

Path 2 Victory



Rules-light roleplaying and skirmish

Path 2 Victory

The games inside PF2e

Path 2 Victory is a hack of PF2e that turns the expansive roleplaying game into an accessible light-weight roleplaying or miniatures skirmish game.

2025, version 2.0

INTRODUCTION

Path 2 Victory can be played:

- As a traditional tabletop RPG, like D&D or PF2e, with a Game Master (GM) who controls the world and adjudicates the game, and about three to six players controlling one character each.
- As a GMless dungeoncrawl adventure, with the dice deciding how the enemy monsters act.
- As a miniatures skirmish game, where you control a party of characters fighting a party of characters controlled by your opponent.

In any case, you will use miniature figures to represent the characters in your party, and move them around a board with scenery where they fight one another and pursue other objectives.

Every character has stats, actions and other details associated with it.

Path 2 Victory can be played on a one-inch grid, or you can play without a grid and use rulers and measuring tapes to measure distances. One inch in game represents five feet in the real world.

ARTWORK

Cover art by Emiel Boven.

Interior art by Emiel Boven and Bert Bogaerts.

The art is under the [Creative Commons Attribution 4.0 International](#) (CC BY 4.0) License. It is free to use for everyone as long as they follow this license.

If you enjoy, please consider supporting the Patreons of [Emiel](#) and [Bert](#).

An appendix explains which artwork is by which artist.

TABLE OF CONTENTS

Opening notes	3
Game concepts	6
Creating a character.....	11
Ancestry.....	14
Backgrounds	16
Classes	17
Barbarian.....	20
Bard	24
Cleric	28
Druid	36
Fighter.....	40
Ranger	42
Rogue	46
Witch.....	50
Wizard.....	56
Feats	62
Equipment.....	77
Rounds and turns.....	80
Commanders and minions.....	85
Skill checks.....	90
Movement and positioning	95
Attacks and powers	100
Conditions, boons and statuses	108
Spells	112
Roleplay game mode	128
Monsters.....	139
Skirmish game mode.....	146
Appendix: Converting from PF2e.....	154
Appendix: Art attribution	159

Opening notes

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 or even play without a GM at all.

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

Athletics, Intimidation; weak fire, electricity 10

Speed 6

Claar Doveblood

Medium Orc Humanoid Warpriest 1

Fight +6

Mace • Melee strike
5 bludgeoning damage.

Armor 15

Crossbow • Ranged 24/48 strike
4 piercing damage.

Power 16

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

Fort +6

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.

Reflex +2

Holy Divine Prepared Caster Rank 1
▢ Prepare a common divine spell or a spell from The Lovers

Will +7

▢▢▢ Prepare a common divine cantrip
▢▢▢ Cast Heal

HP 20

Speed 5

Religion, Society, Deception

ORC LICENSE

Path 2 Victory is open source and community-built.

This product is licensed under the ORC License to be held in the Library of Congress and available online at various locations including paizo.com/orclicense, azoralaw.com/orclicense and others. All warranties are disclaimed as set forth therein.

This product is based on the following Licensed Material:

Pathfinder Player Core © 2023 Paizo Inc., Designed by Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter. Authors: Alexander Augunas, Kate Baker, Logan Bonner, Jason Bulmahn, Carlos Cabrera, Calder CaDavid, James Case, Eleanor Ferron, Steven Hammond, Joan Hong, Vanessa Hoskins, James Jacobs, Jenny Jarzabski, Erik Keith, Dustin Knight, Lyz Liddell, Luis Loza, Patchen Mortimer, Dennis Muldoon, Stephen Radney-MacFarland, Mikhail Rekun, David N. Ross, Michael Sayre, Mark Seifter, Kendra Leig Speedling, Mark Thompson, Clark Valentine, Andrew White, Landon Winkler, and Linda Zayas-Palmer

Pathfinder Player Core 2 © 2024, Paizo Inc.; Authors: Amirali Attar Olyaei, Alexander Augunas, Brian Bauman, Joshua Birdsong, Logan Bonner, Jason Bulmahn, James Case, Jessica Catalan, John Compton, Paris Crenshaw, Jesse Decker, Eleanor Ferron, Fabby Garza Marroquin, Steven Hammond, Sasha Laranoa Harving, Joan Hong, Nicolas Hornyak, Vanessa Hoskins, James Jacobs, Jason Keeley, Dustin Knight, Avi Kool, Lyz Liddell, Nicolas Logue, Luis Loza, Ron Lundein, Patchen Mortimer, Stephen Radney-MacFarland, Jessica Redekop, Mikhail Rekun, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Owen K.C. Stephens, Jason Tondro, Clark Valentine, Andrew White, Landon Winkler, and Tonya Woldridge.

Pathfinder GM Core © 2023 Paizo Inc., Designed by Logan Bonner and Mark Seifter. Authors: Amirali Attar Olyaei, Logan Bonner, Creighton Broadhurst, Jason Bulmahn, James Case, Jesse Decker, Eleanor Ferron, Fabby Garza Marroquin, Jaym Gates, Matthew Goetz, James Jacobs, Brian R. James, Jenny Jarzabski, Dustin Knight, Jason LeMaitre, Lyz Liddell, Luis Loza, Ron Lundein, Stephen Radney-MacFarland, David N. Ross, Michael Sayre, Mark Seifter, Owen K.C. Stephens, Amber Stewart, Clark Valentine, Landon Winkler, and Linda Zayas-Palmer

Pathfinder Monster Core © 2024 Paizo Inc., Authors: Alexander Augunas, Dennis Baker, Kate Baker, Joshua Birdsong, Joseph Blomquist, Logan Bonner, Jason Bulmahn, James Case, John Compton, Paris Crenshaw, Adam Daigle, Darrin Drader, Brian Duckwitz, Robert N. Emerson, Scott Fernandez, Eleanor Ferron, Leo Glass, Matthew Goodall, BJ Hensley, Thurston Hillman, Vanessa Hoskins, James Jacobs, Jenny Jarzabski, Miko Kallio, Jason Keeley, Jeff Lee, Lyz Liddell, Luis Loza, Ron Lundein, Robert G. McCreary, Philippe-Antoine Menard, Jacob W. Michaels, Dave Nelson, Jason Nelson, Tim Nightengale, Stephen Radney-MacFarland, Mikhail Rekun, Patrick Renie, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Amber Stewart, Jeffrey Swank, William Thompson, Jason Tondro, Clark Valentine, Landon Winkler, Tonya Woldridge, and Linda Zayas-Palmer

Pathfinder Adventure Path #201: Pactbreaker © 2024, Paizo Inc.; Authors: Andrew White, with John Compton, Josh Foster, and Diego Valdez.

Pathfinder Adventure Path #202: Severed at the Root © 2024, Paizo Inc.; Authors: Jessica Catalan, with John Compton and Alexi Greer.

If you use our Licensed Material in your own published works, please credit us as follows:

Path 2 Victory © 2025

Expressly Designated Licensed Material The entirety of this product except for artwork is Expressly Designated Licensed Material.

HOW WAS *PATH 2 VICTORY* CREATED?

Path 2 Victory is a standalone game, but it is heavily based on – and mostly cross-compatible with – the popular tabletop roleplaying game PF2e.

Path 2 Victory differs from PF2e in several major ways:

- The [Proficiency without Level](#) variant rule applies, which makes fights between creatures of very different levels still viable.
- By default creatures get two actions (called “action points”) instead of three on their turn.
- Conditions have been simplified, and by default creatures lose every condition at the end of their turn.
- Damage can be of multiple types (5 fire and poison damage, for example).
- Resistance has been turned into a random roll so that all creatures have a chance to do damage.
- There are new rules for cover to allow for a creature to be hit if it provides cover to another.
- Spellcasters get fewer spells, but cast all of them at the highest rank possible.

Some of the most significant of these changes were originally suggested by GluMaz [on Reddit](#).

You can import characters, monsters, spells, variant rules, magic items and all the rest into *Path 2 Victory* with a few changes (described in an appendix).



Game concepts

Creatures are living (and unliving) entities. Monsters, heroes, undead, bystanders and livestock are all creatures. Each creature is represented by a figure, and the rules relating to that creature fit on a playing card.

“Creatures” are also called “characters”. There is no difference.

Name: The name of the creature, in this case “Basilisk”.

Points Cost: How strong or valuable the creature is. In Skirmish, this allows both players to bring evenly-matched teams to battle. In Roleplay, the GM uses points to make sure they are designing fair encounters.

Alignment: Each of the nine alignments has a corresponding symbol:

⚇ Lawful good	❖ Neutral good	★ Chaotic good
⚆ Lawful neutral	❖ True neutral	❖ Chaotic neutral
⚉ Lawful evil	❖ Neutral evil	❖ Chaotic evil

Size: How large the monster is. Tiny, Small and Medium creatures occupy a single square (1” by 1”). Large creatures occupy four squares (total 2” by 2”), Huge creatures nine squares (total 3” by 3”) and Gargantuan creatures sixteen squares (total 4” by 4”).

Miniatures usually sit on a circular or square base the same width as the space that the creature occupies.

Traits: Any details about the creature, like its body shape or origin. These have no effect by default, but some powers will refer to them (for example, a spell that affects beasts will affect a basilisk).

Level: The creature’s relative power, from -1 to 14.

Basilisk		32 pts 🦒
<i>Medium Beast 5</i>		
Fight	+10	Petrifying Glance • Ranged 6 A creature in line of sight starts its turn: the target is slowed (Fortitude negates).
Armor	17	Jaws • Melee strike 15 piercing damage.
Power	16	Petrifying Gaze •• Ranged 6 The target is slowed or, if already slowed, stunned instead (Fortitude negates either).
Fort	+9	
Reflex	+3	
Will	+6	
HP	75	
Speed	4	immune Petrifying Glance, Petrifying Gaze; Athletics, Stealth

STATS

Each creature has eight stats.

Fight: Fight is how likely a creature is to hit with a Strike (like a sword blow, arrow shot or targeted spell).

Armor: A creature's Armor is how hard it is to hit with a Strike.

Power: A creature's Power is how difficult its special effects, called powers, are to resist. A dragon's fiery breath or a medusa's petrifying glare are powers, as are many offensive spells.

Saving Throws (Fortitude, Reflex and Will): These three stats work the same way: they can cause a power to be negated or have a diminished effect.

HP: HP ("hit points") is the total amount of damage a creature can take before it becomes helpless and begins to die. The creature's current HP begins at maximum, and is reduced as the creature takes damage. If the creature is healed, its current HP increases – but can never exceed the maximum HP.

When a creature reaches 0 HP, it is dying. It falls prone, gains the helpless status and cannot act except to make recovery checks on its turn (more details under "Conditions and combat statuses" and "Dying", below).

Speed: Speed is the maximum number of squares the creature can move with a single Stride action.

Some creatures have special movement modes, represented with a symbol. These include Flight, Burrowing, Wall Climb and Aquatic and are described under "Movement modes" below.



FEATURES

The special rules governing a creature, including the special actions that it can take, are described on its card. Each feature has some of the following details:

Number of Uses: When a feature is marked with or it means that it can only be used that many times. Each time it is used, check off one of the boxes. Once all boxes have been checked off, it cannot be used again.

The difference between the types of checkbox only matter for long-term play. In long-term play:

- Consumable: After this box is checked off, it is never recovered.
- Daily: After this box is checked off, it is recovered when creature rests for eight hours.
- Encounter: After this box is checked off, it is recovered when the encounter ends.

Name: The name of the feature.

Action Points: Some features are actions; these only come into effect if the creature uses them.

A creature gets two or three action points (AP) on its turn, which it spends to perform actions. A cost of 1 AP is indicated with “●”; a cost of 2 AP with “●●”.

Some actions are reactions (indicated with ○); they can be performed outside of the creature’s turn. From the start of the creature’s turn to the start of its next turn, a creature can only take one reaction.

Some actions cost zero AP – these are called free actions and are indicated with “○”. If these have a precondition, they can be used outside of a creature’s turn if that precondition is met. Otherwise, these can only be performed on the creature’s turn.

Precondition: Some features, especially reactions, may have preconditions that must be met before they can be used. These will say “if” or “when” something happens, then an effect takes place.

A feature does not *have* to be used just because its precondition is met.

Range/Area: Some features have a range/area. This is how far away an eligible target can be and how large and what shape the effect is. “Melee 1” means a single target in an adjacent square (within one square, up, down, left, right or diagonal). “Ranged #” means a single target within that many squares. Others, like “Cone” and “Blast”, target an area.

Strike/attack roll: If an action requires an attack roll, it will say so here. All Strikes require attack rolls.

When a creature makes an attack roll, it rolls a 20-sided die (1d20) and adds its Fight. If the result equals or exceeds the target’s Armor, the Strike “hits”, meaning that it has the listed effect. If it exceeds the Armor by 10 or more, it is a critical hit and may have a special additional effect.

Effect: The effect or rules of the feature.

Some effects can be avoided or reduced in effect if the target fails on a saving throw. The entry will say something like “Will negates” or “Reflex half”. The target rolls a 20-sided die (1d20) and adds the specified saving throw (Fortitude, Reflex or Will). If the result equals or exceeds the attacker’s Power, then the effect is negated or the damage is halved (as applicable), and a “critical success” (beating by 10 or more) may diminish the effect even more.

Some features give a condition as an effect (for example, “slowed”).

Standard features

At the bottom of a creature’s card are listed in italics certain common features, without details.

If a skill name is listed (like Acrobatics, Occultism or Society), it means the creature is trained in that skill. At certain times, for example to claim an objective or perform a physical feat like jumping or climbing, a creature must succeed on a skill check to be successful. To make a skill check, roll 1d20 and add the applicable saving throw. Subtract 5 if the creature is not trained in the skill. If the result equals or exceeds the Power specified, the skill check is successful.

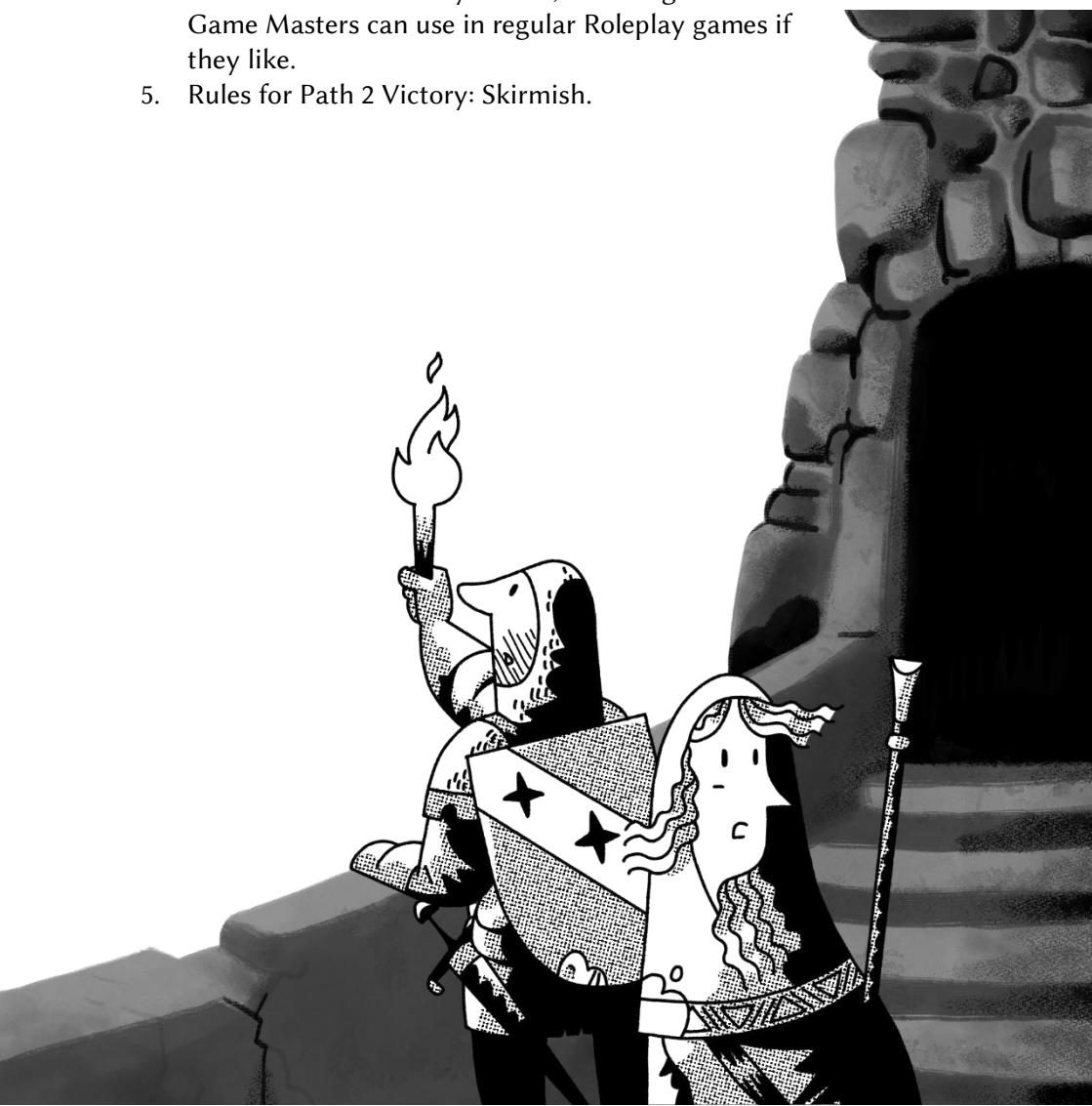
“Immune”, “resist” and “weak” followed by a damage type indicate that the creature takes no damage, less damage or more damage from attacks doing that type of damage. Immune is also used for conditions; it means that the creature does not gain that condition, even if it otherwise would.

THE THREE GAMES: ROLEPLAY, CRAWL AND SKIRMISH

There are at least three ways to play *Path 2 Victory*: as a roleplaying game, as a GMless dungeon crawler and as a miniatures skirmish game.

This rulebook is split into five parts:

1. An introduction to Path 2 Victory (you've just finished that part).
2. Common rules for all three Path 2 Victory game forms, including character creation.
3. Rules for Path 2 Victory: Roleplay
4. Rules for Path 2 Victory: Crawl, including “cardboard AI” rules that Game Masters can use in regular Roleplay games if they like.
5. Rules for Path 2 Victory: Skirmish.



Creating a character

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

Most games of 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.

In Crawl, you might play with friends, each controlling one character, or one player might control a whole party of two to six characters.

You can also use the character creation rules to make any number of characters for your party in Skirmish.

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).

1. **Choose an ancestry** This is your character’s species. Options include human, dwarf, elf and halfling.
2. **Choose a background** This is what your character did before becoming an adventurer. Options include hunter, street urchin and acrobat.
3. **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 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.
4. **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. Classes that do not cast spells get a feat at first level.
5. **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 character. He likes the idea of an orc battling against her instinct for violence. Perhaps an honorable knight or a healer. He splits the difference and chooses a warpriest cleric. He names her Claar Doveblood.

What could have changed Claar's outlook? Lee decides this is where her background comes in – she was an emissary who despaired of finding peace.

With “ABCs” sorted, Lee can start filling in his character card.

ABCs (“Ancestry, Background, Class”)

Size and type are decided by ancestry: Medium Orc Humanoid. “1” indicates first level. **Speed** is also determined by ancestry: 5.

Fight, Armor, Power and HP are 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 Fortitude and +1 Reflex.

Emissary gives Claar Society as a trained skill, and warpriest gives 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: The Lovers. That gives Deception training.

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.

Done! Lee makes a few more characters for good measure.

Keldor Ironshade

Medium Dwarf Humanoid Rogue 1

Fight
+6

Armor
18

Power
13

Fort
+6

Reflex
+7

Will
+2

HP
25

Speed
4

Hammer • Melee strike
5 bludgeoning damage.

Bow • Ranged 24/48 strike
5 piercing damage.

Sneak Attack If you Strike a creature that has the off-guard condition, you deal +4 damage.

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.

Acrobatics, Intimidation,
Perception, Stealth, Thievery

Claar Doveblood

Medium Orc Humanoid Warpriest 1

Fight
+6

Mace • Melee strike
5 bludgeoning damage.

Armor
15

Crossbow • Ranged 24/48 strike
4 piercing damage.

Power
16

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

Fort
+6

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.

Reflex
+2

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

Will
+7

HP
20

Speed
5

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

Prepare a spell you know
 Prepare a cantrip you know

Reflex
+6

Cast Scramble body

Known cantrips: *Caustic blast, daze, electric arc, gouging claw, puff of poison, shield, tangle vine*; spells: *Breathe fire, jump, pest form, spider stings*

Will
+8

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

HP
15

Spell Substitution • Switch one prepared spell for another that you know.

Speed
5

Arcana, Lore, Stealth

Ancestry

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

Automaton

- Medium Automaton Construct
- +2 Fortitude, +1 Reflex
- **Automaton Fortitude** ◊ When you first become subject to a condition: roll 1d6. On a 5 to 6, you lose the condition immediately.

Human

- Medium Human Humanoid
- +2 to Fortitude, Reflex and Will.

Dwarf

- Medium Dwarf Humanoid
- +2 Fortitude, +1 Will
- **Speed 4**
- **Armor +1**
- **Doughty** You do not suffer a Speed penalty for wearing heavy armor.

Elf

- Medium Elf Humanoid
- +1 Reflex, +2 Will
- **☐ Ancestral Longevity** • Choose a skill. You become trained in that skill until the end of the encounter.

Goblin

- Small Goblin Humanoid
- +1 Fortitude, +2 Reflex
- **Goblin Scuttle** ◊ When an ally ends a move adjacent to you: You Step 1.

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 cast one or more times per encounter.

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 hit points and damage increase, and any additional class features your character receives.

Your saves (Fortitude, Reflex, Will), Fight, Armor and Power increase at fixed levels, as shown below.

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

HOUSE RULE: SAVING THROW SWAP

If the GM allows, during character creation a player may choose to swap one saving throw bonus their class gives with another.

For example, if you want to play an urbane rogue rather than a tough one, you may swap the class Fortitude bonus (+4) with the Will bonus (+1) so now you get +4 to Will and +1 to Fortitude rather than the other way around.

This does not change any other bonuses (if you are a dwarf, you still get +2 Fortitude and +1 Will, for example).





Barbarian

Fight	Armor	Power	Fort	Ref	Will
+6	14	13	+7	+4	+4

Trained Skills Athletics, one other

Ranged Proficiencies Simple, Martial

Level	Melee Damage	Ranged Damage	HP	Features
1	8	6	25	Rage, instinct, feat
2	10	9	45	Feat
3	15	10	65	Furious footfalls
4	20	15	85	Feat
5	20	15	105	Critical specialization
6	25	20	125	Feat
7	25	20	145	Instinct specialization
8	30	20	170	Feat
9	30	20	195	Raging resistance 3d6
10	35	20	220	Feat
11	35	25	245	Mighty rage
12	40	25	270	Feat
13	40	25	295	
14	45	30	320	Feat

Rage You cannot sustain spells or cast spells that last until the end of the encounter or longer. (By default barbarians cannot cast spells, so this only affects spells they gain through other means.)

Instinct Choose one.

Furious Footfalls (Level 3) Your Speed increases by 2.

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

Mighty Rage (Level 11) The first Strike you make in an encounter does +5 damage.



INSTINCTS

Animal

Animal Instinct Choose one:

- **Fist or Antler** ●● Make a melee Strike. If it hits, the target is also grappled.
- **Horn** ●● Make a melee Strike. If it hits, the target is also pushed 2 squares.
- **Jaws or Tail** ●● Make a melee Strike. If it hits, the target is also knocked prone.
- **Web** ● Make a ranged Strike as if you were attacking with a thrown weapon (range 4/8). If it hits, it does no damage but the target is encumbered. If the target is already encumbered, it is immobilized instead.
- **Razing** ● Make a melee Strike. If it hits, it ignores the first 2d6 of resistance.
- **Pincer or Wing** ● You gain +1 Armor until the start of your next turn.
- **Venomous** Your melee Strikes do poison damage, as well as whatever type they already do.

Raging Resistance You resist piercing and slashing damage.

Dragon

Dragon Instinct Choose a type of damage (acid, electricity, poison, fire, mental or cold). Your attacks also do that damage.

Raging Resistance (Level 9) You resist piercing damage and the type of damage you selected above.

Fury

Fury Instinct Choose an additional level 1 barbarian feat.

Raging Resistance: You gain resistance against damage from manufactured weapons (clubs, bows, etc) but not natural weapons (claws, horns, etc).

Giant

Giant Instinct You get a -1 penalty to Armor and Reflex but do +5 damage (+10 at level 7).

Raging Resistance (Level 9): You gain resistance against bludgeoning damage and damage of one energy, chosen at the start of each encounter (cold, electricity or fire).

Spirit

Spirit Instinct You do spirit damage with your attacks and they count as *ghost touch* weapons.

Raging Resistance You gain resistance against void damage and damage done by undead creatures.

Superstition

Superstition Instinct

- You cannot cast spells, including by using items that cast spells.
- You gain a +2 bonus on saves against spells.
- You do +5 damage against targets that are casters.
- You never count as an ally for the purpose of spells (for example, spells that target allies).

Raging Resistance Choose two traditions of magic (arcane and occult; arcane and primal; divine and occult; or divine and primal). You gain resistance against spells of those traditions.

FEATS

Moment of Clarity (Level 1) You lose the negative effects of the rage feature (in other words, you can sustain spells and cast spells with longer durations).

Raging Intimidation (Level 1): You get a +5 bonus to Demoralize.

Raging Thrower (Level 1) ●● Increase your damage for thrown weapons from high (6 damage at level 1) to extreme (8 damage at level 1).

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

No Escape (Level 2) ⚔ If an enemy within reach moves away from you: Stride up to your Speed, following the enemy and keeping it in reach until it stops moving or you've moved your full Speed.

Shake it Off (Level 2) ○ If you are rattled or sickened: Lose those conditions.

Fast Movement (Level 4) Your Speed increases by 2.

Swipe (Level 4) ●● Make melee Strikes against two adjacent foes, both of whom are within your reach.

Reactive Strike (Level 6) ⚔ 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.

Cleave (Level 6) ⚔ If your melee Strike reduces a creature to 0 HP or below, and another enemy is adjacent to that creature: Make a melee Strike against the second enemy.

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 or Felling Strike against an enemy within range after you end your movement.

Come and Get Me (Level 10) ● You are off-guard until the end of the encounter. Creatures that hit you gain the off-guard condition. As a reaction, if you hit an off-guard creature, you gain 5 temporary HP.

Knockback (Level 10) ● If you have hit a foe with a melee Strike this turn: You push the target 1 square.

Terrifying Howl (Level 12) ● Take the Demoralize action against every enemy within emanation 4.

Requires Raging Intimidation feat

Awesome Blow (Level 14) When you Knockback, you can make a Trip as a free action.

Requires Knockback feat

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

Requires Swipe feat

Bard

Fight	Armor	Power	Fort	Ref	Will
+4	14	19	+1	+4	+7

Skill Proficiencies Performance, two others

Ranged Proficiencies Simple, Martial

FEATURES

Occult Spontaneous Caster At level 1, you know 3 cantrips and 2 rank 1 spells, chosen from the Universal, Mind and Spirit spell lists.

You also know the *courageous anthem* cantrip.

At each level after first level, you learn one additional spell of any rank you can cast, also chosen from the Universal, Mind and Spirit spell lists.

At level 1 you have 1 spell slot, allowing you to cast one spell per day. As you increase in level, you get more spell slots. You choose at the time of casting which spell to cast, from among those you know.

You can cast any cantrip you know, without counting towards your spell slots.

Focus Spell You learn the *counter performance* focus spell.

Muse Choose one.

Level	Melee Damage	Ranged Damage	HP	Caster Rank	Spell Slots	Features
1	5	4	20	1	1	Occult spontaneous caster, focus spell, muse
2	8	6	32	1	2	Feat
3	10	8	44	2	2	Signature spell
4	10	9	56	2	3	Feat
5	15	10	68	3	3	
6	15	10	80	3	3	Feat
7	15	10	95	4	3	
8	20	15	110	4	4	Feat
9	20	15	125	5	4	
10	20	15	140	5	4	Feat
11	25	20	155	6	4	Critical specialization
12	25	20	170	6	4	Feat
13	25	20	185	7	4	
14	30	25	200	7	4	Feat

□ **Signature Spell (Level 3)** ○ Choose a spell from the Universal, Mind or Spirit lists. You learn that spell until your next long rest.

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

Muse

Each muse gives you a bonus feat and an additional rank 1 spell known.

Enigma Skill Training (Lore) and *sure strike*

Maestro Lingering Composition and *soothe*

Polymath Skill Training (Diplomacy) or Skill Training (Intimidation) and *phantasmal minion*

Warrior Martial Performance and *fear*

BARD FEATS

Lingering Composition (Level 1) You learn the *lingering composition* focus spell.

Martial Performance (Level 1) ○ If you currently have a casting of *courageous anthem*, *rallying anthem* or *song of strength* active, and you damage an enemy with a Strike: You extend that spell's duration until the end of your next turn.

Uplifting Overture (Level 2) You learn the *uplifting overture* cantrip.

Triple Time (Level 4) You learn the *triple time* cantrip.

Dirge of Doom (Level 6) You learn the *dirge of doom* cantrip.

Steady Spellcasting (Level 8) If a reaction would disrupt your spellcasting action, roll 1d6. On a 5 or 6, your action isn't disrupted.



□ **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.

Allegro (Level 14) You learn the *allegro* cantrip.

Soothing Ballad (Level 14) You learn the *soothing ballad* focus spell.

BARD UNIQUE CANTRIPS

Bards learn *courageous anthem* at level 1, and can learn other cantrips through class feats.

Spell	Effect
Courageous Anthem	●○ Emanation 6: You and up to two allies are Honed.
Triple Time	● Emanation 6 aura: You and up to two allies are Hastened.
Uplifting Overture	● Ranged 12: Your ally is Guided.
Allegro	●○ Ranged 6 (one ally): The target is quickened.
Dirge of Doom	●○ Emanation 4: Enemies within the aura are rattled.

BARD FOCUS SPELLS

Bards learn *counter performance* at level 1, and can learn other focus spells through class feats.

Spell	Rank	Effect
Counter Performance	1	○ Self or an ally within 12 subject to an effect that requires a Will save: Caster makes a Performance check. Target(s) of the effect can use the Performance check as their Will save result if it is better.
Lingering Composition	1	○ Self: Choose a cantrip you cast on your last turn. The cantrip cannot be one that does damage. Cast that cantrip again.
Soothing Ballad	7	●●○ Ranged 6 (you and up to nine allies): Choose one: remove a condition from each target or heal each target 35 damage.



Cleric

Doctrine	Fight	Armor	Power	Fort	Ref	Will
Cloistered cleric	+4	12	18	+1	+4	+7
Warpriest	+6	15	16	+4	+1	+7

Ranged Proficiencies Simple

DOCTRINE

Choose cloistered cleric or warpriest.

Cloistered cleric

You gain additional features:

Trained Skills Religion, one other

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).

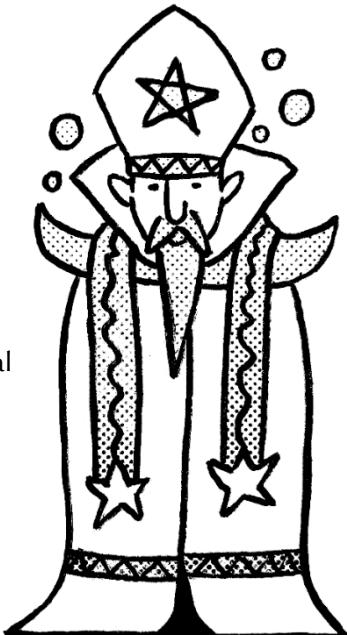


Table 1: Cloistered cleric progression

Level	Melee Damage	Ranged Damage	HP	Caster Rank	Prep Spells	Features
1	5	4	20	1	1	Divine prepared caster, divine font, deity, sanctification, domain initiate
2	8	6	32	1	2	Feat
3	10	8	44	2	2	
4	10	9	56	2	3	Feat
5	15	10	68	3	3	Additional divine font
6	15	10	80	3	3	Feat
7	15	10	95	4	3	
8	20	15	110	4	4	Feat
9	20	15	125	5	4	
10	20	15	140	5	4	Feat
11	25	20	155	6	4	Critical specialization
12	25	20	170	6	4	Feat
13	25	20	185	7	4	
14	30	25	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).

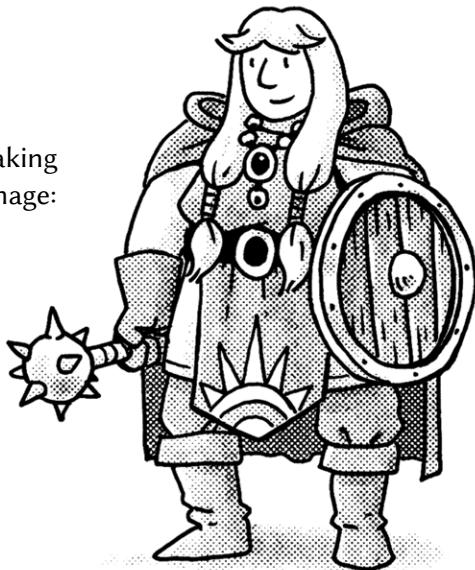


Table 2: Warpriest progression

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

FEATURES

Divine Prepared Caster You know all cantrips and spells on the Universal, Life and Spirit lists, and 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 lists of spells that you know. You can also prepare 3 cantrips, from among the cantrips you know.

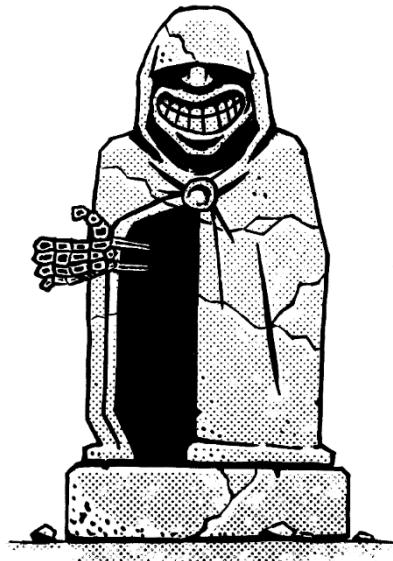
You can prepare the same spell more than once, but each preparation counts towards your total. You can cast a prepared cantrip any number of times.

DDD 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 “unholly”. Each time you do spirit damage, it is also holy or unholly damage respectively.



CLERIC FEATS

Domain Initiate (Level 1) You learn a focus spell from one of your deity's domains. See "Domain spells", below.

Harming Hands (Level 1) You gain one additional use of Divine Font.

Requires Divine Font (harm) class feature

Healing Hands (Level 1) You gain one additional use of Divine Font.

Requires Divine Font (heal) class feature

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

Requires Warpriest doctrine

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 1-AP *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 is 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 is Fortified or Blessed (your choice).

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.

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):</i> +5 damage.
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):</i> +5 temporary HP.
Face in the Crowd	Cities	● Self: For 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):</i> +10 damage.

Healer's Blessing	Healing	<ul style="list-style-type: none"> • Ranged 6: The next time the target is healed, it heals an additional 5 damage. <i>Heighten (+1): +5 damage.</i>
Hurtling Stone	Earth	<ul style="list-style-type: none"> • Ranged 12 spell attack: 10 bludgeoning damage and the target is pushed 2 squares. <i>Heighten (+2): +10 damage.</i>
Ignite Ambition	Ambition	<ul style="list-style-type: none"> ○ Ranged 12: The enemy attempts a Will save: They roll twice and take the worse result.
Magic's Vessel	Magic	<ul style="list-style-type: none"> • Melee 1: For the encounter, each time you Cast a Spell the target gets temporary HP equal to your caster rank.
Moonbeam	Moon	<ul style="list-style-type: none"> ●● Ranged 24 with attack roll: 10 fire damage (double damage on a critical hit) and the target is dazzled. <i>Heighten (+2): +10 damage.</i>
Overstuff	Indulgence	<ul style="list-style-type: none"> ●● Ranged 6: The target is sickened and encumbered (Fortitude negates both).
Perfected Mind	Perfection	<ul style="list-style-type: none"> • Self: Remove any one condition you are suffering from.
Protector's Sacrifice	Protection	<ul style="list-style-type: none"> ○ 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	<ul style="list-style-type: none"> • Ranged 100: The target is pushed 2 squares (Fortitude half; on a critical failure, also knocked prone).
Savor the Sting	Pain	<ul style="list-style-type: none"> ●● 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	<ul style="list-style-type: none"> ○ 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	<ul style="list-style-type: none"> ○ Self: If an enemy misses you with a melee attack: Step one square. You become concealed until the end of your next turn.
Tidal Surge	Water	<ul style="list-style-type: none"> • Ranged 12: The target is pushed 2 (Fortitude negates).
Touch of Obedience	Tyranny	<ul style="list-style-type: none"> • Melee 1: The target falls prone (Will negates).
Touch of Undeath	Undeath	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • Self: You lose the rattled condition, if you have it, and cannot become rattled for the rest of the encounter.
Vibrant Thorns	Nature	<ul style="list-style-type: none"> • Self: For 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	<ul style="list-style-type: none"> • Ranged 6: The target is rattled (Will negates). If they are prone, they are also slowed (Will negates).
Weapon Surge	Zeal	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> ○ Self: If you are making a Diplomacy check: Add +2 to the result.

DEITIES

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



Druid

Fight	Armor	Power	Fort	Ref	Will
+4	14	18	+4	+4	+7

Skill Proficiencies Nature, Perception, one other

Ranged Proficiencies Simple

FEATURES

Primal Prepared Caster You know all cantrips and spells on the Universal, Life and Matter lists, and some spells based on your druidic order.

Each day, you can prepare a number of spells depending on your level: 1 to 4 spells from the lists 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.

Druidic Order Choose one.

Focus Spell You learn a focus spell based on your druidic order.

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

Wild Empathy You get +2 on skill checks relating to animals and plants.

Level	Melee Damage	Ranged Damage	HP	Caster Rank	Spell Slots	Features
1	5	4	20	1	1	Primal prepared caster, druidic order, focus spell, shield block, wild empathy
2	8	6	32	1	2	Feat
3	10	8	44	2	2	
4	10	9	56	2	3	Feat
5	15	10	68	3	3	
6	15	10	80	3	3	Feat
7	15	10	95	4	3	
8	20	15	110	4	4	Feat
9	20	15	125	5	4	
10	20	15	140	5	4	Feat
11	25	20	155	6	4	
12	25	20	170	6	4	Feat
13	25	20	185	7	4	
14	30	25	200	7	4	Feat

DRUIDIC ORDER

Your druidic order gives you an additional trained skill, a focus spell and a special order-specific feat.

Animal Order

Trained Skill Athletics

Focus Spell *Heal animal*

Animal Companion You gain the Animal Companion feat (see the Ranger class).

Leaf Order

Trained Skill Diplomacy

Focus Spell *Cornucopia*

Leshy Familiar You get Familiar as a bonus feat. The familiar is a fungus or plant instead of an animal.

Storm

Trained Skill Acrobatics

Focus Spell *Tempest surge*

Storm Born Your spells ignore concealment.

Untamed

Trained Skill Intimidation

Focus Spell *Untamed shift*

Untamed Form You gain a second focus spell, *untamed form*.



DRUIDIC FEATS

□ **Call of the Wild (Level 2)** Swap out a spell you have prepared for a *summon animal* or *summon plant or fungus* spell.

Order Explorer (Level 2) Choose an order other than your own. You gain the feat granted by that order, and are a member of that order for the purpose of meeting feat prerequisites. You can take this feat multiple times. Each time you do, you must choose a different order other than your own.

Poison Resistance (Level 2) You gain poison resistance 2d6 and +1 on saves against poison.

□ **Elemental Summons (Level 4)** Swap out a spell you have prepared for a *summon elemental* spell.

Order Explorer (Level 4) Choose an order you have selected with Order Explorer. You gain the initial order spell from that order.

You can take this feat multiple times. Each time you do, you must choose a different order you have selected with Order Explorer.

Requires Order Explorer feat

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

Fey Caller (Level 8) Add *illusory disguise*, *illusory object*, and *illusory scene* to your spell lists, which you cast as primal spells.

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

Primal Summons (Level 12) You learn the *primal summons* focus spell.

DRUID FOCUS SPELLS

Druïds learn a focus spell from their order, and can learn others from class feats.

Spell	Rank	Effect
Cornucopia	1	<ul style="list-style-type: none"> ○ Self: For the encounter, an ally can Interact with you (1 AP) to heal 10 HP. After one use, this spell ends. <p><i>Heighten (+1): One additional use before the effect ends.</i></p>
Heal Animal	1	<ul style="list-style-type: none"> ● Melee 1 (an animal): Heal 5 damage. ●● Ranged 6 (an animal): Heal 10 damage. <p><i>Heighten (+1; option 1): +5 damage. +1; option 2: +10 damage.</i></p>
Tempest Surge	1	<ul style="list-style-type: none"> ●● Ranged 6: 5 electricity damage and the target is rattled (Reflex half, negates rattled). <p><i>Heighten (+1): +5 damage.</i></p>
Untamed Form	1	<ul style="list-style-type: none"> ●● Self: Cast <i>pest form</i> on yourself. <p><i>Heighten (2nd): Cast <i>animal form</i> on yourself.</i></p>
Untamed Shift	1	<ul style="list-style-type: none"> ● or ●● Self: Choose one, which lasts until the end of the encounter: <ul style="list-style-type: none"> • Increase your melee damage by one step (from Moderate to High, for example) (1 AP). • Increase your Melee reach by 1 (1 AP). • Gain Flight (2 AP). <p><i>Heighten (6th): Choose up to two from the list.</i></p>
Primal Summons	6	<ul style="list-style-type: none"> ●● Self: If your next action is to cast <i>summon animal</i> or <i>summon plant</i> or <i>fungus</i>, the creature you summon gains a special movement: Flight, Burrowing, Wall Climb or Aquatic. If you choose anything but Flight, you can also choose one damage type that the summoned creature gains resist 2d6 against.

Fighter

Fight	Armor	Power	Fort	Ref	Will
+8	15	13	+4	+4	+1

Trained Skills Athletics or Acrobatics, Perception, one other

Ranged Proficiencies Simple, Martial

Armor Proficiency Heavy

FEATURES

Reactive Strike  If an enemy 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.

E 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).

D 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 2d6 against damage from critical hits.

Table 3: Fighter progression

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



FIGHTER FEATS

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

Vicious Swing (Level 1) ●●○ Make a Strike, do +5 damage on a hit.
Level 10 +10 damage on a hit instead.

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

Lunge (Level 4) +1 to your reach during your turn only (i.e., not reactions).

Slam Down (Level 4) ●● Make a melee Strike, on a hit the target also falls prone (Reflex negates).

Swipe (Level 4) ●●○ Make melee Strikes against two enemies that are both adjacent to each other and within your reach.

Shatter Defenses (Level 6) When your Strikes hit a rattled target, 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, on a hit the creature loses all special movement modes (condition).

Sudden Leap (Level 8) ● Leap, then make a melee Strike.

Certain Strike (Level 10) ● Make a Strike, on a miss (but not a critical miss) it still does 10 damage.

Tactical Reflexes (Level 10) You can take two reactions between turns, but the additional reaction can only be used on Reactive Strike.

Fearsome Brute (Level 10) When your Strikes hit a rattled target, it takes +5 damage.

Dashing Strike (Level 12) ● Stride, then make a Strike.

Determination (Level 14) ● Ignore a condition until the end of your turn. Or, choose a spell affecting you. Roll Fortitude vs the caster's Power. The spell ends on a success.

Whirlwind Strike (Level 14) ●●○ Make melee Strikes against each enemy in reach.

Ranger

Fight	Armor	Power	Fort	Ref	Will
+8	15	13	+4	+4	+4

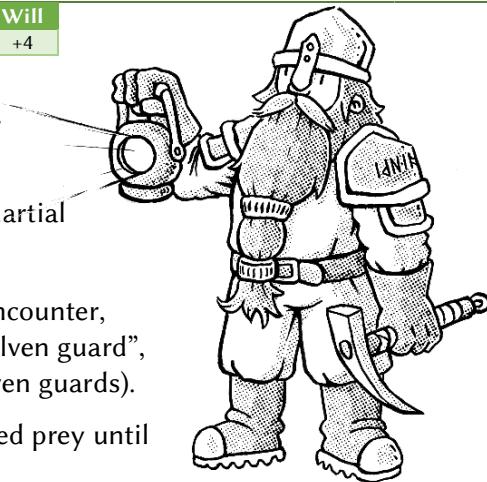
Skill Proficiencies Perception or Survival, two others

Ranged Proficiencies Simple, Martial

FEATURES

Hunt Prey At the start of each encounter, choose a specific creature (“that elven guard”, for example, not all elves or all elven guards).

That creature becomes your hunted prey until the end of the encounter.



- You gain +2 on Perception and Survival checks against your prey.
- Ignore the penalty for making ranged attacks within your second range increment, if the attack is against your hunted prey.

You can change your hunted prey by spending 1 AP.

Hunter's Edge Choose one.

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

Nature's Edge (Level 9) Enemies in difficult terrain are off-guard to you.

Unimpeded Journey (Level 11) You ignore the effects of difficult terrain.

Hunter's Edge

Flurry Against your hunted prey, your multiple attack penalty is -3 on your second attack of the turn instead of -5, and -6 on your third or subsequent attack of the turn, instead of -10.

Outwit You gain training in Deception, Intimidation or Stealth (your choice). Your Armor increases by 1.

Precision Once per turn, if you hit your hunted prey, you do +5 damage (+10 instead at level 11).

Level	Melee Damage	Ranged Damage	HP	Features
1	6	6	20	Hunt prey, hunter's edge, feat
2	9	9	35	Feat
3	10	10	50	
4	15	15	65	Feat
5	15	15	80	Critical specialization
6	20	20	95	Feat
7	20	20	115	
8	20	20	135	Feat
9	25	25	155	Nature's edge
10	25	25	175	Feat
11	30	30	195	Unimpeded journey
12	30	30	215	Feat
13	30	30	235	
14	35	35	255	Feat

FEATS

Animal Companion (Level 1) You gain an animal companion (see the Pets chapter).

At level 4, if your companion is Medium or smaller, it grows by one size.

At level 8, your animal companion grows by one size if you wish. Either way, it learns the advanced maneuver for its type.

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

Initiate Warden (Level 1) You learn one rank 1 ranger focus spell.

You can take this feat multiple times, choosing a different spell each time.

Wild Empathy (Level 2) You get a +2 bonus on skill checks relating to animals and plants.

Advanced Warden (Level 4) You learn one ranger focus spell of rank 2 or lower.

You can take this feat multiple times, choosing a different spell each time.

Scout's Warning (Level 4) In the first round of an encounter, if you choose to act early you act before super-early monsters. If you choose to act late, you act in the early hero phase.

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

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

Warden's Boon (Level 8) • Choose an ally. They get the benefit of your hunter's edge until the end of their next turn.

Camouflage (Level 10) You can Hide and Sneak even without cover or being concealed.

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

RANGER FOCUS SPELLS

Rangers that take the Initiate Warden or Advanced Warden feats learn one of these focus spells.

Spell	Rank	Effect
Gravity Weapon	1	• Self: For the encounter, add +5 damage to your first Strike each round (if it hits).
Heal Companion	1	• Melee: Heal your companion 5 damage. •• Ranged 6: Heal your companion 10 damage. <i>Heighten (+1; option 1):</i> +5 damage. <i>(+1; option 2):</i> +10 damage.
Magic Hide	1	• Ranged 6: Your companion is Fortified twice.
Animal Feature	2	• Self: For the encounter, you gain Scent. <i>Heighten (4th):</i> You may instead gain Flight or Aquatic if you prefer.
Enlarge Companion	2	•• Ranged 6: Your animal companion becomes Large, gaining the effects of a 2nd-rank <i>enlarge</i> spell. <i>Heighten (4th):</i> Your animal companion instead becomes Huge, gaining the benefits of a 4th-rank <i>enlarge</i> spell.
Soothing Mist	2	•• Ranged 6 (one willing living creature or one undead enemy): The target, if a living creature, heals 10 HP and loses any persistent damage effect. The target, if undead, takes 10 vitality damage and 5 persistent vitality damage (Fortitude half; negates persistent damage). <i>Heighten (+1):</i> +5 damage (healing or vitality damage). No increase to the persistent damage in the case of an undead target.



Rogue

Fight	Armor	Power	Fort	Ref	Will
+6	15	13	+4	+7	+1

Trained Skills Perception, Stealth, two others

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 on a hit (8 at level 5, 12 at level 11).

Surprise Attack On the first round of combat, creatures that have not acted are off-guard to you.

Deny Advantage You are not 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	Melee Damage	Ranged Damage	HP	Features
1	5	5	20	Rogue's racket, sneak attack +4, surprise attack, deny advantage, feat
2	8	8	32	Feat
3	10	10	44	
4	10	10	56	Feat
5	15	15	68	Critical specialization, sneak attack +8
6	15	15	80	Feat
7	15	15	95	
8	20	20	110	Feat
9	20	20	125	Debilitating strike
10	20	20	140	Feat
11	25	25	155	Sneak attack +12
12	25	25	170	Feat
13	25	25	185	
14	30	30	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. 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.

Overextending Feint (Level 1) When you Feint, you can make the target rattled instead of off-guard if you choose.

Trap Finder (Level 1) You gain a +1 bonus to Perception checks to find traps, to Armor against attacks made by traps, and to saves against traps.

Tumble Behind (Level 1) When you Tumble Through, the enemy you pass through is off-guard.

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

Strong Arm (Level 2) The range of your thrown weapons increases by +2 (short range)/+4 (long range).

Dread Striker (Level 4) Treat any rattled target as also off-guard against your attacks.

Head Stomp (Level 4) ● Make a melee Strike against a prone target, on a hit the target is also off-guard.

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 is within reach of both of you and an ally—you and your ally do not have to be on opposite sides. This benefits your allies as well as you, but only if they are 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.

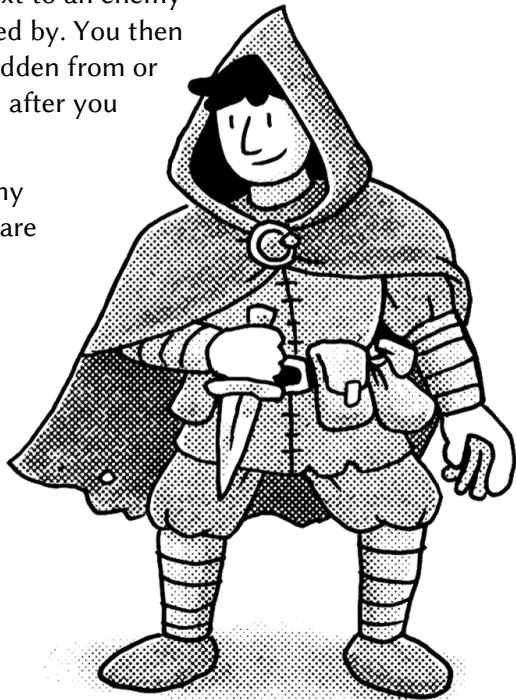
Twist the Knife (Level 6) ● If your last action was a melee Strike that dealt sneak attack damage to an off-guard target: They take damage equal to your sneak attack bonus damage.

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.

Spring from the Shadows (Level 12) ● You Stride up to your Speed, but you must end your movement next to an enemy you are 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 merely hidden to you.





Witch

Fight	Armor	Power	Fort	Ref	Will
+4	12	18	+1	+4	+7

Skill Proficiencies One of your choice

Ranged Proficiencies Simple

FEATURES

Prepared Caster At first level, you know 5 cantrips and 3 rank 1 spells from spell lists determined by the tradition to which you belong (arcane, divine, occult or primal), plus 1 rank 1 spell from your patron.

At each level after first level, you learn one additional spell of any rank you can cast from the spell lists determined by your patron.

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

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 cast any cantrip you know, at any time (if you meet the requirements). You do not need to prepare cantrips.

Patron Choose one.

First Hex You learn a focus spell: *patron's puppet* or *phase familiar*.

Witch's Familiar You gain a Pet. This pet has three abilities; you can choose from pet, familiar and master abilities. It has a fourth ability from your patron. You gain the Reshape Familiar and Restore Familiar actions.

At levels 6 and 12, your familiar gets another ability.

□ **Reshape Familiar** • Swap one or both of your pet's abilities for others it is eligible to have.

Restore Familiar If your familiar dies, is lost, is hindered in some way or suffers an affliction, after a long rest they come back with full HP and no negative conditions or afflictions.



Level	Melee Damage	Ranged Damage	HP	Caster Rank	Spell Slots	Features
1	4	4	15	1	1	Spellcaster, patron, focus spell, first hex, witch's familiar
2	6	6	25	1	2	Feat
3	8	8	35	2	2	
4	9	9	45	2	3	Feat
5	10	10	55	3	3	
6	10	10	65	3	3	Feat, familiar ability
7	10	10	80	4	3	
8	15	15	95	4	4	Feat
9	15	15	110	5	4	
10	15	15	125	5	4	Feat
11	20	20	140	6	4	
12	20	20	155	6	4	Feat, familiar ability
13	20	20	170	7	4	
14	25	25	185	7	4	Feat

PATRONS

Your patron determines your spellcasting tradition, gives you a trained skill, teaches you a cantrip and a spell; and gives your familiar a unique ability.

Hex A hex is any spell that costs a free action. It may also cost AP. For example, *cackle* (○), *discern secrets* (●○) and *wilding word* (●●○) are hexes.

Faith's Flamekeeper

divine; Religion; *stoke the heart* cantrip; *command* spell

Familiar of Restored Spirit When you Cast or Sustain a hex, one willing creature within 3 squares of your familiar gains 5 temporary Hit Points until you next use this feature (or until they are lost in the usual way).

Silence in Snow

primal; Nature; *clinging ice* cantrip; *gust of wind* spell

Familiar of Freezing Rime When you Cast or Sustain a hex, squares in burst 1 around your familiar are difficult terrain until you next use this feature.

Spinner of Thread

occult; Occultism; *nudge fate* cantrip; *sure strike* spell

Familiar of Balanced Luck When you Cast or Sustain a hex, creatures within 3 squares of your familiar suffer -1 Armor if they are your enemies or gain +1 Armor if they are your allies, until the start of your next turn.

Starless Shadow

occult; Occultism; *shroud of night* cantrip; *fear* spell

Familiar of Stalking Night When you Cast or Sustain a hex, and your familiar is adjacent to an enemy to which it's concealed, hidden, or undetected, the enemy is rattled.

The Incribed One

arcane; Arcana; *discern secrets* cantrip; *runic weapon* spell

Familiar of Flowing Script When you Cast or Sustain a hex, an enemy adjacent to your familiar becomes off-guard.

The Resentment

occult; Occultism; *evil eye* cantrip; *enfeeble* spell

Familiar of Ongoing Misery When you Cast or Sustain a hex, choose a creature within 3 squares of your familiar: a condition affecting them becomes prolonged (other than stunned, slowed, confused or controlled).

Wilding Steward

primal; Nature; *wilding word* cantrip; either *summon animal* or *summon plant or fungus* (your choice)

Familiar of Keen Senses When you Cast or Sustain a hex, you gain Truesight until the start of your next turn.

FEATS

Cackle (Level 1) You learn the *cackle* focus spell.

Cauldron (Level 1) At the start of each day, you gain one oil or potion of your choice, of your level or lower (see the magic items chapter). You can give the oil or potion to an ally of your level or lower. If it not consumed, you lose it when you next take a long rest.

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 a Fight roll against their Power; on a hit, they lose the spell.

Basic Lesson (Level 2) Choose a basic lesson. You learn its focus spell and normal spell. You can take this feat multiple times, choosing a different basic lesson each time.

Lesson of Dreams *veil of dreams* focus spell; *sleep* spell.

Lesson of Protection *blood ward* focus spell; *mystic armor* spell.

Lesson of the Elements *elemental betrayal* focus spell; and one of *breathe fire*, *gust of wind*, *hydraulic push* and *pummeling rubble*.

Lesson of Vengeance *needle of vengeance* focus spell; *phantom pain* spell.

Rites of Convocation (Level 4) When you select this feat, choose a summon spell that appears on one of your tradition's spell lists.

□ **Summon Substitution** ○ Replace a witch spell you have prepared with the summon spell you chose via Rites of Convocation.

Ceremonial Knife (Level 6) You can prepare one additional witch spell per day.

Spirit Familiar (Level 8) Your familiar gains the Shed Spirit activity.

□ **Shed Spirit** ●● Ranged 6; 20 spirit damage (Will negates). On a hit, heal an ally within 6 half the damage dealt. At 9th level, and every 2 levels thereafter, the attack deals +5 damage.

Requires occult or divine patron

Stitched Familiar (Level 8) Your familiar gains the Stitching Strike action.

□ **Stitching Strike** ●● **Ranged 6**; 20 slashing damage and immobilized (Reflex half damage, negates immobilized). At 9th level, and every 2 levels thereafter, the attack deals +5 damage.

Requires arcane or occult patron

□ **Quickened Casting (Level 10) [spellshape]** ○ Reduce the AP of the cantrip you are casting by 1. Alternatively, reduce the AP 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.

Coven Spell (Level 12) [spellshape] ⚔ If an ally within 6 casts a spell, choose one:

- If the spell deals damage and doesn't have a duration, it does +5 damage.
- If their spell doesn't have a spellshape effect applied to it, apply any one spellshape feat you know to the spell.

Witch's Broom (Level 12) You gain Flight.

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).

Requires Counterspell

Patron's Presence (Level 14) Your familiar gains the following action.

□ **Patron's Presence** ●● (aura) Emanation 3; until the end of your next turn, enemies who enter or start their turn within the aura are confused (Will negates). Sustain ●

WITCH UNIQUE CANTRIPS

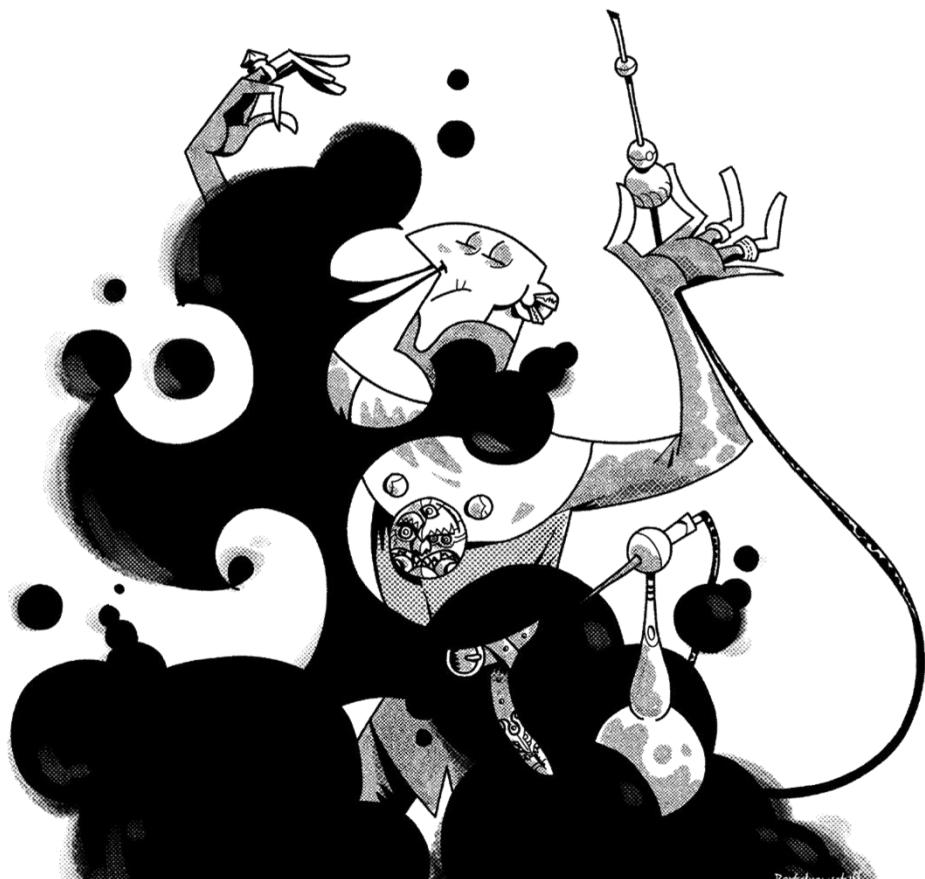
Witches learn a cantrip through their choice of patron.

Spell	Effect
Wilding Word	●●○ Ranged 6: the target is charmed (cannot make attacks that target the caster or the space the caster is in; condition; Will negates). Condition ends immediately if the caster attacks the creature or a space occupied by the creature. Animals, fungus and plants suffer a -1 penalty to the Will save.
Discern Secrets	●○ Ranged 6: The target gets a +1 bonus to Will-based skill checks until the end of their next turn. Sustain ●○ <i>Heighten (5th): You can target two creatures instead of one.</i>
Evil Eye	●○ Ranged 6: The target is sickened (Will negates). If you sustain this spell while the target is still in range, it becomes sickened (Will negates) or if it is already sickened, its condition becomes prolonged. Sustain ●○
Stoke the Heart	●○ Ranged 6 (one creature): The target is Honed.
Clinging Ice	●○ Ranged 6 (one creature): The target is encumbered (Reflex negates). Sustain●○
Nudge Fate	●○ Ranged 6 (one creature): The target is Blessed.
Shroud of Night	●○ Ranged 6 (one creature): All creatures are concealed to the target (condition; Will negates). Sustain●○

WITCH FOCUS SPELLS

Witches learn *patron's puppet* or *phase familiar* at level 1, and can learn other focus spells through the Basic Lesson feat.

Spell	Rank	Effect
Blood Ward	1	●○ Ranged 6: The target is Blessed and Fortified. <i>Heighten (5th)</i> : The target is Blessed twice and Fortified twice.
Cackle	1	○ Self: You Sustain a spell.
Elemental Betrayal	1	●○ Ranged 6: The target is weak 5 to spells from the Matter list (condition). <i>Heighten (+1)</i> : +2 weakness.
Needle of Vengeance	1	●○ Ranged 6: The next time the target attacks the caster, it takes 10 mental damage.
Patron's Puppet	1	○ Self: When your turn begins: Your familiar gains +1 AP for this turn.
Phase Familiar	1	○ Ranged 12 (your familiar) : If your familiar would take damage: it gains resistance 2d6 against the triggering damage. <i>Heighten (+2)</i> : +1d6 resistance.
Veil of Dreams	1	●○ Ranged 6: The target is rattled (Will negates). While rattled, any time they try to sustain a spell, roll 1d6. On a 1 or 2, their attempt fails. Sustain ●○



Wizard

Fight	Armor	Power	Fort	Ref	Will
+4	12	18	+1	+4	+7

Trained Skills Arcana, one other

Ranged Proficiencies Simple

FEATURES

Arcane prepared Caster At first level, you know 6 cantrips and 3 rank 1 spells from the Universal, Matter and Mind spell lists. You also know spells from your curriculum (see below).

At each level after first, you learn one additional spell of any rank you can cast from the Universal, Matter and Mind spell lists.

Each day, you can prepare a number of spells depending on your level: 3 to 6. 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 cast a prepared cantrip any number of times.

Focus Spell You learn a focus spell based on your arcane school.

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	Melee Damage	Ranged Damage	HP	Caster Rank	Prepared Spells	Features
1	4	4	15	1	3	Arcane caster, focus spell, drain bonded item, arcane thesis, arcane school
2	6	6	25	1	4	Feat
3	8	8	35	2	4	
4	9	9	45	2	5	Feat
5	10	10	55	3	5	
6	10	10	65	3	5	Feat
7	10	10	80	4	5	
8	15	15	95	4	6	Feat
9	15	15	110	5	6	
10	15	15	125	5	6	Feat
11	20	20	140	6	6	
12	20	20	155	6	6	Feat
13	20	20	170	7	6	
14	25	25	185	7	6	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.

Improved Familiar You gain the Familiar class feat, and the familiar gains an extra ability. It gains an additional extra ability at levels 6 and 12.

□ **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.

Reduce by 1 the number of spells per day that you can prepare.

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*

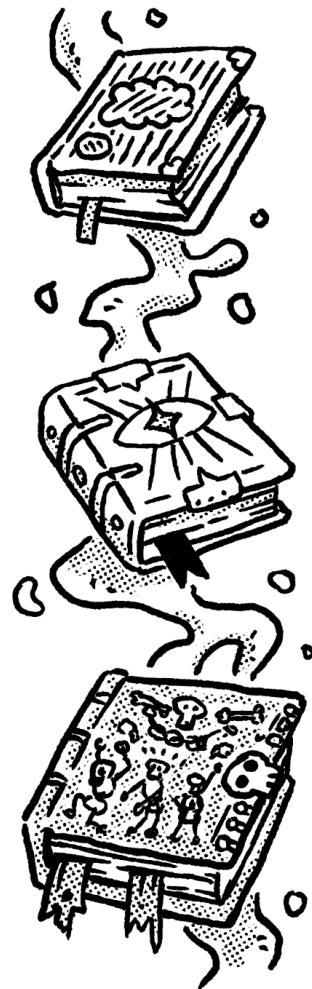
3rd: *earthbind, fireball*

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	Rank	Effect
Charming Push	1	<ul style="list-style-type: none">● 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	1	<ul style="list-style-type: none">● 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. <p><i>Heighten (4th):</i> The squares are also difficult terrain for creatures with Flight.</p>
Force Bolt	1	<ul style="list-style-type: none">● Ranged 6: Automatic hit; 4 force damage. <p><i>Heighten (+2):</i> +4 damage.</p>
Fortify Summoning	1	<ul style="list-style-type: none">● Ranged 6 (one creature you summoned): The target is Blessed, Inspired, Honed and Fortified.
Hand of the Apprentice	1	<ul style="list-style-type: none">● Ranged 20: Make a melee Strike against the target, as if they were in reach.
Protective Wards	1	<ul style="list-style-type: none">● Emanation 3: You or an ally in range is Fortified.● Sustain ●
Scramble Body	1	<ul style="list-style-type: none">● 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.

Familiar (Level 1) You gain a Pet. Each pet has two abilities; you can choose from pet abilities, familiar abilities and master abilities. You also gain Reshape Familiar and Restore Familiar.

□ **Reshape Familiar** • Swap one or both of your pet's abilities for others it is eligible to have.

Restore Familiar If your familiar dies, is lost, is hindered in some way or suffers an affliction, after a long rest they come back with full HP and no negative conditions or afflictions.

Bespell Strikes (Level 4) ○ Your weapon Strikes this turn do the same type of damage as a spell you have prepared.

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

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 feat

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).

Requires Counterspell feat

Feats

When a character gains a new feat, they can choose from class feats or any of the feats described below, if they meet the requirements. You cannot take a feat of a higher level than your own level.

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.

GENERAL FEATS

Arcane Senses (Level 1) You can cast *detect magic* as a rank 1 arcane spell, at will. At level 7, cast it as a rank 3 spell.

Requires Trained in Arcana, Nature, Occultism or Religion

Assurance (Level 1) Choose a skill. You always get a result of 8 + your skill modifier, if you rolled lower.

 **Battle Medicine (Level 1)** • Melee 1 (self or one ally): 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.

Requires Trained in Medicine

Bon Mot (Level 1) • Ranged 6 (one enemy): Make a Diplomacy check against the target's Power. On a success, the target is sickened. On a critical failure, you are sickened.

Requires Trained in Diplomacy

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

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

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

Combat Climber (Level 1) You are not off-guard while climbing.

Requires Trained in Athletics

Draconic Momentum (Level 1) Recover one use of Breath Weapon whenever you score a critical hit with a Strike.

Requires Breath Weapon action

Express Rider While you are mounted, increase your mount's Speed by 2.
Requires Trained in Nature

Feather Step (Level 1) You can Step into difficult terrain.

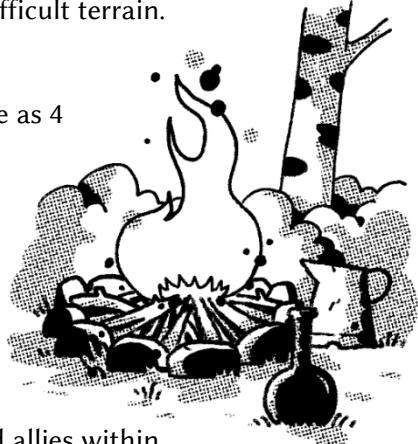
Fleet (Level 1) Speed increases by +1.

Hefty Hauler (Level 1) Treat your Fortitude as 4 higher for the purpose of determining how much you can carry.

Requires Trained in Athletics

Light Armor Proficiency (Level 1) You gain +1 Armor.

Requires You belong to a class that gives Armor 14 or less at level 1.



□ No Cause for Alarm (Level 1) ○ You and allies within emanation 2 lose the rattled condition.

Requires Trained in Diplomacy

Pet You gain a Pet (see the “commanders and minions” chapter). Each pet has two abilities; you can choose from pet abilities.

Polearm Proficiency (Level 1) You can use reach weapons, which have the range Melee 2.

Quick Disguise (Level 1) You can cast *illusory disguise* at will as a rank 1 occult caster.

Requires Trained in Deception

Quick Identification (Level 1) If you gain a magic item during an encounter, you can use it in that encounter.

Requires Trained in Arcana, Nature, Occultism or Religion

Quick Jump (Level 1) • Make Athletics check. Result divided by 4 = maximum number of squares jumped over (round down).

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 Melee 1, it becomes Ranged 6.

Requires ability to cast spells

Risky Surgery (Level 1) When you use Battle Medicine, on a failure the target takes 5 damage but on a success you get a critical success instead.

Requires Battle Medicine feat

Root Magic (Level 1) ○ An adjacent ally makes a saving throw: They gain a +2 bonus to the check.

Requires Trained in Occultism

Shield Block (Wooden) (Level 1) ⚡ When taking slashing, piercing or bludgeoning damage: reduce damage by 10 (15 at level 8, 20 at level 13).

Skill Training (Level 1) You become trained in a skill you choose.

Titan Wrestler (Level 1) You can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you.

Toughness (Level 1) Increase maximum HP by 5 (10 at level 8, 15 at level 13).

Trick Magic Item (Level 1) • Until the end of your turn, you can use magic items that you do not meet the requirements for.

Requires Trained in Arcana, Nature, Occultism or Religion

Ward Medic (Level 1) When you use Battle Medicine, you can choose up to two targets. At level 7, up to four targets.

Requires Battle Medicine feat

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.

Requires ability to cast spells

Cantrip Expansion (Level 2) If you prepare cantrips, you can prepare two additional cantrips per day. If you cast cantrips spontaneously, you know two additional cantrips. If both, choose one.

Requires the ability to cast cantrips

Terrifying Resistance (Level 2) You gain a +2 bonus on saving throws against rattled creatures.

Requires Trained in Intimidation

Enhanced Familiar (Level 2) You can select an additional two familiar or master abilities each day.

Requires You have a familiar or pet

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

□ **Prescient Planner (Level 3)** ●● Choose one common piece of adventuring gear (rope, torches, tent, etc) of a level no more than half your own level. You gain that item. It can't be a weapon, armor, alchemical item, magic item, or other treasure

Advanced First Aid (Level 7) When you heal yourself or an ally, you also remove the rattled and sickened conditions.

Requires Trained in Medicine

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

EE **Disturbing Knowledge (Level 7)** ●● Ranged 6 (one enemy): Make an Occultism check against the target's Power. On a success, the target is rattled (also confused on a critical success). On a critical failure, you are rattled.

Requires Trained in Occultism

Foil Senses (Level 7) Enemies with Scent, Truesight, See Invisibility and the like do not detect you.

Requires Trained in Stealth

Kip Up (Level 7) ○ You stand up. This movement does not 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.
Requires Prescient Planner feat

□ **Quick Repair (Level 7)** ● You or an adjacent ally that has used their Shield Block already this encounter gains one additional use this encounter.
Requires Trained in Crafting

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 they require 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) ○ Just before you attempt a saving throw against a spell: 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 are not off-guard.

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

Requires Toughness feat

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.

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 is worse.

Leshy

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

Leshy Superstition (Level 1) ⚡ If you attempt a saving throw against a spell but have not 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 ancestry

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 feat

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

□ **Cloak of Poison (Level 13)** ●● For 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 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.

You cannot take archetype feats for your own class (a bard cannot take the Bard Dedication feat, for example).

Barbarian

Barbarian Dedication (Level 2) You become trained in Athletics. Increase your maximum HP by 5 (10 at level 8, 15 at level 13). Reduce Armor by 1.

Increase your melee damage by one step (e.g., from medium to high).

You cannot sustain spells or cast spells that last until the end of the encounter or longer.

Choose an instinct as you would if you were a barbarian. You have that instinct for all purposes, but you don't gain any of the other abilities it grants. If that instinct has anathema, you're bound by them.

Barbarian 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; Barbarian Dedication feat

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

Requires Barbarian Dedication feat

Instinct Ability (Level 6) You gain the instinct ability for your instinct.
Requires Barbarian Dedication feat

Bard

Bard Dedication (Level 2) You learn two cantrips from the Universal, Mind or Spirit spell lists and can cast them at will. Your caster rank is half your level rounded up.

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

Choose a muse as you would if you were a bard. You can take that muse's feats, but you don't gain any other abilities the choice of muse grants.

You become trained in your choice of Occultism or Performance.

Basic Bard Spellcasting (Level 4) You learn a rank 1 spell from the Universal, Mind or Spirit lists. When you gain access to a new rank of spells, you also learn one spell of that rank.

Requires Bard Dedication feat

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

Muse's Whispers (Level 4) You gain a bard class feat of a level no higher than half your level. You can take this feat multiple times, choosing a different bard feat each time.

Requires Bard Dedication feat

Counter Perform (Level 6) You learn the *counter performance* focus spell.
Requires Bard Dedication feat

Anthemic Performance (Level 8) You learn the *courageous anthem* cantrip.

Requires Bard Dedication feat

Occult Breadth (Level 8) You know one additional spell per spell rank you can cast. You gain one additional spell slot.

Requires Basic Bard Spellcasting feat

Expert Bard 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 Basic Bard Spellcasting feat

Character Level	Caster Rank	Highest Rank of Spells	Spell Slots
12	6	4	3
13	7	4	3
14	7	5	3

Cleric

Cleric Dedication (Level 2) You know all cantrips on the Universal, Life and Spirit spell lists 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.

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 feat

Basic Cleric Spellcasting (Level 4) You know spells from the Universal, Life and Spirit lists if they are of a level you can cast.

Requires Cleric Dedication feat

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 Basic Cleric Spellcasting feat

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 Basic Cleric Spellcasting feat

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

Druid

Druid Dedication (Level 2) You know all cantrips on the Universal, Life and Matter spell lists and can prepare two each day. Your caster rank is half your level rounded up.

Choose a druidic order. You may take that order's feats.

You become trained in Nature and your order's associated skill

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

Basic Druid Spellcasting (Level 4) You know spells from the Universal, Life and Matter lists if they are of a level you can cast.

Requires Druid Dedication feat

Character Level	Caster Rank	Highest Rank of Spells	Prepared Primal 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

Order Spell (Level 4) You learn the initial focus spell from your order.

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

Requires Druid Dedication feat

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

Requires Basic Druid Spellcasting feat

Expert Druid 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 Basic Druid Spellcasting feat

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.

Ranger

Ranger Dedication (Level 2) You gain Hunt Prey and proficiency in Survival.

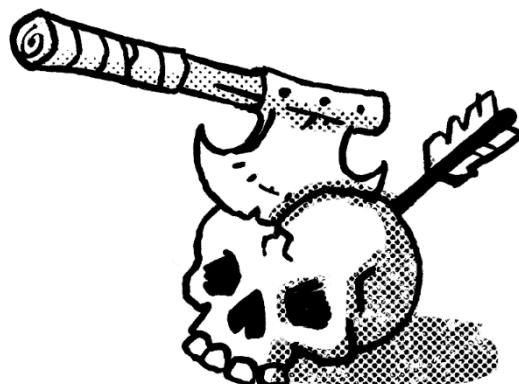
Hunter's Trick (Level 4) You gain a ranger class feat of a level no higher than half your level. You can take this feat multiple times, choosing a different ranger feat each time.

Requires Ranger Dedication feat

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

Requires Ranger Dedication feat and you belong to a class that gives 12 or fewer HP per level between

levels 2 and 6.



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 have not 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 feat

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

Requires Rogue Dedication feat

Uncanny Dodge (Level 10) You gain Deny Advantage.

Requires Rogue Dedication feat

Deny Advantage You are not 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.



Witch

Witch Dedication (Level 2) Choose a patron. This sets your tradition, but you don't otherwise gain any effects the patron would usually grant. You gain the Familiar feat.

You learn two cantrips from the spell lists provided by your patron and can prepare one each day. Your caster rank is half your level rounded up.

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

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

Requires Witch Dedication feat

Basic Witch Spellcasting (Level 4) You learn 2 rank 1 spells from the spell lists provided by your patron. When you gain access to a new rank of spells, you also learn 2 spells of that rank.

Requires Witch Dedication feat

Character Level	Caster Rank	Highest Rank of Spells	Prepared 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	

Patron's Breadth (Level 8) You can prepare one additional spell per day.

Requires Basic Witch Spellcasting feat

Expert Witch 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 Basic Witch Spellcasting feat

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

Wizard

Wizard Dedication (Level 2) You learn three cantrips from the Universal, Matter and Mind spell lists and can prepare two each day. Your caster rank is half your level rounded up.

Select a school; you do not 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 feat

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 feat

Basic Wizard Spellcasting (Level 4) You learn 2 rank 1 spells from the Universal, Matter or Mind lists. When you gain access to a new rank of spells, you also learn 2 spells of that rank.

Requires Wizard Dedication feat

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 Basic Wizard Spellcasting feat

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 Basic Wizard Spellcasting feat

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



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)

Two-handed melee weapon For most creatures, a two-handed melee weapon works the same as a one-handed melee weapon.

However, a creature with access to Shield Block can decide before an encounter begins that they are bringing 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

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 (see the Alchemical Items chapter for more on bombs).

Table 6: Ranged weapons

Weapon	Action	Proficiency	Range	Damage type
Longbow	●	Martial	20/40	Piercing
Crossbow	●○	Simple	24/48	Piercing
Sling	●○	Simple	10/20	Bludgeoning
Shortbow	●	Martial	12/24	Piercing
Thrown Weapon	●	Simple	4/8	Piercing

ARMOR

If a character is proficient in heavy armor, they can wear it. They gain +1 Armor but suffer -1 Speed.

A character decides before each encounter whether they want to wear heavy armor for that encounter.



ADVENTURING GEAR

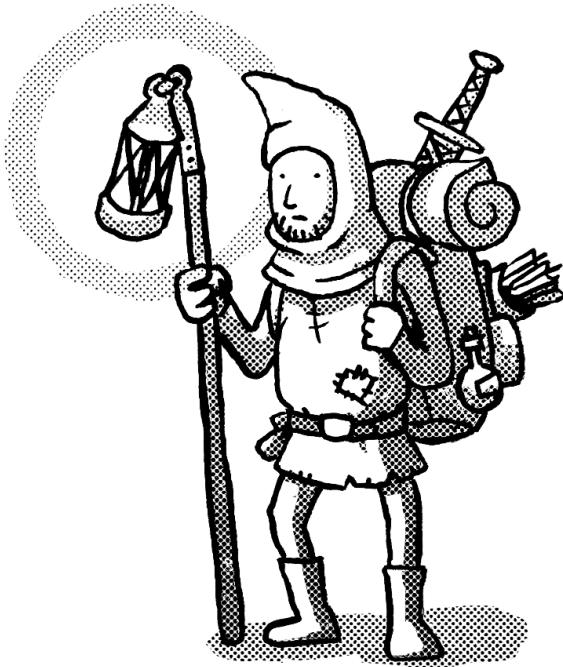
Adventuring gear is generally not useful in combat encounters, although the Game Master may rule that a particularly useful piece of gear gives a +2 bonus to a particular check or roll.

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 AND ALCHEMICAL ITEMS

In general, each hero can take one magic or alchemical item into an encounter. These 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 or alchemical item to a willing adjacent creature or take a magic or alchemical item from a willing, adjacent creature.

Rounds and turns

A *Path 2 Victory* game takes place over several rounds. Every creature gets one turn to act each round.

ROUNDS AND TURNS IN ROLEPLAY AND CRAWL

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)

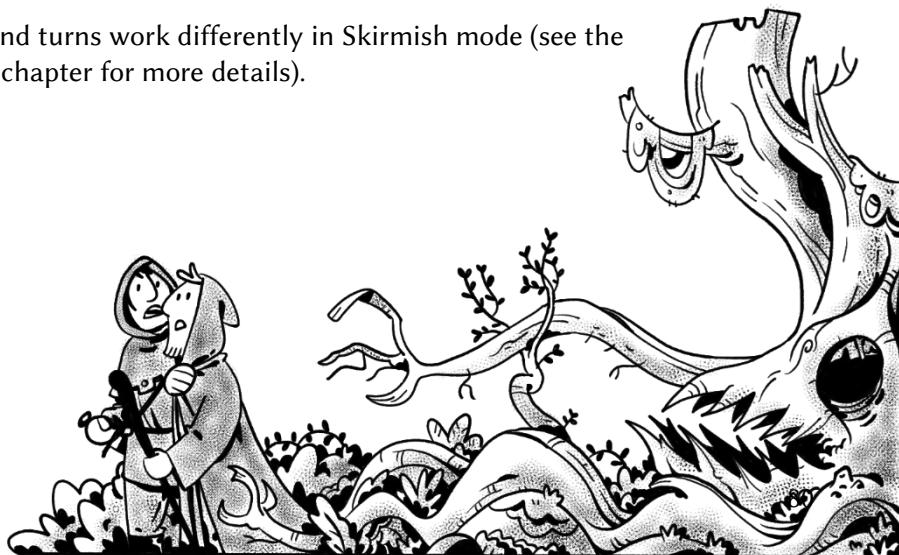
Late heroes

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.

Rounds and turns work differently in Skirmish mode (see the Skirmish chapter for more details).



TAKING A TURN

The player activates a creature in their party that has not yet been activated this round.

Two action points

At the start of each of its turns, a creature's action points (AP) are set to a particular number, usually 2 or 3. It can spend these action points on one or more actions: the number of AP an action costs is indicated with ● for 1 AP, ●● for 2 AP and ●●● for 3 AP.

A creature cannot save its action points for a later turn. If it does not spend them, it loses them.

A creature also gets one “free action” per turn (in other words, one free action on their turn and one free action on each other character’s turn). A free action is indicated with an empty circle (○). If a character has already used their free action for the turn, they can spend 1 AP per additional free action they wish to take.

A character cannot take the same free action twice in a turn.

For example, on her turn, Glinda the witch casts *cackle* (a free action, ○). Then she uses Vicious Swing (●●○). It costs 3 AP: 2 AP by default, and since she has already spent one free action, she must spend 1 AP to take another.

End of turn

At the end of a creature’s turn, if it is suffering from persistent damage it takes that much damage. Then roll 1d6. On a 4 or higher, it loses that persistent damage effect. Otherwise, the persistent damage effect remains.

The creature then loses all conditions it is experiencing.

REACTIONS

Outside its turn, a creature can take a reaction. A creature can take at most one reaction until it next activates.

UNIVERSAL ACTIONS

The following are actions that any creature can take, unless otherwise specified. “You” refers to the creature taking the action.

Crawl • Move 1 square while prone.

Drop Prone • Become prone.

Escape • Choose a condition currently affecting you. Roll 1d6. On 4 to 6, the condition ends immediately.

Grapple • Choose an adjacent target no more than one size larger than you. Make a Fight roll. They make a Fortitude save (Power equal to the Fight roll result). On a failure, it is grabbed.

Interact • Use an item, open a door, claim an objective, etc.

Leap • Jump over 1 square or over a one-square gap.

Long Jump •• Stride, then make an Athletics skill check. Divide the result by 4 (round down): that is how many squares you jump over or how wide a gap you can jump. If that is not enough, you fall.

Ready •• Your turn ends. Before your next turn, you can take a free action or 1-AP action as a reaction, at any time.

Shove • Choose a target within reach no more than one size larger than you. Make a Fight roll. They make a Fortitude save (Power equal to the Fight roll result). On a failure, it is pushed 1 square (2 squares on a critical failure).

Reposition • Choose a target within reach no more than one size larger than you. Make a Fight roll. They make a Fortitude save (Power equal to the Fight roll result). On a failure, it is shunted 1 square (2 squares on a critical failure) but must remain within your reach.

Stand • Stand up from prone. If a creature is already in your space, either you or them move to the nearest empty space (their choice).

Step • Move 1 square. This movement does not trigger reactions.

Stride • Moves up to your Speed in squares.

Strike • Make an attack with a melee or ranged weapon.

Trip • Choose an adjacent target no more than one size larger than you. Make a Fight roll. They make a Reflex save (Power equal to the Fight roll result). On a failure, it falls prone.

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.



HERO POINTS

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.

In **Roleplay**, the Game Master chooses how often heroes receive 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.

In **Skirmish**, a player can purchase up to three hero points for each of their creatures, paying the upgrade cost for that creature each time.



Commanders and minions

A commander is a creature that leads other creatures, called minions. The minions act on their commander's turn (they can take actions in any order, including the commander taking an action, a minion taking an action, then the commander taking an action).

A minion receives 1 AP per turn. The commander can give up 1 AP to give its minion +1 AP for that turn. A commander with more than one minion can give up more AP, but must give each AP to a different minion.

MOUNTS

Some creatures can be mounted by other creatures.

When a creature mounts another, the mount becomes a minion (if it was not already) and the rider its commander: the mount acts on its rider's turn, and receives 1 AP per turn. If the rider dismounts, the mount goes back to normal.

There may be room for other passengers. These passengers get AP as normal.

Commanders can make their attacks from any point on the mounted creature. Passengers must occupy a particular space, but can move about/change spaces any time with their own actions or whenever the mount Strides. This may limit passengers to reach or ranged attacks (for example if they are on a howdah on the back of a Huge elephant).

If a mount falls prone, its commander and passengers dismount and are placed in unoccupied spaces around the mount. Make a Reflex save for each commander and passenger (against the mount's Power): on a failure, they fall prone. If the mount is Huge or larger, the commander and passengers take falling damage as well if they failed their save.

ANIMAL COMPANIONS

An animal companion is an animal minion with the same level as its commander. Rangers and druids can receive an animal companion through a feat.

Their stats (Fight, Armor, Power, Fortitude, Reflex and Will) advance at the same rate that the character's do. For damage progression, see "Progression for creatures without classes" in the Monsters chapter.

	Fight	Melee Damage	Armor	Power	Fort	Reflex	Will	HP
Ape	+5	5 (medium)	14	14	+4	+3	+4	8 + (8 * level)
Arboreal Sapling	+5	5 (medium)	14	14	+4	+3	+4	8 + (8 * level)
Badger	+4	5 (medium)	16	13	+4	+4	+4	8 + (8 * level)
Bat	+5	4 (low)	16	14	+4	+5	+3	6 + (8 * level)
Bear	+5	5 (medium)	15	14	+4	+4	+3	8 + (8 * level)
Bird	+5	5 (medium)	16	14	+3	+5	+4	4 + (7 * level)
Horse	+5	5 (medium)	15	14	+4	+4	+3	8 + (8 * level)

Animal companions begin knowing their support action. They learn their advanced maneuver when their commander reaches level 8.

Ape Small animal; Speed 5 Wall Climb; Intimidation; **Fist** bludgeoning

Support • Until the start of your next turn, if you hit and deal damage to a creature in your ape's reach, the creature becomes rattled.

Advanced Maneuver – Frightening Display If the ape successfully Demoralizes a creature, the creature is also off-guard.

Arboreal Sapling Small plant; Speed 5; Stealth; **Branch** bludgeoning

Support • Until the start of your next turn, if you hit and deal damage to a creature in your arboreal sapling's reach, the creature becomes rattled.

Advanced Maneuver – Throw Rock The arboreal sapling gains a Ranged 6/12 Strike, doing the same damage as its melee Strike.

Badger Small animal; Speed 5 Burrowing; Survival; **Claw** slashing

Support • Until the start of your next turn, if you hit and deal damage to a creature in your badger's reach, the target can't use a Step action until it moves from its current position.

Advanced Maneuver – Badger Rage • For the encounter, badger is off-guard but its melee Strikes do +4 damage.

Bat Small animal; Speed 6 Flight; Stealth; **Jaws** piercing

Support • Until the start of your next turn, creatures in your bat's reach that you damage with Strikes become rattled.

Advanced Maneuver – Wing Thrash •• Make melee Strikes against up to three adjacent enemies.

Bear Small animal; Speed 7; Stealth; **Claws** slashing

Support • Until the start of your next turn, each time you hit a creature in the bear's reach with a Strike, the creature takes 5 slashing damage from the bear. If you are level 8, 10 slashing damage instead.

Advanced Maneuver – Bear Hug • If the bear's last action was a successful melee Strike: Make a melee Strike against the same target. If it hits, the target is also grabbed.

Bird Small animal; Speed 12 Flight; Stealth; **Jaws** piercing

Support • Until the start of your next turn, each time you hit a creature in the bear's reach with a Strike, the creature takes 5 slashing damage from the bear. If you are level 8, 10 slashing damage instead.

Advanced Maneuver – Flyby Attack • The bird Strides and makes a melee Strike at any point along the way.

Horse Medium or Large animal; Speed 8; Survival; **Hoof** bludgeoning

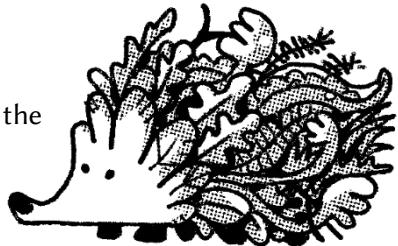
Support • If you're mounted and moved 2 squares or more on the action before a melee Strike, add +1 to your Attack for that Strike..

Advanced Maneuver – Gallop •• The horse Strides twice with +2 to its Speed.

PETS

A pet is a Tiny animal minion with the same level as its commander.

- It uses its commander's Fight, Power, Armor, Fortitude, Reflex and Will.
- It is trained in Acrobatics, Perception and Stealth.
- It cannot make Strikes.
- Its HP are equal to 5 times its level.
- Its Speed is 5.
- A pet has two abilities, chosen from the list of pet abilities unless otherwise mentioned.



Pet abilities

- **Movement Mode** Choose one of Flight, Burrowing, Aquatic, Wall Climb or Scent
- **Tough** HP is equal to 7 times its level instead of 5 times its level.
- **Fast Movement** Speed increases to 8

Familiar abilities

If a pet is a familiar, it can also have the following abilities.

- **□ Familiar Focus** •• The familiar's commander recovers a focus spell use.
- **□ Restorative Familiar** •• The familiar must be adjacent to its commander; its commander heals 5 HP per 2 levels of the familiar, rounded up (5 HP for a level 1 or 2 familiar, 10 HP for a level 3 or 4 familiar, etc).
- **Absorb Familiar** A familiar that shares a space with or is adjacent to its commander is not affected by area effects.
- **Construct** The familiar is a construct instead of an animal and is immune to disease, poison, sickened, spirit, vitality and void; it also cannot be healed. *Requires Tough* familiar ability
- **Damage Avoidance (Fortitude, Reflex or Will)** Choose a save when selecting this ability. When the familiar succeeds on that save, it never takes damage (even if it is a "Reflex half" or similar effect).
- **Independent** The familiar gains +1 AP on each of its turns.

- **Resistant** Choose two of acid, cold, electricity, fire, poison, or sonic. The familiar gains resist 1d6 against that damage type (resist 2d6 from level 8, resist 3d6 from level 12).
- **Skilled** The familiar becomes proficient in a skill of your choice.

Master abilities

If a pet is a familiar, it can also have the following abilities which affect its commander rather than it.

- **Cantrip Connection** Prepare one additional cantrip.
- **□ Innate Surge** ○ Recover the use of a spell gained from an ancestry feat that you have already cast today.
- **Lifelink** ⚡ If your familiar is about to take damage that would reduce it to 0 HP or below: Take the damage instead.
- **□ Recall Familiar** ●● Your familiar teleports to an unoccupied space adjacent to you.
- **Spell Delivery** You can cast a spell from your familiar's space as if you were standing there.

Table 7: Familiar and pet suggestions

Name	Skill Training	Ability Suggestions
Brimstone Whisp	Acrobatics	Fast Movement, Flight, Resistant, Recall Familiar, Damage Avoidance (Will)
Monkeybird	Arcana	Flight, Damage Avoidance (Reflex)
Crawler Octopus	Athletics	Aquatic, Tough
Clockwork Spider	Crafting	Construct, Damage Avoidance (Fortitude), Wall-Climb
Carbuncle	Deception	Burrowing, Tough
Gray Parrot	Diplomacy	Flight, Damage Avoidance (Reflex)
Tasmanian Devil	Intimidation	Fast Movement, Scent, Burrowing
Imp	Lore	Flight, Lifelink, Resistant, Independent
Homunculus	Medicine	Construct, Resistant, Damage Avoidance (Fortitude), Tough, Lifelink
Corgi	Nature	Familiar Focus, Tough, Scent
Animated Hand	Occultism	Lifelink, Construct
Cat Sith	Perception	Scent, Independent, Familiar Focus, Wall-Climb
Grig	Performance	Familiar Focus, Flight, Independent
Dachshund	Society	Scent, Tough, Burrowing
Poisonous Snake	Stealth	Aquatic, Scent
Soldier Crab	Survival	Aquatic, Tough, Resistant
Miniature Giant Space Hamster	Thievery	Burrowing, Independent, Scent

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

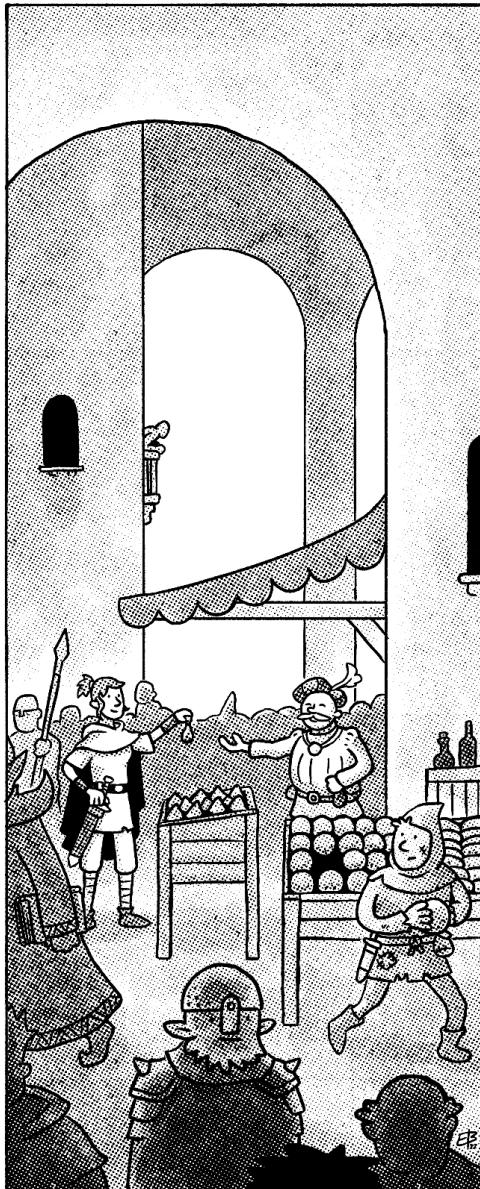
over eight intervals might have five different Personalities in play, with the heroes having to weigh up which Personalities to spend their time on.

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.



Movement and positioning

When a creature Strides or Steps (or takes another action that allows them to move), they move a number of squares, as chosen by their player. They cannot move more than their Speed (if Striding) or more than 1 square (if Stepping). They can move fewer squares than they are entitled to.

Creatures cannot move through solid terrain (described below) or through the spaces of enemy creatures, and they cannot end their movement on spaces occupied by allied creatures.

Some movement, like moving through difficult terrain or moving diagonally, costs more movement. If a creature Strides or Steps two or more times consecutively, they count all available movement for these calculations.

Diagonal movement

Because moving diagonally covers more ground, count that movement differently. The first square of diagonal movement a creature makes in a turn counts as 1 square, but the second counts as 2 squares, alternating between the two thereafter. For example, as a creature moves across 4 squares diagonally, count 1, then 2, then 1, and then 2, for a total of 6. A creature's total diagonal movement is tracked across all of their movement during their turn.

A creature can move diagonally past an enemy creature's space – this does not count as passing through their space – and past difficult terrain.

A creature cannot move diagonally past solid terrain, since it represents a hard corner.

Unwilling movement

A creature can be pulled, pushed or shunted. The attacker moves the target up to the specified number of squares. This cannot move the target into squares occupied by other creatures (allies or enemies). A push must move the creature further away from the attacker or point of origin with each square moved; a pull must move the creature closer to the attacker or point of origin with each square moved. A shunted creature can be moved anywhere.

Movement modes

Some of these movement modes allow creatures to ignore terrain or other creatures. The creature must still end its turn in an unoccupied space.

≈ **Aquatic:** The creature ignores the negative effects of water terrain (shallow and deep).

● **Burrowing:** The creature can choose to ignore the effects of terrain, auras and enemy creatures during its movement. The creature “resurfaces” when it ends its movement, at which point it can be affected by terrain, auras and creatures. Burrowing creatures still fall if they enter a void.

● **Flight:** The creature can choose to ignore the effects of terrain (except solid terrain), and move through spaces occupied by enemy creatures.

●  **Wall Climb:** The creature is not off-guard while on an incline and can climb or stay on any incline however steep.

While adjacent to solid terrain, the creature can (a) ignore the effects of terrain (except solid terrain) and (b) move through spaces occupied by enemy creatures. (In the fiction, the creature is climbing along the wall out of the way.)

● **Teleportation:** The creature ignores the effects of terrain, auras and enemy creatures during its movement, and can move through spaces occupied by enemy creatures. The creature reappears when it ends its movement, at which point it can be affected by terrain, auras and creatures.

Carrying objects

During a scenario, a creature will sometimes end up carrying something, for example a sacred idol.

While carrying a Light Load, a creature has the encumbered condition.

While carrying a Heavy Load, a creature has both the encumbered and slowed conditions.

Dropping a Load is a free action. Picking up an unattended Load requires the Interact action (1 AP).

Vertical movement

Movement modes like Flight, Burrowing and Wall Climb that assume vertical movement just allow a creature to ignore terrain, not to physically move higher up (and potentially out of range).

Incline: While standing on an incline, ladder or the like, a creature is off-guard.

If an incline is too steep, creatures cannot traverse it at all without the aid of ropes, ladders or the like, or the Wall Climb movement mode. Some creatures cannot climb at all (like large mammals). Use your discretion.

Ascending: To ascend a vertical distant costs 1 square per square of height gained. For example, climbing a 3-square tall ladder and then stepping off it costs 4 squares of movement (three for the vertical movement and one for the horizontal movement).

Descending: Descending costs no extra movement beyond the horizontal movement involved.

Falling: A creature that falls 2 squares or more takes 5 damage per 2 squares it falls. If it takes damage, it falls prone at the bottom. Creatures with Flight do not fall, and creatures with Wall Climb only fall until they become adjacent to solid terrain.

A creature falls if there is no rope, ladder or the like by which to descend a steep or sheer drop, or if they are forced off a steep or sheer drop by unwilling movement.

Narrow spaces and tight gaps

A creature can cross a space narrower than their own space if it has a void on one or both sides. Narrow spaces count as uneven terrain, but if a creature falls prone on a narrow space, they roll 1d6. On a 1 to 3, they fall into the void.

A creature can squeeze through a space half its base width or wider, but treats every square as difficult terrain.

TERRAIN

Pieces of terrain represent anything from forests, cliffs, giant skeletons, castle ruins or fields of poisonous mushrooms to rooms in a building or dungeon. Each square in a piece of terrain is either open ground (a flat space with no special features) or has one or more terrain traits, like a “concealing” cloud of smoke or “encumbering” sticky spiderwebs.

A terrain piece can all have the same terrain trait (every square in the piece is filled with mushrooms, making it difficult terrain, for example) or different squares in the piece can have different traits (a ruin might have stone walls with the solid trait; piles of rubble with the difficult trait; and a flagstone floor which is open ground).

A square can have one or more traits attached. For example, vegetation is obstructing difficult terrain.

As well as filling squares, terrain can run along the border between squares. For example, a fence (difficult, obstructing) may run between two squares. Creatures can stand in the squares on either side of the fence.

Terrain traits

 **Concealing:** Grants concealment to creatures within it. A creature ignores the square(s) of concealing terrain it is standing on when determining concealment (whether as the attacker or defender).

 **Deep water:** Deep water can be traversed using movement, but at half speed. While swimming, a creature is off-guard. Shallow water is just a variety of difficult terrain.

 **Difficult:** It costs one extra square to enter each square of difficult terrain, or to cross difficult terrain between squares.

 **Door:** An adjacent creature can open or close a door by Interacting. While closed, doors are solid terrain.

 **Directional:** The terrain pushes creatures in a particular direction. Moving in any other direction is difficult terrain. At the end of each round, all creatures on the directional terrain are moved 2 squares in the set direction.

 **Encumbering:** If a creature enters encumbering terrain or ends their turn on it, they are encumbered.

 **Hazardous:** When a creature enters a hazard, they take 5 damage. At the end of a creature's turn, they take 5 damage if they are on a hazard. Damage type depends on the hazard (piercing for a pit of spikes, fire for a fire pit, acid for a pool of acid, etc).

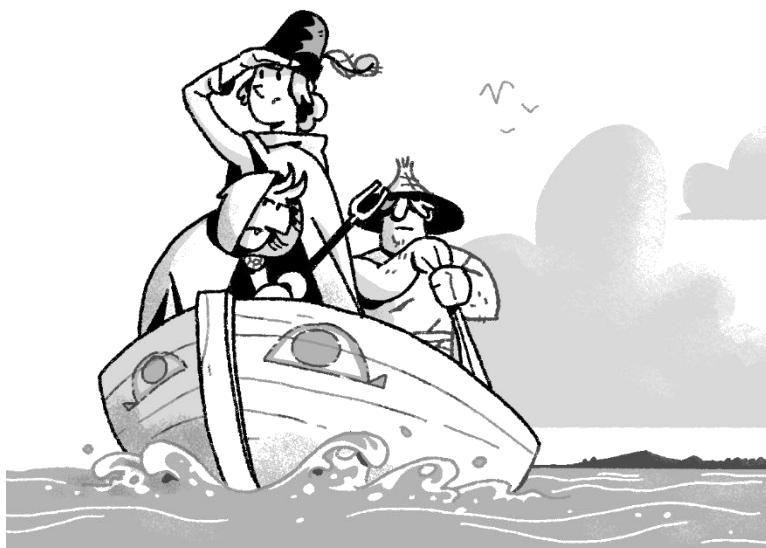
 **Obstructing:** Grants cover. A creature ignores the square(s) of obstructing terrain it is standing on when determining cover (whether as the attacker or defender).

 **Opaque:** Blocks line of sight. A creature ignores the square(s) of opaque terrain it is standing on when determining line of sight (whether as the attacker or defender).

 **Solid:** Solid terrain blocks movement, line of sight and areas of effect.

 **Teleportation circle:** All Teleportation Circles are adjacent to all other Teleportation Circles on the map.

 **Uneven:** A creature entering uneven ground or beginning a movement while on uneven ground must make an Acrobatics check (Power 15). If they fail, they lose their movement. If they critically fail, they fall prone. While on uneven ground, a creature is off-guard. Each time a creature is hit by an attack or fails a save, they must make an Acrobatics check (use the attacker's Power) or fall prone.



Attacks and powers

Strikes and offensive powers are called attacks, and the creature making a Strike or using a power is called the attacker. The creatures potentially affected by the Strike or power are called targets.

MAKING A STRIKE

When a creature makes a Strike, they make a Fight roll (roll 1d20 and add their Fight).

Compares the result of the Fight roll to the target's Armor. If the Fight roll equals or exceeds the Armor, the Strike hits. Otherwise, it misses.

If the Fight roll is a natural 20 (the die shows 20, ignoring modifiers) or the result exceeds the Armor by 10 or more (like a result of 27 or more against Armor 17), it is a critical hit. It hits and does double damage.

Some offensive spells involve Strikes.

Multiple attack penalty

After a creature concludes an action that included a Fight roll, their subsequent Fight rolls *that turn* suffer a -5 penalty. After a creature concludes a second action that included a Fight roll, their subsequent Fight rolls *that turn* suffer a -10 penalty.

For example, a creature with 3 AP to spend takes a special Swipe action which allows it to make two Strikes. After both Strikes are resolved, it takes the Strike action and makes one Strike. *That* Strike suffers a -5 penalty. Then it takes the Shove action. *That* Fight roll suffers a -10 penalty.

Ranged attack in melee penalty

A creature that is within an enemy's reach suffers a -2 penalty to their Fight roll with ranged Strikes.

USING A POWER

An attack power is any power that includes a saving throw, including some spells. When a creature uses an attack power, each target rolls a saving throw (rolls 1d20 and adds their Fortitude, Reflex or Will) and compares the result to the caster's Power. If the result equals or exceeds the Power, the power is negated or has a diminished effect. If the result is less than the Power, the power succeeds and has the full effect.

If the saving throw is a natural 1 (the die shows a 1, before modifiers) or it is below the Power by 10 or more (like a result of 7 or less against Power 17), it is a critical failure. The target takes double damage.

Saving throw types

[Saving throw] negates: If a saving throw is listed as “Fortitude negates”, or the like, it means the attack has no effect on that target if the target makes a successful saving throw, including doing no damage.

[Saving throw] half: If a saving throw is listed as “Will half”, or the like, it means on a successful saving throw the power does half damage, and on a critical success (the saving throw is above the Power by 10 or more), it does no damage.

Round damage down to the nearest 1 (for damage after halving of 9 or less) or down to the nearest 5 (for damage after halving of 10 or more).

TARGETING

To target a creature, an attacker needs (a) the target to be within range of the attack, (b) line of sight to the target and (c) line of effect to the target.

To target a point of origin for an area of effect at range (for example, a burst 2 within range 10), an attacker needs (a) line of sight to the point of origin and (b) line of effect to the point of origin. The area of effect extends to its full extent, except where blocked by solid terrain.

Unless otherwise mentioned, you *can* target yourself or an ally (for example, a healing spell with range “Melee 1” can be used on yourself or an adjacent ally).

Range

When measuring distances in squares, count the squares from the first square adjacent to the attacker to the square that includes the target (with diagonals alternating between costing 1 square and 2 squares). If the total is less than or equal to the range, the target is within range.

Ranged Strikes may have short and long ranges listed, for example “Ranged 12/24”. Attacks beyond the short range suffer a -2 penalty.

Line of sight

Melee and Ranged attacks require the attacker to have line of sight to the target – in other words, to be able to see the target.

If the attacking player can draw a line between any point on the space their attacking figure occupies and any point on the space the target occupies, without it passing through solid or opaque terrain, the attacker has line of sight.

Area effects ignore opaque terrain: they have line of sight if they do not pass through solid terrain.

Cover

Cover refers to things that physically interfere with the attack. Foliage, a low wall and a fellow combatant are all forms of cover. Cover applies against attacks that target Armor (Strikes and spells “with attack rolls”) and attacks that target Reflex.

The attacking player chooses the point in the attacking creature's space from which the attack originates. The defending player then chooses any point in the target's space. Imagine a line between those two points. Use the same point on the attacker's space for each target if there are multiple targets.

Make a cover check for:

- Each piece of obstructing, solid or opaque terrain that the line passes through.
- Each creature of the same size or smaller than both attacker and defender the line passes through.

In order from closest to the attacker to farthest from the attacker. If terrain is in the same square as a creature, roll for the terrain first.

A cover check involves rolling 1d6. The first time the attacker rolls a 1, the attack targets the terrain or creature instead of the original target. If the thing in the way was already a target of the attack, they are only targeted once (so a soldier who provides cover against a dragon's fiery breath is only affected once by that breath, even if they end up saving others behind).

If no 1s are rolled, the original target remains.

Adjacent cover: Defenders do not benefit from and attackers do not suffer from cover in their space. Attackers do not suffer from cover of one square or less in width that they are adjacent to (for example, archers can shoot out of arrow slits and duelists can swing swords over fences and low walls without penalty).

Larger creatures: In the case of creatures that occupy multiple squares, the player who controls the attacking creature chooses which square to draw from of those the attacking creature occupies.

Concealment

Concealment refers to things that obscure the attacker's view of the target, without physically blocking the attack. Fog, darkness and illusions are all forms of concealment.

Concealment works like cover, except it only applies to attacks that target Armor (Strikes and spells "with attack roll"), not attacks that target Reflex.

Use the same line as for cover. Make a concealment check for:

- Each piece of concealing terrain that the line passes through.
- The creature, if it is hidden or otherwise concealed by a spell or effect.

Make the checks in order from closest to the attacker to farthest to the attacker.

A concealment check involves rolling 1d6. If any concealment check results in a 1, the attack misses.

Larger creatures: In the case of creatures that occupy multiple squares, the player who controls the attacking creature chooses which square to draw from of those the attacking creature occupies.

Height

Creatures are as high as they are wide (for example, a Large creature occupies 8 1-inch cubes: it is 2" wide by 2" long by 2" tall). Where elevation is an issue for determining line of sight, cover or concealment, draw the lines from points in these cubes rather than from ground level. This can mean creatures of smaller sizes now grant cover or creatures of larger sizes no longer grant cover depending on how the elevation changes their heights.

Adjacency

A creature is adjacent to another creature, or to terrain, an objective, etc., if it is in the next square over (orthogonally or diagonally).

By default, a Melee attack can target adjacent creatures. If there is a number after Melee, like Melee 2, it is a reach attack and can be used against creatures that many squares away (adjacent squares count as “square 1”).

AREAS OF EFFECT

Areas are measured in the same way as movement, but areas’ distances are never affected by difficult terrain. They are blocked by solid terrain.

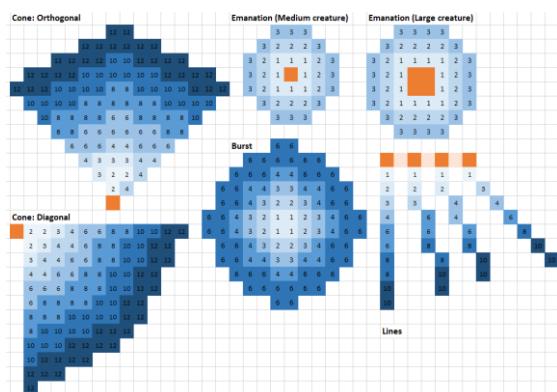
If any of a creature’s space is within the area of effect, the creature is affected (even if other parts of their space are outside of the area of effect).

Emanations: An emanation is measured from the sides of the origin space, usually the user’s space. Emanation 1 affects all squares adjacent to the user.

Bursts: A burst is measured from a single corner of a square within the range of the effect, spreading in all directions to a specified radius.

Cones: A cone is measured from a single edge or single corner of the origin space, usually the user’s own space. It covers a quarter-circle of space.

Lines: A line is measured in a straight line from a single corner of the origin space.



HIT POINTS AND DAMAGE

Hit points measure how far or close a creature is to becoming helpless and beginning to die.

When a creature takes damage, subtract that amount from their current hit points (just called “hit points” or “HP”). At the start of each battle, a creature’s current hit points are equal to its maximum hit points.

Healing

When a creature is healed, they reduce the damage that they have taken/increase their current hit points by that value. A creature cannot be healed beyond its maximum hit points.

Dying

When a creature is reduced to 0 HP or lower, it gains the helpless status and falls prone. While its HP are 0 or lower, it is dying.

Each time a dying creature’s turn ends, and each time it is hit by a Strike that damages it, it makes a recovery check: it rolls 1d6. On a 1–3, it is eliminated and its figure is removed from play.

If a dying creature is healed, their current HP becomes the value of the healing provided (for example, a dying creature on -8 HP healed 5 hit points sets their current HP to 5). They cease to be helpless (but they are still prone).

Looting

Keep track of where each creature is eliminated. A creature on or adjacent to that space can Interact with the body to take one item from it, or to begin carrying the body if the body is the same size or smaller than the creature. A body is a Heavy Load if it is the same size as the creature carrying it, or a Light Load if it is smaller.

Damage types

There are 12 types of damage: bludgeoning, piercing, slashing, acid, electricity, cold, fire, sonic, mental, poison, vitality and void.

Vitality damage only damages undead and void damage does not damage undead or constructs.

Damage can have two or more types, for example “5 fire and electricity damage”.

Temporary HP

Creatures can acquire temporary HP, separate to their current HP and not limited by their maximum HP. When a creature takes damage, subtract it from temporary HP first.

Temporary HP does not stack; if a creature gets temporary HP from two sources, use the higher value.

Immunity, resistance and weakness

Immune: A creature takes no damage from an attack of a damage type to which they are immune, even if it involves other damage types as well.

Resist: When a creature with resistance to a particular damage type takes damage of that type, roll the specified number of d6s. For each 4+ result, reduce the damage it takes by 5.

If a creature takes damage of multiple types, only roll the higher resistance value.

For example, a creature with resist cold 2d6 takes 15 cold and acid damage. Their player rolls a 5 and a 2, reducing the damage by 5.

Weak: A creature with weakness to a particular damage takes that much additional damage each time it takes damage of that type, even if the damage is of other types as well. Choose the higher value of weakness if the creature is weak to multiple types of damage from that attack.

If a creature both resists and is weak to a source of damage, roll resistance first. If it still takes damage, add the extra damage from its weakness.

Persistent damage

A creature takes persistent damage at the end of its turn, then it reduces by 5 (from persistent fire damage 10 to persistent fire damage 5, for example). Once it reaches 0, it is removed.

Persistent damage of the same type does not stack. Persistent damage of different types does stack.

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, then 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.



Conditions, boons and statuses

CONDITIONS

Conditions are negative effects that last until the end of the character's next turn. If a character gains a condition during their turn, they do not lose it at the end of that turn – they lose it at the end of the *next* turn.

Confused: At the start of this creature's turn, the opponent spends one of the creature's action points and control the action the confused creature takes. The opponent cannot use any features with a limited number of uses.

Controlled: On the creature's turn, the opponent spends the creature's action points and controls the action(s) the controlled creature takes. The opponent cannot use any features with a limited number of uses.

Encumbered: The creature suffers a -2 penalty to Speed and loses the Flight, Burrowing and Wall Climb modes.

Off-guard: The creature takes a -2 penalty to Armor. If a creature receives the off-guard condition due to a combat status (for example, they are flanked or prone), they keep the condition until that combat status ends.

Grabbed: The creature is immobilized and off-guard. This condition ends immediately if the creature is beyond the reach of all enemy creatures.

Immobilized: The creature cannot willingly move from its current space.

Rattled: The creature suffers a -2 penalty to Fight and Power.

Sickened: The creature suffers a -2 penalty to saving throws.

Slowed: The creature cannot take reactions and has one fewer action points on their next turn.

Stunned: The creature cannot take reactions and has no action points on their next turn.

Special conditions

Some creature cards describe other conditions. These also end at the end of the target's turn unless specified.

Prolonged condition

A condition can become “prolonged”. At the end of the creature's turn, that condition remains but ceases to be “prolonged”.

BOONS

Boons are positive effects. They last until the character uses them, or until the end of the encounter (whichever is sooner).

Boons do not stack: if a character receives the same boon multiple times, one boon applies per trigger until all the boons have been used up (for example, if you are Blessed three times, you get +2 to three saving throws).

You may choose whether to apply a boon after you have rolled the skill check, save or attack roll or after your opponent has rolled the same – in other words, after you know whether the boon would make a difference.

Guided: +2 to a skill check.

Blessed: +1 to a Fortitude, Reflex or Will saving throw.

Inspired: +1 to your Power when a creature makes a saving throw against your Power.

Honed: +1 to your Fight when you make an attack.

Hastened: +2 to Speed on a move.

Fortified: +1 Armor when you are attacked.



COMBAT STATUSES

Combat statuses last as long as the circumstances that imposed them.

Flanked: When a creature has enemy creatures on opposite sides of it, the creature is flanked. A flanked creature is off-guard against all attackers.

The target must be in reach of both flankers, and a line drawn from the center of one flanker's space to the center of the other must pass through the target's space. For example, if attacker 1 is in a given space, attacker 2 can be in any of three spaces to flank the target (T).

1		
	T	2
2	2	2

Helpless: A creature that is dying is helpless. They cannot take actions (including reactions) or spend AP. When their turn begins, it ends immediately. Opponents may ignore the creature (move through its space, are not flanked by it, etc).

Invisible: The creature cannot be seen. Attackers do not have line of sight to it. Area of effect attacks can still affect an invisible creature as normal, as can the attacks of those with the True Seeing or Blindsight features.

Quickened: The creature gains +1 action point at the start of its next turn. It then loses the quickened status.

Prone: The creature is off-guard and takes a -2 penalty to Fight. The only movement a creature can take while prone is to Crawl. A creature can take the Stand action to remove this status.

Swallowed: A swallowed creature shares a space with the swallower, but cannot be targeted by any effect.

When a creature is first swallowed and at the start of each of its turns, it takes damage as specified on the swallower's card. While swallowed, a creature is grabbed and slowed. It can use the Escape action, but must succeed on a Reflex save against the swallower's Power to climb out of the gizzard of the swallower.

A swallowed creature can attack its swallower, who is off-guard against the attack. On a critical hit, the swallowed creature escapes. The swallowed creature also escapes if its swallower is reduced to 0 HP or below.

When a creature escapes, place it in an unoccupied space adjacent to the swallower.



Spells

Every creature that can cast spells is described as a caster of a particular tradition and rank.

A caster's rank describes how powerful the spells they cast are, and the maximum rank of spell they can cast. A Caster Rank 7 can cast rank 7 and below spells.

TRADITIONS

The traditions are arcane, divine, occult and primal. Belonging to a tradition gives the caster access to three spell lists:

Tradition	Spell lists
Arcane	Universal, Matter, Mind
Divine	Universal, Life, Spirit
Occult	Universal, Mind, Spirit
Primal	Universal, Life, Matter

INTERPRETING SPELLS

Spells are magical actions. Like other actions, casting spells costs AP or a reaction. If multiple actions are described in the one spell, only one of them can be taken. For example, the *heal* spell reads

- Melee: 5 void damage (Fortitude half).
- Ranged 6: 5 void damage (Fortitude half).
- Burst 4: 5 void damage (Fortitude half).

Heighten (+1; any of the three options): +5 damage.

The caster can get one of three effects, depending on how many AP they spend. "Heighten" means a caster of higher rank heals more damage.

If a spell is listed as a Strike, then the caster makes a Fight roll and compares it to the target's Armor. Only if the attack hits does the spell's effect take place. Otherwise, a spell's effect is automatic (though the target may avoid the effect, for example by making a saving throw that negates it).

Rank and heightening

Spells have a minimum rank, which is the lowest rank of caster that can cast them.

When a spell of a particular rank is cast by a caster of higher rank, it can have a more powerful or different effect. This is described under the spell's "Heighten" entry. *Heighten (+1)* means apply that bonus once per rank it is

heightened by. *Heighten* (+2) means apply that bonus once per two ranks it is heightened by (no effect if it is heightened just 1 rank).

Sustaining

A spell that has a sustain entry can be cast again on the caster's next turn, for that many action points. It does not cost any uses of the spell to sustain. A spell can be sustained indefinitely, unless otherwise mentioned, but if it is not sustained in a given turn, it ends (you cannot sustain a spell one round, then not sustain it the next, then sustain it the round after).

Early sustain

Sometimes, a spell has the Sustain option but it ends at the end of the target's turn (for example, it imposes a condition).

In this case, a caster can Sustain the spell at that time as a free action. They then become slowed. This condition cannot be removed before it takes effect, and it stacks with the slowed condition from any other source.

Duration

You can end a spell you cast at any time as a free action, unless otherwise mentioned.

Prepared and spontaneous casters

Prepared casters have a list of spells, each of which can be cast a certain number of times. The Kobold Druid 1 is a prepared caster: ☐ Heal, ☐ Runic weapon. They can cast *heal* once and *runic weapon* once.

Spontaneous casters can cast a certain number of spells, choosing from any applicable spell. The Kobold Sorcerer 1 is a spontaneous caster: ☐☐☐ *Bane*, *fear*, *harm*. They can choose between *bane*, *fear* and *charm* and could choose *bane* all three times.

Spells with attack rolls

If a spell specifies it is made “with attack roll”, it means the attacker rolls Fight and compares the result to the target's Armor. A critical hit on a spell attack does not do double damage unless otherwise mentioned.

Spell attack rolls benefit from bonuses or penalties to attack rolls, including multiple attack penalty, but not any special benefits or penalties that apply only to weapon or unarmed attacks or to Strikes specifically.

UNIVERSAL SPELLS

These spells are available to any caster who has access to the Life, Matter, Mind or Spirit lists.

Cantrips

Spell	Effect
Daze	●● Ranged 12: 4 mental damage (Will half; target slowed on a critical failure). <i>Heighten (+2): +4 damage.</i>
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: For 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>

Rank 1

Spell	Effect
Fear	●● Ranged 6: Target is pushed 1 and rattled (Will negates rattled). <i>Heighten (3rd): Target up to five creatures.</i>
Mystic Armor	●● Self: You are Fortified. <i>Heighten (4th): You are also Blessed.</i> <i>6th: You are Fortified twice times instead, as well as Blessed once.</i>
Runic Body	●● Melee 1: The target is Honed.
Runic Weapon	●● Melee 1: The target is Honed.

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	●● Melee 1: 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.
Shatter	●● Ranged 6 (one object): The object takes 10 sonic damage. Ignore the first 1d6 of resistance. <i>Heighten (+1): +5 damage and ignore another 1d6 of resistance.</i>

Rank 3

Spell	Effect
Safe Passage	●● Line 8 (traps, hazards and terrain): For 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

Rank 4

Spell	Effect
Fly	●● Melee 1: The target gains Flight until the end of the encounter.

Rank 5

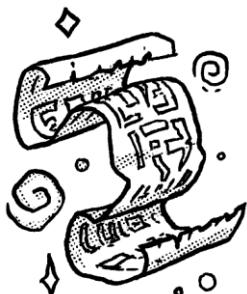
Spell	Effect
Banishment	●● Ranged 6 (one fiend, celestial, elemental, daemon, fiend or fey): Remove the creature from play until the end of your next turn (Will negates). Each time you sustain the spell, it can attempt another Will save. If you fail to sustain the spell, the creature reappears. When it returns to play, place it in the unoccupied

Rank 6

Spell	Effect
Truesight	○ Self: For the encounter, you gain Truesight.

Rank 7

Spell	Effect
Energy Aegis	○ Melee 1: For the encounter, the target gets resist 4d6 to acid, cold, electricity, fire, force, sonic, vitality and void damage.
Planar Seal	●● Self: For 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.



MATTER 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>
Frostbite	●● Ranged 12: 5 cold damage (Fortitude half). <i>Heighten (+2): +5 damage.</i>
Gouging Claw	●● Melee 1 with attack roll: 10 piercing or slashing damage (double on a crit). <i>Heighten (+1): +5 damage.</i>
Ignition	●● Melee or Ranged 6 with attack roll: 5 fire damage (double on a crit hit). <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 with attack roll: The target is encumbered (on a critical hit, immobilized.)

Rank 1

Spell	Effect
Breathe Fire	●● Cone 3: 10 fire damage (Reflex half). <i>Heighten (+2): +15 damage.</i>
Fleet Step	●● Self: For the encounter, your Speed increases by +6.
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).
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 with attack roll: 10 bludgeoning and water damage (double damage on a critical hit) and the target is pushed 2 squares. <i>Heighten (+2): +15 damage.</i>
Jump	● Self: You jump a number of squares equal to your Speed, up to 6.
Pest Form	●● Self: For the encounter, you become Tiny, your Armor becomes 15, gain Scent and training in Athletics and Stealth, and cannot make ranged Strikes. <i>Heighten (4th): You gain Flight.</i>
Pummeling Rubble	●● Cone 3: 5 bludgeoning and earth damage and the target is pushed 1 square (Reflex half, negates push). <i>Heighten (+1): +5 bludgeoning damage.</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 or lower. 3rd: Level 2 or lower. 4th: Level 3 or lower. 5th: Level 5 or lower. 6th: Level 7 or lower. 7th: Level 9 lower.</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)</i> : Level 1 or lower. <i>3rd</i> : Level 2 or lower. <i>4th</i> : Level 3 or lower. <i>5th</i> : Level 5 or lower. <i>6th</i> : Level 7 or lower. <i>7th</i> : Level 9 lower.
Summon Plant or Fungus	●● Ranged 6: Summon a creature with the plant or fungus trait of level -1 until the end of your next turn. It is your minion. Sustain ● <i>Heighten (2nd)</i> : Level 1 or lower. <i>3rd</i> : Level 2 or lower. <i>4th</i> : Level 3 or lower. <i>5th</i> : Level 5 or lower. <i>6th</i> : Level 7 or lower. <i>7th</i> : Level 9 lower.
Thunderstrike	●● Melee 1: 10 electricity and sonic damage (Reflex half). <i>Heighten (+1)</i> : +10 damage.

Rank 2

Spell	Effect
Animal Form	●● Self: For the encounter, you become Medium sized, your Armor becomes 16, you gain 5 temporary HP, gain Scent and training in Athletics, and cannot make ranged 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.
Enlarge	●● A willing creature of size Medium or smaller: The creature becomes Large until the end of the encounter. Its melee damage increases by +2 and its reach increases by 1. <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 damage increases by +5 and its reach increases by 2. <i>6th</i> : Can target up to 10 willing creatures with either the rank 2 or rank 4 versions.
Entangling Flora	●● Burst 3 within 24: The area becomes difficult terrain until the end of the encounter and you gain the following action. Command Tangle ● Creatures in the area are encumbered (Reflex negates; on a critical failure, they are immobilized instead).
Humanoid Form	●● Self: Enemies cannot attack you or a space you occupy. The spell ends immediately if you make 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 (5th)</i> : Cast <i>enlarge</i> as a free action as well as this spell. It continues even if the main effect ends.
Mist	●● Burst 3 within 24: For the encounter, the area becomes concealing terrain. You can dismiss this spell by spending 1 AP.
Oaken Resilience	●● Melee 1: The target gains resistance 1d6 to bludgeoning and piercing damage and weakness 5 to fire. <i>Heighten (+2)</i> : +1d6 resistance; +5 weakness.
One With Plants	●● Self: The caster's AC becomes 20 while the spell is sustained. Sustain ●●
Summon Elemental	●● Ranged 6: Summon a creature with the elemental trait of level 1 until the end of your next turn. It is your minion. Sustain ● <i>Heighten (3rd)</i> : Level 2 or lower. <i>4th</i> : Level 3 or lower. <i>5th</i> : Level 5 or lower. <i>6th</i> : Level 7 or lower. <i>7th</i> : Level 9 lower.

Rank 3

Spell	Effect
Earthbind	●● Ranged 24: The target cannot use Flight for the rest of the encounter (Fortitude negates).
Feet To Fins	●● Melee 1: For the encounter, the target gains Aquatic, but while out of water their Speed is set to 2. <i>Heighten (6th)</i> : Cast as a free action.
Fireball	●● Burst 3 within 20: 20 fire damage (Reflex half). <i>Heighten (+1)</i> : +5 damage.
Haste	●● Ranged 6: The target is quickened. <i>Heighten (7th)</i> : Up to 6 targets.
Lightning Bolt	●● Line 12: 25 electricity damage (Reflex half). <i>Heighten (+1)</i> : +5 damage.
Slow	●● Ranged 6: The target is slowed (Fortitude negates; on a critical failure, it is stunned instead). <i>Heightened (6th)</i> : Target up to 5 creatures.
Wall of Thorns	●● 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 and wood 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. <i>Heightened (4th)</i> : 10 damage instead. <i>6th</i> : 15 damage instead; 15 HP instead.

Rank 4

Spell	Effect
Creation	●● Burst 1 within 6: Create solid terrain in unoccupied spaces within the area of effect.
Fire Shield	●● Self: For 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)</i> : Cold resistance +5, reduce damage +10 and +5 fire damage.
Hydraulic Torrent	●● Line 8: 30 bludgeoning damage and pushed 1 square (Fortitude half, negates pushed). <i>Heighten (+2)</i> : +15 damage.
Mountain Resilience	●● Melee 1: The target gains resist 5 bludgeoning, piercing and slashing damage until the end of the encounter. <i>Heighten (+2)</i> : +5 resistance.
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)</i> : +5 fire damage.
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)</i> : +5 damage.

Rank 5

Spell	Effect
Control Water	●● Ranged 48: Increase or decrease 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 critical failure, stunned instead).
Elemental Form	●● Self: For the encounter, you become Medium, your Armor becomes 19, you gain 10 temporary HP, training in Athletics and Acrobatics, and cannot make ranged 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)</i> : Instead 15 temporary HP, Large, Armor 22 and melee reach 2. <i>7th</i> : Instead 20 temporary HP, Huge, Armor 22 and melee reach 3.
Howling Blizzard	●● Cone 6: 40 cold damage (Reflex half). ●●● Burst 4 within 24: 40 cold damage (Reflex half). <i>Heighten (+1)</i> : +5 damage.
Impaling Spike	●● Ranged 6: 30 piercing damage and the target is immobilized (Reflex half, negate immobilized). <i>Heighten (+1)</i> : +5 damage.
Magic Passage	●● Burst 2: Remove terrain in the area, replacing it with open ground.
Toxic Cloud	●● Burst 3 within 24: For 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.
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)</i> : +15 HP for each section.

Rank 6

Spell	Effect
Chain Lightning	●● Ranged 24 (one creature): 50 electricity damage (Reflex half). On a failed save, choose another target within 6 squares of them. Keep going until you choose to stop, you run out of targets, or a creature makes its save. <i>Heighten (+1)</i> : +5 electricity damage.
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.
Petrify	●● Ranged 12 (one creature): The target is slowed for the encounter (Fortitude negates). At the end of each of its turns, it makes a new save to negate – on a success, effect ends.

Rank 7

Spell	Effect
Fiery Body	●● Self: For the encounter, you gain Flight, Speed becomes 8, immune fire, weak 5 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, as a 1 AP action.
Volcanic Eruption	●● Burst 1 within 24: 60 fire damage and encumbered, and creatures with Flight lose Flight until they spend 1 AP (Reflex half and negates encumbered and lose Flight). Creatures adjacent to burst take 10 fire damage (no save).

MIND SPELLS

Cantrips

Spell	Effect
Figment	●● Ranged 6: An unoccupied square becomes concealing or opaque terrain (your choice) until the end of your next turn. <i>Sustain ●</i>
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.
Telekinetic Projectile	●● Ranged 6 with attack roll: 5 bludgeoning, piercing or slashing damage (double damage on a critical hit). <i>Heighten (+2): +5 damage.</i>

Rank 1

Spell	Effect
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.:
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>
Dizzying Colors	●● Spray 3: Target is slowed and rattled (Will negates slowed).
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>
Grim Tendrils	●● Line 6 spell: the target takes 5 void damage (Fortitude negates). <i>Heighten (+1): +5 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.
Mindlink	●● Melee 1 (one ally): For the encounter, each time either you or the target makes a skill check, use whichever of you has the higher bonus.
Phantasmal Minion	●● Ranged 6: Summon a phantasmal minion until the end of your next turn. It is your minion. <i>Sustain ●</i>
Phantom Pain	●● Ranged 6 (one creature): 5 mental damage and the target is sickened (Will negates sickened). <i>Heighten (+1): +5 mental 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>
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.

Rank 2

Spell	Effect
False Vitality	<ul style="list-style-type: none"> • Self: You gain 10 temporary HP. Heighten (+2): +5 temporary HP.
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>Heighten (+2): +5 damage.</p>
Invisibility	<ul style="list-style-type: none"> • Melee 1: 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).
Paranoia	<ul style="list-style-type: none"> • Ranged 6: The target does not count as an ally for any other creature and does not count any other creature as an ally (for the purpose of spells and other effects; it is still controlled by the same player and does not treat its former allies as enemies) (Will negates; on a critical failure, it also gains the controlled condition). The not-an-ally effect lasts For the encounter, or until removed with Escape. <p>Heighten (6th): Target up to 5 creatures.</p>
Stupefy	<ul style="list-style-type: none"> • Melee 1: 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.
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).
Ghostly Weapon	<ul style="list-style-type: none"> • Self or an ally within 1: For the encounter, the target's attacks against incorporeal targets do force damage.
Hypercognition	<ul style="list-style-type: none"> ○ Self: Take a single Discover or Overcome action that involves a Will save, without paying the usual AP cost.
Levitate	<ul style="list-style-type: none"> • Melee 1: The target gains Flight until end of target's next turn. Alternatively, can move an adjacent object up or down 2. This generally has no effect, unless a specific scenario suggests otherwise.



Rank 4

Spell	Effect
Dispelling Globe	●● Burst 2 within 1: For 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.
Flicker	●● Self: For 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>
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>

Rank 5

Spell	Effect
Hallucination	●● Ranged 6 (one creature): The target is stunned (Will negates). <i>Heighten (6th): Up to 10 targets.</i>
Summon Entity	●● Ranged 6: Summon a creature with the aberration trait of level 5 or lower until the end of your next turn. It is your minion. Sustain ● <i>Heighten (6th): Level 7 or lower. 7th: Level 9 or lower.</i>
Synaptic Pulse	●● Emanation 4: The target is stunned (Will negates).
Telekinetic Haul	●● Ranged 12 (one objective or piece of terrain): Move the target up to 4 squares. Sustain ●●
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.
Wave of Despair	●● Cone 4: The target is slowed (Will negates). <i>Heighten (7th): The area becomes Cone 6.</i>

Rank 6

Spell	Effect
Disintegrate	●● Ranged 24 with attack roll (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 attack 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 (condition, Will negates) and is sickened.
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>

Repulsion	●● Emanation 6: For 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): For 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.
Teleport	●● Emanation 1 (self and allies): Teleport to any unoccupied space, whether or not it is occupied. You and allies appear in the same formation.
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.
Mask of Terror	●● Ranged 6 (one creature): For 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.
Planar Palace	●● 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.
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).

LIFE SPELLS

Cantrips

Spell	Effect
Guidance	●● Ranged 6 (one ally): The creature is Guided.

Rank 1

Spell	Effect
Heal	● Melee 1: Heal 5 damage. ●● Ranged 6: Heal 10 damage. ●●● Burst 4: Heal 5 damage. <i>Heighten (+1; option 1 or 3): +5 damage. +1; option 2: +10 damage.</i>
Summon Fey	●● Ranged 6: Summon a creature with the fey trait of level -1 until the end of your next turn. It is your minion. Sustain ● <i>Heighten (2nd): Level 1 or lower. 3rd: Level 2 or lower. 4th: Level 3 or lower. 5th: Level 5 or lower. 6th: Level 7 or lower. 7th: Level 9 or lower.</i>

Rank 2

Spell	Effect
Water Walk	●● Ranged 6: The target gains Aquatic. <i>Heighten (4th): 10 targets.</i>

Rank 3

Spell	Effect
Holy Light	●● Ranged 24 (one creature) with attack roll: The target takes 20 fire damage, or 40 fire and holy damage if it is unholy (in either case, taking double damage on a critical hit). <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>
Unfettered Movement	●● Melee 1: For the encounter, the target ignores any penalty to Speed, and is immune to the immobilized, grabbed and restrained conditions.
Vapor Form	●● Melee 1: For 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.
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>
Moon Frenzy	●● Ranged 6 (up to 5 allies): The target gains 5 temporary HP, +2 Speed and the reach of their melee attacks becomes 2 if it was 1.
Nature's Pathway	●● 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).
Summon Giant	●● Ranged 6: Summon a creature with the giant trait of level 5 or lower until the end of your next turn. It is your minion. Sustain ● <i>Heighten (6th): Level 7 or lower. 7th: Level 9 or lower.</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 ●
Tree of Seasons	●● Ranged 12 (an unoccupied square): Place a Small bush in the space until the end of the encounter. A creature adjacent to the bush can Interact with it (1 AP) to take the following action; each damage type can be chosen once. Interact Burst 1 within 6; 20 damage (Reflex half): □ electricity damage, □ fire damage, □ poison damage, □ cold damage <i>Heighten (7th): Each does 25 damage instead.</i>

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	●● Melee 1: For 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>
Unfettered Pack	○ Emanation 4: Yourself and allies who start their movement within the emanation ignore difficult terrain and any penalties to Speed until the end of the turn. The effect lasts until the end of the encounter.

SPIRIT SPELLS

Cantrips

Spell	Effect
Enfeeble	●● Ranged 6: The target is rattled (Fortitude negates).
Void Warp	●● Melee 1: 5 void damage (living creature) (Fortitude half; target rattled on a critical failure). <i>Heighten (+2): +5 damage.</i>

Rank 1

Spell	Effect
Bane	●● Emanation 2: the target is rattled (Will negates). Sustain ●
Harm	● Melee: 5 void damage (Fortitude half). ●● Ranged 6: 5 void damage (Fortitude half). ●●● Burst 4: 5 void damage (Fortitude half). <i>Heighten (+1; any of the three options): +5 damage.</i>
Ill Omen	●● Ranged 6: The next time the target makes an attack roll or saving throw, it rolls twice and takes the worse result (Will negates).
Soothe	●● Ranged 6: The target heals 10 damage. <i>Heighten (+1): +10 damage.</i>
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 or lower. 3rd: Level 2 or lower. 4th: Level 3 or lower. 5th: Level 5 or lower. 6th: Level 7 or lower. 7th: Level 9 lower.</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.
Bind Undead	●● Ranged 6 (one undead): The target is controlled (Will negates).

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	●● Melee 1: The target is Blessed twice and Honed twice. <i>Heighten (6th): Three times each instead of twice.</i>
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
Divine Wrath	●● Burst 3 within 24: 20 spirit damage and the target is sickened (Fortitude half, negates sickened). <i>Heighten (+1): +5 damage.</i>
Honeyed Words	○ Self: You gain the Deception skill until the end of the encounter.
Vital Beacon	○ Self: Adjacent allies can Interact with you (1 AP) 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
Dreaming Potential	●● Self or an ally within 1: The target recovers one use of a per-day feature.
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>
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 or lower. 7th: Level 9 or lower.</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 or lower. 7th: Level 9 or lower.</i>

Rank 6

Spell	Effect
Spirit Blast	●● Ranged 6 (one creature): 55 spirit damage (Fortitude half). <i>Heighten (+1): +5 damage.</i>
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>
Zealous Conviction	●● Ranged 6 (up to 10 allies): The target is Blessed and gains 10 temporary HP.

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).

Roleplay game mode

In Roleplay, 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).

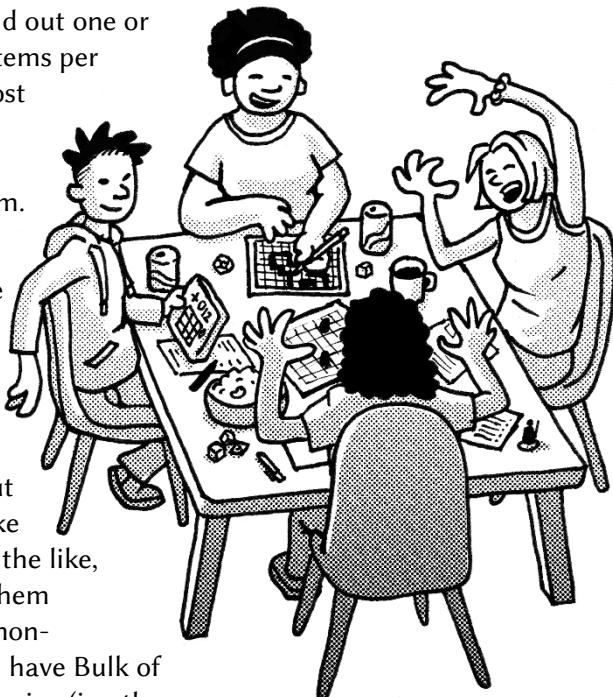
Level	Trivial Encounter	Low Encounter	Moderate Encounter	Severe Encounter	Extreme Encounter	Monster point cost
-1						9
0						12
1	7	11	28	42	56	14
2	9	14	36	54	72	18
3	11	16	42	63	84	21
4	13	20	52	78	104	26
5	16	24	64	96	128	32
6	20	30	80	120	160	40
7	24	36	96	144	192	48
8	30	45	120	180	240	60
9	36	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 hand out one or two magic or alchemical items per encounter, on average. Most should be of or below the heroes' level, with the occasional higher level item.

Be more generous with consumable items: if these are unbalanced, 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).



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 Skirmish mode.

GAMBITS

Roleplay mode 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.

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.

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

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) Maximizing the number of enemies targeted.
3. Enemies listed as their “preferred” enemy.
4. Enemies that are nearest.
5. Enemies that are yet to act.

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 Steps. 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 Strides towards its preferred target.

Reposition The monster Strides towards its preferred target.

Retreat The monster Strides as far away from all enemies as possible.

Stride The monster Strides 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 does not 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 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 striking.

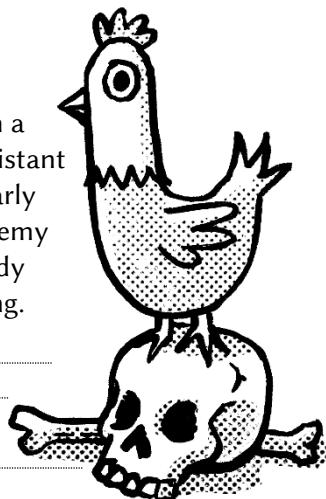
Prefer enemies already adjacent to allies.

I Resist all 5 until the end of the round

II Jaws > Reposition

III Reposition > Jaws

IV III Stride > Jaws > Jaws



MAGIC ITEMS

Consumable

Item	Level	Details
<input type="checkbox"/> [Spell] Scroll <i>Consumable</i>	1	<p>Each scroll is associated with a cantrip or rank 1 spell. Only a creature capable of casting spells of that spell's list can use it. They can cast the spell on the scroll, using their own caster rank, after which the scroll is consumed. They must spend the spell's action point cost to cast it.</p> <ul style="list-style-type: none"> • Level 3 Rank 2 spell instead. • Level 5 Rank 3 spell instead. • Level 7 Rank 4 spell instead. • Level 9 Rank 5 spell instead. • Level 11 Rank 6 spell instead. • Level 13 Rank 7 spell instead.
<input type="checkbox"/> Healing Potion <i>Consumable</i>	1	<ul style="list-style-type: none"> • Melee 1: Target heals 5 HP. • Level 3 15 HP instead. • Level 6 25 HP instead. • Level 12 50 HP instead.
<input type="checkbox"/> Holy Water <i>Consumable</i>	1	<ul style="list-style-type: none"> • Ranged 4/8 Strike: 5 good damage against fiends and undead
<input type="checkbox"/> Marvelous Ladder <i>Consumable</i>	1	<ul style="list-style-type: none"> • Summon a 4-square long or high ladder in an adjacent, unoccupied square.
<input type="checkbox"/> Oil of Unlife <i>Consumable</i>	1	<ul style="list-style-type: none"> • Melee 1: The target heals 5 damage (undead creatures only). • Level 3 15 HP instead. • Level 6 25 HP instead. • Level 12 50 HP instead.
<input type="checkbox"/> Unholy Water <i>Consumable</i>	1	<ul style="list-style-type: none"> • Ranged 4/8 Strike: 5 evil damage against celestials
<input type="checkbox"/> Oil of Potency (Defense) <i>Consumable</i>	2	<ul style="list-style-type: none"> • Melee 1: Target gains +1 Armor, Fortitude, Reflex and Will until the end of the encounter.
<input type="checkbox"/> Oil of Potency (Fight) <i>Consumable</i>	2	<ul style="list-style-type: none"> • Melee 1: Target gains +1 Fight and +5 damage until the end of the encounter.
<input checked="" type="checkbox"/> Fighter's Fork <i>Enhancement</i>	3	<ul style="list-style-type: none"> ○ Add +1 reach to a melee Strike you are making.
<input type="checkbox"/> Bloodseeker Beak <i>Consumable</i>	4	<ul style="list-style-type: none"> ○ If you hit an off-guard creature with a weapon Strike: Do +5 damage, or +10 if it is a sneak attack.
<input type="checkbox"/> Frozen Lava <i>Consumable</i>	5	<ul style="list-style-type: none"> • Burst 3 within 10: 20 fire damage (Reflex half).
<input type="checkbox"/> Potion of [Energy] Resistance <i>Consumable</i>	5	<ul style="list-style-type: none"> • Melee 1: The target gains resist 2d6 against the specified damage (acid, cold, electricity, fire or sonic) until the end of the encounter. • Level 5 4d6 resistance instead. • Level 14 6d6 resistance instead.
<input type="checkbox"/> Potion of Leaping <i>Consumable</i>	5	<ul style="list-style-type: none"> • Melee 1: The target can take the following action until the end of the encounter: <ul style="list-style-type: none"> • You jump a number of squares equal to your Speed, up to 6.
<input type="checkbox"/> Primal Pollen Bulb <i>Consumable</i>	5	<ul style="list-style-type: none"> • Emanation 2: The target is slowed and confused (Fortitude negates both). Insects suffer -4 to saves against this effect.
<input type="checkbox"/> Shark Tooth Charm <i>Consumable</i>	5	<ul style="list-style-type: none"> • You are grabbed: Take the Escape action with a +1 bonus on the check. If you fail to escape the grab, an enemy whose reach you are within takes 10 piercing damage.

Non-consumable

Item	Level	Details
Fiery Weapon <i>Enhancement</i>	1	Choose a weapon. It does fire damage as well as whatever other damage it does.
Howdah <i>Enhancement</i>	1	Only Huge or larger creatures can carry a howdah. The howdah is a 2 square by 2 square platform (Huge creature) or 3 by 3 square platform (Gargantuan creature). One passenger becomes the creature's commander. The howdah grants cover.
Swarmsuit <i>Enhancement</i>	1	You have resist 2d6 against damage from swarms.
☒ Beekeeper's Smoker <i>Small item</i>	1	•• Cone 1: Until the end of your next turn, creatures in the area are concealed and other creatures are concealed to them.
☒ Fighter's Fork <i>Enhancement</i>	3	○ Add +1 reach to a melee Strike you are making.
Ghost Touch Weapon <i>Enhancement</i>	4	Choose a weapon. It does force damage as well as whatever other damage it does.
Spacious Pouch (Type 1) <i>Small item</i>	4	You can take two consumable items into a scenario. However, each one costs an additional 1 AP to use.
☒ Wand of Summon Animal <i>Small item</i>	5	Cast <i>summon animal</i> as a rank 2 primal caster (spending the AP as normal).
☒ Wondrous Figurine (Jade Serpent) <i>Small item</i>	7	•• Summon a giant viper in an adjacent, unoccupied space. It is your minion.
☒ Wounding Weapon <i>Enhancement</i>	7	○ If you hit with a slashing or piercing weapon Strike: Do +5 damage, or +10 if it is a sneak attack.

ALCHEMICAL ITEMS

Item	Details
<input type="checkbox"/> Antidote <i>Level 1 Elixir</i>	<ul style="list-style-type: none"> ● Melee 1: +1 Fortitude until the end of the encounter. <i>Level 6</i> +2 Fortitude instead. <i>Level 10</i> +4 Fortitude instead. <i>Level 14</i> +4 Fortitude instead, and if you are affected by a disease, poison or persistent poison damage, you are cured.
<input type="checkbox"/> Arsenic <i>Level 1 Poison</i>	<ul style="list-style-type: none"> ○ Your next weapon attack does an additional 5 poison damage and the target is prolonged sickened (Fortitude negates both).
<input type="checkbox"/> Cat's Eye <i>Level 2 Elixir</i>	<ul style="list-style-type: none"> ● Melee 1: The target ignores concealment until the end of the encounter.
<input type="checkbox"/> Bomber's Eye <i>Level 4 Elixir</i>	<ul style="list-style-type: none"> ● Melee 1: The target ignores cover until the end of the encounter.
<input type="checkbox"/> Drakeheart Mutagen <i>Level 1 Mutagen</i>	<ul style="list-style-type: none"> ● For the encounter, you become trained in Perception and gain +2 Armor, but suffer -1 to Will and Reflex. <p>You also gain the following action:</p> <p style="padding-left: 20px;">Final Surge ● Stride twice, then the mutagen's duration ends.</p> <p><i>Level 3</i> +3 Armor instead.</p> <p><i>Level 11</i> +4 Armor instead.</p>
<input type="checkbox"/> Lethargy Poison <i>Level 2 Poison</i>	<ul style="list-style-type: none"> ○ Your next weapon attack causes the target to become slowed (Fortitude negates).
<input type="checkbox"/> Spider Venom <i>Level 5 Poison</i>	<ul style="list-style-type: none"> ○ Your next weapon attack causes 5 persistent poison damage and the target is sickened (Fortitude negates both).
<input type="checkbox"/> Scorpion Venom <i>Level 6 Poison</i>	<ul style="list-style-type: none"> ○ Your next weapon attack causes 10 persistent poison damage and the target is rattled (Fortitude negates both).
<input type="checkbox"/> Bravo's Brew <i>Level 2 Elixir</i>	<ul style="list-style-type: none"> ● Melee 1: The target gains +1 Will until the end of the encounter. <p><i>Level 10</i> +2 Will instead.</p>
<input type="checkbox"/> Cheetah's Elixir <i>Level 1 Elixir</i>	<ul style="list-style-type: none"> ● You or a creature in Melee 1 have Speed increases by 1 until the end of the encounter. <p><i>Level 5</i> Speed increases by 2 instead.</p> <p><i>Level 9</i> Speed increases by 3 instead.</p>
<input type="checkbox"/> Elixir of Life <i>Level 1 Elixir</i>	<ul style="list-style-type: none"> ● You or creature in Melee 1 heals 5 damage. <p><i>Level 5</i> Heal 15 damage instead.</p> <p><i>Level 9</i> Heal 30 damage instead.</p> <p><i>Level 13</i> Heal 45 damage instead.</p>
<input type="checkbox"/> Cognitive Mutagen <i>Level 1 Mutagen</i>	<ul style="list-style-type: none"> ● For the encounter, you become trained in Arcana, Crafting, Lore, Occultism and Society and gain +1 Will, but suffer -2 to Fight. <p><i>Level 3</i> +2 Will instead.</p> <p><i>Level 11</i> +3 Will instead.</p>
<input type="checkbox"/> Bestial Mutagen <i>Level 1 Mutagen</i>	<ul style="list-style-type: none"> ● For the encounter, you become trained in Athletics and gain +1 Fight, but suffer -2 to Reflex. <p><i>Level 3</i> +2 Fight instead, and your melee Strikes do +5 damage.</p> <p><i>Level 11</i> +3 Fight instead, and your melee Strikes do +10 damage.</p>
<input type="checkbox"/> Quicksilver Mutagen <i>Level 1 Mutagen</i>	<ul style="list-style-type: none"> ● For the encounter, you are trained in Acrobatics and Stealth and gain +1 Fight and +1 Speed, but suffer -2 to Fortitude. When taking the mutagen you take damage equal to twice your level, and your maximum HP is reduced by the same amount for the encounter. <p><i>Level 3</i> +2 Fight and Speed instead.</p> <p><i>Level 11</i> +3 Fight and Speed instead.</p>
<input type="checkbox"/> Mistform Elixir <i>Level 4 Elixir</i>	<ul style="list-style-type: none"> ● Melee 1: Target becomes concealed until the end of the encounter.
<input type="checkbox"/> Basic Poison <i>Level 1 Poison</i>	<ul style="list-style-type: none"> ○ Your next weapon attack makes one target sickened, if it hits.

Alchemical bombs

Each alchemical bomb is a consumable ranged weapon with a different effect. Creatures proficient in martial weapons are proficient with bombs.

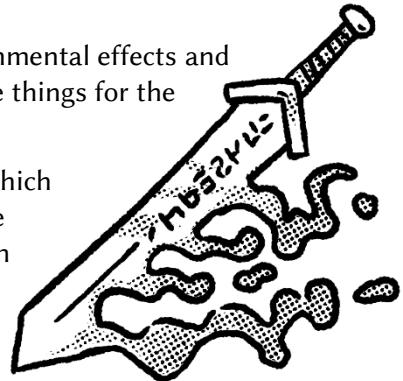
Weapon	Action	Proficiency	Range
Alchemical Bomb	•	Martial	4/8

Item	Details
<input type="checkbox"/> Acid Flask <i>Level 1 Bomb</i>	5 persistent acid damage. <i>Level 3</i> 10 persistent acid damage instead. <i>Level 11</i> 15 persistent acid damage instead.
<input type="checkbox"/> Alchemist's Fire <i>Level 1 Bomb</i>	10 fire damage. <i>Level 3</i> 15 fire damage instead. <i>Level 11</i> 25 fire damage instead.
<input type="checkbox"/> Blight Bomb <i>Level 1 Bomb</i>	5 persistent poison damage. <i>Level 3</i> 10 persistent poison damage instead. <i>Level 11</i> 15 persistent poison damage instead.
<input type="checkbox"/> Blasting Stone <i>Level 1 Bomb</i>	5 sonic damage and deafened (if they attempt to cast a spell, roll 1d6 and on a 1 the spell is lost; condition; Fortitude negates deafened). <i>Level 3</i> 10 sonic damage instead. <i>Level 11</i> 15 sonic damage instead.
<input type="checkbox"/> Glue Bomb <i>Level 1 Bomb</i>	The target is encumbered (immobilized on a critical hit).
<input type="checkbox"/> Dread Ampoule <i>Level 1 Bomb</i>	5 mental damage and rattled. <i>Level 3</i> 10 mental damage instead. <i>Level 11</i> 15 mental damage instead.
<input type="checkbox"/> Ghost Charge <i>Level 1 Bomb</i>	5 vitality damage. If the target takes damage, they are rattled. <i>Level 3</i> 10 vitality damage instead. <i>Level 11</i> 15 vitality damage instead.
<input type="checkbox"/> Frost Vial <i>Level 1 Bomb</i>	5 cold damage and encumbered. <i>Level 3</i> 10 cold damage instead. <i>Level 11</i> 15 cold damage instead.
<input type="checkbox"/> Bottled Lightning <i>Level 1 Bomb</i>	5 electricity damage and off-guard. <i>Level 3</i> 10 electricity damage instead. <i>Level 11</i> 15 electricity damage instead.

HAZARDS

Hazards represent traps, complications, environmental effects and other elements of an encounter that complicate things for the heroes.

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, although generally only while adjacent to the target hazard:



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 or challenge 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	Level	Simple hazard	Complex hazard
-1	2	9	7	10	48
0	2	12	8	12	60
1	3	14	9	14	72
2	4	18	10	18	90
3	4	21	11	22	108
4	5	26	12	27	135
5	6	32	13	32	160
6	8	40	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 check that is required to Overcome the objective.

Hampering Web (Simple Level 1)

Place web on some unoccupied spaces.

Overcome Survival 16

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

Ensnare If a creature that is not a spider enters: 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

Spores aura 1: Creatures that enter or start their turn in the aura take 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.

A bystander adjacent to the side of the board is safely removed from play. Bystanders do not act except to move 1d6 squares in random direction (1 = north, 2 = east, 3 = south, 4 = west, 5/6 = stay still) at the end of each round. Prone bystanders just stand up. Dying bystanders roll recovery checks.

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

Ghostly Choir (Simple Level 6)

Place a Medium altar (difficult terrain).

Overcome Performance or Religion 22
Power 20

Cursed Metamorphosis Emanation 4

If a creature enters: Target becomes Tiny and can only take Step and Stride actions (condition; Fort negates).

Polymorph Trap (Simple Level 12)

Place a glyph on an unoccupied space.

Overcome Thievery 20 or *dispel magic*
Power 18

Profane Chant Emanation 2

If a creature enters: 35 mental damage to creatures within range 6 and targets are rattled (Will half, negates rattled).

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 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 Blade Strike against each adjacent creature, with no multiple attack penalty.

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 emanation are confused (Will negates).

Suspicion Creatures within emanation 6 cannot use the Aid action.

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:

- 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 roll the gemit 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 gemit for the round. One satyr might Play the Pipes while another Strikes with his shortbow, for example.

Monsters

COMMON FEATURES

Aquatic Only: You cannot move on land, only swim.

Commander: This entry will specify which creatures are the commander's minions. If it says "Starts with X" (such as "Starts with Wolf minion"), it means that if that commander is part of a party, then that minion is part of the party too (at no additional points cost).

Scent: Ignore the concealed status of adjacent creatures and treat adjacent invisible creatures as concealed instead.

Truesight/See Invisibility: Ignore the invisible and concealed statuses of creatures.

Void Healing: When you would heal, you take that amount as damage instead. When you would take void damage, you heal that amount instead.

COMMON ACTIONS

The following are actions that are commonly available (but not universally available). They must be listed on a creature card to be used by that creature.

Swallow Whole • A creature of the listed size or smaller that is (a) grabbed and (b) within reach is swallowed (Reflex negates). When first swallowed and at the start of each of its turns, the swallowed creature takes the listed damage.

Trample •• The creature Strides up to its Speed and may move through the spaces of creatures of smaller size. Each time it attempts to move through a creature, that creature makes a Reflex save. On a success, the trampling creature's movement ends. On a failure, the creature is knocked prone and takes the listed damage. If the trampling creature's space overlaps with that of other creatures at the end of its movement, move the other creatures to the nearest unoccupied spaces.

Twigjack

Tiny Wood Fey Plant 3 (21 points)

Fight +8 **Armor** 16 **HP** 50 **Speed** 5
Power 17 **Fort** +6 **Ref** +8 **Will** +4

Claw • Melee Strike: 10 slashing

Splinter • Ranged 6/12 Strike: 8 piercing

Bramble Jump •• If occupying difficult terrain: teleport 12 to other difficult terrain.

EI Splinter Spray •• Cone 3:

15 piercing (Reflex half)

Acrobatics, Athletics, Nature, Stealth

Resist fire 2d6

I Strike

II Strike / Reposition > Strike

II Splinter Spray

III Bramble Jump > Strike > Strike

Sprigjack

Tiny Wood Fey Plant -1 (9 points)

Fight +7 **Armor** 15 **HP** 10 **Speed** 5
Power 15 **Fort** +5 **Ref** +7 **Will** +3

Claw • Melee Strike: 4 slashing.

Splinter • Ranged 6/12 Strike: 3 piercing.

Bramble Jump •• If occupying difficult terrain: teleport up to 12 squares to another patch of difficult terrain.

Acrobatics, Nature, Stealth;

Weak 5 fire

I Claw / Splinter

II Claw / Splinter / Reposition > Claw / Splinter

III Bramble Jump > Claw / Splinter > Claw / Splinter

Twigjack Cult Leader

Tiny Wood Fey Plant 6 (40 points)

Fight +9 **Armor** 17 **HP** 95 **Speed** 5
Power 18 **Fort** +8 **Ref** +10 **Will** +6

Claw • Melee Strike: 15 slashing

Splinter • Ranged 6/12 Strike: 10 piercing

Bramble Jump •• If occupying difficult terrain: teleport 12 to other difficult terrain.

Primal Caster Rank 3

Slow, Wall of thorns, Heal,
At-will: *Caustic blast, puff of poison, tangle vine*

EI Splinter Spray •• Cone 3:

25 piercing (Reflex half)

Acrobatics, Religion, Stealth

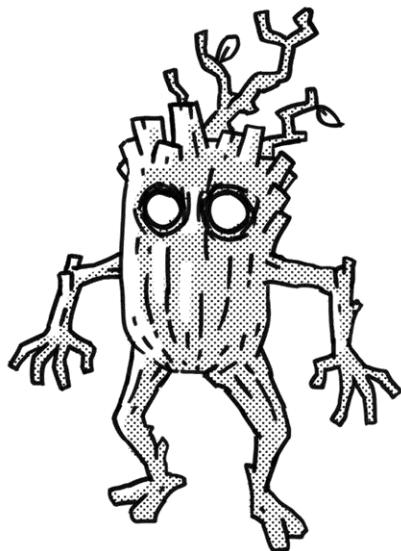
Resist fire 2d6

I Splinter Spray

II Strike / Reposition > Strike

II Wall of thorns / Slow / *Caustic blast*

III Bramble Jump / Reposition > Heal (2 AP)



Cyhnophorian

Tiny Fungus Plant 8 (60 points)

Fight +10 **Armor** 19 **HP** 160 **Speed** 3
Power 14 **Fort** +10 **Ref** +6 **Will** +4

Tendril • Melee Strike: 20 piercing; on a hit the creature is afflicted with creeping death (Fort negates).

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 cyhnophorian for the rest of the encounter. If a creature controlled by the cyhnophorian is reduced to 0 HP or below, it is eliminated and uses Spore Cloud (using the cyhnophorian's Power).

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 cyhnophorian's turn ends immediately.

EE Spore Cloud • Emanation 3:
Afflicted with creeping death (Fort negates).

*Stealth; Truesight
Immune mental, weak fire 5*

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



Flash Beetle

Small Animal -1 (9 points)

Fight +8 **Armor** 16 **HP** 6 **Speed** 4
Power 17 **Fort** +5 **Ref** +8 **Will** +4

Mandibles • Melee Strike: 4 piercing

Light Flash • Emanation 3:
The target is dazzled (Fortitude negates).

Acrobatics, Athletics

I Light Flash

II Light Flash > Reposition

II Mandibles > Reposition

III Reposition > Mandibles > Mandibles

III Reposition > Light Flash

Hateful Bear

Large Animal 6 (40 points)

Fight +10 Armor 18 HP 95 Speed 7

Power 18 Fort +10 Ref +5 Will +7

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

Mauler Do +5 damage to grabbed creatures.

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

Vitriol • 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.

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

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

Medium Human Humanoid 4 (26 points)

Fight +10 Armor 16 HP 70 Speed 5

Power 15 Fort +10 Ref +8 Will +4

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.

Fist • Melee Strike

10 bludgeoning damage, +5 to creatures that are off-guard.

II 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.

Athletics, Nature, Survival

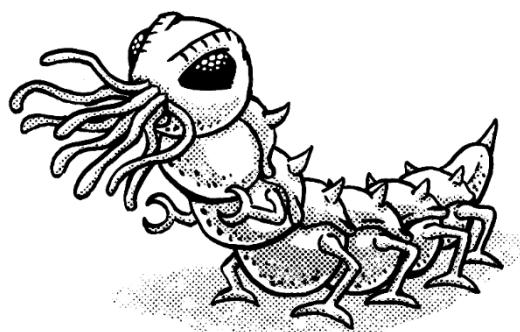
At the start of its turn, use Vitriol as a free action if an eligible target is in range and if it has not used it before in this encounter.

I Fist / Charge

II Fist / Charge > Fist / Charge

II Charge > Fist

III Charge > Fist / Charge > Fist / Charge



Stormdrinker

Large Plant 7 (48 points)

Fight +11 Armor 16 HP 145 Speed 4 ≈
Power 18 Fort +11 Ref +5 Will +8

Absorb Shock

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

Vine • Melee 2 Strike: 15 bludgeoning; on a hit, spend 1 AP to grab target

Lightning Blast •• Line 8: Must be quickened to use; 30 lightning damage (Reflex half).

Vine Lash •• Make a vine Strike against each enemy in reach.

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

Forest Troll

Large Giant Wood Troll Humanoid 5 (32 points)

Fight +9 Armor 15 HP 125 Speed 6
Power 17 Fort +12 Ref +6 Will +2

Claw • Melee 2 Strike: 15 piercing

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.

Electricity and Fire Vulnerability

Becomes sickened if it takes fire or electricity damage.

Furious Flailing ⚡ If the troll takes fire or electricity damage: Make a melee Strike against a random creature within reach.

Chase Prey •• Stride and then make two melee Strikes.

*Athletics, Intimidation;
Weak fire, electricity 10*

I Claw

II Reposition > Claw

II Chase Prey

III Chase Prey > Claw

Wasp Swarm

Large Swarm Animal 4 (26 points)

Fight +5 Armor 14 HP 45 Speed 8 

Power 17 Fort +6 Ref +8 Will +4

Swarm Mind The wasp swarm is immune to any effect requiring a Will save for which it is the only target.

Swarming Stings • Melee: The target takes 10 piercing (Reflex half). If it fails its save, it also takes 10 poison (Fortitude negates).

Acrobatics

Immune grabbed, prone, restrained; weak area damage, splash damage 5; resist bludgeoning, piercing 2d6, slashing 1d6

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

Huge Fungus Plant 7 (48 points)

Fight +11 Armor 18 HP 120 Speed 4

Power 18 Fort +10 Ref +5 Will +6

Reactive Strike

Bite • Melee 2 Strike

25 piercing and poison damage and the target is sickened (Fortitude negates sickened).

Tentacle • Melee 3 Strike

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

Parasitic Rejuvenation

If a grabbed creature within reach takes poison damage: The wraithvine heals 15 HP but becomes slowed.

Acrobatics, Stealth; immune poison, resist piercing and slashing 2d6, weak fire 5

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



PROGRESSION FOR CREATURES WITHOUT CLASSES

Follow the stat progression table in the Classes chapter. For damage, look up their previous level and damage, and cross reference with their 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

MONSTER TEMPLATES

Use these 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

Skirmish game mode

WHAT YOU NEED TO PLAY

- Several miniatures each
- 20-sided and six-sided dice (“d20s” and “d6s”)
- Tokens to track conditions, damage, etc.
- A grid map
- A way to draw or mark terrain and objectives

BUILDING A PARTY

There are two ways to build a party.

Narrative Play: Each player chooses the creatures that are appropriate for the story. You can play *Path 2 Victory* as a rules-light roleplaying game, or use it to model a battle in an existing PF2e campaign.

Balanced, Unlimited Play: Players agree on a number of points for each party. Each player selects creatures with total point costs equal to or below the number of points agreed.

Single most expensive creature

Unless playing a narrative game with special rules, no single creature should cost more than half of a party’s points. For example, a party of 200 points can have a young red dragon (90 points) but not a crag linnorm (192 points).

Points by level

The cost of a creature is calculated based on its level.

Table: Points cost by level

Level	Cost	Upgrade cost	Level	Cost	Upgrade cost
-1	9	2	7	48	8
0	12	2	8	60	10
1	14	3	9	72	12
2	18	3	10	90	15
3	21	4	11	108	18
4	26	5	12	135	23
5	32	6	13	160	27
6	40	7	14	192	32

Upgrades: Some creatures can take magic items or have optional upgrades specified on their creature card. Each upgrade increases a creature’s point cost (as shown in the table above). If a player brings multiple of the same type of creature, they can upgrade some and not others, or all.

SETTING UP A STANDARD GAME

Path 2 Victory can be played in many different ways, with different terrain setups, deployment rules, victory conditions and so on. What is described below are the standard rules, which can be modified by agreement of the players or if playing a particular scenario.

1. Agree on a points cost for the game
2. Each build a party of that points cost or lower
3. Lay out a battle grid of appropriate size
4. Alternate placing terrain
5. Determine how many objectives are in play and alternate placing objectives
6. Roll to see who chooses their deployment zone first. Each player chooses a deployment zone and deploys their party in that zone.

VICTORY CONDITION

Players are competing for whose party can win the most victory points, mostly from objectives.

The player who has the most points worth of creatures in their party still in play at the end of the game wins an additional +2 points, or +4 points if their opponent or opponents have no creatures still in play.

BATTLE GRID

Games of *Path 2 Victory* are played on a grid of one-inch by one-inch squares. The size of the grid depends on the size of the game: small (150 points or fewer per side), medium (500 points or fewer per side) or large (over 500 points per side).

To play without a grid, see the wargaming variant.

Points per party	Battle grid size
150 or fewer	Small: 24 by 18 squares
500 or fewer	Medium: 36 by 24 squares
More than 500	Large: 48 by 36 squares

TERRAIN

Players alternate placing pieces of terrain (see the Terrain chapter for more details) until about a third to a half of the board is filled with terrain.

Everywhere else is open ground (squares with no special terrain).

OBJECTIVES

Objectives are desirable things that characters may interact with or control – anything from treasure chests to wild animals and prisoners about to be sacrificed. Unless otherwise specified, objectives are difficult and obstructing terrain, and a creature cannot end its move on an objective.

Each objective has a skill listed and a Power, usually Power 15. If a creature adjacent to the objective Interacts with it, they make a skill check. On a success, they claim the objective for their party indefinitely, and until the end of the round their skill check result becomes the Power for any other party's attempt to claim the objective.

At the end of each round, each party scores 1 Victory Point for each objective they have (whether they claimed it in that round or an earlier one).

Standard objectives

Roll 2d6 and take the higher result. Players alternate placing objectives on the map until they have placed that many objectives. Players choose objectives from the standard objectives below. No type of objective can be placed more than once.

Each objective is associated with several skills.

	Skill 1	Skill 2	Skill 3	Skill 4
Book	Arcana	Lore	Occultism	Religion
Device	Arcana	Crafting	Thievery	Medicine
Exotic Flower	Medicine	Nature	Survival	Thievery
Golem's Eye	Acrobatics	Crafting	Stealth	Thievery
Notable	Deception	Diplomacy	Intimidation	Society
Savage Beast	Athletics	Intimidation	Nature	Performance
Spectral Haunt	Diplomacy	Occultism	Performance	Religion
Willful Sprite	Deception	Society	Lore	Survival

When an objective is placed, roll 1d6 to determine its Power and which skills can be used to claim it.

d6	Result
1	Skill 1 or 2, Power 15
2	Skill 2 or 3, Power 15
3	Skill 3 or 4, Power 15
4	Skill 1 or 4, Power 15
5	Any of the 4 Skills, Power 15
6	Any of the 4 Skills, Power 20

DEPLOYMENT

Deployment zones are based on the size of the game.

At the start of the first round, each player rolls a d20. The player that rolls highest chooses their deployment zone, and places all of their creatures in that zone. Then, clockwise from that player, each player chooses a zone and places all of their creatures.

In other words, the player who picks last gets to deploy their creatures knowing how the other players are deployed. This compensates them for having fewer options (or just one option) for their deployment zone.

Points per party	Deployment zones
150 or fewer	Up to 6 squares from the corner, in opposite corners
500 or fewer	Up to 6 squares from the corner, in opposite corners
More than 500	Up to 6 squares from the edge, in opposite edges

For free-for-all games where there are three or four players all fighting each other, go one size larger and always deploy in corners.

ROUNDS AND TURNS IN SKIRMISH

Players alternate activating creatures from their party to take a turn. Each creature gets 2 AP when activated. Once a creature has completed its turn, the next player gets to activate a creature to take their turn, and so on until every creature has been activated. If a player has activated all of their creatures, skip that player until the rest of the players have activated all of their creatures.

Once all creatures have been activated, the round ends and a new one begins. The first player to activate is the one to the left of the player who was first to activate in the previous round.

Roll to see who goes first

Each player rolls 1d6. Whichever gets the higher result goes first in round 1 (“first player”). Then, whichever player activated a creature last in the earlier round goes first in subsequent rounds.

Round limit

If both players agree to play to a fixed time limit, at the end of round 6 and every round after, roll 1d6 and add the number of rounds that have occurred. If the result equals or exceeds 12, the game ends immediately. Otherwise it continues.

WARGAMING VARIANT

In this variant, players choose a faction and then build armies from within that faction.

Two example factions and a variety of alternative deployments and victory conditions are provided in separate PDFs. The deployments and victory conditions originally appeared in *Last Alliance* by Chris Sakkas.

Deployment zones

When playing with these alternative deployment zones (provided in a separate PDF), players alternate deploying a creature from their parties until all creatures have been placed.

Victory conditions

If you are playing with one of these alternative victory conditions (provided in a separate PDF), do not place objectives unless specified.

Where these rules refer to a party being “Broken”, it means three-quarters of the party by points cost is helpless or has been eliminated.

If a player’s Victory Points exceed the other player’s by 5 or more, that player has won a major victory. Otherwise, they have won a minor victory.

GRIDLESS PLAY

You can play without a grid by substituting “inches” for “squares”. Measure diagonal movement normally instead of imposing an extra cost for it.

Ranges

Something is within range if the distance between any point on the edge of the base of the attacker and any point on the edge of the base of the target is less than or equal to the range.

Adjacency

Creatures are adjacent if there is less than 1 inch between their bases.

Targeting

Look from the attacking figure’s perspective. If any part of the target figure is visible, the attacking figure has line of sight. If any part of the target figure is obscured, it has cover or concealment (as applicable).

For models that are sculpted unusually (kneeling; on a large rock, etc), imagine them standing neutrally on the ground to determine line of sight, cover and concealment.

Areas of effect

Measure emanations and bursts as circles of the radius specified (bursts are measured from a point, emanations from the edge of the base of the creature causing the emanation).

Measure cones as quarter-circles of the radius specified.

Measure lines as a line of no thickness of the length specified.

MATCHED PLAY

Follow the rules below for balanced, competitive play.

Building a party

In matched play, there are two other options for building a party:

1. **Balanced, Limited Play:** As unlimited play, but each player selects an alignment, and then selects creatures of that alignment or adjacent alignments (see below).
2. **Random Box Recruitment:** Each player buys a couple of boxes of random pre-painted miniatures, and then selects creatures from their assortment with total point costs equal to or below 200 (or other agreed number).

Alignments

There are nine factions: the nine alignments. Each player chooses an alignment for their party, but can also recruit those of “adjacent” alignments and True Neutral creatures. For example, a Lawful Evil party can also include Lawful Neutral, Neutral Evil and True Neutral creatures.

Lawful Good	Neutral Good	Chaotic Good
Lawful Neutral	True Neutral	Chaotic Neutral
Lawful Evil	Neutral Evil	Chaotic Evil
Lawful Good	Neutral Good	Chaotic Good
Lawful Neutral	True Neutral	Chaotic Neutral
Lawful Evil	Neutral Evil	Chaotic Evil

CAMPAIGN PLAY

The following rules can be used to play with the same creatures over many scenarios.

Recovering

After a scenario, all creatures heal all damage and lose all conditions. All spell effects end.

All features (including spells) that are usable once per encounter (E) are usable again. The scenario will specify if all features that are usable once per day (D) are usable again too. As a rule of thumb, creatures should recover their daily features after every third scenario.

Injuries

Roll 1d6 for each creature that was eliminated in the scenario.

Table: Eliminated creatures

D6	Outcome	Effect
1–2	Out of action	The creature cannot be used in the next scenario.
3–4	Wounded	Roll on the injuries table.
5–6	Full recovery	The creature is good as new.

Table: Injuries

D6	Injury	Effect
1	Injured Leg	-1 Speed.
2	Injured Eye	-1 Fight.
3	Befuddled	-1 Power.
4	Cursed	-1 Fortitude, Reflex and Will.
5	Fragile	-1 Armor
6	Weakened	Start the encounter with the slowed condition.

A creature that already has a wound that would become Wounded again instead has that wound permanently. Otherwise, a wounded creature that completes a scenario with that wound loses the wound.

Advancement

Instead of the fixed advancement described for Roleplay, you can use random advancement if you wish.

In random advancement, each time a creature participates in a scenario they get a bonus. Roll 3d6 for each creature to see what bonus they receive.

Table: Bonuses

Result	Benefit	Result	Benefit
3	Feat	11	+1 Power
4	+1 Will	12	+1 Armor
5	+1 Fortitude	13	+1 Will
6	+1 Armor	14	Feat
7	Feat	15	+1 Attack
8	+1 Fortitude	16	+1 Power
9	+1 Reflex	17	+1 Will
10	+1 Attack	18	+1 Reflex

Immediately upon receiving every third bonus, a creature goes up a level (and their points cost increases commensurately). HP and damage increase.

Hit Points: Increases as specified by their class. For creatures without a class, find a class that would give them roughly equivalent hit points at their current level, and follow its progression.

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

Table: Damage progression

Lvl	Extreme	High	Moderate	Low	Area at-will	Area limited
-1	4	3	3	2	2	4
0	6	5	4	3	4	6
1	8	6	5	4	5	7
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

Appendix: Converting from PF2e

Converting creatures from PF2e is more art than science.

Path 2 Victory uses the Proficiency without Level variant rule, so make sure to subtract level from any number that includes Proficiency.

Level, Alignment and Size: Unchanged from PF2e.

Points Cost: Calculate based on the below table:

Table: Points cost by level

Level	Cost	Upgrade cost	Level	Cost	Upgrade cost
-1	9	2	7	48	8
0	12	2	8	60	10
1	14	3	9	72	12
2	18	3	10	90	15
3	21	4	11	108	18
4	26	5	12	135	23
5	32	6	13	160	27
6	40	7	14	192	32

Cost is calculated as the XP that a level 5 party would receive from defeating that creature in PF2e.

STATS

Fight: Choose the highest attack bonus.

Armor: Unchanged from PF2e (where it is called AC).

Power: Choose the highest DC listed. If none, set Power to Fight +9.

Saving Throws: Unchanged from PF2e.

HP: Round to the nearest 5 if the creature has more than 10 HP.

Speed: Convert feet into squares by dividing by 5. Typically, you should choose the highest speed among all movement modes.

In *Path 2 Victory*, creatures have at most one movement mode. If a creature has multiple, choose the most useful (Burrowing is usually more useful than Aquatic or Wall Climb, and Flight is usually the most useful). If one mode is much slower (for example, walk 60' and fly 10'), ignore the slower mode.

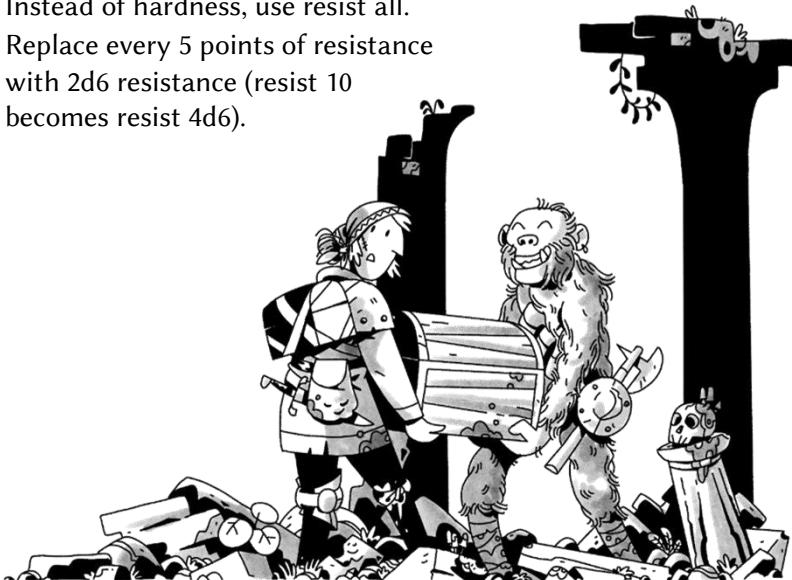
Aquatic creatures that cannot move on land at all (or barely, for example with a walk speed of 10') should have the Aquatic Only feature. They are of little use in most games.

FEATURES

- Remove critical success and failure rules unless interesting or important.
- Simplify tracking or remove it altogether. For example, make a recharge power usable twice per encounter instead. If a fear effect can only affect a given monster once, abstract this by making the entire fear effect usable once or twice per encounter.
- When an action costs 3 AP, consider if an element can be removed from it to make an action that is balanced at 2 AP. Alternatively, it can be okay to just make an action that costs 3 AP cost 2 AP.
- Because *Path 2 Victory* by default has 2 AP per turn instead of three, ignore “maintenance” actions like Raise Shield or the Fly action to remain in the air.
- When an action requires a maintenance action, like a ranged weapon with Reload, an alternative option is to add a free action to the AP cost (since creatures only get one free action per turn).

Damage

- Consolidate different types of damage: instead of doing 2 fire damage and 3 poison damage, a Strike does 5 fire and poison damage.
- Find the average damage and use that, rounding up. When this amounts to damage of 10 or more, round to the nearest 5.
- Precision and bleed no longer exist – the damage still happens, but there are no special rules relating to precision and bleed damage.
- Instead of hardness, use resist all.
- Replace every 5 points of resistance with 2d6 resistance (resist 10 becomes resist 4d6).



Strikes

Where a lower-level creature has multiple weapon options, can reserve additional weapons as upgrades.

Remove or consolidate attacks that are unlikely to see much use.

In *Path 2 Victory*, the multiple attack penalty does not increase during an action. That makes some actions that allow for multiple attacks too powerful. Remove these actions or modify them.

Spellcasting

Creatures are casters of rank equal to the highest rank of spell that they can cast.

To figure out how many spells/spell slots the creature has available, follow this rough guide:

- Take the number of spells memorized/spell slots available for the highest rank of spells.
- Add half the number of spells memorized/spell slots available for the next two highest ranks of spells.
- Subtract 2.
- Ignore all other spells memorized/spell slots available.

For example, Grugach can cast three rank-4 spells, five rank-3 spells and seven rank-2 spells. He becomes a Caster Rank 4, with $((3 + 5/2 + 7/2) - 2)$ spell slots, i.e. seven.

For the specific spells known/memorized, choose spells that have a purpose in combat and suit the creature.

Areas of effect

Reduce areas of effect, from 16 to 8, from 12 to 8 and from 6 to 4. Powers with areas of effect of 1, 2 or 3 generally do not need to be reduced in area.

Conditions

Conditions almost always just last until the end of the creature's next turn.

- **Blinded:** Use rattled and encumbered instead.
- **Broken:** Use rattled instead.
- **Dazzled:** Use rattled instead.
- **Deafened:** Ignore, or choose a thematically appropriate condition.
- **Fatigued:** Use off-guard or sickened instead.
- **Frightened and fleeing:** Fear effects apply options like pushing the target, ending their action even if they have movement remaining or the rattled or dazed conditions.
- **Paralyzed:** Use stunned instead.
- **Restrained:** Use immobilized instead.
- **Stunned 1:** Use slowed instead.
- **Clumsy, drained, enfeebled and stupefied:** Pick one of sickened, rattled or off-guard as seems appropriate.

Path 2 Victory conditions are sometimes stronger than their PF2e equivalents to account for their shorter durations. Also, *Path 2 Victory* battles involve a wider range of levels (and therefore power levels) than PF2e encounters – so a lower-level character has a chance to immobilize, slow or stun a much higher-level character, albeit only for one round.

Other conditions

Other conditions are not described in *Path 2 Victory* but can be used sparingly. You will see some examples in spells and creature cards:

- Cannot be healed
- Cannot make attacks
- Cannot make ranged attacks
- Charmed (cannot attack the caster or the space the caster is in)

You can also proxy additional conditions or effects in a two-step process: saying that a certain event gives a creature an existing condition, and then giving it an additional rider when affected by that condition.

For example, in PF2e the Craig Linnorm loses regeneration when it takes cold damage. In *Path 2 Victory*, the Craig Linnorm becomes sickened when it takes cold damage, and loses regeneration while sickened. The flavorful weakness is preserved, but no further tracking is needed.

EXAMPLE: THE SLURK

The slurk is from *Monster Core*. Its Legacy alignment is True Neutral.

Size and traits are unchanged, as is level. Points are determined by level.

Calculate the creature's attack bonuses, AC, saves and DCs (if any) as if the Proficiency Without Level rules were applied.

- **Fight +8** The slurk has +9 attack with its tusks and +7 with slime squirt. Take the value for the monster's main attack or average them.
- **Armor 15:** The slurk has an AC of 15.
- **Power 17:** The slurk's Belly Grease action has a DC of 17.
- **Saves:** Copy across the slurk's Fortitude +8, Reflex +4 and Will +2. Its bonus to Fortitude against grapples is too granular for *Path 2 Victory*.
- **Speed:** The slurk's Speed of 30 feet becomes 6 squares, and since it has a climb speed we give it the Wall Climb special movement.
- **HP 35:** The slurk's HP is a multiple of 5 already, so we don't need to round it up or down.
- **Skills:** We give the slurk Acrobatics, Athletics, Perception and Stealth, since its bonuses with those skills are similar to the corresponding saves.

Tusks: 1d8+4 piercing damage averages 8.5, which rounds up to 9. We increase it to 10 for simplicity's sake.

Slime Spurt: 1 AP Ranged 6/12 Strike.

The encumbered condition (-2 Speed) replaces Entangling Slime. Note that encumbered lasts one turn whereas Entangling Slime can last an encounter.

Belly Grease: We have two options: keep it as an action (reducing the cost to 2 AP, since creatures usually only get 2 AP in *Path 2 Victory*) and require players to track the changing terrain across the battlefield, or turn it into an aura that moves with the slurk. The latter seems easier.

Slurk		18 pts	6d6
		Medium Animal 2	
Fight	+8	Tusks • Melee strike	
		10 piercing damage.	
Armor	15	Slime Squirt • Ranged 6/12 strike	
		The target is encumbered.	
Power	17	Belly Grease Emanation 1 aura	
		The aura is uneven terrain, except for slurks.	
Fort	+8		
Reflex	+4		
Will	+2		
HP	35		
Speed	6	Acrobatics, Athletics, Perception, Stealth	

Appendix: Art attribution

Art by Emiel Boven:

The cover	The agreement under “Example skill checks”
The orc under “Ancestry”	The market under “Extended challenges”
The cooper under “Backgrounds”	The combat under “Nonlethal damage”
Cleric, Fighter, Ranger, Rogue, Witch, Wizard class art	Scroll and skull under “Universal spells”
The copperhand statue under “Cleric”	Wizard and cleric under “Mind spells”
The spellbooks under “Wizard”	The chicken and skull under “Gambits”
The spell under “Wizard”	The sword under “Hazards”
The skull under “Ranger archetype”	Tree, mushroom and centipede monster art
The gear under “Equipment”	The battle on this page
The lantern bearer under “Adventuring gear”	

Art by Bert Bogaerts:

The chest in “How was P2V created?”	The vista under “Rogue archetype”
The skeleton embellishment in “Stats”	The wizard fight under “Wizard archetype”
The dungeon explorers in “The three games”	The hungry plant under “Rounds and turns”
The adventuring party under “Classes”	The levitation spell under “Universal actions”
The red skeleton in the pit under “Classes”.	The game under “Hero points”
The Barbarian, Bard and Druid class art	The leafy hedgehog under “Pets”
The standing rocks under “Bard”	The boat under “Terrain”
The dark discovery under “Cleric”	The cleric administering a potion under “Boons”
The falling gate under “Ranger”	The dark druids before “Spells”
The descending stairway under “Rogue”	The plant spell under “Wraithvine”
The perfumier under “Witch”	The loot haul under “Converting from PF2e”
The campfire under “General feats”	

