAMPLE CONVERTED ENCOUNTERS

The following three scenarios are based on a PF2E adventure. They are balanced for one party of five heroes, or two parties of three heroes each that are “friendly rivals”.

Market Terrain: All three scenarios use the same terrain pieces (although they should be arranged differently to reflect that these incidents occur at different locations).

Place enough terrain to fill one-third to one-half of the board, but leave gaps to represent roads.

- Several 2 square by 1 square or 2 square by 2 square market stalls (obstructing, difficult terrain)
- A central fountain, stage, raised garden or the like – about 5 squares by 5 squares (obstructing, difficult terrain)
- Buildings, outhouses, pillars, altars, statues or the like (solid terrain)

These incidents use special deployment rules. Mark out four six square by six square deployment zones in the corners of the board as usual. Number them 1 through 4. Players alternate randomly assigning their characters a deployment zone, and placing the character in any unoccupied space in that assigned zone.

Monsters: If monsters are mentioned in the scenarios that do not appear in the document, that is because they are not under the ORC License. Find them on the *Path 2 Victory* website under the Open Game License.

Buzz Bite

An arboreal that is strengthened by electricity has kidnapped a person's pet spark bat, which electrifies anything it bites.

Encounter

A **stormdrinker** (one player) or **elite stormdrinker** (two players) and a **spark bat** in the center of the board. This stormdrinker is Huge sized, but otherwise identical to other stormdrinkers.

If there are two players, randomly assign one long edge and one short edge to each player. Each player wants the spark bat to leave by one of those edges in order for that player's party to claim the reward.

Duration: At the end of round 5, and every round thereafter, roll 1d6. On a 4–6, the encounter ends immediately. Otherwise, it ends when the stormdrinker is eliminated and the spark bat has been recovered.



Features

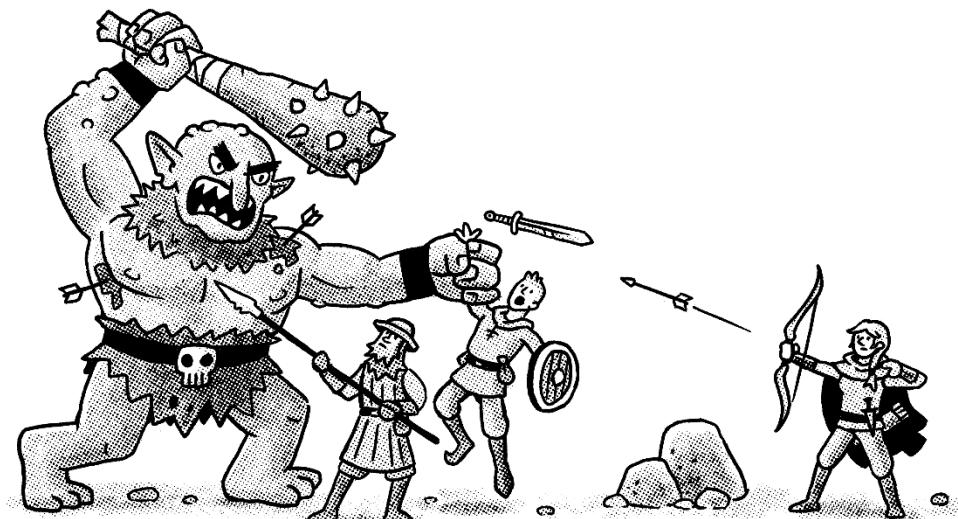
Charm Spark Bat ●● If adjacent to the spark bat: Make a Nature check (Power 17). On a success, all the spark bat does on its next turn is Stride at half its Speed (round down), and does so according to your directions.

Electron Flow: If the spark bat would take electricity damage, it is instead pushed or pulled 1 square for every 5 damage it would take. The attacker chooses whether it is pushed or pulled; the stormdrinker always chooses to pull it closer.

Ring Bell: If the stormdrinker begins its turn adjacent to the spark bat, Absorb Shock triggers.

Objectives

Knock out the stormdrinker: When the stormdrinker bush is reduced to 0 HP or below, remove it from play. The player whose character was



responsible for eliminating the stormdrinker gets *gadget skates*.

Recover the spark bat: If the spark bat is adjacent to the edge of the board, remove it from play (it is safe). The player gets (at the end of the encounter) an *electromuscular stimulator*.

If there are two players, the player whose edge the storm bat left the board gets the *electromuscular stimulator*.

Creatures

If the stormdrinker and spark bat would act in the same phase, activate them in whichever order increases the chance that the stormdrinker will be quickened next round.

Stormdrinker (if not quickened)

The stormdrinker moves towards the spark bat if the spark bat is not adjacent, otherwise follows normal targeting rules.

- I Vine
- II Reposition > Vine
- II Vine Lash / Reposition > Vine
- III Vine / Reposition > Vine Lash

Stormdrinker (if quickened)

The stormdrinker tries to get adjacent to the spark bat where possible (Reposition or Lightning Blast), if not already adjacent, otherwise stormdrinker follows normal targeting rules.

- I Lightning Blast / (Reposition > Vine)
- II Reposition > Lightning Blast
- II Reposition / Vine > Vine Lash
- III Reposition > Reposition / Vine Lash > Lightning Blast

Spark Bat:

The spark bat moves towards the stormdrinker if the stormdrinker is within 12, otherwise it stays still.

- I No action
- II Reposition
- III Reposition > Reposition

The Berries and Bees

A dispute between a drainberry merchant and a gnome customer overturned a stall run by a primal pollen vendor. The gnome slipped away, but the spilled primal pollen attracted swarms of wasps that are attacking innocent bystanders. Defeat the drainberry bush and rescue the bystanders.

Encounter

2 (one player) or **3 wasp swarms** (two players), one each in the middle of opposite long edges of the board (plus one in the middle of a short edge if there are 3 swarms).

6 (one player) or **8 human bystanders** (two players) throughout the board, but always at least 6 away from any other creature (including other bystanders) and at least 6 squares from the edge. Use guard stats.

A **primal pollen merchant** in the center of the board (use guard stats).

A **drainberry bush** and **1** (one player) or **2 forest trolls** (two players) adjacent to one another and 6 squares from the primal pollen merchant.

Forest trolls and the drainberry bush are allies of each other. They are neutral towards bystanders and the merchant, but will attack them if they are within reach (though preferring to attack heroes).

Duration: At the end of round 5, and every round thereafter, roll 1d6. On a 4–6, the encounter ends immediately. Otherwise, it ends at the end of any round in which (a) the drainberry bush and both wasp swarms are eliminated or (b) the drainberry bush is eliminated and every bystander is safe or killed. □ □ □ □ □

Creatures

Bystander A bystander adjacent to the side of the board is removed from play (and is safe). Bystanders take their turns at the end of the round, but all they do is move 1d6 squares in a random direction (roll 1d6: 1 or 2 = stay still, 3 = north, 4 = east, 5 = south, 6 = west). Prone bystanders instead stand up and stay in place. It is at this point that dying bystanders make their recovery checks.

Roll once for each wasp swarm instead of using the same result for all creatures of the same type.

Wasp Swarm:

Wasp swarms are enemies to all other figures, but prefer to target heroes.

- I Charge / Swarming Stings
- II Charge > Swarming Stings
- III Swarming Stings > Charge / Swarming Stings
- IV Charge > Swarming Stings > Swarming Stings

Drainberry Bush:

- I Consume Berries / Vine / Reposition
- II Drain Blood / Vine / Reposition > Drain Blood / Vine
- III Charge / Vine > Charge / Drain Blood / Vine
- IV Reposition / Consume Berries > Storm of Vines

Forest Troll:

- I Claw
- II Reposition > Claw
- III Chase Prey
- IV Chase Prey > Claw

Features

Direct Bystander • If adjacent to a bystander: On a successful Diplomacy (Power 17), Medicine (Power 15) or Nature (Power 16) check, the bystander is removed from play (and is safe).

Primal Pollen Merchant: If the primal pollen merchant is in reach of a creature, that creature can Interact (1 AP) to gain 1 *primal pollen bulb*. The merchant has a total of three, and no creature can gain more than 1.

Objectives

Knock out the drainberry bush: When the drainberry bush is reduced to 0 HP or below, remove it from play. Whichever player's character was responsible for the final damage gets:

1 consumable item of level 5 or lower of their choice and +1 Influence with Centaur Dissident.

Kill the wasp swarms: When a wasp swarm is reduced to 0 HP or below, remove it from play. At the end of the encounter, whichever player eliminated a wasp swarm gets 1 lesser vermin repellent agent or 1 of the remaining primal pollen bulbs (if any). A player that eliminated two or more swarms receives both.

Keep casualties low: If 3 or fewer bystanders are eliminated, each player get +1 Influence with their choice of Centaur Dissident Sisters or Eagle Knight. If no bystanders are eliminated, each player instead gets +2 Influence with their choice of Centaur Dissident or Eagle Knight.

The Attack

A bio-terror attack on the gala threatens to kill many innocent people.

Encounter

Place **6** (one player) or **8 fey guard** (two players) throughout the board, but always at least 6 away from any other creature (including other bystanders). The guards are allied to the heroes.

All guards begin afflicted by creeping death (i.e. they have 15 persistent poison damage).

Two **cythnophorians** near the center of the board, 6 squares from one another

Duration: The encounter ends at the end of any round in which both cythnophorians are eliminated.

Creatures

Roll once for each fey guard and each cythnophorian instead of using the same result for all creatures of the same type.

Possessed fey guard act on the monster fast phase; other guards act on the hero fast phase.

Fey Guard

- II Retreat > Retreat
- II Charge > Staff
- II Reposition > Sling
- II Heal (2 AP version)
- II Tangle vine
- II Staff / Charge > Staff / Sling

Cythnophorian:

Always uses Fungal Possession if eligible. Will still Tendril strike creatures it has possessed.

- I Spore Cloud
- II Tendril / Reposition > Tendril / Reposition
- III Tendril / Reposition > Spore Cloud

Objectives

Kill the two cythnophorians: Each player's party receives 1 *leaf weave armor*.

Keep guards alive: If no guards die, each player gets +2 Influence with the Guest of their choice. If 3 or fewer guards die, each player instead gets +1 Influence with the Guest of their choice.

