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Chapter 1

Introduction

Rise is a tabletop role-playing game. This chapter explains what that means, and how Rise is different from other existing games.

What Is A Tabletop Role-Playing Game?

In tabletop role-playing games like Rise, you play a specific character of your own design. Your character can try to do anything you can imagine in a world that the game master, or GM, creates. Of course, you won't always succeed. The details of your character's capabilities are defined in the pages ahead; when you're done creating a character, it will have a personality of its own, along with strengths, weaknesses, and special abilities. Usually, your character will go on adventures with other characters, each of which is played by other players. Together, you will create and experience a story with the Game Master, or GM, who defines the universe that the player characters inhabit.

Describing Actions

Most of the time, when you're playing a game of Rise, you simply describe what you want your character to do. For example, you can say that your character steps out of their room in the inn and walks over to knock on a friend's door. Although Rise has rules that could govern some aspects of that scenario, such as an Awareness check to see if your friend notices you knocking, you wouldn't usually reference those rules explicitly. Even in the unlikely scenario that your friend doesn't notice you knock the first time, you can just knock again, so there's no point in worrying about the details. If something seems reasonable, it probably is, and you don't need to worry about the fiddly bits.

Sometimes, when you describe what your character tries to do, the action has a narratively relevant chance of failure. Instead of knocking on the door to say hi, you might only have time to bang on it once to warn your sleeping friend about an attack from assassins. In that case, there's some chance that your friend is sleeping too deeply to notice the noise the first time you knock. You could try knocking again, just like in the first scenario, but in this scenario that failure would cost you valuable time to survive the attack. In that scenario, you would roll a die to determine

whether you succeed in your action - or in this case, whether your friend would succeed in their attempt to notice you.

Your character doesn't have to take a specific "knock on door" action that the rules define. However, Rise has broadly written mechanics to describe many aspects of the universe, including how likely your friend is to notice things while asleep. Intuitively, you should be more likely to succeed if your friend is very aware of their surroundings, or has an unusual sleeping practice, such as if they are an elf. The rules of Rise attempt to make the results of gameplay match your intuition.

Using Specific Abilities

Instead of describing broadly what you want to have happen, you might choose one of a list of clearly defined abilities that your character can use. Every character has specific abilities unique to them, such as a wizard's spells known. There are also a number of simple abilities that anyone can use, such as the *dirty trick* or *trip* abilities. These universal abilities attempt to adequately describe a wide variety of reasonable improvised actions that you might try to use in combat.

Explicitly defined abilities have rules for determining what happens when you use them. Some abilities, such as attacks in combat, require rolling dice to determine how effective they are. Of course, you can use your character's abilities at any time, not just in combat. Abilities such as the *create water* or *distant hand* spells can be used to solve other kinds of problems entirely.

Rolling Dice

Eventually, you'll have to determine whether something succeeds or fails. This can happen as part of using a specific ability that tells you exactly what to roll, or because you tried to narrate your character taking an action that has a dramatically relevant chance of failure. In either case, you'll roll a single ten-sided die, or a d10. You'll add some modifier that represents how skilled your character is at the particular thing that they are trying to do. At the GM's discretion, they may also give the roll an extra bonus or penalty based on the circumstances that your character is in. If your die roll is high enough, your character succeeds at whatever they were trying to do. Otherwise, your character fails, which may sometimes have additional consequences.

In *Rise*, it's entirely possible for characters to be so skilled that they succeed at what they are trying to do even if you roll a 1. Likewise, there are tasks that are so obviously impossible for your character that they cannot possibly succeed. In those cases, there's no reason to roll! Of course, the GM is the final arbiter of whether rolling is necessary. They may have information that the players do not.

Why Use So Many Rules?

Tabletop role-playing games attempt to create rules to define how their universe works. Some games are intentionally vague or minimalist about their rules, which can be fun! Simple games are easy to start playing, and they try to avoid getting in the way of good role-playing. However, *Rise* takes a different approach. It spends a lot of effort - and words - attempting to define an internally consistent universe, and creating a large number of specific abilities that can be used in that universe. There are a few important advantages to taking this approach: establishing expectations, supporting multiple play styles, and assisting the GM.

Establishing Expectations

Different people can have very different ideas about what is realistic - or narratively appropriate - in a made-up fantasy universe. To some people, kicking in the tavern door and starting a brawl is just some good clean fun, and you'll take a few good punches and then laugh about it later that evening over drinks. But to other people, that might sound like a good way to find yourself imprisoned for the foreseeable future with all of your possessions confiscated by the town guard. Another interpretation of that scenario might see the brawler seriously injured with a broken bottle in the eye, leaving them partially blinded for weeks - or indefinitely.

All of those ideas are valid, and they each match the narrative of a particular type of story. However, it's important that everyone sitting at a table and playing a game agrees about what to expect. Players can get confused or frustrated when their actions have consequences that feel arbitrary or unfair. Generally, games are more fun if everyone in the game shares a common set of expectations and conventions. Otherwise, games can devolve into disagreements about what is or isn't reasonable.

One way to establish these expectations is to use a rules system like *Rise* that defines some expectations explicitly. If the scenario above happened in *Rise*, the last outcome of an incapacitating bottle to the eye shouldn't normally be possible, since the rules explicitly define how injury works. Knowing what is and isn't possible can help give players and GMs a useful set of guardrails for what they try to do in the universe. It's relatively easy to get everyone to agree about simple things that regular human people have experience with, like how difficult it is to climb a tree. However, *Rise* is full superhuman people and monsters, and eventually you'll need to figure out how far a barbarian as strong as Hercules can throw a bear. Having a single authoritative resource to consult can cut off long disagreements about details

that are difficult or impossible to determine objectively.

Of course, different games played with a flexible rules system like *Rise* can have very different tones and themes. Either of the first two scenarios in the tavern are still plausible in different games, and a GM can use house rules to make vital wounds have more long-term consequences if they want. Using a rules system like *Rise* can help, but it is not the full answer by itself. The GM and players always share responsibility for establishing expectations about what genre a game will be, and conforming to those expectations to the extent that it makes the game more fun.

Supporting Multiple Play Styles

Some people deeply enjoy the process of role-playing itself. They enjoy the process of getting into a character and speaking in their voice, exploring their needs and desires, and building a narrative for them over time. These people often do not need the confines of a robust rules system, and can play equally well in games with minimal rules or none at all.

Other people do not enjoy role-playing as an end in itself, or even at all. However, they may still enjoy the *game* aspect of a role-playing game. Instead of playing a character for their personality and backstory, they may play a character for their unique mechanics and tactical advantages.

Still other people may be interested in role-playing as a concept, but find it daunting. The blank page in front of you when you start painting a picture or writing an essay can be daunting, and that first step is often the hardest to take. Giving people a clearly defined set of abilities and specific tools for interacting with the world can enhance creativity by providing a safe space for interaction and experimentation. Even if you don't enjoy or feel confident in speaking in your character's voice, you can still engage with the narrative aspects of the adventure by cast a relevant spell or making a relevant skill check. People in this middle ground can sometimes enjoy deeper role-playing games while being lost in role-playing games with minimal or nonexistent rules.

One of the joys - and challenges - of *Rise* is drawing together people with very different desires and play styles to share a single experience. Rules-free role-playing games and tactical wargames can both have a narrower appeal than rules-heavy role-playing games like *Rise*, which try to provide something for everyone. You can run games with deep role-players alongside tactical gamers, and it can be a lot of fun. It does place a greater burden on the GM to provide the right ratio of content to keep everyone happy, and it does require the players to be patient when their preferred playstyle is put in the background to support the needs of other players. A well-blended game can also draw people out of their comfort zones slowly and safely over time as they observe and start to enjoy the playstyles of the other players in the game.

Assisting the GM

The Game Master carries an extra weight of responsibility to shape the flow of the game. Creating narratively consistent

universes, appropriate challenges, and engaging storylines out of thin air is deeply challenging. If this job is too difficult, no one will want to do it, and then no one will play the game! Making the GM's job easier is a critical component of any role-playing game.

There are several ways that Rise can make the GM's job easier. It provides information about the mechanics and tropes of the universe that the game takes place in, which helps establish expectations and resolve disputes that might come up during the game. It will provide a clear narrative foundation for the world and the characters in that world, which minimizes the up-front work required to run a game, once that section of the book is more complete. It will provide a wealth of pre-packaged challenges appropriate for players of any power level or play style, and advice for how to use those challenges appropriately, once that section of the book is more complete. The GM-focused sections are currently the most unfinished part of Rise, and this will be a more useful guide before Rise is done.

What Makes Rise Different?

If you haven't played other tabletop role-playing games, feel free to skip this section. If you have, you may wonder what makes Rise unique in a crowded sea of games. Rise has five fundamental principles that differentiate it from other TTRPGs: minimal resource management, simultaneous combat, optional complexity, unbounded scaling, and a bounded action economy.

Minimal Resource Management

Many games make use of resources like mana, spell slots, or timed cooldowns to limit how often characters can use their abilities. These systems have fundamental problems that undercut the fun and flow of a TTRPG, and Rise essentially does not use resources to limit character ability usage. In Rise, characters can cast spells or use special attacks any number of times in a row without consuming resources.

Some systems have resources that are designed to ebb and flow in the course of a typical combat. You might expend mana to use a powerful spell, and then regain mana over time by using weaker spells or fulfilling certain conditions. Alternately, you might use a spell and then wait some number of in-game turns before you can use that same spell again. This can be fiddly to track and hard to recover from if you forget what happened to your resource pool, which is why this approach is more common in video games than in TTRPGs. More importantly, this system has no clear way to handle ability usage outside of combat. It effectively gives unlimited ability usage when time is no obstacle, but only in an awkward and convoluted way. This category of system is unsuitable for Rise because it is too fiddly in combat and doesn't make sense out of combat.

Some systems have finite-use resources that are tied to the expenditure of in-game time, such as taking long rests, or session breaks. You might spend a spell slot to use a powerful spell, and then be unable to cast that spell again until your character

rests for some period of time. This can be manageable from a complexity perspective if the number of unique resources is small. However, it can get dangerously convoluted if characters have a large number of separate or partially interchangeable resource pools, such as using separate pools for individual spell levels.

The real problem is that this limitation requires you to make your decisions based on not just the current situation, but also on your prediction of all future situations you will encounter before you have the opportunity to rest. This contributes significantly to the tactical complexity of deciding each individual action in combat, which slows down the pace of the game. It is also punishing to newer players who have less experience with the metagaming required to deduce how many resources an individual fight is worth. This strategic complexity is compounded if hit points are treated as an additional resource, since you now have to trade off the potential impact of one limited resource against another limited resource.

Optimization of resource usage can be unintuitive and out of character, but failure to correctly manage your resources can leave you with no useful abilities remaining. This concern can be exacerbated if some characters are extremely resource-intensive while others have no meaningful resources to track. No one likes being forced to hide from a difficult fight or take only insignificant actions while your more resource-savvy or resource-independent allies continue using dramatic and powerful abilities. It can also add stress to the party dynamics when one character frequently asks for long rests after fights because they expended resources and no one else needs to rest. This category of system is unsuitable for Rise because it creates complexity in ways that detract from the fun and narrative of a game instead of adding to it.

Rise does not use resources to limit normal actions in combat. The vast majority of spells, special martial attacks, and other abilities that affect enemies or your environment can be used any number of times. There are a small number of abilities with one-round cooldowns, and a universal ability that can only be used once per short rest. However, there is no time tracking in the system longer than "next round". Small cooldowns are a fine-grained balancing tool that allow characters to have powerful abilities which would have detrimental effects for the game if they could be used every turn.

Rise does use a single universal resource, called "fatigue", that recovers based on long rests. This allows some opportunity to invest extra effort into difficult fights, and to eventually tire over the course of a long day, but it is simple to use and track. Damage taken during a fight is easily recovered after a ten minute rest, with the exception of rarer vital wounds. This gives a GM time to force a party to undergo multiple sequential fights if it is appropriate. If multiple fights in a row are possible, that is often obvious from the narrative context, so metagaming about future fights is almost always pointless.

Overall, Rise uses resource limitations very sparingly. This allows it to gain some of their benefits while avoiding the detri-

mental effects that come from making resource limitations a fundamental part of the system.

Simultaneous Combat

In most TTRPGs, combat takes place in a series of turns. When your turn comes up, you take all of your actions, and then you wait through everyone else's turn until your turn comes again. This system has one foundational disadvantage: it is very, very slow. Rise uses a simultaneous combat system that dramatically increases the pace of combat.

Imagine a typical 4-5 player game with 1-2 enemy groups using a traditional turn-based initiative system. In this scenario, you have to wait through about 5 turns before it comes back to your turn. This number can increase significantly in large-scale fights. Each of those 5 or so turns can meaningfully change the battlefield situation on its own by moving, weakening, or defeating various enemies and allies. The state of the battlefield at the end of your turn is often drastically different than the state of that battlefield at the start of your next turn, so there's no point in immediately planning for your next turn. Player coordination can be challenging, since they must coordinate in the specific order assigned by the initiative system, and enemy turns can intervene to ruin coordinated plans.

In theory, every player would accurately track the unfolding battlefield state through each of the intervening turns, so they already know what they will do when their turn comes up. In practice, many players find that difficult or impossible, so the first question when someone's turn comes up is: what is the current situation? Not everyone asks this explicitly, but it must always be analyzed anew. Once this information has been processed, players can choose their actions from among a typically large pool of potential actions. Everyone else must wait and do nothing while the active player decides their actions - and there are often multiple actions involved, since this includes both movement and any number of sequential attacks. Once the active player has decided their actions, those actions must be fully rolled and resolved before combat can proceed, so there is little point in trying to make plans until the results are revealed. All of this combines to make even short combats take an hour or more, and six-person adventuring groups can feel dangerously bloated.

Rise works differently. Combat in Rise is broken up into three phases: the movement phase, the action phase, and the delayed action phase. During the movement phase, all creatures move simultaneously, and no attacks are possible. Characters can declare certain simple reactive movements like "stay adjacent to this enemy" to ensure that they end up in a reasonable position regardless of enemy actions. If the movements of characters conflict in impossible ways, initiative checks can temporarily force a linear order of resolution. Each player declares their own actions in an arbitrary order as soon as they decide them, so people are not forced to wait and do nothing while slower players contemplate their choices. Player coordination is easy, since all actions are happening together.

During the action phase, all creatures take combat actions

simultaneously, unless they delay. The delayed action phase works in the same way, with all creatures who delayed their actions acting together. The effects of all actions are applied simultaneously, so attacks during this phase cannot "interrupt" each other. Attackers are always responsible for rolling instead of using "saving throws" or similar mechanics that force defenders to roll. All of this means that players can fully resolve their own actions without waiting for slower players to decide what they will do.

The start of each phase still requires a general assessment from all acting players about the current state of the battlefield, which takes just as much time as the assessment in a classic initiative system. However, the time required for this tactical analysis only increases marginally as the number of players and enemies in the game increases. This makes Rise scale much better to large player counts or large enemy hordes. Combat in Rise flows by quickly, making it much easier to balance time between combat and non-combat encounters within the same game session - or to run through multiple separate, individually challenging combats without sacrificing the pace and energy of the game.

Optional Complexity

Many games operate at a consistent level of complexity. Many rules-light games are always simple, and many rules-dense games are always complex. This is a perfectly reasonable design philosophy. Among other benefits, it makes it easy to know what to expect from the game, which helps give the game a well-defined niche.

Rise is designed to allow players to choose their own level of complexity. This broadens its potential audience by allowing people with very different play styles or tolerances for complexity to enjoy the same game together. This goal is manifested in several key ways in Rise's design. First, simplicity is the default. Second, complexity is centralized around the character creation and leveling process, rather than gameplay. Third, complexity is only loosely connected to narrative and storytelling roles. Fourth, gameplay complexity is unconnected to character power.

In order for complexity to be truly optional, simplicity must be the default. The fundamental infrastructure of the game must be easy to pick up and understand. Complexity must be isolated to specific areas where people can choose to interact with it if they enjoy that process.

As a necessary consequence of making simplicity the default, the gameplay in a session for a typical character must not be overly complex. You should be able to pick up a typical character and figure out how to play as them without extensive study. If gameplay is simple by default, and complexity must live somewhere, then the complexity must be located in the process of character creation. Building a perfectly optimized Rise character is designed to be an difficult and rewarding challenge for people who enjoy it. The core systems - attributes, classes, attunements, and feats - interact with each other in nuanced ways. However, building a Rise character driven solely by narrative concerns is only moderately difficult, since you can make each decision

independently.

Even for simple characters, the process of character creation is still one of the most complicated aspects of Rise. That is why Rise provides (or will provide, once that section is done) an extensive selection of premade characters for a wide variety of narrative archetypes. Each premade character includes advice for how to play that character and level them up. The premade characters make the system more accessible to people who don't want to interact with the complexity of character creation, or who want a starting point that they can customize to match their own character's narrative more closely.

Not all complexity is contained within the character creation process. Characters are allowed to have significant gameplay complexity. What's important is that players intentionally opt in to playing a more complex character, and don't feel forced to.

If players must never feel compelled to take on more complexity than they enjoy, then complexity should be mostly separate from narrative concerns. For example, it would be a bad idea to define a system where martial characters are simple and spellcasters are complicated. Both of those are rich and evocative narrative constructs. Many people who don't enjoy complexity will want to play spellcasters, and many people who enjoy complexity will want to play martial characters. Gameplay complexity must be more finely tuned and localized than those sweeping strokes.

In Rise, gameplay complexity is generally generated by acquiring a large number of increasingly situational abilities. Every class has some archetypes that grant additional abilities known and some archetypes that grant additional passive abilities. If you like having a lot of unique abilities, you can be a human with a high Intelligence to maximize your insight points, and focus on learning spells and maneuvers that attack your enemies or have situational effects. If you like minimizing complexity, you can instead choose archetypes or learn spells that simply grant you passive benefits, and focus on one or two standard attacks that you specialize in. Some feats give you new abilities and new circumstances to pay attention to that make you more effective, while others simply increase your passive statistics and defenses.

Of course, all of this customization of complexity would be mostly pointless if complexity was strongly correlated with character power. If exceptionally complicated or hyper-specialized characters were obviously and consistently more effective than other characters, it would push everyone to use those characters. Rise makes the tradeoffs between gaining raw power and gaining additional options balanced enough that neither is always superior. There will always be specific contexts where one character's mechanics are superior to another's. For example, a specialized defensive melee character may excel in a campaign that consists of entirely of series of duels in confined spaces, while being exceptionally weak in a campaign that consists entirely of large-scale battles against cavalry archers on open fields. However, each character's strengths and weaknesses are well defined, and their raw power is close to each other, so a GM should not have great difficulty designing a campaign where everyone feels relevant and useful.

Unbounded Scaling

Some systems use bounded bonuses for accuracy or other game statistics. This means that every character of the same power level - or in some systems, of any power level - has a similar chance of success with any given skill check or attack roll. This can frequently cause narratively inappropriate and even comical events, and Rise explicitly rejects this philosophy.

Imagine a typical party of four players, with one character being exceptionally skilled at a particular task. Perhaps the rogue is exceptionally skilled at lying, or a barbarian is exceptionally skilled at climbing. If "exceptionally skilled" only means that they have a +5 bonus on a d20 compared to +0 from the rest of the party, the exceptionally skilled character will only get the best result in the party half the time. The other half of the time, some other character with no relevant skills will meet or exceed the skilled character's result - sometimes by a dramatic margin. When failure compared to rank amateurs happens this often, it becomes hard to take seriously the idea that any character can be exceptionally skilled at anything.

Rise characters can have dramatic statistical differences between each other, even at low levels. It uses a d10 as the fundamental die, which makes every bonus more significant. In addition, a 1st-level character can easily reach a +6 bonus with a skill check that is particularly relevant to their character. This means that a skilled character can beat a party of rank amateurs 80% of the time, and at higher levels their success becomes completely guaranteed. Likewise, the Mental defense of a powerful sorcerer and a cowardly rogue can allow mind-affecting attacks to almost always hit a rogue while almost never hitting the sorcerer. These statistical differences do not always grow with level, but they remain significant at every level.

One advantage of systems with bounded scaling is that it is easier to guarantee that every character is relevant in any situation. Even if your character has no useful abilities of any kind, you might sometimes succeed on important actions through sheer luck. However, this design philosophy often breaks the symmetry between magical and non-magical characters. Magical characters can often use extremely specific and powerful abilities that are impossible for nonmagical characters to duplicate. If magical characters also have similar odds of success with all generic mechanics of the game, they will almost certainly have far more influence over the narrative of the game than any nonmagical character can hope to match.

The philosophy of Rise is that it's okay for some characters to be irrelevant in specific contexts. It's good to give people time in the spotlight where their character's abilities help solve the specific problem that the group is facing when no other character could. Rise encourages that, and makes it impossible for one character to be relevant in *all* contexts. Each character has their own strengths and weaknesses, and if you try to be good at everything, you'll fall behind people who specialize in a particular area. This will naturally rotate the spotlight between different characters, allowing each player to feel relevant and

important in turn.

This dramatic scaling is also used to govern the power of characters over time, in addition to the power of characters relative to each other. Rise attempts to model a massive power range for player characters. They are expected to start their journeys at level 1 as little more than commoners, and by level 21 they are effectively demigods who can alter the fate of entire worlds. This is a critical part of the narrative fabric of Rise, and it is reflected in the statistics and abilities of characters. If a level 1 kobold posed even a tiny threat to a level 21 character, the mechanics of the game would sabotage the purported narrative of power and growth. In Rise, overall character power doubles approximately every two to three levels. The system takes some care to avoid bloating numbers to unwieldy levels on this journey, and the use of the d10 as the standard die helps immensely.

Bounded Action Economy

It is dangerous to to give characters too many actions each turn. Each additional action a character can take increases how difficult it is for a player to decide what to do on their turn. In addition, each additional action increases the complexity of the change between the start of the turn and the end of the turn. This is especially risky with Rise's simultaneous initiative system, which combines the actions taken by all characters into a single resolution process.

Rise places significant limitations on how many relevant actions each character can take on their turn. Generally, characters can only move during the movement phase and then take one significant action each turn. Some characters can use a minor action to accomplish something useful. However, that essentially marks the end of action economy scaling, even up to the maximum level.

Detrimental effects that could deny actions are also heavily limited. Total action denial effects are only usable by high level characters, and even then they only work against weak enemies or enemies that have already been significantly damaged. Taking actions is fun, and sitting quietly while everyone else does things can be very frustrating. Similarly, completely removing an enemy's ability to act can easily remove the tension from a fight before it's actually over.

The Narrative Universe of Rise

Rise does not attempt to define a single geography with specific countries and locations that is shared between all games. It is common for GMs to define their own setting when running a game, and that freedom is important. However, the universe of Rise does differ in a number of important ways from the real world. The fundamental assumptions that Rise makes about the world are listed below. These fundamental elements are ambiguous about some details, and GMs are encouraged to fill in those details as they see fit. Of course, a GM has absolute power, and can create a world that changes any number of these assumptions. However, doing so can significantly change the

tone of the game and create logical inconsistencies, so it should be done carefully.

Magic is Common

The world of Rise is a magical place. Many people are capable of using magic to perform feats that would be impossible in the real world. Not everyone is capable of magic, of course. As an overly broad generalization, it's reasonable to assume that about a quarter of the civilized people in the world have some ability to use magic. In some societies, such as a feudal human-dominated society with a large number of commoners and serfs, the percentage of people with magic can be much lower. However, this is balanced by the existence of other societies that tend to be much more magical, such as societies ruled by gnomes and elves. Even in low-magic societies, everyone knows that magic exists, and almost everyone has observed or been personally affected by magic at some point in their lives.

People can have magical abilities for a wide variety of reasons. There are three main categories to explain why people can access magic: intrinsic magic, learned magic, and gifted magic. Each class with magical abilities belongs to one of these groups. Characters with magical feats are free to choose any of those three explanations for their feats. The explanation does not have to be the same as for any other magical abilities they possess. For example, a cleric may be gifted their magical cleric abilities because they worship a particular deity, but they may also be naturally telepathic.

Some people are simply intrinsically magical. They may require training and experience to improve their natural magical talents, but they had magical capabilities before doing any training. This intrinsic magic can come from magical ancestry, unusual birth circumstances, magical experimentation, exposure to powerful magic, simple random chance, or any number of other sources. This is the standard explanation for sorcerers. In addition, this is the most common explanation for the magical abilities of monsters.

Some people gain access to magic through personal training or research. These people find ways to tap into some pre-existing magical property of the universe and manipulate it at their command. This is the standard explanation for monks, rangers with the Beastmaster archetype, rogues with the Bardic Music archetype, and wizards.

Some people are gifted magic by their association with powerful magical entities or forces. They offer worship, allegiance, or their souls, and are granted magical power in exchange. This is the standard explanation for clerics, druids, paladins, and warlocks.

Personal Power Comes From Great Deeds

The average person in the world of Rise is not particularly more or less competent than the average person in the real world. Training can help people improve their skills, but as in the real world, anyone who tries to improve themselves through training

and practice eventually reaches an upper limit to their potential. However, unlike in the real world, people in Rise can reach beyond their ordinary limitations. By defeating powerful foes and performing great deeds that influence the world around them, people can gain levels, which allows them to reach new heights of power. At high levels, people can perform clearly superhuman feats that would be impossible for ordinary humans, even without the influence of magic.

People in Rise wouldn't usually talk about "levels" as a discrete concept ranging from 1 to 21. They would perceive the world as a spectrum, and the specific divisions would be more subtle. However, they would be aware that some people are fundamentally stronger and more skilled than others. Individual scholars or scholastic groups may create their own concepts in-universe to categorize and explain the phenomenon of levels, since the growth of personal power over time is observable and studiable. However, those in-universe concepts would never exactly replicate the metagame concept of a level.

It is common for people in positions of political power to also wield unusually large amounts of personal power. High level individuals can be savvier, wiser, and more persuasive than any ordinary human. They are more likely than low-level individuals to be able to gain political power through whatever means they see fit, and more likely to maintain their hold on that power. In addition, political power can grant further opportunities for performing great deeds, which helps those in power to gain levels and stay ahead of any competition.

The fastest path to acquiring personal power does not come from pursuing political power. It comes from adventuring. Adventurers can defeat powerful monsters, help towns in need, and otherwise have a significant personal influence on the world. In the process of these adventures, they can amass personal power much more rapidly than ordinary people. Of course, adventuring also has an unusually high risk of death. Even worse, people who die while adventuring often leave their corpse in the middle of nowhere - in a monster's stomach - which prevents them from being resurrected without incredibly rare magic. Adventurers must constantly seek out new challenges to test their limits, or else they will stagnate and stop acquiring personal power, so it is never a sustainable long-term activity. There are many people in the world who were adventurers at some point in their past, and everyone is familiar with the concept, but active adventurers are still unusual.

Deities and Afterlives

When a humanoid creature dies in Rise, they know beyond a shadow of a doubt that they will go to an afterlife. Most likely, they know exactly which afterlife they will go to, either as a result of their alignment or their worship of a particular deity. In that afterlife, they will live again for as long as they want, though they cannot leave without being magically resurrected. People are confident that this is true because deities have told them so, and deities are provably real. Also, rare and powerful magic can be used to communicate with people in their afterlife, or even to

physically travel to an afterlife plane.

It is an undisputed fact that Rise is filled with a wide variety of deities of varying power and influence. They divinely empower their clerics to act on their behalf. Many people know, though some chain of connections, someone who chose to become a cleric and was quickly rewarded with divine magic far beyond anything they could previously do on their own. Everyone has heard legends of deities intervening more directly in the world even without a cleric, though these stories are rare and few have experienced them firsthand.

There are nine distinct afterlife planes, with one plane for each alignment combination. Each of those planes is divided into layers. Some of those layers are reserved for deities, with major deities claiming layers that are entirely their own and multiple minor deities sharing territory within a single layer. The remaining layers have no specific associated deity. People can travel between the layers, though the specific mechanisms for traversing layers are different for each afterlife plane. Most people do not know this level of detail about afterlife planes, and a commoner would simply be confident that they will go where they belong.

It is well known that the afterlife planes for evildoers are much harsher than the other afterlife planes. The three evil afterlife planes are collectively referred to the Abyss. Demons stalk those planes, tormenting evildoers for their own sadistic reasons. One of the reasons that some people worship evil deities is to gain a promise of safety, since evil deities protect their worshippers from demonic torment in the afterlife. It is also said that demons only torment the weak-willed, and that those who escape demonic torments are free to live in hedonistic luxury. There is truth in this, though there are far more people who are confident that they would rule proudly in the Abyss than people who succeed.

Secrets of the Universe: Power Ultimately Derives From Souls

At a surface level, Rise seems to have a deep and fundamental divide between magical and mundane effects. The physical abilities of a mighty barbarian and the divine magic wielded by a cleric are generally believed to come from completely different sources. In truth, these are all just reflections of the ultimate source of power for everything in Rise: the soul.

When living creatures are born, they enter existence with a new soul. This is the fundamental miracle of life, and no one knows where these souls come from. Souls in Rise have a fundamental power. Not all souls are equal in power. Even the combined power of the souls inhabiting a vast colony of ants is dwarfed by the soul of a dog or cat, and that too pales in comparison to the soul of a humanoid creature like a human or elf. Humanoid creatures have unusually potent souls, though some rare monsters, such as dragons, have souls of similar intrinsic strength.

Transferring Souls

The intrinsic power of souls can be transferred. The simplest method of transfer is through death. When a predator kills its prey, the prey's soul is shattered and vulnerable in the moments after death. If the killer's soul is strong enough, it can ingest a fraction of the dead creature's and make its energy a part of its own soul. Weak-souled creatures are unable to feed on soul energy in this way. No matter how many rabbits a typical wolf kills, it will never gain a level. It is simply a wolf, and lacks the capacity to be more than that.

Strong-souled monsters can gain a great deal of power by feeding on the souls of dead creatures. By repeatedly killing creatures with souls and feeding on those soul shards, they grow their own power. Likewise, an adventurer that kills a monster claims a piece of that monster's soul - including the combined power of all soul shards the monster absorbed in its life. With appropriate magical rituals, it is possible to allow deities or distant creatures to feed on the soul of a dying creature. Demons and minor deities sometimes use this principle to feed on souls offered to them in ritual sacrifices by their cultists.

Transferring a soul's power through death is deeply inefficient. Under normal circumstances, only a fraction of a soul's power can be absorbed in this way. Some of the soul's power splashes into the surrounding world at the location of a creature's death, where it creates or fuels natural magical phenomena in the area. Creatures with strong souls, like humanoid creatures, retain their sense of self and are reborn in an appropriate afterlife with the vast majority of their soul intact (see *Deities and Afterlives*, page 11).

A soul's power can be transferred without the inefficiency of death. Commonly, it is simply freely given through love and emotional connection. Creatures who love each other naturally share small portions of their souls with each other. Over time, deeply connected creatures, such as old married couples, can mix their souls so fully that they become virtually indistinguishable.

Voluntary soul sharing does not have to be perfectly symmetric, of course. Worship is another method of transferring soul shards, and many deities fundamentally derive power from the combined soul shards willingly given by their legions of worshippers. In exchange, deities can use their power to protect their worshippers, either through divinely empowered clerics or more rarely through direct intervention. More mundanely, adventurers who save a town from a dire threat may earn soul shards freely granted from the gratitude of its inhabitants.

Souls and Intrinsic Power

As creatures gain soul shards, they may increase their personal power, which is represented in *Rise* as increasing their level. This does not mean that a creature's level or overall combat power is directly correlated to the strength of its soul. A well-trained soldier will easily defeat a commoner in battle, but this does not mean that the soldier's soul is stronger. Bears are physically much stronger than humans, and a typical bear is higher level than a commoner, but they have much weaker souls.

Essentially, a creature's intrinsic strength, including its special abilities, determine the baseline power for a standard adult of that species. For monsters, this baseline power can be far beyond an ordinary human. Training and experience alone can increase that power slightly, but up to a clear limit, which is generally up to three levels beyond the baseline. To develop beyond that point, a creature must draw power from soul shards.

The strength of a creature's soul determines how much power it can draw from soul shards. Creatures with a weak soul cannot master the raw energy contained within soul shards they are exposed to, and cannot gain levels in this way by any means. A strong soul allows a creature to gain levels from soul shards, and the strength of the soul determines the upper limit. For example, a dire wolf has an unusually strong soul for an animal, but it still eventually reaches a maximum level that it cannot surpass. Typically, only about 10% of the humanoid population has a strong enough soul to exceed 10th level, though of course few even reach that point. All player characters are assumed to have have exceptionally strong souls even relative to normal humanoid creatures, and are able to reach 21st level. Legendary monsters of epic proportions may have still stronger souls, and be able to surpass that limit.

Mysteries of the Soul

The mysteries of differing soul strength have no clear and consistent explanation. In broad terms, the strength of a creature's soul usually correlates to its emotional and intellectual potential, as well as its force of will. Humanoid creatures and dragons are unusually mentally capable - not just in raw intelligence, but also in empathy, determination, and capacity for belief - and correspondingly have unusually strong souls. There are individual exceptions that suggest that this is not the entire dimension of what causes strong and weak souls. It is not uncommon for animals to have unusually strong souls for no known reason, causing them to develop over time into their "dire" variants. Dire animals, who have gained levels by feeding on soul shards, do not seem obviously more emotionally or intellectually capable than ordinary animals. Perhaps there is simply an element of randomness in the creation of each new soul.

The fundamental mysteries of souls and their sharing is not widely known in the universe of *Rise*. Individual elements of this truth are widely known, such as the observation that people can become stronger by slaying monsters, but the reverse is not nearly as true. Strange phenomena can occur where death occurred, and old battlegrounds are often haunted by naturally occurring undead. Rare and learned scholars may understand that souls are important, since demons seem to want them, and may have their own theories that approach fragments of the broader truth.

Some powerful and unusual entities, such as deities and demons, know particular elements of how soul energy can be transferred. Demons are generally aware that they can feed on souls in evil afterlife planes as they lose their cohesion over time. They attempt to torment weaker souls to accelerate this breakdown, and avoid souls that are too strong to break. However,

they are unaware of the subtler aspects of soul sharing, such as willing soul transfer between loved ones. Powerful deities know more about souls than any other entities as a result of being worshipped and maintaining the existence of their personal afterlife planes. In exceptionally rare occasions they may see fit to share that knowledge if it serves their purposes.

The secret of how souls power the universe of Rise is presented here because it explains much of the strangeness of the world, not because it is widely known, or because characters would usually understand or discuss it. Souls are not easy to investigate or analyze, and there is no good way for an ordinary inhabitant of the world to deduce the details of soul energy and soul shard transfer through observation.

Secrets of the Univer: Soul-Fuelled Phenomena

The peculiar nature of soul energy causes a wide variety of strange and unique effect in the Rise universe.

Deities

Deities are among the most obvious phenomena that are fundamentally created by the energy of souls. When hordes of living creatures pay homage to the same entity, that entity can feed on that outpouring of worship and become incredibly powerful if it has a strong enough soul. The background of Rise is full of minor deities and demigods who either lack a sufficient base of worshippers to become a true deity or who lack a strong enough soul to effectively use the worship they receive.

Not every powerful entity with a large amount of soul energy is a deity. Deities are sentient creatures that fundamentally owe their power to voluntary worship. Soul energy gained through voluntary transfer, including worship, is subtly different from soul energy gained through other means. The most notable difference is that this soul energy is easier to efficiently re-transfer to other entities. This makes deities more likely to share their power with select worshippers who serve their ends. In most societies, these empowered worshippers are called clerics.

A deity that gains a sufficient base of worshippers can claim territory within the afterlife plane associated with its alignment. Deities have extraordinary power within their claimed territory, and can reshape it as they see fit. However, they must expend a significant amount of soul energy to maintain their territory. As a result, deities are always hungry to gain additional followers, and only successful deities expend the effort to claim any territory at all.

Any souls that worship a deity will be reborn within that deity's territory in the appropriate afterlife plane, even if that plane does not match their personal alignment. This is both a reward for worshippers and a way for deities to accumulate soul energy. When a soul in an afterlife eventually loses the will to maintain its individual existence, its soul energy is absorbed by the afterlife plane it is on. Deities can harvest a portion of that power for themselves, though most of it still transfers to the plane as a whole. In addition, this allows deities to eventually reclaim the soul energy they invested in their clerics.

Nature

Nature itself has an immensely vast soul, but although people can worship Nature, it is not a deity because does not depend on mortal worship for its power. Nature claims the greatest tithe of every unclaimed death - every predator hunting a prey, every swatted fly. These souls are individually tiny. However, the combined soul energy released by billions of deaths over millenia dwarfs the power of any other individual entity in the Rise universe.

Nature lacks a coherent anthropomorphic representation, and its will is almost never brought to bear in any organized way. Druids are granted power by Nature, but they need not agree to any particular ideology, and their usage of that power is virtually never policed or revoked by Nature itself in the way that a misbehaving cleric might be punished by their deity. Nature welcomes a diversity of viewpoints, for it is itself almost infinitely diverse. It has a wealth of power, and it does not expend soul energy maintaining territory in an afterlife plane, so it does not need to jealously hoard its gifts like deities must. The only druids who have had their powers revoked were a rare few who turned their powers to the explicit and intentional destruction of Nature itself.

People who worship nature do not have any special territory in an afterlife reserved for them, since Nature claims no part of any afterlife. The afterlife planes are where Nature's power is weakest, and it can claim no tithe of any deaths there, since the planes themselves absorb the soul energy. Instead, devoted worshippers of Nature may have their souls reincarnated instead of going to a normal afterlife. This gift is not granted to all worshippers, and indeed many would prefer to go to a normal afterlife.

Every plane that is not the Astral Plane an afterlife plane is a manifestation of Nature's power in some sense, and it claims deaths that occur on any of those planes. The four Elemental Planes - Air, Fire, Earth, and Water - are the grandest manifestations of Nature's power.

Pact Magic

Entities of great power can make pacts with mortals. In these pacts, the mortals offer their soul to the entity for a period of time after death, and the entity who becomes their soulkeeper. In exchange, the soulkeeper grants the mortal soul energy from its own supply. The soulkeeper's goal is to have the mortal gain a great wealth of its own soul energy in its life, and then to break the will of the soul while it is in the soulkeeper's clutches. If the soulkeeper succeeds, it gains the rare and powerful ability to feed on the mortal's entire soul. This is a vast wealth of soul energy compared to the normal shards extracted from death and worship, and it annihilates the mortal's soul, preventing it from travelling it to its normal afterlife.

Successful soulkeepers can therefore amass great power. However, it is a risky business, much like adventuring is for mortals. If the mortal resists the soulkeeper's torments during its time in the afterlife, it may take its entire soul intact to its normal afterlife. When this happens, the soulkeeper loses the bounty of

the soul, all of the soul energy it originally invested in the mortal, and time it wasted trying to break the mortal's spirit. This is particularly likely if the mortal dies soon after making the pact, so soulkeepers must choose their mortal partners wisely.

Failing to break a mortal's spirit is not the worst thing that can happen to an overly successful soulkeeper. It may attract attention from more powerful entities within its own plane. When a soulkeeper is killed, ownership of the soul is transferred to whatever killed it. This means that soulkeepers with active contracts - especially active contracts with mortals who are nearing death after a long life - are extremely attractive targets for anyone who wants to steal the reward of the soul.

Demons are the most common soulkeepers. They are more likely than any other type of creature to meet the four main prerequisites for offering soul pacts. First, they have sufficient raw soul energy to make soul pacts. Second, they have enough understanding of magic and soul energy to transfer power through the pact. Third, they have the patience to wait until the mortal dies to claim their reward. Fourth, they have the ambition and risk tolerance to take the gamble of being a soulkeeper and risk not being able to reclaim the energy they invest.

There is nothing that prevents a deity from becoming a soulkeeper. On very rare occasions, deities may make a pact and become a soulkeeper for a non-worshipper. Mortals that gain power in this way are called favored souls. However, being a soulkeeper is risky. Few deities would risk the possibility of losing their soul energy entirely when they could instead use that soul energy to more safely empower a cleric. In addition, being known for making soul pacts can discourage people from voluntarily worshipping the deity.

Ambient Magic and Magical Creatures

The world of Rise is full of strange creatures that have superhuman strength or magical abilities, like minotaurs and manticores. It is common knowledge that such creatures are typically found only in distant wilderness or in deep dungeons. In general, the farther you get from civilization, the more powerful the monsters in the area become, and the more likely you are to encounter strange magical phenomena. Small towns seem to cause a subtle warding effect, and powerful monsters in the area will typically avoid them. Even monsters that lack the intellectual capacity to understand complex causation chains like "if I attack the town, they may send powerful warriors to hunt me down" will typically avoid interacting with civilization unless necessary.

All of this can be explained by the behavior of souls. The constant cycle of life and death in nature produces a great wealth of soul energy. Most of it is claimed by Nature itself, but some spills out at the location of each death. This soul energy lingers and can build up over time in the form of ambient magic. Many monsters can instinctively feed on this ambient magic. This naturally allows them to build their power to near the limit of their soul's potential by the time they are adults.

Civilization disrupts the natural cycles of life and death, reducing the soul energy present in an area. Although humanoid

creatures have powerful souls, they die less frequently, and the vast majority of the soul energy of their death moves with them to their afterlife. From the perspective of creatures that feed on ambient magic, civilized areas stand out as a dead zone.

Since educated people in the universe of Rise can observe that monsters tend to avoid civilization if they study the phenomenon, they may have their own theories about why this is true. Reasonable theories that might have truth to them in some contexts could include "monsters have evolved to instinctively avoid civilization to avoid death from monster hunters", "druids magically discourage monsters from entering civilization so they don't get killed", or "monsters have to kill other strong monsters to get stronger, so they try to avoid areas that don't have any powerful prey".

Chapter 2

Characters

There are five major customization systems in Rise that all characters share. In rough order of how much they affect your character's play style, they are your class archetypes, attributes, skills, insight points, and species. At the GM's discretion, you may also have one or more feats, which can have a strong impact on your character's identity (see Feats, page 422).

This chapter explains those five fundamental elements. If you plan on playing a premade character, the information in this chapter will still be useful so you can understand how your character works, but you can skip the Character Creation section at the end. Some of the information in this chapter won't fully make sense until you've read future chapters. You can either skim past terms you don't yet understand or look them up as you go along.

Classes Overview

Each character has one of ten classes. Your class determines what your character's fundamental source of power is, and has a large impact on the play style of your character. Of course, any two members of the same class can be very different in both narrative style and mechanics based on the other choices they have made. Classes are intended as an aid to help give your character a cohesive identity, not a limitation on the possible character concepts you can fulfill.

The ten classes are briefly summarized below. Each class has five archetypes, and any individual character chooses three of the five archetypes from their class. For full details about how each class works, see Classes, page 65.

- Barbarians are primal warriors who draw power from their physical prowess and unfettered emotions.
- Clerics are divine spellcasters who draw power from their veneration of a single deity.
- Druids are nature spellcasters who draw power from their veneration of the natural world.
- Fighters are highly disciplined warriors who excel in physical combat of any kind.
- Monks are agile masters of "ki" who hone their personal abilities to strike down foes and perform supernatural feats.
- Paladins are divinely empowered warriors who exemplify a particular alignment.

- Rangers are skilled hunters who bridge the divide between nature and civilization.
- Rogues are exceptionally skillful characters known for their ability to strike at their foe's weak points in combat.
- Sorcerers are arcane spellcasters who draw power from their inherently magical nature.
- Warlocks are pact spellcasters who draw their power from a sinister deal made with infernal creatures.
- Wizards are arcane spellcasters who study magic to unlock its powerful secrets.

Attributes

Each character has six **attributes**: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Perception (Per), and Willpower (Wil). Each attribute represents a character's raw talent in that area. A 0 in an attribute represents average human capacity. That doesn't mean that every commoner has a 0 in every attribute; not everyone is average, after all.

Strength (Str)

Strength measures your muscle and physical power. Characters with a high Strength tend to have strong offensive capabilities with nonmagical abilities, and prefer wearing heavier armor. It has the following effects:

- Strength determines how much you can carry (see Table 3.5: Weight Limits by Strength, page 41). You generally need a Strength of at least 1 to wear heavy body armor.
- You add half your Strength in **dice increments** to your damage and healing with **mundane** abilities (see Dice Pools, page 36).
- If your Strength is positive, you reduce your **encumbrance** from **armor** by an amount equal to your Strength (see Encumbrance, page 24).
- You add your Strength to Strength-based **skills**: Climb, Jump, and Swim (see Skills, page 147).

Dexterity (Dex)

Dexterity measures your hand-eye coordination, agility, and reflexes. Characters with a high Dexterity tend to have strong

defensive capabilities, and prefer wearing lighter armor. It has the following effects:

- You add your Dexterity to your Reflex defense.
- You add your Dexterity to your Armor defense. This bonus can be reduced if you use medium or heavy armor (see Table 9.10: Armor and Shields, page 362).
- You add your Dexterity to your **initiative** checks (see Initiative, page 25).
- You add your Dexterity to Dexterity-based **skills**: Balance, Flexibility, Ride, Sleight of Hand, and Stealth (see Skills, page 147).

Constitution (Con)

Constitution represents your health and stamina. Characters with a high Constitution tend to have strong defensive capabilities. It has the following effects:

- You add your Constitution to your level for the purpose of determining your **hit points** and **damage resistance** (see Hit Points, page 24, and Damage Resistance, page 24).
- You add your Constitution to your **fatigue tolerance** (see Fatigue, page 25).
- You add your Constitution to your Fortitude defense.
- You add your Constitution to the Constitution-based **skill**: Endurance (see Skills, page 147).

Intelligence (Int)

Intelligence represents how well you learn and reason. Characters with a high Intelligence tend to have more options and special abilities. It has the following effects:

- If your Intelligence is positive, you become **trained** in a number of skills equal to your Intelligence (see Trained Skills, page 147).
- You add your Intelligence to the number of **insight points** you gain (see Insight Points, page 17).
- You add your Intelligence to Intelligence-based **skills**: Craft, Deduction, Disguise, Knowledge, Linguistics, and Medicine (see Skills, page 147).

Non-sentient creatures like animals have an Intelligence of -6 or lower. Sentient creatures have an Intelligence of at least -5.

Perception (Per)

Perception describes your ability to observe and be aware of your surroundings. Characters with a high Perception tend to have strong offensive capabilities. It has the following effects:

- You add half your Perception to your **accuracy** with all attacks (see Accuracy, page 24).
- You add your Perception to your **initiative** (see Initiative, page 25).
- You add your Perception to Perception-based **skills**: Awareness, Creature Handling, Social Insight, and Survival (see Skills, page 147).

Willpower (Wil)

Willpower represents your ability to endure mental hardships. Characters with a high Willpower tend to have strong offensive capabilities with magical abilities. It has the following effects:

- You add half your Willpower in **dice increments** to your damage and healing with **magical** abilities (see Dice Pools, page 36).
- You add half your Willpower to your **fatigue tolerance** (see Fatigue, page 25).
- You add your Willpower to your Mental defense.

Skills Overview

Skills represent the myriad of talents that people can have, such as cooking or swimming. Each character is trained in a certain number of skills. If you are trained in a skill, you have a higher likelihood of succeeding when you try to use it. The number of skills you are trained in is mostly determined by your class and Intelligence.

The twenty-six skills are summarized below. For full details about how each skill works, see Skills, page 147.

- The Awareness skill represents your ability to observe things which you might otherwise fail to notice.
- The Balance skill represents your ability to maintain your balance and poise in difficult circumstances.
- The Climb skill represents your ability to climb obstacles.
- The Craft skills represent your ability to construct objects from raw materials.
- The Creature Handling skill represents your ability to influence non-sapient creatures.
- The Deception skill represents your ability to lie or otherwise mislead people without being caught.
- The Deduction skill represents your ability to make logical deductions based on evidence.
- The Devices skill represents your ability to manipulate mechanical devices such as locks, traps, and other contraptions.
- The Disguise skill represents your ability to create disguises to conceal the appearance of creatures or objects.
- The Endurance skill represents your ability to persevere through physical trials.
- The Flexibility skill represents your ability to escape bindings and move through small areas by contorting your body.
- The Intimidate skill represents your ability to intimidate and coerce people into doing what you want.
- The Jump skill represents your ability to jump.
- The Knowledge skills represent your understanding of particular aspects of the world.
- The Linguistics skill represents your mastery of spoken and written languages.
- The Medicine skill represents your practical understanding of how to tend to the wounds of living creatures.
- The Perform skills represent your ability to create particu-

lar forms of entertainment.

- The Persuasion skill represents your ability to convince people to think what you want them to.
- The Profession skills represent your practical understanding of a particular profession.
- The Ride skill represents your ability to ride and control horses and other mounts.
- The Sleight of Hand skill represents your ability to pick pockets, palm objects, and perform other feats of legerdemain.
- The Social Insight skill represents your ability to read body language and emotion.
- The Stealth skill represents your ability to escape detection while moving or taking large-scale actions.
- The Survival skill represents your ability to take care of yourself and others in the wilderness, including the ability to follow tracks.
- The Swim skill represents your ability to swim.

Insight Points

You can spend **insight points** to gain new special abilities or to learn new proficiencies. Your **class** gives you a certain number of insight points, and you gain a bonus (or penalty) to that number of insight points equal to your Intelligence. Some abilities can also grant insight points.

Any character can spend insight points in any of the following ways.

- You can spend two **insight points** to become a **multiclass** character (see Multiclass Characters, page 65).
- You can spend an **insight point** to gain an additional **trained skill**.
- You can spend an **insight point** to gain proficiency in an additional **usage class** of armor (light, medium, or heavy). You must be proficient with light armor to become proficient with medium armor, and you must be proficient with medium armor to become proficient with heavy armor.
- You can spend an **insight point** to gain proficiency in an additional **weapon group**.
- You can spend two **insight points** to gain proficiency with **exotic weapons** from a single **weapon group** you are already proficient with.
- You can spend an **insight point** to learn two **common languages** or one **rare language** (see Communication and Languages, page 40).

In addition, every class has at least one way to spend **insight points** to learn additional abilities.

Species

Each character has a species. There are seven common species described below. At the GM's discretion, you may be able to play a character with a more unusual species (see Uncommon Species, page 461).

Humans

Humans are the most common and least well-defined of all Rise species. They are not the smartest, the strongest, or the most durable of the civilized races. They have no supernatural senses or impossible talents; anything a human can do, a member of another species could do at least as well. Despite their limitations, humans are practically universal, and their civilizations are the most powerful and numerous of all.

The success of humanity comes from one core strength: their adaptability, both individually and as a whole. Individual humans can learn new skills with surprising ease compared to other species, and they often have a breadth of talent that few can rival. The relatively short human lifespan prevents their society from stagnating under the guidance of elders whose wisdom is now hundreds of years out of date. When radical changes sweep the world, humans can adapt where other species would founder.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Flexible:* Humans gain an additional **insight point**. Insight points can be spent to learn new special abilities (see Insight Points, page 17).
- *Skilled:* Humans gain an additional **trained skill** (see Skills, page 147).

Automatic Language: Common, any two **common languages** or one **rare language** (see Communication and Languages, page 40).

Dwarves

Dwarves are short, stout, and sturdy. It has been said that the first dwarf was carved from stone, and the similarities have been noted by many. All dwarves naturally have beards, and the vast majority keep them long and elegantly maintained.

Most dwarves live underground in mining communities. These communities can grow to massive size, and dwarven kings can rule vast underground cities. The dwarven fascination with strong drink is legendary, though somewhat misleading. Their natural resilience means they need stronger drinks to even notice the effects, so other species tend to gain an exaggerated impression of dwarven drunkenness when they try to drink dwarven ale.

Size: Medium.

Attributes: +1 Constitution, -1 Dexterity.

Speed: 25 feet.

Special Abilities:

- *Darkvision:* Dwarves have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 420).
- *Depth Sense:* Dwarves can intuitively sense their approximate depth underground as naturally as a human can sense which way is up.

- *Dwarven Endurance*: Wearing medium or heavy **body armor** does not reduce a dwarf's movement speed (see Armor Usage Classes, page 360).
- *Earthen Crafting*: Dwarves gain a +2 bonus to the Craft (metal) and Craft (stone) skills.
- *Stable*: Dwarves reduce the distance they are moved by unwilling **knockback** and **push** effects by 10 feet.

Automatic Languages: Common, Dwarven, any one **common language** (see Table 3.6: Common Languages, page 41).

Elves

Elves are tall, lithe, and graceful. They tend to have an air of confidence at all times, and often make even their mistakes seem intentional. Elves have the longest lifespan of any civilized species, and even comparatively young elves carry a weight of experience that can be daunting for non-elves.

For millenia, elves were the most powerful civilization above ground, while dwarves claimed the underground. More recently, humans have usurped elves as the most powerful civilization above ground, while dwarves have kept their claim. This history, combined with their natural differences, has created an ancient rivalry between elves and dwarves that sometimes manifests as outright hatred.

Size: Medium.

Attributes: -1 Constitution, either +1 Dexterity or +1 Perception

Speed: 30 feet.

Special Abilities:

- *Elven Serenity*: Elves gain a +1 bonus to Mental defense.
- *Keen Senses*: Elves gain a +2 bonus to the Awareness skill (see Awareness, page 149).
- *Low-light Vision*: Elves have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 421).
- *Sure-Footed*: Elves gain a +2 bonus to the Balance skill (see Balance, page 151).
- *Trance*: Elves do not sleep, and are immune to **magical** effects that would cause them to sleep. Instead of sleeping, elves can trance for 4 hours. An elf in trance may make Perception-based checks at a -5 penalty. Elves must still avoid strenuous activity for 8 hours to heal and gain other benefits of taking a **long rest**.

Automatic Languages: Common, Elven, any one **common language** (see Table 3.6: Common Languages, page 41).

Gnomes

Gnomes are the smallest, most magical, and most short-lived of the civilized species. Their large eyes and heads give even adult gnomes almost child-like proportions. Fae blood runs in the blood of all gnomes, and gnome societies have many traditions and rituals that seem superstitious to outsiders. However, these

rituals have a purpose, and gnomes understand that failing to appease the hidden powers in the world can have dangerous consequences.

Most gnomes live in forests, but they can be found in remote areas all over the world. Gnomish settlements are almost always overseen by minor fae, such as dryads, who protect the settlement. In many cases, the settlements were originally built around a site of mystic power, though some settlements have outlived their original protectors.

Size: Medium.

Attributes: -1 Strength, either +1 Constitution or +1 Intelligence

Speed: 25 feet.

Special Abilities:

- *Fae Light* [Magical]: A gnome can use the *fae light* ability as a **minor action**.

Fae Light

A Tiny glowing orb appears at a location within Medium (60 ft.) range. It sheds pale, **bright illumination** in a Small (15 ft.) radius, and **shadowy illumination** in a Medium (30 ft.) radius. The orb is intangible, and cannot be moved once placed.

This ability lasts until you use it again or until you **dismiss** it as a free action.

- *Low-light Vision*: Gnomes have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 421).
- *Magic Affinity*: Gnomes gain a bonus equal to a quarter of their level (minimum 1) to their **power** with **magical** abilities.
- *Short Stature*: Gnomes gain a +2 bonus to the Stealth skill.
- *Tinker*: Gnomes gain a +2 bonus to two Craft skills of their choice (see Craft, page 153).

Automatic Languages: Common, Gnome, either Sylvan or any one **common language** (see Table 3.6: Common Languages, page 41).

Half-Elves

Half-elves carry both human and elven heritage. They are caught between two worlds, with neither the unconscious grace of elves nor the limitless adaptability of humans. However, they have their own unique forms of versatility based on their understanding of both worlds.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Diplomatic*: Half-elves gain a +2 bonus to the Persuasion skill.
- *Low-light Vision*: Half-elves have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see

Low-light Vision, page 421).

- *Versatile*: Half-elves only need to spend one **insight point** to gain access to an additional class (see Multiclass Characters, page 65).

Automatic Language: Common, Elven, any two **common languages** or one **rare language** (see Communication and Languages, page 40).

Half-Orcs

Half-orcs carry both human and orcish heritage. They have much of the brute strength of orcs, but tempered by human adaptability.

Size: Medium.

Attributes: +1 Strength, –1 Intelligence.

Speed: 30 feet.

Special Abilities:

- *Darkvision*: Half-orcs have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 420).
- *Flexible*: Half-orcs gain an additional **insight point**. Insight points can be spent to learn new special abilities (see Insight Points, page 17).
- *Intimidating*: Half-orcs gain a +2 bonus to the Intimidate skill (see Intimidate, page 162).

Automatic Languages: Common, Orc.

Halflings

Halflings stand at about half the height of a human, but have generally human-like proportions. They tend to be plucky, adventurous, and outgoing. Of all species, halflings have the fewest halfling-only communities. Instead, halfling groups tend to live in the gaps between the “big people”, especially in large cities.

Size: Medium.

Attributes: –1 Strength, either +1 Dexterity or +1 Willpower

Speed: 25 feet.

Special Abilities:

- *Nimble Combatant*: Halflings gain a +1 bonus to Reflex defense.
- *Short Stature*: Halflings gain a +2 bonus to the Stealth skill.
- *Stout-Hearted*: Halflings gain a +1 bonus to Mental defense.
- *Sure-Footed*: Halflings gain a +2 bonus to the Balance skill (see Balance, page 151).

Automatic Languages: Common, Halfling, any one **common language** (see Table 3.6: Common Languages, page 41).

Alignment

A creature’s general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your identity. It is not a straitjacket for restricting your actions. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good vs. Evil

The ancient battle between good and evil takes many forms, and distinguishing good from evil is a deeply complex task. For the purposes of Rise, good and evil are strictly defined according to selfishness vs. altruism. The actions of good characters may at times be morally reprehensible, and the actions of evil characters may seem to be virtuous. However, this narrow definition of good and evil avoids the complexities of defining a more robust moral system while preserving the fundamental conflict between good and evil.

Good: Good characters are altruistic. They take other creatures into account when making decisions, and actively try to help or improve others around them. Good characters may have significant disagreements about what actions are best, but they consistently prioritize the good of others or the “greater good” over their own desires. Different good characters may also have different perspectives on who they should take into account when making decisions. For example, some good characters actively work to protect animals and plants, while others only care about sapient creatures.

Sometimes, altruistic characters can commit reprehensible actions out of necessity or because they believe that a greater good is being served. As long as their motivation is selfless, those characters are still considered to be “good” from the perspective of Rise’s alignment system, which does not attempt to model all of the complexities of real-world morality.

Evil: Evil characters are selfish. They consistently prioritize their own desires and needs over the desires of others, even their allies or friends. Evil characters may take actions that help others and can even work effectively as a team, but their ultimate motivation is to help themselves or make themselves feel better, not to help others.

Neutral: Characters that are neutral between good and evil are neither consistently altruistic nor consistently selfish. Most neutral characters behave altruistically in some ways and selfishly in other ways – either at different times, or about different aspects of life. They often have strong bonds to particular individuals who they care about selflessly, but are not altruistic in a general sense. Non-sapient beings such as animals are neutral rather than good or evil.

Law vs. Chaos

Law: Lawful characters value consistency. They obey rules that guide their actions. Some lawful characters draw their rules from external forces, such as serving a particular master or following the legal laws of the land. Other lawful characters follow rules

they make for themselves.

Chaos: Chaotic characters value flexibility and freedom. They make decisions based on what they think or feel at the time, even if it is inconsistent with their previous statements or actions.

Neutral: Characters that are neutral between law and chaos are neither exceptionally consistent nor exceptionally inconsistent. They tend to be generally consistent but may change their minds under the right circumstances. Non-sapient beings such as animals are neutral rather than lawful or chaotic.

Personal Appearance

Age

The typical age for each species is listed in Table 2.1: Typical Ages. If you are old, you take a -2 penalty to **checks** based on Strength, Dexterity, Constitution, and Perception. However, you gain a +2 bonus to **checks** based on Intelligence and Willpower. If you are venerable, these modifiers change to -4 and +4 respectively. In general, player characters should not start as old or venerable age, but the GM can always allow it for specific campaigns if they want.

When you reach venerable age, the GM secretly rolls your maximum age, which is the number from the Venerable column on Table ??: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table. They record the result. If you reach your maximum age, you die of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Height and Weight

The typical height and weight for each species is listed in Table 2.2: Typical Height and Weight, page 21. The average man from each species is slightly taller and heavier than the average woman, but this is not a restriction for player characters.

Character Creation

Creating a character involves a mixture of thematic and mechanical decisions that will work together to create a fun character that is rewarding to play. As mentioned earlier in this chapter, there are four core systems for customizing your character's mechanics: class, attributes, skills, and species. In addition, there are five core thematic considerations when creating a character: concept, personality, motivation, background, and appearance.

These decisions are described below in an order that makes sense for many characters, and full details for each decision are given after this initial list. It is essentially a sandwich, with narrative decisions wrapped around a central core of your character's mechanical components. However, you can make several of these decisions in any order, and you may find it easier to create a character in a different way. The only real limitation is that

your skills must be the last mechanical choice you make, since they are strongly affected by all of your other choices.

1. Character concept: Describe your character with a short, simple phrase that captures their essence.
2. Motivation and goal: Describe what your character wants.
3. Alignment: Describe your character's moral compass.
4. Species: Define your character's species.
5. Attributes: Define your character's fundamental physical and mental potential.
6. Class archetypes: Define your character's source of power.
7. Insight points: Learn new abilities and gain additional proficiencies.
8. Skills: Define your character's areas of non-combat expertise.
9. Personality: Describe how your character acts and reacts to the world.
10. Background: Describe what made your character become who they are now.
11. Appearance: Describe what your character looks like.
12. Name: Choose a name.

Step 1: Character Concept

Fundamentally, who is your character? You should think of a short phrase that describes the core concept behind the character you will create. It's best to think in broad strokes when creating a character concept. Your concept should be more than just a factual description of your species or what you do. It should be something that makes you memorable. Some sample character concepts are given below for inspiration.

- Pragmatic wanderer
- Artistic pixie
- Mushroom-obsessed hermit
- Bumbling do-gooder
- Dim-witted bodyguard
- Cowardly storyteller
- Bear-barian
- Parsimonious law enforcer
- Peaceful naturalist
- Trigger-happy pyromaniac
- Heroic, simple-minded warrior
- Friendly necromancer
- Chaotic speed demon
- Pompous ex-noble
- Sarcastic mercenary
- Battle-scarred priest
- Ambitious arcane prodigy
- Charismatic musician
- Aloof scholar
- Blunt-spoken warrior
- Crazy prophet
- Polite warrior
- World-weary pirate
- Devout cultist
- Con artist with a heart of gold

Table 2.1: Typical Ages

Species	Adulthood	Middle Age	Old	Venerable	Maximum Age
Human	15 years	35 years	55 years	70 years	+4d10 years
Dwarf	40 years	125 years	190 years	250 years	+2d% years
Elf	110 years	175 years	250 years	350 years	+4d% years
Gnome	10 years	25 years	40 years	55 years	+1d10 years
Half-elf	20 years	60 years	90 years	125 years	+6d10 years
Half-orc	14 years	30 years	45 years	60 years	+2d10 years
Halfling	20 years	50 years	75 years	100 years	+1d% years

Table 2.2: Typical Height and Weight

Species	Average Height	Average Weight
Human	5' 5"	150 lb.
Dwarf	4' 2"	160 lb.
Elf	5' 0"	110 lb.
Gnome	3' 4"	50 lb.
Half-elf	5' 2"	130 lb.
Half-orc	5' 10"	200 lb.

Step 2: Motivation and Goal

Why does your character put in all of the effort that adventuring requires? They probably have a goal that they are trying to achieve, or an ideal that they are trying to embody. Writing down a specific goal or ideal can be helpful as an anchor point when defining the character.

Step 3: Alignment

Your character's alignment reflects their moral character: are they more inclined to good or evil, and to chaos or order? Alignments are described in more detail at Alignment, page 19.

Step 4: Species

It's often convenient to make your species your first mechanically relevant choice. Your species can have a strong effect on your personality and narrative, but it has a relatively small effect on your character's play style. It's also easier to know your species before you choose your attributes, since your species can slightly modify your attributes.

Choose one of the seven common species options, or talk with your GM about choosing an uncommon species (see Uncommon Species, page 461). Record any specific abilities the species gives you on your character sheet, but if this is your first mechanical choice, you won't be able to finalize any of your statistics yet. You should also choose the languages that you can speak, since that is influenced by your species (see Communication and Languages, page 40).

Step 5: Attributes

Your attributes are a good option for your second mechanically relevant choice. They have a large impact on your character's

strengths and weaknesses, so it's useful to know them as soon as possible. They're also much easier to understand and finalize than your class archetypes.

There are two common ways for you to determine your attribute scores: using a predefined set of scores, or using a point buy system. Once you have chosen your attributes and applied your species modifier to attributes (if any), you should record in your character sheets the various effects that your attributes have on your statistics.

Predefined Attribute Scores

This is the simplest method. Simply take the following set of attribute scores and distribute them as you choose among your attributes:

3, 2, 2, 2, 0, 0

This set of attribute scores is called the "elite array". For more extreme characters, you may use the "savant array":

4, 2, 2, 0, 0, 0.

Finally, for more well-rounded characters, you may use the "balanced array":

2, 2, 2, 2, 1, 1

Point Buy

With this method, you can fully control your attribute scores to precisely match what you want to be able to do. All your attribute scores start at 0. You get 14 points to distribute among your attributes. Attributes can be bought according to the costs on Table 2.3: Attribute Score Point Costs. The listed cost is the total cost required to gain the listed attribute.

Table 2.3: Attribute Score Point Costs

Attribute	Cumulative Point Cost
0	0
1	1
2	3
3	5
4	8

Attribute Penalties

You can voluntarily take penalties to your attributes. If you reduce an attribute to a total of -1, you become **trained** in an additional skill (see Trained Skills, page 147). If you reduce an attribute to a total of -2, you instead gain an additional

insight point (see Insight Points, page 17). You cannot gain these benefits from reducing more than two attributes below 0 in this way.

Step 6: Class and Class Archetypes

This is the most complicated choice you have to make for your character. It requires the most reading in the Classes chapter to understand what your options are and which classes and class archetypes are interesting to you. Class details can be found in Classes, page 65.

You should choose one of the ten classes, and then any three of the five archetypes within that class. Once you have chosen your three archetypes, you'll need to choose which one of those three archetypes will be rank 1, giving you access to an extra ability from that archetype. The other two archetypes will be rank 0 until you gain a level. You should also choose the **weapon groups** that you have access to, since that is influenced by your class (see Weapon Groups, page 342).

If you are particularly adventurous, this is also when you should choose if you want to be a multiclass character. Multiclass characters can gain access to archetypes from multiple classes. This does not increase the number of archetypes you know, so it does not directly increase your power. However, multiclass characters can be more specialized or more versatile than single-class characters, and can represent unusual character concepts.

Step 7: Insight Points

Once you have chosen your class archetypes, attributes, and species, you know how many insight points you have, and can choose how to spend them. Don't forget to record on your character sheet how you spent each insight point. Otherwise, you might get confused later about why you have more spells known or skills trained than you normally would.

In rare circumstances, you might want to delay spending your insight points until you are higher level. For example, a fighter/sorcerer multiclass character who wants to have both spells and maneuvers can't have access to both spells and maneuvers at level 1, so they wouldn't be able to spend insight points on both spells and maneuvers. You aren't forced to spend all of your insight points, so you can save them up for later. You can also talk to your GM about spending them on something minor at level 1 and then retraining those insight points once you are higher level.

Step 8: Skills

You should choose which skills you have **trained** (see Skills, page 147). Your **class** gives you a certain number of trained skills from among the **class skills** for that class. The class skills for each class are summarized in Table 6.1: Class Skills, page 148.

There are other ways to become trained in skills that are not part of your class. If your Intelligence is positive, you gain additional trained skills equal to your Intelligence. You can also

spend **insight points** to gain one trained skill per insight point (see Insight Points, page 17). Some abilities can grant additional trained skills.

If you are untrained in a skill, your bonus with that skill is equal to half of its associated attribute (if any). If you are trained in a skill, your bonus with that skill is equal to 3 + the higher of its associated attribute (if any) and half your level. Many abilities can increase or decrease your bonus with particular skills.

The number of skills you can have trained, and which skills those are, depend on every preceding step, so it's a good place to finish.

Sometimes, you might have more trained skills than you know what to do with, especially if you are still figuring out the details of your character concept. You aren't forced to decide all of your trained skills at level 1, so you can save them up and choose more trained skills when you level up. You can also talk to your GM about letting you decide your trained skills on the fly during the first game session or two based on what actions you take during the session. This can be a fun way to figure out what your character's personality is through the process of playing them.

Step 9: Starting Equipment

When you create a character, they can start with some basic items. Items have **item ranks** that indicate the approximate rank that characters can reasonably get access to them. Typically, you can start with a single rank 1 item, up to three rank 0 items, and a standard adventuring kit. Individual campaigns or character backstories may significantly change what starting equipment is available, so check with your GM.

Step 10: Personality

How does your character behave? You should decide, in broad terms, what your character's personality is. This will change over time, especially as you start playing the character in the game, so you don't need to define everything perfectly. However, having a general sense of how your character behaves is helpful.

For most games, it's important to have a personality that can tolerate working with others in a group. A character that is excessively aloof, moody, or obnoxious can make the game more difficult to enjoy for everyone. Likewise, a character who tries to speak for everyone or who repeatedly steals the spotlight from others can be frustrating to work with. You should figure out the right balance with your fellow players and your GM.

Step 11: Background

What happened in their character's past to make them the way that they are? What were their parents like, and where are they now? You don't have to have all of the answers when you first create a character, but it's good to have some idea. The richer your backstory, the more the GM can weave that into the narrative of the current story. Sometimes, it's fun to take a break from saving the world to go visit someone's grandma.

Step 12: Appearance

What does your character look like? What would someone's first impression of them be? This can be helpful for understanding how other characters in the game world - or even monsters - would react to you.

Step 13: Name

What is your character's name? This seemingly minor choice can reveal a lot about the tone your character will set in the universe. If your name is Sir Patty Cakes or Shanky, the game is likely to be lighter and sillier in tone. Fancy fantasy-appropriate names like Ayala or Theodolus tend to push the game in a slightly more serious direction, especially if you make the daring choice to include a canonical last name. As always, stay in tune with what the GM and the other players are expecting.

Character Advancement

As you accomplish challenges and defeats foes, you gain experience. If you have enough experience, you gain a level. You gain some abilities at specific levels, as described in Table 2.4: Character Advancement.

When you gain a level, the following things happen:

- Your **hit points** increase (see Table ??: Hit Points).
- Your **damage resistance** increases (see Table ??: Damage Resistance).
- You gain an additional **archetype rank** (see Archetypes, page 65)
- At even levels, your bonus with **trained** skills increases (see Trained Skills, page 147)
- At even levels, your **accuracy** increases by 1 (see Accuracy, page 24)
- At even levels, all of your **defenses** increase by 1 (see Defenses, page 24)
- At 3rd level, and every 6 levels thereafter, you gain a **legacy item** upgrade (see Legacy Items, page 23).
- At 4th level, and every 3 levels thereafter, your maximum **archetype rank** increases (see Archetype Ranks, page 65).

Legacy Items

Over time, items associated with places and people of great power gain magical properties. This process takes place for you as you gain levels in addition to in the world as a whole.

At 3rd level, you choose a nonmagical weapon, body armor, shield, apparel item, or implement you own. That item becomes a **legacy item**. You choose a single magic item property of rank 2 or lower, and your legacy item gains that property. You do not have to **attune** to your legacy item to gain its benefits.

The property must be appropriate for the category of item you chose: weapon, armor, apparel, or implement. You do not have to precisely match the location of an apparel item, just the category. For example, you can choose an amulet as your legacy

Table 2.4: Character Advancement

Level	Max Rank ¹	Accuracy/Defense	Legacy Item	XP
1st	1	—	—	0
2nd	—	+1	—	20
3rd	—	+1	2	50
4th	2	+2	—	90
5th	—	+2	—	150
6th	—	+3	—	230
7th	3	+3	—	350
8th	—	+4	—	510
9th	—	+4	4, 2	750
10th	4	+5	—	1,050
11th	—	+5	—	1,550
12th	—	+6	—	2,200
13th	5	+6	—	3,150
14th	—	+7	—	4,450
15th	—	+7	6, 4	6,350
16th	6	+8	—	8,900
17th	—	+8	—	13,000
18th	—	+9	—	18,000
19th	7	+9	—	25,500
20th	—	+10	—	36,000
21st	—	+10	7, 6	60,000

1. See Archetype Ranks, page 65.

item and give it the effect of the *boots of translocation*, or apply the effects of a *hardblock shield* to your body armor.

Legacy Item Scaling: Your legacy item increases in power as you gain levels. At 9th level, you can add an additional item property to your weapon. The item property must be rank 4 or lower. At 15th and 21st level, you can change the properties on your legacy item, and the maximum rank of both properties increases by 2, to a maximum of rank 7. This is summarized below.

- 3rd level character: One property with max rank 2
- 9th level character: One property with max rank 4, one property with max rank 2
- 15th level character: One property with max rank 6, one property with max rank 4
- 21st level character: One properties with max rank 7, one property with max rank 6

Losing Your Legacy Item: If you lose your legacy item, you must retrieve it to regain its power. There are rituals to facilitate this retrieval such as *seek legacy* and *retrieve legacy*. If your legacy item is **destroyed**, you can designate a new item of the same type to be your legacy item, causing it to gain all of your legacy item abilities. Designating a new item in this way requires taking a **long rest** while holding or wearing the replacement item.

Unique Legacy Items: Legacy items are fundamentally a reflection of the character who wields them. Their effects can be more unusual and complex than abilities on normal magic items, and they can have a larger effect on the way that character interacts with the world. As a player, you can work with your

GM to create custom magical effects of an appropriate power that are a better reflection of your character's personality and powers than the magic item abilities that exist.

Character Statistics

Accuracy

Your accuracy with an **attack** is the number that you add to the **attack roll**. Your accuracy with an attack is normally equal to half your level + half your Perception. In addition to this base number, your accuracy can include any number of bonuses and penalties from other sources.

Damage Resistance

Your **damage resistance** measures how much damage you can shrug off without any effects. For details about how damage resistance is used, see Taking Damage, page 37.

The amount of damage resistance you have is defined in Table 2.5: Hit Points and Damage Resistance, page 24. You add your level and your Constitution to find the corresponding base value. Body armor also provides a significant bonus to damage resistance, and many special abilities can increase your damage resistance.

Defenses

Usually, when you are attacked, the attacker has to make an **attack roll** against one of your four **defenses** (see Attack Rolls, page 35). If the attack roll is at least as high as that defense, the attack hits. The four defenses are described below.

- **Armor defense (AD):** Your Armor defense protects you from normal physical attacks, such as attempts to hit you with a sword. It is the most commonly used defense.
- **Reflex defense:** Your Reflex protects you from physical attacks that armor does not help against, such as pit traps or bolts of lightning.
- **Fortitude defense:** Your Fortitude defense protects you from attacks you have to physically endure or resist, such as poisons and life-draining spells.
- **Mental defense:** Your Mental defense protects you from attacks you have to mentally endure or resist, such as terrifying creatures and magical mind manipulation.

Your defenses are calculated in the following way:

- **Armor:** Half level + Dexterity (modified depending on equipped armor) + class defense bonus + defense bonuses from equipped body armor and shield
- **Fortitude:** Half level + Constitution + class defense bonus
- **Reflex:** Half level + Dexterity + class defense bonus
- **Mental:** Half level + Willpower + class defense bonus

Each defense may also have various bonuses or penalties applied by special abilities.

Encumbrance

Table 2.5: Hit Points and Damage Resistance

Level + Con	Hit Points	Damage Resistance
0 ¹	9	0
1	10	1
2	11	2
3	12	3
4	13	4
5	14	5
6	16	6
7	18	7
8	20	9
9	22	10
10	25	12
11	28	13
12	32	15
13	36	16
14	40	18
15	44	20
16	50	22
17	56	25
18	64	28
19	72	32
20	80	36
21	88	40
22 ²	100	44

1. For negative values, reduce maximum hit points by an amount equal to the negative value.

2. For values beyond 22, double the hit points and damage resistance of a creature with a value that is 6 lower. For example, a level 21 creature with a 4 Constitution would have 144 hit points and 64 damage resistance.

Your encumbrance is a value that represents how much you are burdened by your armor (see Armor, page 360). You apply your encumbrance as a penalty to all Strength and Dexterity-based checks you make. If your Strength is positive, you reduce your encumbrance by an amount equal to your Strength. This cannot reduce your encumbrance below 0.

Resting in armor is difficult. If you take a **long rest** while you have any encumbrance, you finish your rest with a **fatigue level** equal to the value of your encumbrance. In addition, only half the time you spend sleeping while you have encumbrance counts as sleep for the purpose of determining your fatigue (see Sleep and Fatigue, page 64).

Hit Points

Your **hit points** measure how hard you are to seriously injure or kill. For details about how hit points are used, see Taking Damage, page 37.

The amount of hit points you have is defined in Table 2.5: Hit Points and Damage Resistance, page 24. You add your level and your Constitution to find the corresponding base value. Some

special abilities can give you additional **hit points**.

What Hit Points Represent: Hit points represent a combination of durability, luck, divine providence, and sheer determination, depending on the nature of the creature being damaged. When lose hit points from an orc with a greataxe, the axe did not literally carve into your skin without affecting your ability to fight. Instead, you avoided the worst of the blow, but it bruised you through your armor, the effort to dodge the blow fatigued you, or it barely nicked you through sheer luck – and everyone’s luck runs out eventually.

Initiative

When multiple creatures take mutually impossible actions simultaneously, such as racing to be the first one to a door, they must roll initiative checks. For details, see *Conflicting Actions*, page 46. Your initiative is normally equal to the your Dexterity + your Perception. In addition, some abilities grant you bonuses that specifically apply to initiative checks.

Power

Your **power** is a general representation of how strong your abilities are. Many abilities have stronger effects depending on your **power**. Your base class provides a bonus to your power (see *Class-Based Power Bonuses*, page 65). In addition, some abilities can increase it.

Resources

Attunement Points

You can use **attunement points** to **attune** to effects such as spells or items (see *Attuned Abilities*, page 58). Abilities that require attunement have the **Attune** tag (see *Ability Tags*, page 418).

Your **class** gives you a certain number of attunement points. A small number of abilities can also grant additional **attunement points**.

When you take a **short rest**, you recover all **attunement points** that you released from attuned effects. For details, see *Resting*, page 39.

Fatigue

Throughout the day, you can become fatigued by your exertions both in and out of combat. While **hit points** are easy to restore, reducing your **fatigue level** generally requires a **long rest**. Fatigue is still easier to recover from than **vital wounds**.

Fatigue Level

Your **fatigue level** measures how fatigued you are. A number of abilities and attacks can cause you to increase your fatigue level. The most common abilities that increase your fatigue level are the *desperate exertion*, *recover*, and *sprint* abilities. All of those abilities are described in *Universal Abilities*, page 49.

Fatigue Tolerance

Becoming slightly fatigued is not immediately detrimental. Your fatigue level can be as high as your Constitution + your Willpower without suffering any consequences (minimum 0). This value is called your **fatigue tolerance**. Your **class** gives you a bonus to your fatigue tolerance, and some abilities can also modify it.

Fatigue Penalty

You take a penalty to **accuracy** and **checks** equal your **fatigue level** – your **fatigue tolerance**. This penalty is called your **fatigue penalty**.

Exhaustion

When your **fatigue penalty** reaches –5, you fall **unconscious** until your fatigue penalty is reduced below –5. Generally, this means that you are unconscious for 8 hours.

Recovering From Fatigue

When you take a **long rest**, your **fatigue level** is restored to 0 (see *Resting*, page 39). There are no other ways to reduce your fatigue level.

Sample Characters

This section lists sample characters for each class archetype. You can simply pick up one of these characters and use it as your character. Alternately, you can use a sample character as a starting point and adjust it to match your own character concept. The sample characters are ordered by class first, and by archetype within each class second.

Barbarian

Battleforged Resilience

Species: Dwarf.

Attributes: 2 Str, 0 Dex, 4 Con, 0 Int, 2 Per, 1 Wil (after species modifiers).

Class: Barbarian.

Archetypes: Battleforged Resilience first, Primal Warrior second, Totemist (bear totem) third.

Insight Points: 1 point for heavy armor.

Skills: Awareness, Climb, Endurance, Medicine, Survival

Weapon Groups: Axes, blades, thrown weapons.

Languages: Common, Dwarven, Giant.

Equipment: Battleaxe, standard shield, scale mail. As you gain levels, use the best heavy armor you can afford.

Legacy Item: Shield. At level 3, choose *covering shield*. At level 9, choose *greater covering shield* and *shield of boulder catching*. At level 15, choose *shield of mystic reflection*, *greater shield of boulder catching*, and *greater covering shield*.

Combat Styles: Herald of War, Unbreakable Defense.

Suggested Maneuvers:

- Rank 1: *boastful battlecry*, *guard the pass*, *shield slam*

- Rank 2: *cleanse, defensive strike, directed shout*
- Rank 3: *challenging strike, flamboyant parry, revitalizing strike*
- Rank 4: *fearsome roar, rally the troops*
- Rank 5: *greater goading roar, redirecting parry*
- Rank 6: *greater directed shout, revitalizing battlecry*
- Rank 7: *reflective parry, stunning roar*

Suggested Feats: Shieldbearer, Regenerator, Toughness.

Combat Tactics: You are extremely difficult to kill. Take advantage of that by wading into the front lines of combat and drawing attention away from your more vulnerable allies. If you find yourself in danger, use defensive maneuvers like *defensive strike* and *flamboyant parry* to keep yourself safe. On the other hand, if your foes try to ignore you after realizing how durable you are, force them to engage with you using maneuvers like *challenging strike* and *guard the pass*.

Battlerager

Species: Half-orc.

Attributes: 4 Str, 2 Dex, 2 Con, -1 Int, 2 Per, 0 Wil (after species modifiers).

Class: Barbarian.

Archetypes: Battlerager first, Primal Warrior second, Totemist (lion totem) third.

Insight Points: None.

Skills: Awareness, Climb, Endurance, Intimidate, Jump.

Weapon Groups: Club-like weapons, crossbows, headed weapons.

Equipment: Greatmace, scale mail. As you gain levels, buy a heavy crossbow and use the best medium armor you can afford.

Legacy Item: Weapon. At level 3, choose *potency*. At level 9, choose *greater potency* and *greater bloodspray*. At level 15, choose *supreme potency*, *supreme bloodspray*, and *screaming*.

Combat Styles: Flurry of Blows, Unbreakable Defense.

Suggested Maneuvers:

- Rank 1: *deathseeking flurry, frenzied strike, twinstrike*.
- Rank 2: *cleanse, rebounding flurry, steadfast strike*
- Rank 3: *revitalizing strike, strike flurry*
- Rank 4: *desperate flurry, second wind*
- Rank 5: *bracing strike*
- Rank 6: *greater defensive strike, triplestrike*
- Rank 7: *greater desperate flurry*

Suggested Feats: Greatweapon Warrior, Rapid Reaction, Swiftrunner.

Combat Tactics: You are a furious frenzy of devastating damage and lethal critical hits. When you roll a 10 on an attack roll, whatever you attacked will probably die. Staying close to your allies is generally a good plan, since you don't have the durability to run into the middle of a horde of enemies safely. Your maneuvers help you deal with high-Armor enemies and enemy swarms, and give you the ability to sacrifice most of your statistics other than damage in exchange for more damage.

Outland Savage

Species: Half-orc.

Attributes: 4 Str, 2 Dex, 2 Con, 0 Int, 0 Per, 1 Wil (after species modifiers).

Class: Barbarian.

Archetypes: Outland Savage first, Primal Warrior second, Totemist (wolf totem) third.

Insight Points: 1 point for proficiency with exotic armor weapons.

Skills: Awareness, Climb, Endurance, Jump, Survival.

Weapon Groups: Armor weapons, crossbows, flexible weapons.

Languages: Common, Orc.

Equipment: Flail, scale mail. As you gain levels, buy a heavy crossbow and use the best medium armor you can afford, and get spikes and a spiked knee crafted onto it.

Legacy Item: Apparel. At level 3, choose *phasesstep boots*. At level 9, choose *enlarging belt* and *phasesstep boots*. At level 15, choose *supreme phasesstep boots*, *winged boots*, and *enlarging belt*.

Combat Styles: Dirty Fighting, Mobile Assault.

Suggested Maneuvers:

- Rank 1: *push through, sweep the leg, wanderer's strike*
- Rank 2: *knockback shove, reaping harvest, strangle*
- Rank 3: *battering ram, leaping strike*
- Rank 4: *greater wanderer's strike, knockback sweep*
- Rank 5: *anklesprainer, eye-averting strike*
- Rank 6: *leaping impact strike, pin*
- Rank 7: *flash flurry, greater steal weapon*

Suggested Feats: Savage, Brawler, Swiftrunner.

Combat Tactics: You can move around the battlefield very quickly, and you are incredibly accurate with special combat actions like shoving and grappling enemies. Make the most of that by repositioning enemies, tripping them, or holding them in grapples so your allies can hit them. While you aren't in a grapple, use your flail in two hands to maximize your damage. When you enter a grapple, use your spiked knee to attack, since your flail is much less effective while grappling. If you don't have any allies who like being on the front lines, you won't be as effective at helping them deal damage to enemies, but you're still very skilled at preventing enemies from reaching your allies. In that case, consider choosing bear totem or shark totem instead of wolf totem.

Primal Warrior

Species: Human.

Attributes: 3 Str, 2 Dex, 2 Con, 0 Int, 2 Per, 0 Wil.

Class: Barbarian.

Archetypes: Primal Warrior first, Battleforged Resilience second, Outland Savage third.

Insight Points: 1 point for an additional combat style, 2 points for additional maneuvers.

Skills: Awareness, Climb, Endurance, Intimidate, Jump.

Weapon Groups: Axes, crossbows, polearms.

Languages: Common, Dwarven, Orc.

Equipment: Greataxe, scale mail. As you gain levels, buy a heavy crossbow and use the best medium armor you can afford.

Legacy Item: Weapon. At level 3, choose *flaming*. At level 9, choose *greater flaming* and *blessed*. At level 15, choose *supreme flaming*, *greater blessed*, and *impactful*.

Combat Styles: Dirty Fighting, Herald of War, Unbreakable Defense.

Suggested Maneuvers: You can learn most of the maneuvers available at each rank from your combat styles, so it's not meaningful to list specific maneuvers here. Choose whatever is most interesting to you.

Suggested Feats: Greatweapon Warrior, Weapon Focus, Swiftrunner.

Combat Tactics: You have a great breadth of options available to you thanks to the number of maneuvers you know. You have the survivability to stand in close combat, especially if you use maneuvers from Unbreakable Defense, but you can also shout at mobile enemies from range with maneuvers from Herald of War. Both Dirty Fighting and Herald of War give you maneuvers that work well against enemies with a high Armor defense, so you can adapt to whatever battle you find yourself in. You can make the most of your versatility by learning maneuvers like *disarm weapon* that are sometimes useless, but which can be devastatingly effective in the right context.

Totemist

Characters from this archetype can be very different based on their chosen totem. A bear totem character might resemble the typical character for the Battleforged Resilience archetype. A lion totem or shark totem character might resemble the typical character for the Battlerager archetype. A wolf totem character might resemble the typical character for the Outland Savage archetype.

If you want to quickly create a character based on the eagle totem from this archetype, make the following choices:

Species: Human.

Attributes: 2 Str, 1 Dex, 0 Con, 0 Int, 4 Per, 1 Wil.

Class: Barbarian.

Archetypes: Totemist (eagle totem) first, Primal Warrior second, Battlerager third.

Insight Points: 1 point for proficiency with exotic bows, 1 point for an additional maneuver.

Skills: Awareness, Balance, Climb, Creature Handling, Jump, Survival.

Weapon Groups: Crossbows, bows, thrown weapons.

Languages: Common, Elven, Giant.

Equipment: Longbow, leather body armor. As you gain levels, buy a flatbow and use the best light armor you can afford.

Legacy Item: Weapon. At level 3, choose *bloodfuel*. At level 9, choose *greater bloodfuel* and *ricocheting*. At level 15, choose *supreme bloodfuel*, *greater ricocheting*, and *greater shocking*.

Combat Styles: Penetrating Precision, Unbreakable Defense.

Suggested Maneuvers:

- Rank 1: *deathblow*, *eye poke*, *penetrating strike*
- Rank 2: *arrowguide*, *called shot*, *cleanse*
- Rank 3: *groundspike*, *heartpiercing strike*, *penetrating shot*
- Rank 4: *cleansing strike*, *second wind*
- Rank 5: *eye gouge*, *penetrating longshot*
- Rank 6: *greater called shot*, *greater defensive strike*
- Rank 7: *greater deathblow*, *greater groundspike*

Suggested Feats: Sniper, Blindfighter, Swiftrunner.

Combat Tactics: You have incredible accuracy from very long range. Your defenses are low, but as long as you stay far enough away from your foes, they can't take advantage of that weakness. You have the ability to prioritize any target on the battlefield, so make the most of your maneuvers that impose conditions or deal additional damage on weakened foes.

Cleric

Divine Magic

Species: Gnome.

Attributes: 0 Str, 0 Dex, 3 Con, 1 Int, 2 Per, 3 Wil (after species modifiers).

Class: Cleric.

Archetypes: Divine Magic first, Divine Spell Mastery second, Domain Influence third.

Insight Points: 2 points for an additional mystic sphere, 1 point for an additional spell known.

Skills: Knowledge (local, religion), Medicine, Persuasion, Social Insight

Weapon Group: Club-like weapons.

Languages: Common, Dwarven, Halfling.

Equipment: Mace, scale mail. As you gain levels, use the best medium armor you can afford.

Legacy Item: 1-handed implement. At level 3, choose *staff of focus*. At level 9, choose *splitting staff* and *staff of focus*. At level 15, choose *greater splitting staff*, *greater staff of focus*, and *extending staff*.

Domains: Good, Magic

Mystic Spheres: Bless, Channel Divinity, and Photomancy

Suggested Spells:

- Rank 1: *boon of precision*, *divine judgment*, *flash*, *searing light*
- Rank 2: *blessing of resilience*, *blessing of potency*, *color spray*, *divine conduit*
- Rank 3: *boon of avoidance*, *chromatic orb*, *glimpse of divinity*, *lightbeam dash*
- Rank 4: *boon of cleansing*, *greater divine judgment*, *greater searing light*
- Rank 5: *greater color spray*, *greater retributive judgment*, *solar ray*
- Rank 6: *boon of invulnerability*, *cleansing benediction*,

greater retributive judgment

- Rank 7: *blessing of vitality, greater chromatic orb, greater glimpse of divinity*

Suggested Feats: Celestial Heritage, Sphere Focus: Bless, Sphere Focus: Photomancy

Combat Tactics: You can protect and enhance your allies and invoke divine wrath on your foes. Your attacks can hit a wide variety of defenses, so use the best spells for the situation. If you are facing a foe that not particularly vulnerable to your attacks, you can focus on helping your allies with “boon” spells to make their actions more effective and keep them safe.

Divine Spell Mastery

Use the typical character for the Divine Magic cleric archetype. Even if you focus on spells through this archetype, you should generally still rank up your spells before improving your rank in this archetype.

Domain Influence

Characters from this archetype can be very different based on their chosen domains. A character with spellcasting-focused domains might resemble the typical character for the Divine Magic cleric archetype. If you want to quickly create a more martial character based on the Strength and War domains from this archetype, make the following choices:

Species: Dwarf.

Attributes: 3 Str, 0 Dex, 3 Con, 0 Int, 2 Per, 1 Wil (after species modifiers).

Class: Cleric.

Archetypes: Domain Influence first, Divine Magic second, Preacher third.

Insight Points: 2 points for additional spells known.

Skills: Awareness, Knowledge (local, religion), Medicine

Weapon Group: Club-like weapons.

Languages: Common, Draconic, Dwarven.

Equipment: Morning star, standard shield, scale mail. As you gain levels, use the best heavy armor you can afford.

Legacy Item: Armor. At level 3, choose *armor of health*. At level 9, choose *greater armor of health* and *crumpling armor*. At level 15, choose *supreme armor of health*, *greater crumpling armor*, and *greater featherlight armor*.

Domains: Strength, War

Mystic Spheres: Channel Divinity

Suggested Spells:

- Rank 1: *divine power, divine judgment, judge unworthy, mantle of faith*
- Rank 2: *endurance of the faithful, divine conduit, retributive judgment, word of faith*
- Rank 3: *banish anathema, divine might, glimpse of divinity*
- Rank 4: *faith rewarded, greater divine judgment, greater word of faith*
- Rank 5: *fear of the divine, greater retributive judgment*
- Rank 6: *certain banish anathema, divine offering*

- Rank 7: *greater glimpse of divinity, supreme divine judgment*

Suggested Feats: Weapon Focus, Sphere Focus: Channel Divinity, Shieldbearer

Combat Tactics: You are a frontline fighter first and foremost. Your high defenses and magically enhanced resistances make you durable in combat, though you lack mobility. When you need to distract foes or face down hordes, you can use your abilities from the Preacher archetype. If you can't take the Weapon Focus feat, consider taking the Destruction domain instead of the Strength domain, since that gives you a standard action ability to help you deal damage with your weapon.

Healer

Species: Gnome.

Attributes: -1 Str, 2 Dex, 3 Con, 0 Int, 0 Per, 4 Wil (after species modifiers).

Class: Cleric.

Archetypes: Healer first, Divine Magic second, Domain Influence third.

Insight Points: 2 points for additional spells known.

Skills: Awareness, Deduction, Knowledge (religion), Medicine

Weapon Group: Club-like weapons.

Languages: Common, Draconic, Halfling.

Equipment: Morning star, standard shield, scale mail. As you gain levels, use the best medium armor you can afford.

Legacy Item: 1-handed implement. At level 3, choose *staff of potency*. At level 9, choose *staff of healing rhythm* and *staff of focus*. At level 15, choose *greater splitting staff*, *greater staff of focus*, and *staff of healing rhythm*.

Domains: Life, Protection

Mystic Spheres: Vivimancy

Suggested Spells:

- Rank 1: *drain life, draining grasp, healer's intuition, lifegift, sapping miasma*
- Rank 2: *cure wound, inflict wound, triage, wellspring of life*
- Rank 3: *circle of death, lifesteal, lifesteal grasp*
- Rank 4: *greater drain life, lifeseal, lifesight*
- Rank 5: *mass vital persistence, nauseating miasma*
- Rank 6: *greater circle of death, greater inflict wound*
- Rank 7: *avascular, greater lifesteal grasp, mass lifesteal blade*

Suggested Feats: Sphere Focus: Vivimancy, Boongiver, Regenerator

Combat Tactics: You have an unmatched mastery of healing and protection. You have high defenses, so you can take to the front lines as necessary to make the most of *restoration* and *divine protection*, but it's generally better to let your allies take hits instead of you. Since *restoration* is much less effective at healing yourself, you can use spells like *cure wounds* or *lifesteal* to heal yourself if you lose hit points. Although your

healer's grace ability is powerful, you shouldn't feel bad about attacking enemies. That's especially important early in a fight when your allies don't need healing yet and your enemies haven't realized that it's pointless to attack your allies while you are still standing.

Preacher

Species: Human.

Attributes: 0 Str, 0 Dex, 2 Con, 2 Int, 4 Per, 0 Wil.

Class: Cleric.

Archetypes: Preacher first, Divine Magic second, Divine Spell Mastery third.

Insight Points: 5 points for additional spells known.

Skills: Awareness, Knowledge (local, religion), Linguistics, Medicine, Persuasion, Social Insight

Weapon Group: Flexible weapons.

Languages: Common, Dwarven, Elven.

Equipment: Flail, standard shield, scale mail. As you gain levels, use the best medium armor you can afford.

Legacy Item: Apparel. At level 3, choose *amulet of blessed oration*. At level 9, choose *greater amulet of blessed oration* and *bracers of repulsion*. At level 15, choose *supreme amulet of blessed oration*, *greater bracers of repulsion*, and *greater boots of speed*.

Mystic Spheres: Enchantment, Revelation

Suggested Spells:

- Rank 1: *agony*, *alluring presence*, *mind crush*, *social intuition*, *true strike*
- Rank 2: *friend to foe*, *monologue*, *reveal vulnerability*
- Rank 3: *charm*, *curse of phobia*, *discern lies*, *reverse scrying*
- Rank 4: *confusion*, *greater mind crush*, *gift of knowledge*, *sensory chain*
- Rank 5: *clairvoyance*, *dominate person*, *dramatic reveal*, *foresight*
- Rank 6: *amnesiac charm*, *mass blindsight*, *sleep*
- Rank 7: *blinding visions*, *mass true strike*, *solipsism*, *supreme mind crush*

Suggested Feats: Persuasion Specialization, Sphere Focus: Enchantment, Sphere Focus: Revelation

Combat Tactics: Your social skills are virtually unmatched, and you have a wide variety of spells that give you narrative power in social situations. In combat, your *denounce the heathens* ability is essentially guaranteed to hit, so you should stay close enough to the front lines to make good use of it. You can take advantage of the lowered defenses of your denounced foes to succeed with powerful mind-affecting spells.

Druid

Elementalist

Species: Human.

Attributes: 0 Str, 0 Dex, 0 Con, 2 Int, 4 Per, 2 Wil.

Class: Druid.

Archetypes: Nature Magic first, Elementalist second, Nature Spell Mastery third.

Insight Points: 2 points for a mystic sphere, 3 points for spells

Skills: Awareness, Balance, Jump, Knowledge (dungeoneering, nature), Survival, Swim

Languages: Common, Sylvan

Equipment: Sickle, standard shield, scale mail. As you gain levels, use the best medium armor you can afford. You may want to keep leather armor around in case you need to do a lot of jumping or swimming - or at high levels, flying.

Legacy Item: 1-handed implement. At level 3, choose *staff of potency*. At level 9, choose *greater staff of potency* and *extending staff*. At level 15, choose *supreme staff of potency*, *greater staff of focus*, and *splitting staff*.

Mystic Spheres: Any three of the four elemental mystic spheres. Your *elemental spell* ability gives you access to spells from the fourth mystic sphere. That means that the specific three mystic spheres you choose mostly just affect which wands you can use and which feats you can take.

Suggested Spells: You have access to spells from all four elemental mystic spheres, so you have a massive pool of spells available to you. The list below is just one of the possible paths you could take.

- Rank 1: *desiccation*, *firebolt*, *rocky shell*, *wind screen*
- Rank 2: *combustion*, *downdraft*, *personal gravitation*, *wave of desiccation*
- Rank 3: *crushing gravity*, *fireball*, *geyser*, *retributive winds*
- Rank 4: *fissure*, *flight*, *greater forceful aquajet*, *immolate*
- Rank 5: *earthglide*, *greater gust of wind*, *greater ignition*, *greater wave of desiccation*
- Rank 6: *agile flight*, *greater earthbind*, *greater flame dash*, *supreme fountain*
- Rank 7: *earthquake*, *soul of the phoenix*, *supreme buffet*, *supreme forceful aquajet*

Suggested Feats: Sphere Focus: Aeromancy, Aquamancy, Pyromancy, or Terramancy

Combat Tactics: You are a master of all four elements, so you have an immense variety of options available to you - if you choose the right spells. You have a very high accuracy thanks to your Perception and a reasonably high power, so your primary role in combat will usually be to deploy the perfect damaging spell or debuff for the situation. Your skills and Elementalist abilities give you a lot of narrative power, so stay alert for opportunities to overcome challenges without needing to fight at all.

Nature Magic

Species: Elf.

Attributes: 0 Str, 3 Dex, 0 Con, 1 Int, 3 Per, 2 Wil (after species modifiers).

Class: Druid.

Archetypes: Nature Magic first, Nature Spell Mastery second,

Elementalist third.

Insight Points: 2 points for a mystic sphere, 1 point for a spell

Skills: Awareness, Creature Handling, Knowledge (nature), Stealth, Survival, Swim

Weapon Group: Headed weapons

Languages: Common, Elven, Halfling.

Equipment: Sickle, standard shield, leather armor. As you gain levels, use the best light armor you can afford.

Legacy Item: 1-handed implement. At level 3, choose *staff of focus*. At level 9, choose *bushwalker's staff* and *staff of focus*. At level 15, choose *supreme baneswallow staff*, *bushwalker's staff*, and *staff of focus*.

Mystic Spheres: Aquamancy, Verdamancy

Suggested Spells:

- Rank 1: *barkskin*, *crushing wave*, *forceful aquajet*, *entangle*, *verdant armor*
- Rank 2: *blight*, *plant growth*, *poison – nitharit*, *raging river*
- Rank 3: *fire seeds*, *geyser*, *poison – arsenic*, *wall of thorns*
- Rank 4: *aqueous form*, *flourishing vines*, *greater vine whip*
- Rank 5: *fluid motion*, *greater entangle*, *poison – black lotus*, *sphere of constraint*
- Rank 6: *greater fire seeds*, *greater geyser*, *ring of mist*
- Rank 7: *strangling vines*, *supreme forceful aquajet*, *supreme vine whip*

Suggested Feats: Sphere Focus: Verdamancy, Sphere Focus: Aquamancy, Herbalist

Combat Tactics: You are a master of plants and nature. Your spells excel at moving foes around the battlefield and constraining their movement while dealing reasonable damage. You also have access to dangerous poisons to weaken your foes while they remain safely kept at bay.

Nature Spell Mastery

Use the typical character for the Nature Magic druid archetype. Even if you focus on spells through this archetype, you should generally still rank up your spells before improving your rank in this archetype.

Shifter

Species: Half-orc.

Attributes: 3 Str, 3 Dex, 2 Con, 1 Int, 0 Per, 0 Wil.

Class: Druid.

Archetypes: Shifter first, Nature Magic second, Wildspeaker third.

Insight Points: 1 point for a trained skill, 1 point for a wild aspect, 2 points for spells

Skills: Awareness, Balance, Climb, Jump, Intimidate, Stealth, Survival

Languages: Common, Sylvan

Equipment: Natural weapon, standard shield, chain shirt. As you gain levels, use the best light armor you can afford.

Legacy Item: Armor. At level 3, choose *resistant armor*. At level 9, choose *lithe armor* and *crumpling armor*. At level 15, choose *greater resistant armor*, *greater crumpling armor*, and *lithe armor*.

Mystic Sphere: Polymorph

Suggested Wild Aspects: Your choice of wild aspect has a significant effect on your capabilities, and they are less complicated to evaluate than spell, so choose wild aspects that match your goals. The Bear, Viper, and Wolf forms excel at dealing damage in combat. The Bull and Constrictor forms improve your ability to take unusual combat actions. Other forms can be useful in specific circumstances and out of combat.

Suggested Spells:

- Rank 1: *camouflage*, *mighty claw*, *natural might*, *organ failure*, *stoneskin*, *twisting claw*
- Rank 2: *brief regeneration*, *bleed*, *distant claw*, *shrink*
- Rank 3: *enlarge*, *scent*, *spikeform*
- Rank 4: *draconic senses*, *eyebite*, *malleable body*, *regeneration*
- Rank 5: *baleful polymorph*, *greater bleed*, *vital regeneration*
- Rank 6: *extruding spikes*
- Rank 7: *cripple*, *sludgeform*

Suggested Feats: Sphere Focus: Polymorph, Regenerator, Brawler, Savage

Combat Tactics: You are a lethal blend of claws and teeth. You can shift your form to gain the perfect abilities for your current circumstances, and your high physical attributes make you hard to kill and hard to ignore. Your flexibility between natural weapons, spells, and high physical skills give you a lot of options in and out of combat. In general, you do the most damage in close quarters where you can attack with your natural weapons, but you can use your spells to soften up strong enemies and finish off weakened enemies.

Wildspeaker

Species: Gnome.

Attributes: -1 Str, 0 Dex, 3 Con, 0 Int, 4 Per, 2 Wil.

Class: Druid.

Archetypes: Wildspeaker first, Nature Magic second, Nature Spell Mastery third.

Insight Points: 3 points for spells.

Skills: Awareness, Creature Handling, Knowledge (nature), Ride, Survival

Weapon Group: Headed weapons

Languages: Common, Gnome, Sylvan

Equipment: Sickle, standard shield, scale mail. As you gain levels, use the best medium armor you can afford.

Legacy Item: Apparel. At level 3, choose *amulet of sturdy companionship*. At level 9, choose *greater amulet of sturdy companionship* and *shrinking belt*. At level 15, choose *supreme amulet of sturdy companionship*, *greater shrinking belt*, and

greater cloak of the noble rider.

Mystic Sphere: Electromancy

Suggested Spells:

- Rank 1: *electric jolt, electroshock, energize, shocking grasp*
- Rank 2: *lightning storm, stunning discharge*
- Rank 3: *call lightning, lightning bolt, lightning breath, thunderdash*
- Rank 4: *cleansing shock, greater electric jolt, greater lightning storm*
- Rank 5: *chain lightning, electrocute, electromagnetic bolt*
- Rank 6: *greater call lightning, greater thunderdash, supreme lightning storm*
- Rank 7: *greater lightning breath, supreme electric jolt, supreme shocking grasp*

Suggested Feats: Sphere Focus: Electromancy, Ride Specialization, Creature Handling Specialization, Toughness

Combat Tactics: You lead your faithful natural servant in battle. It distracts your enemies while you blast them with lightning from afar. You can also use your leadership skills to inspire and command your allies in battle. Once you get a *shrinking belt* or some other way to shrink yourself, you can ride your *natural servant* into battle, which compensates for your short gnomish legs. If you are both lucky and persuasive, you be able to use your *speak with animals* ability to convince an animal to aid you on your journey, at least for a short time, in addition to your *natural servant*.

Fighter

Combat Discipline

Species: Dwarf.

Attributes: 3 Str, 0 Dex, 4 Con, 0 Int, 0 Per, 1 Wil.

Class: Fighter.

Archetypes: Combat Discipline first, Martial Mastery second, Sentinel third.

Insight Points: 2 points for maneuvers.

Skills: Climb, Endurance, Jump, Swim

Weapon Groups: Axes, crossbows

Languages: Common, Dwarven, Orc

Equipment: Battleaxe, standard shield, scale mail. As you gain levels, buy a heavy crossbow and use the best heavy armor you can afford. You can switch between a shepherd's axe for hard to hit enemies, a battleaxe for multi-enemy fights or fights where you need the extra damage from holding it in two hands, and throwing axes when you need a ranged weapon.

Legacy Item: Shield. At level 3, choose *shield of armor catching*. At level 9, choose *hardblock shield* and *shield of boulder catching*. At level 15, choose *greater hardblock shield*, *greater shield of boulder catching*, and *greater shield of arrow deflection*.

Combat Styles: Flurry of Blows, Rip and Tear

Suggested Maneuvers:

- Rank 1: *flay, hamstring, quickdraw*
- Rank 2: *power flurry, rend the hide, strip the armor, sweeping strike*
- Rank 3: *flintspark strike, strip the flesh, strike flurry*
- Rank 4: *desperate flurry, spinning slash*
- Rank 5: *bloodletting strike, tripping whirlwind*
- Rank 6: *greater rend the hide, greater tear exposed flesh*
- Rank 7: *blinding brow gash, greater desperate flurry*

Suggested Feats: Shieldbearer, Toughness, Regenerator

Combat Tactics: You are extremely difficult to kill, and your ability to ignore and remove conditions makes it hard for your foes to whittle you down over time. You can charge confidently into the middle of battle, cutting down enemy ranged attackers regardless of their surrounding allies. Alternately, you can hold the line to protect your own allies.

Equipment Training

Species: Halfling.

Attributes: 1 Str, 4 Dex, 0 Con, 1 Int, 2 Per, 1 Wil.

Class: Fighter.

Archetypes: Equipment Training first, Martial Mastery second, Combat Discipline third.

Insight Points: 1 point for proficiency with exotic blades, 1 point for a maneuver.

Skills: Awareness, Balance, Flexibility, Jump, Stealth

Weapon Groups: Blades, crossbows

Languages: Common, Gnomish, Halfling

Equipment: Kukri, standard shield, scale mail. As you gain levels, buy a heavy crossbow and use the best armor you can afford that allows you to apply your full Dexterity bonus to your Armor defense. Keep an extra kukri with you so you can dual wield in fights where you don't need to use a shield.

Legacy Item: Weapon. At level 3, choose *potency*. At level 9, choose *greater potency* and *wolfpack*. At level 15, choose *supreme potency*, *fixating*, and *greater shocking*.

Combat Styles: Ebb and Flow, Rip and Tear

Suggested Maneuvers:

- Rank 1: *flay, hamstring, mighty strike, reckless strike*
- Rank 2: *counterstrike, strip the armor, tear exposed flesh*
- Rank 3: *covering strike, dazing feint, strip the flesh*
- Rank 4: *back into the fray, greater two-weapon rend*
- Rank 5: *greater hunting strike, brow gash, reckless flurry*
- Rank 6: *followup flurry, greater tear exposed flesh*
- Rank 7: *blinding brow gash, stunning feint*

Suggested Feats: Swiftrunner, Rapid Reaction, Ghostblade

Combat Tactics: You have an exceptionally high Armor defense, and your strikes are very accurate. While using a shield, your damage isn't massive, so use debilitating maneuvers like *hamstring* or maneuvers that increase your damage like *mighty strike* to stay relevant. When your Armor defense isn't as important, such as when fighting spellcasters, you can dual wield to increase your damage. Unlike most fighters, you are very stealthy, so you can accompany rogues on scouting missions.

Martial Mastery**Species:** Half-orc.**Attributes:** 4 Str, 0 Dex, 2 Con, 1 Int, 2 Per, 0 Wil.**Class:** Fighter.**Archetypes:** Martial Mastery first, Combat Discipline second, Tactician third.**Insight Points:** 1 point for proficiency with exotic club-like weapons, 1 point for an extra combat style, 2 points for maneuvers. When you gain extra insight points from your Tactician archetype, spend them on maneuvers or battle tactics.**Skills:** Awareness, Balance, Climb, Endurance, Jump, Swim**Weapon Groups:** Club-like weapons, bows**Languages:** Common, Giant, Orcish**Equipment:** Totokia, standard shield, scale mail. As you gain levels, buy a longbow and use the best heavy armor you can afford.**Legacy Item:** Armor. At level 3, choose *resistant armor*. At level 9, choose *greater resistant armor* and *armor of fortification*. At level 15, choose *supreme resistant armor*, *mystic armor of fortification*, and *swiftstep armor*.**Combat Styles:** Blunt Force, Flurry of Blows, Penetrating Precision**Suggested Maneuvers:**

- Rank 1: *crushing strike, deathseeking flurry, knockdown, penetrating strike*
- Rank 2: *chargebreaker, ground slam, press forward, rebounding flurry*
- Rank 3: *dazing smash, distant shot, greater mind-numbing swiftstrike, heartpiercing strike*
- Rank 4: *distracting twinstrike, greater ground slam, greater lunge, greater press forward*
- Rank 5: *boneshatter, eye gouge, tripping whirlwind*
- Rank 6: *greater called shot, greater distant shot, triplestrike, supreme ground slam*
- Rank 7: *greater groundspike, stunning smash, whirlwind flurry*

Suggested Feats: Executioner, Blindfighter, Toughness**Combat Tactics:** You have great versatility in combat. You can attack any defense except for Mental defense, allowing you to take advantage of any weaknesses your foes have. When your shield is unnecessary, you can hold your totokia in two hands to improve your already respectable damage. Many of your maneuvers work with either a melee weapon or a longbow, so you aren't forced to fight in melee against highly mobile or excessively lethal foes. In addition to using maneuvers, you can coordinate your allies with battle tactics.**Sentinel****Species:** Dwarf.**Attributes:** 2 Str, 0 Dex, 2 Con, 0 Int, 4 Per, 0 Wil.**Class:** Fighter.**Archetypes:** Sentinel first, Martial Mastery second, Equipment Training third.**Insight Points:** 1 point for proficiency with exotic headed weapons, 1 point for a maneuver.**Skills:** Awareness, Climb, Endurance, Intimidate**Weapon Groups:** Headed weapons, bows**Languages:** Common, Dwarven, Orcish**Equipment:** Warhammer, standard shield, scale mail. As you gain levels, buy a dwarven shorthammer, longbow, and light hammers and use the best heavy armor you can afford. Bring light hammers so you can throw them at enemies out of your reach.**Legacy Item:** Apparel. At level 3, choose *protector's amulet*. At level 9, choose *greater protector's amulet* and *guardian's amulet*. At level 15, choose *greater guardian's amulet*, *challenger's cloak*, and *greater protector's amulet*.**Combat Styles:** Blunt Force, Unbreakable Defense**Suggested Maneuvers:**

- Rank 1: *crushing strike, knockdown, liver crush, prepared defense*
- Rank 2: *brace for impact, cleanse, ground slam*
- Rank 3: *dazing smash, revitalizing strike, stunning headshot*
- Rank 4: *greater ground slam, greater press forward, second wind*
- Rank 5: *bracing strike, nauseating liver crush, tenderizing blow*
- Rank 6: *greater prepared defense, supreme ground slam*
- Rank 7: *confusing headshot, stunning smash*

Suggested Feats: Shieldbearer, Toughness, Regenerator**Combat Tactics:** You hold the line in the middle of the fray, protecting your allies all over the battlefield. You have an unmatched ability to constrain your foes' movement and force them to pay attention to you, limiting their ability to harm your allies. Your damage is reasonable, but your main focus should be on defense so you can protect your more vulnerable and reckless allies.**Tactician****Species:** Human.**Attributes:** 1 Str, 0 Dex, 2 Con, 4 Int, 0 Per, 1 Wil.**Class:** Fighter.**Archetypes:** Tactician first, Martial Mastery second, Equipment Training third.**Insight Points:** 2 points for battle tactics, 5 points for maneuvers. When you gain extra insight points from your Tactician archetype, spend them on maneuvers or battle tactics.**Skills:** Awareness, Deception, Deduction, Devices, Endurance, Knowledge (dungeoneering, local), Medicine, Persuasion**Weapon Groups:** Flexible weapons, bows**Languages:** Common, Draconic, Elven**Equipment:** Warhammer, standard shield, scale mail. As you gain levels, buy a longbow and use the best heavy armor you can afford.

Legacy Item: Armor. At level 3, choose *resistant armor*. At level 9, choose *greater resistant armor* and *swiftstep armor*. At level 15, choose *supreme resistant armor*, *greater swiftstep armor*, and *greater armor of health*.

Combat Styles: Blunt Force, Herald of War

Suggested Maneuvers: You have a wealth of maneuvers known, so individual maneuver recommendations are less meaningful. Take whatever interests you at each level, making sure to have some way to attack both Fortitude and Mental defenses.

Suggested Feats: Precognition, Leadership, Medicine Specialization

Combat Tactics: You have a massive wealth of options in combat. You can buff your allies' attacks, defend your allies, deal damage, or debuff your foes. Use whichever battle tactics are most relevant to the current situation. You also have more skills than most fighters, so you can contribute more easily to noncombat situations. However, you don't have the defensive power of most fighters, so you can't just charge heedlessly into the fray.

Monk

Airdancer

Species: Elf.

Attributes: 4 Str, 3 Dex, 0 Con, 1 Int, 0 Per, 0 Wil.

Class: Monk.

Archetypes: Airdancer first, Esoteric Warrior second, Ki third.

Insight Points: 1 point for a ki manifestation, 1 point for a trained skill, 1 points for a maneuver.

Skills: Balance, Climb, Flexibility, Jump, Stealth, Swim

Weapon Groups: Monk weapons

Languages: Common, Elven, Orcish

Equipment: Two kamas. Use your *ki barrier* for your body armor.

Legacy Item: Apparel. At level 3, choose *boots of levitation*. At level 9, choose *greater boots of levitation* and *greater boots of reliable motion*. At level 15, choose *supreme boots of levitation*, *quickcleanse amulet*, and *greater boots of speed*.

Combat Styles: Mobile Assault, Rip and Tear

Suggested Feats: Jump Specialization, Swiftrunner, Two-Weapon Fighting

Combat Tactics: You are highly acrobatic in combat, leaping around your opponents with ease. Once your Jump check result is high enough to jump over enemies, you can start ignoring attempts to block your movement. The Leap of the Heavens *ki manifestation* can help you reach that point quickly. You are highly accurate, and your high Strength helps both your damage and your skills. Your light armor and middling defenses make it dangerous for you to stand in the middle of a fight. If you are in physical danger, you can sheathe one of your kamas and use your *ki barrier* as a shield.

Esoteric Warrior

Species: Human

Attributes: 2 Str, 3 Dex, 2 Con, 0 Int, 2 Per, 0 Wil.

Class: Monk.

Archetypes: Esoteric Warrior first, Perfected Form second, Transcendent Sage third.

Insight Points: 1 point for a trained skill, 2 points for maneuvers.

Skills: Awareness, Balance, Climb, Flexibility, Endurance, Jump, Stealth

Weapon Groups: Monk weapons

Languages: Common, Draconic, Elven

Equipment: Two kunai, chain shirt. As you gain levels, buy spare kunai, and use the best light armor you can afford.

Legacy Item: Apparel. At level 3, choose *bracers of mighty fists*. At level 9, choose *greater bracers of mighty fists* and *amulet of shared clarity*. At level 15, choose *supreme bracers of mighty fists*, *greater amulet of shared clarity*, and *greater boots of speed*.

Combat Styles: Dirty Fighting, Flurry of Blows

Suggested Feats: Brawler, Juggernaut, Swiftrunner, Two-Weapon Fighting

Combat Tactics: You can beat your opponents to death with nothing more than your bare hands. Your primary combat strategy is generally to grapple, trip, or otherwise debuff your opponents with your free hands before you pummel them into submission. You have a high movement speed, and you can take advantage of that by rushing down enemies who would prefer to keep their distance. When that is combined with your immunity to many common debuffs, you are exceptionally effective against enemy spellcasters. If you find yourself fighting more martially skilled foes, you may need to keep your distance with kunai or a bow, at least until they are weakened.

Ki

Species: Halfling

Attributes: -1 Str, 2 Dex, 2 Con, 1 Int, 0 Per, 4 Wil.

Class: Monk.

Archetypes: Ki first, Esoteric Warrior second, Transcendent Sage third.

Insight Points: 2 points for ki manifestations, 1 point for a maneuver.

Skills: Balance, Flexibility, Endurance, Jump, Knowledge (arcana), Stealth

Weapon Groups: Monk weapons

Languages: Common, Draconic, Elven

Equipment: Two kamas. Use your *ki barrier* for your body armor. As you gain levels, buy spare kunai.

Legacy Item: Weapon. At level 3, choose *potency*. At level 9, choose *greater potency* and *wolfpack*. At level 15, choose *supreme potency*, *supreme bloodspray*, and *wolfpack*.

Combat Styles: Flurry of Blows, Mobile Assault

Suggested Feats: Two-Weapon Fighting, Ghostblade, Iron Will, Spellwarped

Combat Tactics: Although you appear small and physically weak, your attacks hit hard thanks to your *ki energy* ability. You can use a variety of ki manifestations to have surprising effects in combat. Look for tricky combinations, like tripping your foes at a distance with *extend the flow of ki* or using *burst of blinding speed* to increase the power of movement-based maneuvers. You can also use your ki manifestations to augment your skills in non-combat situations. Your defenses are high and well-rounded, and you have immunities to a variety of common debuffs, so you can fight aggressively in combat. Generally, you should dual-wield kamas, but you can drop to a single kama if you need more Armor defense, or you can switch to throwing kunai to hit distant foes.

Perfect Form

Species: Human

Attributes: 3 Str, 3 Dex, 2 Con, 0 Int, 0 Per, 0 Wil.

Class: Monk.

Archetypes: Perfect Form first, Esoteric Warrior second, Airdancer third.

Insight Points: 1 point for a trained skill, 2 points for maneuvers.

Skills: Balance, Climb, Flexibility, Endurance, Jump, Stealth, Swim

Weapon Groups: Monk weapons

Languages: Common, Giant, Orc

Equipment: Two kunai, chain shirt. As you gain levels, buy spare kunai, and use the best light armor you can afford.

Legacy Item: Apparel. At level 3, choose *bracers of mighty fists*. At level 9, choose *greater bracers of mighty fists* and *boots of speed*. At level 15, choose *supreme bracers of mighty fists*, *sprinting boots*, and *greater boots of speed*.

Combat Styles: Dirty Fighting, Mobile Assault

Suggested Feats: Brawler, Juggernaut, Swiftrunner, Two-Weapon Fighting

Combat Tactics: Your general fighting style is the same as the Esoteric Warrior sample character. Your main differentiating factor is that you are even more mobile, more skilled, and your damage is slightly higher. However, you are less resistant to magic, especially mental magic, so you need to be careful when fighting spellcasters.

Chapter 3

Core Mechanics

This chapter describes the core mechanics of Rise.

Defining the Undefined

This book does not attempt to include specific rules for every aspect of a realistic world. Unless defined otherwise - or if it's not worth the effort to look up Rise's exact rules in the flow of a game - you should assume that the universe works more or less like the real world does, and as long as everyone agrees that something is reasonable, it's not worth worrying about in more detail. For example, Rise does not have specific rules for how long it takes to eat a meal, the arc that a thrown ball takes through the air, or how much extra weight a well-made chandelier can hold without breaking. It's possible to imagine situations where each of those might be important to a game, however, so you'll have to guess what would be reasonable as obscure situations arise. The Game Master has the final word when defining ambiguities like this.

Making Attacks

Anything that affects another creature in a potentially harmful way, such as striking a creature with a sword, is an attack. Many abilities are always considered attacks, even if you use them in a way that you believe is not harmful. To make an attack, you must make an **attack roll**.

Attack Rolls

To make an attack roll, roll 1d10 and add your **accuracy** with the attack. The sum of your die roll and your accuracy is called your **attack result**. You compare your attack result to a **defense** that your **target** has (see Defenses, page 24). All attacks specify which defense they are compared to.

If your result is equal to or higher than your target's defense, the attack hits. This almost always means the target suffers some harmful effect, such as taking **damage** (see Damage, page ??). If your result is 1 or 2 lower than the defender's defense, you get a **glancing blow** (see Glancing Blows, page 35). Otherwise, the attack misses. When an attack misses, the defender almost always suffers no effects from the attack. Even if the attack had no obvious physical or visual effects, a creature that resists an

attack still feels a hostile force or a tingle, but cannot usually deduce the exact nature of the attack.

Creatures can voluntarily lower their defenses against attacks that they are aware of. When they do, their defense is treated as 0 against the attack.

Exploding Attacks

When you make an attack roll, if you roll a 10 on the d10, the die **explodes**. In addition, some effects can cause your roll to **explode** without rolling a 10.

When an attack roll **explodes**, you roll it again and add the second result to the original result before applying your **accuracy**. If you roll a 10 on the extra roll, you keep rolling until you stop rolling a 10 and add all of the rolls together.

Critical Hits

If your attack result is at least 10 higher than your target's defense, your attack is a **critical hit**. Some attacks have specific effects when you get a critical hit, as indicated in their descriptions or in other abilities. In addition, all damaging attacks have a standard critical hit effect. For every increment of 10 by which you beat the target's defense, you double the number of damage dice you roll. As normal, two doublings become a tripling, so if you beat your opponent's defense by 20, you roll triple the damage dice. This does not increase the damage from your **power** or any other non-dice damage modifiers.

Objects are not normally subject to critical hits. Some creatures are also not subject to critical hits, as noted in their descriptions.

Glancing Blows

When you miss on an attack by 2 or less, it is called a glancing blow. All damaging attacks have a standard glancing blow effect. Non-damaging attacks do not have any special effects on a glancing blow. If you get a glancing blow with a damaging attack, you roll no damage dice. This does not reduce the damage from your **power** or any other non-dice damage modifiers. If you would not normally add your **power** to the attack, it deals no damage.

Dealing Damage

Many **attacks** deal damage to their targets. In general, most damaging attacks deal an amount of damage determined by

rolling some number of dice and adding some multiplier of your **power** with that attack. The details are given in each attack's description.

When a creature is dealt damage, the damage first reduces that creature's **damage resistance** (see Damage Resistance, page 24). Any damage in excess of the creature's remaining damage resistance causes it to lose that many **hit points** (see Hit Points, page 24). If you take damage that would reduce your hit points below 0, you gain one or more **vital wounds** (see Negative Hit Points, page ??). Monsters typically do not gain vital wounds like player characters do. Instead, they simply die or fall unconscious when they reach 0 hit points.

Dealing Damage, Taking Damage, and Losing Hit Points: You deal damage whenever you hit with a damaging attack, regardless of whether the target loses hit points or only **damage resistance**. Likewise, you take damage whenever anything deals damage to you. However, you only lose hit points if the damage is not mitigated by your damage resistance. Many active abilities require the target to lose hit points from a damaging attack, which does not happen if the damage is resisted.

Dice Pools

Almost all attacks deal damage based on a **dice pool**. Likewise, healing abilities usually heal hit points based on a dice pool. Dice pools are written with the number of dice, followed by "d", followed by the size of dice to roll. For example, 2d6 means you roll two six-sided dice. You always sum the roll of all dice rolled in a dice pool to determine the total result.

Some modifiers add or subtract flat values from the result of the dice pool. Others add or subtract **dice increments**.

A die increment is a single increase or decrease in the value of a dice pool. Increasing by one die increment is written as +1d, and decreasing by one die increment is written as -1d. Damage dice change in size according to the following pattern:

- 1 damage (minimum)
- 1d2
- 1d3
- 1d4
- 1d6
- 1d8
- 1d10
- 2d6
- 2d8
- 2d10
- 4d6
- 4d8
- 4d10
- 5d10
- 6d10
- 7d10
- 8d10

For each die increment that increases the damage, move one space down the list. Likewise, for each die increment that decreases the damage, move one space up the list. After the dice

pool reaches 8d10, each additional die increment adds an additional 1d10. In practice, you are unlikely to ever roll that many dice.

Dice Bonuses From Attributes: Your attributes can add or subtract dice increments from all dice pools you roll. Whenever you use a **mundane** ability that has a dice pool, you add half your Strength in dice increments to the dice pool. If your Strength is negative, this can reduce your damage or healing. Likewise, you add half your Willpower in dice increments to your dice pools with **magical** abilities. For example, if you are using a spell that normally deals 1d8 damage, and your Willpower is 2 or 3, you would deal 1d10 damage with that ability instead.

Items are an exception to this rule. Some items specify their own dice pools, like a *firebomb* or a *vampiric* weapon. Your Strength and Willpower do not modify the dice pools specified by items.

Damage Types

All damage falls into one of two categories: **energy damage** or **physical damage**. Physical damage is the most common type of damage. Energy damage is usually caused by **magical** effects.

Damage Subtypes

Physical damage has three subtypes: bludgeoning damage, piercing damage, and slashing damage. Energy damage has five subtypes: acid damage, cold damage, electricity damage, fire damage, and sonic damage. Damage of a particular subtype is also considered damage of its primary type. For example, if you are **impervious to physical damage**, that applies against bludgeoning damage because bludgeoning damage is a subtype of **physical damage**.

Some damage types have special properties, as described below.

Cold: Abilities that deal cold damage can freeze liquids and have similar effects appropriate to a sudden drop in temperature.

Electricity: Abilities that deal electricity damage can ignite nonmagical fires if they damage combustible objects.

Fire: Abilities that deal fire damage provide light equivalent to a torch for their duration. Abilities without a duration create a brief burst of torchlight. While underwater, they deal half damage and have no nondamaging effects.

Multiple Damage Types

Some attacks deal damage that has multiple damage types. Defensive abilities such as defense bonuses or damage immunities apply against an attack only if they apply to all damage types dealt by the attack.

Special Damage Types

These special damage types are separate from the standard damage types, like fire damage or energy damage.

Subdual Damage

Some attacks and environmental effects deal subdual damage. Subdual damage works in the same way as normal damage,

except it cannot inflict **vital wounds**. If an attack that deals subdual damage would inflict a vital wound, the target increases its **fatigue level** by three instead. Whenever you make a **strike**, you can choose to deal subdual damage instead of normal damage. If you do, you deal half damage with the strike.

Environmental Damage

Some abilities and environmental effects deal environmental damage. Environmental damage is never dealt as the result of a successful attack roll. Environmental damage works in the same way as normal damage, except that environmental damage is reduced by your **damage resistance** without subtracting from its remaining value. Any environmental damage in excess of a creature's damage resistance is causes the creature to lose hit points just like normal damage.

It is possible for damage to be both environmental damage and subdual damage.

Taking Damage

Taking damage from attacks reduces your **damage resistance**, and then your **hit points**, before finally inflicting **vital wounds**. To calculate your damage resistance and hit points, see Character Statistics, page 24. This section explains those concepts in more detail.

Whenever you take damage, you reduce your **damage resistance** by an amount equal to the damage you took. Any damage in excess of your remaining damage resistance reduces your **hit points**. There are two main difference between hit points and damage resistance. First, losing **hit points** makes you vulnerable to many debilitating debuffs. Second, many abilities can restore hit points lost during combat, but damage resistance is extremely difficult to recover without taking a **short rest**.

Negative Hit Points

You can have negative hit points, but only briefly. At the end of each **phase**, if your hit points are negative, you gain a **vital wound** and your hit points are set to 0 (see Vital Wounds, page 37). If your negative hit points exceed half your maximum hit points, you gain an additional vital wound. You gain an additional vital wound for each increment of half your maximum hit points that you have in negative hit points.

Resolving Simultaneous Damage

Many attacks have special effects when they cause you to lose **hit points**. In addition, some attacks have special effects based on other triggers, like whether you resisted all damage from the attack. When you take damage from multiple sources during the same phase, it may not be obvious how to determine whether any individual attack caused you to lose hit points. There is a rule for this situation: each attack's special effects are triggered as if all damage you took in the current phase was dealt by that attack.

For example, assume that you started a phase with some damage resistance remaining. You are hit by two attacks: the *organ failure* spell and the *strip the armor* maneuver. The combined damage from the two attacks exceeds your damage resistance, so you lose some hit points. The *organ failure* spell would cause you to be **stunned** (-4 defenses), because it would be treated as if it made you lose hit points, even if your damage resistance at the start of the phase exceeded the damage dealt by that spell. Likewise, the *strip the armor* maneuver would not have its bonus effect that triggers if you resist all damage from the attack, because you lost hit points from that attack as well.

Non-damaging attacks are simpler. They always care about your current state at the time the attack is made, regardless of any damage you may take during the phase.

Simultaneous Damage and Healing: If you regain hit points and take damage in the same phase, apply all healing effects after applying any damaging effects. The healing still applies before checking for **vital wounds**, so the order is mostly irrelevant, except that this avoids the risk of conflicting with your maximum hit point total.

Noticing Damage Resistance

In general, it is impossible to determine whether a creature has damage resistance simply by observing them unless there are obvious visual cues like bleeding injuries. However, when a creature takes damage from an attack, an observer can determine the result of the attack with an Awareness check with a base **difficulty value** of 10 (before applying the normal modifiers for distance, visibility, and so on). The creature dealing the damage gains a +10 bonus to this check. Success on this check allows an observer to distinguish between the following three possibilities:

- The creature resisted all damage from your attack.
- The creature resisted some damage from your attack, but also lost some hit points. This means that the target's damage resistance was reduced to 0 during this phase.
- The creature did not resist any damage from your attack, and took all damage from the attack from their hit points.

Most of the time, you can simplify this to simply "if you attack someone, you know if you beat their damage resistance". The Awareness calculation is useful to handle unusual situations like maximum range longbow shots, where you might not be able to observe the exact result of your attack.

Vital Wounds

A **vital wound** represents serious damage to your body. Each **vital wound** has a specific detrimental effect on you. You gain vital wounds by taking damage in excess of your remaining **hit points** (see Negative Hit Points, page ??).

To determine the effect of a **vital wound**, make a **vital roll** and find the corresponding effect in Table 3.1: Vital Wound Effects. The effect of the vital wound lasts until you remove that vital wound. The effects of vital wounds stack with each other, even if you roll the same effect twice for different **vital wounds**.

Vital Rolls

To make a **vital roll**, roll 1d10 – the number of **vital wounds** you already had, ignoring the vital wound you are rolling for. This includes vital wounds that have no specific vital wound effect. The result determines the effect of the **vital wound**, as listed in Table 3.1: Vital Wound Effects, page 38. Vital wound effects from vital rolls below 1 are lethal if untreated, but the Medicine skill can be used to prevent you from dying (see Medicine, page 165).

Delaying Death: Vital wounds with a vital roll below 1 can kill you. While you are dying in this way, if you receive healing that causes you to regain hit points, you delay your death by one round. This benefit applies even if you are already at full hit points. You cannot delay your death in this way by more than 5 rounds.

Table 3.1: Vital Wound Effects

Vital Roll	Effect
–6 or less	You immediately die
–1–5	You are unconscious, and you die at the end of the next round
0	You are unconscious, and you die after one minute
1	You are unconscious while you have less than full hit points
2	Your maximum hit points and damage resistance are halved
3	You take a –2 penalty to accuracy
4	You take a –2 penalty to all defenses
5	You take a –1 penalty to future vital rolls
6	You move at half speed while you have less than full hit points
7	Your maximum damage resistance is halved
8	You take a –1 penalty to accuracy
9	You take a –1 penalty to all defenses
10 or more	No extra vital wound effect

Removing Vital Wounds

Vital wounds take time to heal. Whenever you take a **long rest**, you remove one of your vital wounds. If you have multiple vital wounds, you may choose the order in which your vital wounds are removed.

Making Checks

Checks are required to perform actions that have a chance of failure where the difficulty is not measured by the defense of another creature or object. For example, climbing a wall or remembering an obscure piece of trivia may require a check.

To make a check, roll 1d10 and add your modifier with the check. You compare that result to a **difficulty value** that represents the difficulty of the task. The more difficult the task, the higher the **difficulty value** will be. If your result is equal to or higher than the **difficulty value**, the check succeeds. This

usually means you accomplish a task successfully. Normal Difficulty values are described in Table ??: Difficulty Value, page ??.

Table 3.2: Difficulty Values

Difficulty Value	Example (Skill Used)
Trivial (0)	Hear a conversation from 10 feet away (Awareness)
Average (5)	Tie or untie a typical knot (Devices)
Tough (10)	Swim in rough water (Swim)
Challenging (15)	Balance on a one-inch wide wood beam (Balance)
Heroic (20)	Open a high quality lock (Devices)
Legendary (25)	Leap across a 30-foot chasm with a running start (Jump)
Epic (30)	Convince a wise mayor her husband is secretly a werewolf (Persuasion)
Godlike (40)	Track three orcs across firm ground after 24 hours of rainfall (Survival)

Critical Success

If your check result is at least 10 higher than the **difficulty value**, your check is a **critical success**. Some checks have a special effect on a critical success. For example, a critical success while climbing means you move twice as quickly (see Climb, page 152).

Critical Failure

If your check result is at least 6 lower than the **difficulty value**, your check is a **critical failure**. Some checks have a special effect on a critical failure, which is usually bad for the character making the check. For example, a critical failure while climbing means you fall (see Climb, page 152).

Types of Checks

There are two types of checks: attribute checks and skill checks. Your bonus with an attribute check is normally equal to your total value for that attribute. Your bonus with a skill check is based on your training with that skill, as well as your value for any relevant attribute (see Skills, page 147).

Some abilities give you bonuses to checks based on a particular attribute, such as “Strength-based checks”. Those bonuses apply to both attribute checks and checks with skills based on those attributes.

Opposed Checks

Sometimes, you’re competing with another creature, such as when you are trying to hold a door closed and a ferocious ogre is trying to shove it open. In that case, you both make a **check**, and the creature with the higher result wins. This is called an opposed check. If you both get the same result, roll again to break the tie.

Resting

When you have a moment to relax, you can rest to regain some of your expended resources. There are two main types of rests: a **short rest** and a **long rest**. Resting is not actually an ability in the same sense as most other abilities. You do not declare that you are using the “short rest” ability, and you do not have to differentiate between whether you intend to take a short rest or a long rest. The benefits of taking a short rest or long rest happen automatically after you spend enough time avoiding strenuous activity. Resting at night is often combined with sleeping, but you can rest at any time without sleeping.

Short Rest

Resting for ten minutes is considered a **short rest**. When you take a short rest, you gain the following benefits.

- Your **hit points** become equal to your maximum hit points.
- Your current **damage resistance** becomes equal to your maximum damage resistance.
- You regain any **attunement points** you released from **attuned** effects (see Attuned Abilities, page 58).
- You remove all **conditions** affecting you (unless they cannot be removed normally).
- Some other abilities have specific effects that last until you take a short rest. For example, a barbarian cannot use their *rage* ability again after raging until after they take a short rest (see Rage, page 68).

Long Rest

Resting for eight hours is considered a **long rest**. When you take a long rest, you gain the following benefits.

- You remove one of your vital wounds (see Removing Vital Wounds, page 38). The Medicine skill can increase this healing (see Accelerate Recovery, page 165).
- Your **fatigue level** becomes 0.
- Some other abilities have specific effects that last until you take a long rest.

You can take multiple long rests consecutively to recover from extensive vital wounds.

Size Categories

Your size affects your **space** and **reach** in combat, your speed with any **movement modes** that depend on your size category's **base speed**, your attributes, and how noticeable you are (see Stealth, page 172). These effects are shown on Table 3.3: Size Categories.

Space

A creature's **space** is the area its body occupies while fighting. All humanoid species take up a 5-ft. by 5-ft. space in combat, which is a single **square**. Normally, other creatures can't be in the space you occupy. Most creatures have a space significantly

larger than the physical space their body occupies because they need room to maneuver in combat.

Reach

A creature's **reach** is the distance that its **melee** attacks can reach.

Base Speed

Each size category has a **base speed** that indicates how far creatures of that size category can generally move. Most **movement modes** use a speed equal to the base speed for a creature's size category. For details about other speeds, see Movement Modes, page 48.

Other Effects

A creature's size affects some additional skills and abilities. For example, larger creatures have a penalty to the Stealth skill (see Size and Stealth, page 172). The effects of unusual size are described in those skills and abilities. Unusually large or small creatures also have other special rules apply to them, as described below.

Very Small Creatures

Space: If a creature takes up less than a single square of space, you can fit multiple creatures in that square. Ignoring flight, you can fit four Small creatures in a square, twenty-five Tiny creatures, 100 Diminutive creatures, or 400 Fine creatures. If the creatures can fly, the number of creatures that can fit into a space increases drastically.

Reach: Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. You can attack into your own square if you need to, so you can attack such creatures normally.

If a creature without a natural reach uses a Long weapon, it gains no benefits or penalties (see Long Weapon, page 344).

Movement: Creatures two size categories smaller than you are not considered obstacles and do not hinder your movement.

Very Large Creatures

Space: Very large creatures take up multiple squares. Anything which affects a single square the creature occupies affects the creature.

Reach: Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares. Creatures with a large natural reach can attack anyone within their reach, including adjacent foes.

Creatures with a large natural reach using Long weapons can strike at up to double their natural reach but can't strike at their natural reach or less, just like Medium sized creatures (see Long Weapon, page 344).

Table 3.3: Size Categories

Size	Space ¹	Reach ¹	Base Speed	Weight Limits ²	Reflex Defense	Example Creature
Fine	1/4 ft.	0	5 ft.	–4 Str	+4	Fly
Diminutive	1/2 ft.	0	10 ft.	–3 Str	+3	Mouse
Tiny	1 ft.	0	15 ft.	–2 Str	+2	Rat
Small	2-1/2 ft.	5 ft.	20 ft.	–1 Str	+1	Cat
Medium	5 ft.	5 ft.	30 ft.	—	—	Human
Large (tall)	10 ft.	10 ft.	40 ft.	+1 Str	–1	Ogre
Large (long)	10 ft.	5 ft.	40 ft.	+1 Str	–1	Horse
Huge (tall)	20 ft.	15 ft.	50 ft.	+2 Str	–2	Cloud giant
Huge (long)	20 ft.	10 ft.	50 ft.	+2 Str	–2	Bulette
Gargantuan (tall)	40 ft.	40 ft.	60 ft.	+3 Str	–3	50-ft. animated statue
Gargantuan (long)	40 ft.	20 ft.	60 ft.	+3 Str	–3	Kraken
Colossal (tall)	80+ ft.	80+ ft.	80 ft.	+4 Str	–4	Colossal animated object
Colossal (long)	80+ ft.	40+ ft.	80 ft.	+4 Str	–4	Great wyrm red dragon

¹ Creatures can vary in space and reach. These are simply typical values.

² This modifies Strength only for the purpose of determining a creature's **weight limits** (see Weight Limits, page 40).

Movement: Creatures two size categories larger than you are not considered obstacles and do not hinder your movement.

Immunities: Creatures at least two size categories larger than you are difficult to fight. You cannot get a **critical hit** with melee **strikes** against such creatures. If you can reach a vulnerable point on the creature, such as by flying, climbing on the creature, or knocking it prone, you can get critical hits normally.

Weight Categories

Weight is generally measured in **weight categories** rather than pounds or kilograms. Weight categories use the same terms as **size categories**, as shown in Table 3.4: Weight Categories, page 40. In general, a creature's weight category is the same as its size category.

Objects and creatures can also be either **lightweight** or **heavyweight**. Lightweight objects and creatures have a weight category that is one category lighter than their size category. Heavyweight objects and creatures have a weight category that is one category heavier than their size category.

Objects that occupy only a small percentage of the space appropriate for their size category, such as swords, are usually lightweight. Objects that fully occupy the space appropriate for their size category, like boulders, are usually heavyweight.

Weight Limits

Your Strength determines how much you can carry or push, as shown in Table 3.5: Weight Limits by Strength. Your weight limits are measured in terms of how many objects or creatures of a given **weight category** that you can carry or push at once. Instead of carrying one object of a given weight category, you can carry eight objects that are one weight category lighter. In general, it is not meaningful to consider the weight of any objects with a weight category lighter than your maximum weight category.

Table 3.4: Weight Categories

Weight Category	Average Weight
Fine	1 oz.
Diminutive	1/2 lb.
Tiny	2 lb.
Small	15 lb.
Medium	125 lb.
Large	1,000 lb.
Huge	8,000 lb.
Gargantuan	64,000 lb.
Colossal	512,000 lb.

You can carry objects or creatures up to your maximum carrying capacity without any penalty. Beyond that, you can push or drag objects or creatures up your pushing and dragging limit as a standard action. When you do, you move the weight 5 feet.

Large Creatures: Unusually large or small creatures gain a bonus to their Strength for the purpose of determining their weight limits. For details, see Table 3.3: Size Categories, page 40.

Multi-Legged Creatures: The figures on Table 3.5: Weight Limits by Strength are for bipedal creatures. A creature with four or more legs can carry, push, or drag twice as many objects as a bipedal creature of the same Strength.

Communication and Languages

Literacy: All characters with an Intelligence of –2 or higher are presumed to be literate, allowing them to read and write any language they speak. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

Language Rarity: Some languages are widely spoken in the world, while others are only encountered in unusual circumstances. Common languages are summarized on Table 3.6:

Table 3.5: Weight Limits by Strength

Strength	Carrying Capacity	Push/Drag
-9	Fine x8	Tiny
-8	Diminutive x2	Tiny x2
-7	Diminutive x4	Tiny x4
-6	Diminutive x8	Tiny x8
-5	Tiny x2	Small x2
-4	Tiny x4	Small x4
-3	Tiny x8	Small x8
-2	Small x2	Medium x2
-1	Small x4	Medium x4
0	Small x8	Medium x8
1	Medium x2	Large x2
2	Medium x4	Large x4
3	Medium x8	Large x8
4	Large x2	Huge x2
5	Large x4	Huge x4
6	Large x8	Huge x8
7	Huge x2	Gargantuan x2
8	Huge x4	Gargantuan x4
9	Huge x8	Gargantuan x8
10	Gargantuan x2	Colossal x2
11	Gargantuan x4	Colossal x4
12	Gargantuan x8	Colossal x8
13	Colossal x2	Colossal x16
14+ ¹	—	—

1 To calculate the weight limits for a creature with epic Strength, double the number of objects it can carry and drag for every point of Strength beyond 13.

Common Languages, below. Rare languages are summarized on Table 3.7: Rare Languages, below. Rare languages are more difficult to learn, and are usually only spoken by unusual creatures.

Learning Languages: You can spend one **insight point** to learn two **common languages** or one **rare language**. In addition, you can learn two common languages or one rare language by mastering the Linguistics skill (see Linguistics, page 165).

Table 3.6: Common Languages

Language	Typical Speakers	Alphabet
Common	Civilized creatures	Common
Draconic	Dragons, kobolds	Draconic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnoll	Gnolls	Common
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins	Dwarven
Halfling	Halflings	Common
Orc	Orcs	Dwarven

Telepathy

Some creatures have the ability to telepathically communicate with other creatures. All telepathy abilities have a defined **range**.

Table 3.7: Rare Languages

Language	Typical Speakers	Alphabet
Abyssal	Evil plane-forged	Abyssal
Aquan	Water-based creatures	Elemental
Auran	Air-based creatures	Elemental
Celestial	Good plane-forged	Celestial
Ignan	Fire-based creatures	Elemental
Sylvan	Dryads, faeries	Elven
Terran	Earth-based creatures	Elemental
Undercommon	Drow	Elven

Unless otherwise specified, a telepathic creature can only communicate with one creature at a time.

As a **free action**, a telepathic creature can open a telepathic communication channel with one creature it sees within the range of its telepathy ability. The target does not have to be willing to receive telepathic communication in this way. While this channel is open, the telepathic creature can cause the target to “hear” the telepathic creature’s voice inside the target’s head. If the target attempts to mentally reply while the channel is open, the telepathic creature can similarly “hear” the reply in its head as if the target was speaking. This does not generally grant the ability to detect any other thoughts, though exceptionally stupid targets may accidentally broadcast their private thoughts.

Telepathic communication uses words, so it still requires a shared language to be intelligible, even though the words are only imagined. A telepathic creature may attempt to telepathically communicate with creatures without a language, though this is generally unproductive. A skilled telepath can customize the mental “voice” it projects in the same way that a creature can attempt to disguise or alter its voice when speaking.

Planes

The universe of Rise is divided into **planes**. A plane is a distinct realm of existence. Except for the connections between planes through **planar rifts**, each plane is effectively an isolated universe, and different planes can obey different fundamental laws. For example, the Material Plane has gravity that exerts a consistent acceleration in a single absolute direction. However, the Astral Plane has subjective gravity, where each creature on the plane chooses the direction that gravity pulls it in, if any.

General Cosmology

The planes of Rise are divided up into groups.

Primal Planes: The primal planes are manifestations of the basic building blocks of the universe. Each plane in this group is predominantly composed of a single element or type of energy. There are four primal planes: Air, Earth, Fire, and Water.

Aligned Planes: The aligned planes are manifestations of the nine alignments that define the morality of the universe. Each plane in this group is strongly associated with a particular alignment. The souls of creatures with the corresponding alignment

often spend their afterlife in the Aligned Planes. There are nine aligned planes, one for each alignment combination (see Alignment, page 19).

Nexus Planes: The nexus planes are composite planes with a number of distinct environments and filled with creatures of myriad alignments. Nexus planes comprise the majority of civilization across all planes. They do not have their own unique planar essence, and no planar creatures are native to nexus planes. There are two nexus planes: the Material Plane and the Astral Plane.

Demiplanes: These planes are small, fragmentary realms that are greatly limited in their scope. There is no specific list of demiplanes, and they share few common properties. Most demiplanes were created for particular purposes by beings of great power, though some simply came into existence through unknown means.

Planar Rifts

Normally, there are boundaries between different planes that prevent direct passage between them. However, **planar rifts** are places where these boundaries have weakened, making interplanar travel easier. A planar rift joins a specific location on one plane to a specific location on a different plane. Most planar rifts lead to and from the Astral Plane, which is the space between the other planes (see The Astral Plane, page 44).

Most planar rifts still require the use of magic, such as the *plane shift* ritual, to actually cross between planes. Some especially large rifts enable physical travel between planes without the use of any magic.

Planar Traits

Gravity Direction

The direction of gravity on a plane can take one of the following forms:

- **Fixed Gravity:** Gravity points in a fixed direction and with a fixed strength at all locations on the plane. Almost all planes with a fixed gravity have a perfectly flat surface.
- **Absolute Directional Gravity:** Gravity points in a consistent direction according to a rule that applies equally to everything on the plane, but which is not in a fixed direction. For example, a plane filled with floating spheres where gravity always points towards the closest sphere has absolute directional gravity.
- **Subjective Gravity:** Each creature on the plane chooses the direction of gravity for that creature. The plane has no gravity for unattended objects and nonsentient creatures. A creature on the plane can make use the *control gravity* ability as a **minor action**.

Control Gravity

Make a Willpower check with a **difficulty value** of 10. Success means that you choose the direction of gravity that applies to you on the current plane. Alternately, you can choose for gravity to not apply to you.

Failure means you gain a +2 bonus to the next *control gravity* ability you use on this plane. This bonus stacks with itself and lasts until you succeed at a *control gravity* ability on this plane.

Gravity Strength

The strength of gravity on a plane can take one of the following forms:

- **Normal Gravity:** Gravity is about the strength of Earth.
- **No Gravity:** There is no gravity on the plane. The **range limits** of ranged weapons are quadrupled.
- **Light Gravity:** Gravity is about half the strength of Earth. The weight of all items is halved. The **range limits** of ranged weapons are doubled.
- **Heavy Gravity:** Gravity is about twice the strength of Earth. Creatures take a -2 penalty to Strength and Dexterity-based checks. The weight of all items is doubled. The **range limits** of ranged weapons are halved, to a minimum of 5 feet.
- **Extreme Gravity:** Gravity is about four times the strength of Earth. Creatures take a -4 penalty to Strength and Dexterity-based checks. The weight of all items is quadrupled. The **range limits** of ranged weapons are reduced to one quarter of the normal value, to a minimum of 5 feet.

Light

Various planes are illuminated in different ways.

- **Fixed Source:** There is a single constant source of light on the plane.
- **Mobile Source:** There is a single source of light on the plane that moves around it, illuminating different parts of the plane at different times.
- **None:** There is no natural source of light on the plane. Other sources of light, such as torches, function normal.

Limits

The behavior of a plane at its limits can vary widely. Some planes have different behaviors at different limits depending on their shape.

- **Astral Gate:** If you reach the limits of the plane, you find a planar gate to the Astral Plane.
- **Barrier:** If you reach the limits of the plane, you find an impassable barrier. The barrier takes the form of a substance relevant to the plane's nature. It may be possible to dig tunnels into the barrier to some depth, but there is nothing behind the barrier. As you progress past the limit, the barrier becomes increasingly difficult to break through, and eventually it becomes completely impenetrable.
- **Looped:** If you go beyond the limits of the plane, you wrap around to the opposite side of the plane. There is no obvious

transition point or perception of transportation when this occurs - the shape of the plane simply connects to itself. On very small planes, this can allow you to see your own back, though looped planes of that size are rare.

- Infinite: The plane has no limits. This is extremely rare.

Planar Connectivity

Different planes have different degrees of connection to other planes.

- Isolated: The plane is difficult to reach or leave. It has no permanent **planar rifts**, and temporary rifts are rare or nonexistent.
- Stable Connected: The plane has multiple permanent **planar rifts**. However, temporary rifts are rare.
- Unstable Connected: The plane has no permanent **planar rifts**, but temporary rifts are common.
- Conduit: The plane has a large number of permanent **planar rifts**, and temporary rifts are common.

Shape

The shape of a plane defines the shape of its core surface, and what happens if you travel beyond that surface.

- Flat Surface: The plane consists of a flat surface generally made of earth or similar material. Most activity and civilization on the plane happens on this surface. It is usually possible to construct tunnels into a flat surface plane to some depth, depending on the size of the plane.
- Hollow Sphere: The plane consists of a hollow sphere with an outer boundary generally made of earth or similar material. Most activity and civilization on the plane happens on the inner surface of the sphere. Some hollow sphere planes have an outer surface that can also be accessed, but most have a limit before any outer surface can be reached.
- Solid Sphere: The plane consists of a solid sphere generally made of earth or similar material. Most activity and civilization on the plane happens on the surface of the sphere. It is possible to construct tunnels into a solid sphere plane, but it may become increasingly difficult to traverse the plane as you approach the center of the sphere. In general, the limit of a solid sphere plane is located at ten times the radius of the plane's primary sphere.
- Uniform: The plane has no well-defined surface or ground layer. Some uniform planes have no ground or solid obstacles, while others are composed almost entirely of ground and firmament. Uniform planes almost always still have limits of some kind.

Plane Descriptions

Primal Planes

The Plane of Air: The Plane of Air is a soaring landscape unencumbered by gravity or ground. The vast expanses of empty air are littered with clouds and unpredictable winds. Any inhabitants of the plane must adapt to a highly mobile lifestyle. A number of towns and structures have been built in the plane

using raw materials brought from other planes. They sail through the air at the whims of the wind, and are occasionally battered by intersections with other wind streams.

The Plane of Air has the following planar traits:

- Gravity strength: No Gravity
- Light: Fixed Source, from a sun outside the limits of the plane
- Limits: Looped
- Planar connectivity: Unstable Connected
- Shape: Uniform, in a sphere with a radius of about 2,000 miles.

The Plane of Earth: The Plane of Earth is a titanic large body of earth and stone. A labyrinthine series of mostly airless tunnels weave their way through the plane, connecting the few cities. The plane is a major source of valuable gems, diamonds, and rare metals like mithral, but the dense rock and airless environment make successful mining difficult. In addition, earthquakes periodically reshape the environment by collapsing old tunnel systems and constructing new ones. Some cities have been carved out in vast underground rooms reinforced to survive the earthquakes.

The Plane of Earth has the following planar traits:

- Gravity direction: Fixed
- Gravity strength: Normal
- Light: None
- Limits: Barrier, formed from increasingly dense rock that eventually becomes so hard that no known material or magic can damage it.
- Planar connectivity: Stable Connected
- Shape: Uniform, in a sphere with a radius of about 500 miles.

The Plane of Fire: The Plane of Fire is an endless searing inferno. The plane's essence is highly combustible, allowing fires to burn indefinitely without any obvious fuel. However, the intensity of flames on the plane are highly uneven, as the plane generates fuel in various locations that shift over time. Some pockets on the surface are devoid of natural fuel, allowing the allow the construction of trading hubs where the few inhabitants of the plane who are not naturally immune to fire can survive. A variety of large tunnels and magma flows run through the sphere, and the intensity of the heat generally increases as you approach the center.

The Plane of Fire has the following planar traits:

- Gravity direction: Absolute Directional, pointing to the center of the sphere
- Gravity strength: Normal
- Light: None, though the constant fires provide sufficient illumination in most locations on the plane
- Limits: Looped
- Planar connectivity: Unstable Connected
- Shape: Solid Sphere, with a radius of about 1,000 miles.

The Plane of Water: The Plane of Water is an impossibly vast ocean. Powerful currents sweep through the ocean, but much of it is calm, and many forms of aquatic life abound in the water.

The Plane of Water is the most densely populated Primal Plane, both by sentient creatures and monsters. Magnificent underwater cities are carved from huge rocks that float peacefully suspended in the water. Though there is no sun, simple creatures akin to plankton form the base of the food chain by feeding directly on the plane's essence.

The Plane of Earth has the following planar traits:

- Gravity strength: No Gravity
- Light: None, though bioluminescent creatures like plankton are extremely common, making many parts of the plane well-lit
- Limits: Looped
- Planar connectivity: Stable Connected
- Shape: Uniform, in a sphere with a radius of about 1,000 miles.

Nexus Planes

The Material Plane: The Material Plane is the plane that most Rise adventures begin on. The surface of the plane is a massive sphere with a radius of about 4,000 miles. It is the most familiar to most humanoid creatures.

The Material Plane has the following planar traits:

- Gravity direction: Absolute Directional, pointing to the center of the sphere
- Gravity strength: Normal
- Light: Mobile Source, from a sun and moon outside of the plane's limits
- Limits: Looped
- Planar connectivity: Isolated
- Shape: Solid Sphere, with a radius of about 4,000 miles.

The Astral Plane: The Astral Plane is the space between the other planes. It is a necessary intermediate destination for virtually all planar journeys, as all **planar rifts** lead to and from the Astral Plane. Most activity on the Astral Plane occurs in a space called the Inner Astral Plane, a massive but finite region where all planar rifts on the Astral Plane appear. However, unlike all other planes, the Astral Plane has no known limits to its extent, and may in fact be infinite. The area outside the Inner Astral Plane is known as the Deep Astral Plane, and few venture into those sparsely populated realms. The Deep Astral Plane has magical turbulence that interferes with long-range communication and transportation magic, making exploration difficult.

The Astral Plane has the following planar traits:

- Directional gravity: Subjective
- Gravity strength: Normal
- Light: Fixed Source, from the infinite reaches of the Deep Astral Plane
- Limits: Infinite
- Planar connectivity: Conduit
- Shape: Uniform

Creatures and Objects

In the world of Rise, creatures and objects are meaningfully different. Many abilities affect only creatures or only objects. The difference between a creature and an object is defined as being agency. Creatures have agency, and objects do not. This is not the same as sentience or life, which either creatures or objects may have.

For example, zombies are nonsapient, nonliving creatures. Conversely, trees are a nonsapient, living objects. Some rare magic items can be made intelligent by magic, making them sapient, nonliving objects. Some unintelligent animals and magical beasts like ants and giant spiders are nonsapient, living creatures.

Animates

One type of entity in the world is both an object and a creature. Animates are a type of creature that are made of nonsapient matter given a semblance of life and sentience by some form of magic. Fire elementals, clay golems, and plant creatures like treants are all animates. Animates are considered to be both creatures and objects, and are affected fully by abilities that affect both.

Chapter 4

Combat

The world of Rise can be a harsh one, and not all disagreements can be resolved peacefully. At some point, you will be forced to enter combat. This chapter explains how combat works in Rise.

Combat Time

This section explains how time passes in combat.

Rounds

Combat takes place in a series of **rounds**, which represent about six seconds of time. Each round of a combat is divided into three **phases** (see Phases, page 45). After all phases are complete, the round ends and the next round begins.

Actions

You can take actions in combat to defeat your foes. There are four types of actions: **standard actions**, **minor actions**, **move actions**, and **free actions**.

Standard Actions

Most common activities require a **standard action**, such as attacking with a weapon, casting a **spell**, and using many special abilities. Using a standard action generally takes about three seconds of time within the game, and it requires most of your attention during that time.

You can take one standard action per round.

Minor Actions

Some special abilities require a **minor action**. Using a minor action does not take much time or attention, and it can be done at the same time as any other actions. You cannot use a **minor action** during the **movement phase**.

You can normally take one minor action per round. However, you can choose to take an additional minor action in place of a **standard action**.

Move Actions

Abilities that require a move action typically move you around the battlefield, and are usually used in the **movement phase**. Using a move action generally takes about three seconds of time

within the game, and it requires most of your attention during that time.

You can normally take one move action per round. However, you can choose to take an additional move action in place of a **standard action**.

Free Actions

Many minor activities require a **free action**, such as drawing or sheathing a weapon. Using a free action does not take much time or attention, and it can be done at the same time as any other actions.

You can take any number of free actions per round.

Phases

There are three **phases** in each round: a **movement phase**, an **action phase**, and sometimes a **delayed action phase**. Each phase specifies the types of actions that can be taken during that phase. As a special case, **free actions** may be taken during any phase.

The Movement Phase

During the **movement phase**, you can take one **move action**. The most common move action is the *hustle* ability, which allows you to move a distance equal to your **speed**. For details, see Movement and Positioning, page 46.

The Action Phase

During the **action phase**, you can take one **minor action** and one **standard action**. Alternately, you can take a **move action** or additional **minor action** in place of your standard action. Most of the time, you will simply take a single standard action.

The Delayed Action Phase

During the **delayed action phase**, you can take a **minor action**, a **standard action**, or both if you did not use the corresponding action in the **action phase**. Alternately, you can take a **move action** or additional **minor action** in place of a standard action. In addition, some abilities have effects during the delayed action phase instead of or in addition to their effects in the action phase. For example, the *spring attack maneuver* allows you to move during the action phase and again during the delayed action phase (see Spring Attack, page ??).

Triggered Ability Timing

Some abilities trigger at the start or end of particular phases, or at the start or end of the round. Here is the order in which these abilities trigger each round, and some notable events that occur during the round:

- Start of round
- Start of movement phase
- End of movement phase
- Start of action phase
- End of action phase
- Start of delayed action phase
- End of delayed action phase
- End of round

Resolving Actions

Within each phase, actions of all creatures are simultaneously resolved in the following order. All **allies** with the ability to communicate can freely coordinate their actions with each other, within reasonable limits.

1. Choose actions.
2. Determine targets affected by actions.
3. Apply the results of **Swift** abilities.
4. Check action success. Example: Making attack rolls.
5. Determine action results. Example: Making damage rolls.
6. Apply action results. Examples: Adding **vital wounds**, moving creature locations, and applying penalties.

In the vast majority of cases, there is no need to go through this order explicitly. Combats will run much faster if attack and damage rolls are generally made and announced at the same time as those actions are chosen, even before all characters have explicitly stated their actions. However, the order of resolution is important because it limits direct interaction between player actions and enemy actions. Even if a player is knocked unconscious or suffers a debilitating penalty from an enemy attack, they still get to act normally during that phase.

Swift Abilities

Some abilities resolve before other actions in the same phase. These abilities have the **Swift** tag. They resolve after targets are determined, but before attack rolls are made. Swift abilities never require attack rolls, and almost always affect only the creature using the ability.

For example, the *total defense* ability is a swift ability. It increases your defenses against attacks made during the same phase (see Total Defense, page 53).

Some abilities have only part of their effect resolve early. For example, the *reckless attack* ability immediately reduces your defenses, which affects attacks made against you during the current phase, and makes an attack with the normal timing.

Conflicting Actions

Sometimes, actions that occur in the same phase can conflict with each other. In this case, each creature involved with conflicting actions in that phase rolls an **initiative** check (see Initiative, page

25). Starting from the highest check result and continuing to the lowest, each creature immediately resolves its chosen action. Creatures that resolve their action afterward accomplish as much of their intended action as possible before being blocked or otherwise prevented.

For example, if three different creatures use the *hustle* ability to move into the same space, only the creature with the highest initiative check would actually enter that space. The other two creatures would take their intended path, but they would interrupt their movement when they cannot proceed farther, generally because they run into the space occupied by the first creature.

In general, directly conflicting actions are rare. Most movements do not conflict - even reactive movements, such as when one creature attempts to follow a withdrawing creature. In that case, no initiative check is necessary - both creatures simply move as far as they can, and the creatures' relative movement speeds determine who is more successful. This does make it possible for creatures to be "stranded" out of melee range of any attackers. Player characters are normally allowed to break this symmetry by reactively using the *sprint* ability, while monsters cannot sprint. This can help prevent melee characters from feeling stuck or useless. In addition, the *charge* universal ability can be helpful in such cases.

Movement and Positioning

This section describes how creatures move and position themselves on a battlefield.

Measuring Movement

For simplicity, all movement in combat is measured in five-foot increments. While it is possible to be more precise than that, it's generally not worth the complexity.

Squares: Area is commonly measured in 5-ft. by 5-ft. spaces called **squares**. A single square represents the area occupied by a single humanoid creature in combat. Sometimes, movement and distance are represented by the number of squares travelled. A 30-ft. movement is the same thing as moving six squares.

Diagonals: When measuring distance, the first diagonal counts as five feet of movement, and the second counts as ten feet of movement. The third costs five feet, the fourth costs ten feet, and so on. You can move diagonally past corners and enemies.

Movement Abilities

Almost all creatures can use these abilities to move around a battlefield. Many movement abilities are reactive, allowing you to move automatically in response to the movement of other creatures. For example, you can try to follow a creature wherever it goes that round. In all cases, if you run out of movement speed before accomplishing your intended task, you simply stop where you ran out of movement.

The most common types of reactive movements are the *block*,

follow, and *withdraw* abilities, which are described below. However, you can come up with other reactive movements. The main requirement is that a reactive movement must have a simple criteria for determining how you move based on easily observable events. Secondly, reactive movements should be simple to resolve. If you find yourself rolling a lot of initiative checks to get through the movement phase, you're probably trying to make overly complicated movements.

Hustle: As a **move action**, you can use the *hustle* ability to move. This is the most common movement ability.

Hustle

Instant

Choose a path that you want to travel. You travel that path, up to the limit of your relevant movement speed.

Block: As a **move action**, you can use the *block* ability to prevent a creature from entering a particular area.

Block

Instant

During the current phase, whenever a creature that you can see attempts to move from a space adjacent to you into another space adjacent to you, you can attempt to block its movement. This includes creatures whose path takes them through two consecutive spaces adjacent to you, even if neither the creature's location at the start of the phase nor its intended location at the end of the phase are adjacent to you. When you do, make an opposed **initiative** check against the creature. If you beat it on the initiative check, it must spend additional movement equal to one of your relevant movement speeds to move from its space. If it cannot, it stops moving. This represents you automatically repositioning yourself to block its movement.

You can only make this check once against any individual creature during a current phase. If the creature has the ability to move through your space, such as if it uses the *overrun* ability, it can ignore this additional movement cost. If multiple creatures are able to block the same creature from moving, it must pay both additional movement costs, which generally keeps it stuck in place.

Follow: As a **move action**, you can use the *follow* ability to follow a creature as it moves.

Follow

Instant

Choose a creature you can see, and the maximum distance you want to follow at. During the current phase, you automatically move such that your distance to the target is no greater than your desired follow distance, up to the limit of your relevant movement speed.

If the target uses an ability that makes it impossible for you to follow its movement, such as teleporting or disappearing from your sight, it is harder for you to follow its movement. If you can see its destination, such as if it teleported to a different location within your **line of sight**, you must beat the target on an opposed **initiative** check. Success means that you can follow its movement normally. If you fail at the initiative check, or if you cannot tell where the target went, you complete your movement as if the creature was still at the location where it disappeared.

React: As a **free action**, you can use the *react* ability to try to choose your movement after seeing what another creature is going to do.

React

Instant

Swift

Choose a creature that you can see. Make an opposed **initiative** check against that creature. If you beat it on the initiative check, you learn whether it is going to take a **move action** during the current phase, and if so, what that move action will be. This does not give you any information about actions other than move actions, so using this ability during the action phase is often pointless. If you fail, you learn nothing about that creature's movement, and that creature automatically beats you on any other opposed initiative checks during the current phase. This represents you wasting time trying to watch the creature, giving it extra time to beat you in any sort of opposed contest or race.

Withdraw: As a **move action**, you can use the *withdraw* ability to keep away from creatures as they move.

Withdraw

Instant

This ability functions like the *follow* ability, except that you specify a minimum distance between you and the target instead of a maximum distance. In addition, you can specify multiple targets and try to keep away from all of them.

Movement Impediments

Difficult Terrain: Some terrain is hard to move through, like thick bushes or a swamp. If a square is **difficult terrain**, it doubles the movement cost required to move out of the square.

That generally means it takes ten feet of movement, or fifteen feet if you are moving diagonally.

If a square is considered difficult terrain for multiple reasons, the cost increases stack. For example, a square in a swamp that also has thick bushes blocking your passage would take twenty feet of movement, or thirty feet to move diagonally.

Obstacles: An obstacle is anything that gets in your way. Enemies and large solid objects like walls completely block your movement. If you can get past an obstacle, like a low wall, that square is treated as difficult terrain. Some obstacles require a **check** to bypass, such as an Balance check (see Balance, page 151).

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. While **squeezing** (*-2 accuracy, Armor, and Ref*), you move at half speed, and you take a -2 penalty to **accuracy**, as well as Armor and Reflex defenses. You can squeeze into tighter spaces with the Flexibility skill.

Creatures that take up multiple squares take up half their normal number of squares while squeezing. For example, a Large creature who normally takes up four spaces takes up two spaces while squeezing.

Accidentally Squeezing: Sometimes a character ends its movement while moving through a space where it's not normally allowed to stop. When that happens, the character is squeezing in the space until it can move. If squeezing is impossible, the creature immediately moves to the closest available space. Try not to do this.

Undergrowth: Vines, roots, bushes, and similar plants that can obstruct movement are common in forested areas. These small plants can impede movement in large quantities. There are two kinds of undergrowth: **light undergrowth** and **heavy undergrowth**.

Light Undergrowth: Light undergrowth provides **concealment** and is **difficult terrain**.

Heavy Undergrowth: Heavy undergrowth provides **concealment** and is doubly **difficult terrain**, which quadruples the movement cost required to move out of each square. In addition, using the *charge* and *sprint* actions is impossible in heavy undergrowth (see Movement Abilities, page 46, and Special Combat Abilities, page 51).

Movement Modes

A **movement mode** is a method of moving from one location to another. The most common movement mode is a land speed, which allows creatures to move across the ground. Unless otherwise noted, all creatures have a land speed equal to the base speed for their size (see Movement Modes, page 48). In addition, some abilities grant creatures the ability to move in unusual ways. These forms of movement are described here.

Burrowing: A creature with a burrow speed can move through the ground at the indicated speed in any direction, even vertically.

Unless otherwise noted, the creature can only burrow through dirt and loose earth, not rock or harder substances. It does not leave behind a usable tunnel for other creatures.

Climbing: A creature with a **climb speed** can move a distance equal to its climb speed with a successful Climb check (see Climb, page 152). In addition, it gains a +10 bonus to any Climb checks it makes.

Flying: A creature with a **fly speed** can fly through the air at the indicated speed. Flying is more complicated than some other movement speeds. For details, see Flying Mechanics, page 48.

Gliding: A creature with a glide speed can glide through the air at the indicated speed. It must not be carrying weight in excess of its maximum carrying capacity (see Weight Limits, page 40). Whenever a creature glides, it takes a -2 penalty to Armor and Reflex defenses until it reaches solid ground.

While in the air, a creature with a glide speed can control its fall as a **move action**. This allows it to move up to its speed horizontally in a direction of its choice while moving only five feet down. If it desires, it can move half as far horizontally and fall down twice as fast. It takes no falling damage if it touches the ground while gliding.

Land: A creature with a land speed can move across the ground at the indicated speed. Most creatures have a land speed.

Flying Mechanics

A creature with a fly speed cannot fly while it is carrying weight in excess of its maximum carrying capacity (see Weight Limits, page 40). In addition, it cannot fly while it has **encumbrance**.

Maximum Height: Some abilities that grant a fly speed also have a height limit for the maximum height you can reach with that fly speed. This height measures your maximum distance directly above an object at least two size categories larger than you that is free-standing and capable of supporting your weight. You can fly above surfaces like water as long as they are thick enough to support your weight.

Falling: If a flying creature loses control, usually by failing to maintain its minimum forward speed, or loses the ability to fly, it falls just like any other creature would in midair. As long as it still has the ability to fly, it can regain control of its fall as a standard action, causing it to resume flying normally.

Flying Maneuverability

Each creature with a fly speed also has a maneuverability: good, average, or poor. Unless otherwise specified, a creature with a fly speed has average maneuverability.

Good Maneuverability:

- **Minimum speed:** The creature does not need to move forward to maintain its flight, allowing it to hover.
- **Turning:** The creature can turn in place without spending movement.
- **Vertical movement:** The creature can move up or down at the same speed as it moves horizontally.

Average Maneuverability:

- **Defense penalties:** Whenever the creature flies, it takes a -2 penalty to Armor and Reflex defenses until it reaches solid ground.
- **Minimum speed:** The creature must move forward by at least half its fly speed each round. If it does not, it falls.
- **Turning:** Turning by 90 degrees costs 5 feet of movement, and the creature can't turn in the same place by more than 90 degrees.
- **Vertical movement:** The creature can move up by only one square vertically per square traveled horizontally, but it can fly directly down if it chooses. The creature can fly up at half speed, but can fly down twice as fast.

Poor Maneuverability:

- **Defense penalties:** Whenever the creature flies, it takes a -4 penalty to Armor and Reflex defenses until it reaches solid ground.
- **Minimum speed:** The creature must move forward by at least half its fly speed each round. If it does not, it falls.
- **Turning:** Turning by 45 degrees costs 5 feet of movement, and the creature can't turn in the same place by more than 45 degrees.
- **Vertical movement:** The creature can move up or down by only one square vertically per square traveled horizontally. The creature can fly up at half speed, but can fly down twice as fast.

Forced Movement

Some abilities can physically move you against your will. Effects that limit movement speed, such as **difficult terrain**, similarly limit the distance you can be moved by forced movement effects. There are two kinds of forced movement: **push** effects and **knockback** effects. Unless otherwise noted, all forced movement effects move the target in a single straight horizontal line.

Push Effects

A creature affected by a **push** effect is being pushed by a constant force. If it encounters another creature or a solid obstacle during the movement, the forced movement effect ends without causing additional harm to the creature or the obstacle. Similarly, if a creature being pushed stops being supported and would fall, it falls instead of being pushed further. This can allow creatures pushed off the edge of a cliff to grab the edge of the cliff.

Knockback Effects

A creature affected by a **knockback** effect is thrown backwards by a single point of impact. If it encounters another creature or a solid obstacle during the movement, it and the obstacle each take 1d6 damage per 10 feet of movement remaining. A creature moving as a result of a knockback effect does not have to be supported during the movement by solid ground. This can allow you to knockback creatures off of cliffs without allowing them to save themselves.

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day normally represents 10 hours of actual travel time. However, sailing ships and other methods of travel that keep moving without requiring a rest are listed with a full 24 hours of travel time.

Table 4.1: Overland Travel Distances

	— — — Speed — — —			
	15 feet	20 feet	30 feet	40 feet
One Hour (Overland)				
Walk	3/4 mile	1 mile	1-1/2 miles	2 miles
Hustle	1-1/2 miles	2 miles	3 miles	4 miles
One Day (Overland)				
Walk	7-1/2 miles	10 miles	15 miles	20 miles
Hustle	—	—	—	—

Table 4.2: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1-1/2	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Walk: A character can walk 10 hours in a day of travel without a problem. Walking for longer than that, or hustling faster than that, requires an Endurance check (see Overland Exertion, page 160).

Terrain: The terrain through which a character travels affects how much distance they can cover in an hour or a day (see Table 4.2: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no significant paths.

Universal Abilities

All creatures can use the following abilities.

Strikes

A **strike** is the most common type of attack. There are three kinds of strikes: melee, projectile, and thrown. Many abilities allow you to make one or more strikes. Whenever you make a strike, you can choose which kind of strike to make.

Table 4.3: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse	4 miles	40 miles
Light warhorse	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse	3-1/2 miles	35 miles
Heavy warhorse	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony	3 miles	30 miles
Warpony	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey	2 miles	20 miles
Mule	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed) ¹	1/2 mile	5 miles
Keelboat (rowed) ¹	1 mile	10 miles
Rowboat (rowed) ¹	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

¹ Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

All strikes are **mundane** abilities. Your **accuracy** with a strike is the same as your accuracy with most other abilities (see Accuracy, page 24). Your **damage** with a strike is determined by your Strength, your **power**, and the damage dice for the weapon you hit with (see Strike Damage, page 50).

Whenever you make a strike, you must choose one weapon to make the strike with. Wielding two weapons does not change anything about each strike you make. However, wielding two weapons can allow you to make an additional strike each round. For details, see Offhand Strike, page 52.

Melee Strike

Instant

Choose one **melee** weapon you are wielding and are able to attack with. Make an attack vs. Armor with that weapon against anything within that weapon's **reach**.

Hit: The target takes damage from the weapon (see Strike Damage, page 50).

Critical hit: The target takes double damage from the weapon, as normal for critical hits (see Critical Hits, page 35).

Projectile Strike

Instant

Choose one **projectile weapon** that you are wielding and are able to attack with. Make an attack vs. Armor with that weapon against anything that you have **line of sight** and **line of effect** to. You suffer a **longshot penalty** if the target is at **long range** from you with that weapon (see Weapon Range Limits, page 343).

Hit: The target takes damage from the weapon (see Strike Damage, page 50).

Critical hit: The target takes double damage from the weapon, as normal for critical hits (see Critical Hits, page 35).

Thrown Strike

Instant

Choose one **thrown weapon** that you are wielding and are able to attack with. Make an attack vs. Armor with that weapon against anything that you have **line of sight** and **line of effect** to. You suffer a **longshot penalty** if the target is at **long range** from you with that weapon (see Weapon Range Limits, page 343).

Hit: The target takes damage from the weapon (see Strike Damage, page 50).

Critical hit: The target takes double damage from the weapon, as normal for critical hits (see Critical Hits, page 35).

Strike Damage

When you deal damage with a strike, you roll your weapon's damage dice and add your **power** with the strike to get the total damage. Almost all strikes are considered **mundane** abilities, so you would normally use your Strength to determine their damage (see Dice Bonuses From Attributes, page 36).

Weapon damage dice are defined in the Equipment chapter (see Weapons, page 342). Some abilities modify your weapon damage dice with **dice increments**, such as by granting you a +1d bonus to your weapon's damage dice. For details about dice increments, see Dice Increments, page ??.

Secondary Strike Targets

Some abilities allow you to make strikes that affect secondary targets in addition to the primary target or targets. You make the same attack roll and damage roll against all targets of the strike. For example, weapons with the Sweeping weapon tag can make attacks against secondary targets adjacent to the primary target. If a strike has multiple primary targets, you must choose a single creature to be treated as the primary target for the purpose of all abilities that reference secondary targets.

Multiple abilities that cause a strike to affect secondary targets stack normally unless noted otherwise.

Special Combat Abilities

Table 4.4: Special Combat Abilities

Ability	Defense	Brief Description
Charge	Armor	Move and attack
Desperate Exertion ²	—	Gain a bonus on a single roll
Dirty Trick	Fort or Ref	Impose penalty on a foe
Disarm	Ref	Attack item, knocking it free
Grapple	Fort and Ref	Wrestle with a foe
Offhand Strike	Armor	Make a strike with an offhand weapon
Overrun ¹	Fort	Move through foe's space
Recover ¹	—	Regain hit points, remove conditions
Shove	Fort	Move a foe
Sprint ¹	—	Move at double speed
Struggle	—	Move 5 feet regardless of penalties
Total Defense	—	Gain +2 to defenses
Throw	—	Throw a held object
Trip	Ref	Trip a foe

1. This ability increases your **fatigue level** when used.

Charge: You can use the *charge* ability as a standard action.

Charge

Instant

After you use this ability, you **briefly** take a -2 penalty to all defenses. This ability does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Move up to your speed in a single straight line. At the end of your movement, you can make a melee **strike** from your new location.

Desperate Exertion: You can use the *desperate exertion* ability to succeed at a critical moment when you would otherwise fail. Using this ability is not an action, and can be done at any time. You can decide to use this ability after you learn whether the original roll succeeded or failed. You can even use it after you learn what the effects of a successful attack or check would be, if that is information you could normally learn if it succeeded.

However, you must use it before the phase is over.

Desperate Exertion

Instant

Swift

After you use this ability, you increase your **fatigue level** by two (see *Fatigue*, page 25).

You reroll any **attack** or **check** you just made and gain a +2 bonus. You must reroll the entire roll, not just one die from the roll (such as if the original roll **explodes**). As normal for rerolls, if you already rerolled the attack or check because of another ability, you simply roll one additional time when you use this ability.

You cannot use this to affect rolls that are not attacks or checks, such as **vital rolls**. You cannot use this ability multiple times to affect the same roll.

Dirty Trick: As a standard action, you can use the *dirty trick* ability to creatively impair a foe's ability to fight.

Dirty Trick

Duration

When you use this ability, you must describe the kind of dirty trick you are performing. For example, you can pull a creature's pants down, throw sand, or otherwise use your environment to attack. The same creature can be affected by multiple dirty tricks, but each must apply a different penalty.

Make a melee attack with a free hand against the Fortitude or Reflex defense of one creature within your **reach**. The target uses whichever defense is appropriate to the nature of the trick you describe.

On a hit, the target suffers a -2 penalty to one defense of your choice: Armor, Fortitude, Reflex, or Mental. You choose the defense, which must be appropriate for the action you described. If the target is at its maximum hit points, this effect lasts **briefly**. Otherwise, this effect is a **condition**.

Disarm: As a standard action, you can use the *disarm* ability to knock an item out of a foe's hands.

Disarm

Instant

Make a melee **strike** against an object. Unlike most abilities, this ability can target specific items **attended** by creatures. This attack must beat the target's Reflex defense. If the target is attended by a creature, the attack must also beat the attending creature's Reflex defense.

Hit: You choose whether the target takes damage from the weapon you hit it with. In addition, if the target is **attended** and is not held in a hand or well secured, you can choose to knock it loose. Well secured objects include rings worn on fingers, equipped shields, and similarly affixed objects. If you do, it falls to the ground in the square occupied by the attending creature that is closest to you.

Critical hit: As above, except that you can deal double damage and you can also knock loose objects that are held in a single hand, but not objects that are held in two hands or well secured.

Grapple: As a standard action, you can use the *grapple* ability to physically grab and restrain a creature.

Grapple

Duration

Make a melee attack with a free hand against the Fortitude and Reflex defenses of one creature within your **reach**. For each size category by which the target is larger than you, you take a -4 penalty to **accuracy**.

On a hit against both defenses, you and the target are **grappled** by each other. For details, see Grappling, page 54.

Offhand Strike: As a **minor action**, you can use the *offhand strike* ability to quickly attack with an offhand weapon while you attack with a primary weapon. Your Dexterity must be at least 1 to use this ability.

Offhand Strike

Instant

Make a **strike** with one non-heavy weapon that you are **proficient** with. You cannot use this ability unless you also make a **strike** with a different weapon as part of a **standard action** during the same phase. You take a -2 penalty to **accuracy** with this strike, and you do not add your **power** to damage with the strike. In addition, you take a -1 penalty to **accuracy** with the strike for each non-light weapon you attack with this phase, including the weapon used to make this strike.

Overrun: As a **move action**, you can use the *overrun* ability to move through creatures in your way.

Overrun

Instant

After you use this ability, you increase your **fatigue level** by one.

Move up to your movement speed in a straight line. You can try to move directly through creatures in your way during this movement. Each creature in your way can choose to avoid you, allowing you to pass through its square unhindered. If a creature does not attempt to avoid you, you make an attack vs. Fortitude against it. For each size category by which you are larger or smaller than the target, you gain a +4 bonus or penalty to **accuracy**. If you move into a creature's space with this ability, but you do not move out of it, you and the creature are both **squeezing** (-2 *accuracy, Armor, and Ref*) as long as you continue sharing space.

On a hit, you can move through each target's space. On a critical hit, each target is also knocked **prone** (*half speed, -2 accuracy, Armor, and Ref*). On a miss, you end your movement immediately.

Recover: You can use the *recover* ability as a standard action.

Recover

Instant

After you use this ability, you increase your **fatigue level** by two, and you cannot use it again until you take a short rest.

You regain hit points equal to half your maximum **hit points**. In addition, you remove all **brief** effects and **conditions** affecting you. This cannot remove effects applied during the current round. If you take damage in the same phase that you use this ability, the healing and damage offset, which can prevent you from gaining vital wounds from dropping below 0 hit points (see Simultaneous Damage and Healing, page 37).

Shove: As a standard action, you can use the *shove* ability to physically move a creature.

Shove
Instant

Choose either one creature within your **reach** or all creatures grappling you (see Grappling, page 54).

Make a melee attack with a free hand against the Fortitude defense of each target. Your **accuracy** with this attack is equal to half your level + your Strength. If you are not able to use any of your movement speeds, such as if you are being carried by a flying creature, you automatically fail when you try to use this ability, and your defense is treated as 0 against this ability.

On a hit, you can move up to half your movement speed in a straight line, **pushing** each target as you move. On a critical hit, you can move up to your full movement speed instead.

Sprint: As a **move action**, you can use the *sprint* ability to move more quickly.

Sprint

Instant

Swift

After you use this ability, you increase your **fatigue level** by one. You can use this ability in the middle of the movement phase after noticing that your movement is insufficient to keep up with an enemy's reactive movement (see Movement Abilities, page 46).

You can immediately take another **move action**. For the duration of that move action, you double your speed with all of your movement modes.

Struggle: As a standard action, you can use the *struggle* ability to move despite movement impediments.

Struggle
Duration

Until the end of the current phase, your land speed becomes five feet, regardless of all other effects that would modify your land speed. In addition, you can move a distance up to your land speed. This does not allow you to pass obstacles unrelated to movement speed penalties, such as walls. It also does not help you if you are unable to use your movement speeds, such as if you are **immobilized** (-4 Ref, cannot use movement speeds).

Throw: You can use the *throw* ability to throw an object. You can use the ability as a standard action. Alternately, you can use it as a **move action**. If you do, you take a -20 penalty to the check, and you cannot make an attack roll to hit with the thrown object.

As long as you have a Strength of at least -2, you do not have to use this ability to throw weapons that are sized appropriately for you and which are designed to be thrown. Instead, you can

simply use the listed **range limits** for those weapons.

Throw
Instant

Make a Strength check to throw an object you hold in at least one hand. The base **difficulty value** of this check is 0. For each size category larger or smaller than the target that you are, you gain a +10 bonus or penalty to the check, to a maximum bonus of +20. You cannot throw an object whose weight exceeds your maximum carrying capacity (see Weight Limits, page 40).

If you succeed, you throw the object five feet. For every 5 points by which you succeed, you double the distance you throw the object. Unlike normal, this doubling uses real-world doubling rules: ten feet, then twenty feet, then forty feet, and so on. If you throw the object at a creature or object, you can make an attack roll to hit it with the thrown object, as the *thrown strike* ability. That attack roll is rolled separately from the Strength check you make to use this ability.

Total Defense: As a standard action, you can use the *total defense* ability to focus entirely on defending yourself.

Total Defense
Duration

Swift

You gain a +2 bonus to your **defenses** until the end of the round. Because this ability has the **Swift** tag, this improves your defenses against attacks made against you during the current phase.

Trip: As a standard action, you can use the *trip* ability to trip a creature.

Trip
Instant

Make a melee attack using a free hand or a weapon with the Tripping tag against a creature's Reflex defense (see Weapon Tags, page 344). If you attack with a weapon, you add the weapon's accuracy bonus, if any, to the attack. However, this is not a **strike**, so abilities like the **Sweeping** weapon tag have no effect on this attack. For each size category by which the target is larger than you, you take a -4 penalty to **accuracy**.

On a hit, the target becomes **prone** (*half speed, -2 accuracy, Armor, and Ref*). In addition, if you made the attack with a Tripping weapon, the target also takes damage as if you had hit it with a **strike** using the weapon. You do not add your **power** to this damage.

Grappling

A grappled creature is physically struggling with at least one other creature. While grappled, you suffer certain penalties and restrictions, as described below.

Being In A Grapple

While grappling, you suffer certain penalties and restrictions, as described below. Other than these restrictions, you can act normally. You can also take certain actions in a grapple, as described in Grapple Actions, page 54

- One of your hands cannot be used for any purposes other than grappling. This prevents humanoid creatures from taking any actions which would require having two free hands, such as attacking with heavy weapons. This does not affect creatures without hands.
- You take a -2 penalty to Armor and Reflex defenses.
- Abilities that have **somatic components** have a 25% **failure chance**.
- You cannot move unless you **push** all creatures grappling you, such as with the *shove* ability (see *Shove*, page 53).

Grapple Actions

While grappled, you can use two special abilities to try to affect the grapple.

Escape Grapple: As a standard action, you can use the *escape grapple* ability to try to stop being grappled.

Escape Grapple

Instant

Make an attack against any number of creatures that you are grappled by. You may use either the Flexibility skill or half your level + your Strength in place of your normal **accuracy** with this attack (see Flexibility, page 161). The defense of each creature is equal to the result of the attack it made with its *maintain grapple* ability, or 0 if it did not use that ability. For each size category by which a creature is larger than you, it gains a +4 bonus to its defense against this attack. For each target, if you hit that target with this attack, it stops being grappled by you and you stop being grappled by it.

Maintain Grapple: As a **free action**, you can use the *maintain grapple* ability to maintain a grapple that you are part of. If you do not use this ability while you are in a grapple, then creatures can easily escape the grapple with the *escape grapple* ability.

Maintain Grapple

Instant

Swift

Make an attack using a **free hand**. You may use half your level + your Strength in place of your normal **accuracy** with this attack. This attack has no immediate effect. The attack result determines how difficult it is for a creature to escape the grapple during the current round using the *escape grapple* ability.

Asymmetric Grappling

Normally, when you use the *grapple* ability, both you and the target become grappled by each other. Some abilities allow you to grapple other creatures without becoming grappled yourself. You can release a creature that you are not grappled by as a **free action**. If you do, the creature stops being grappled by you.

Vision and Light

Some creatures have **darkvision** or other extraordinary senses, but most creatures need light to see by. In an area of **bright illumination**, all characters can see clearly.

Creatures can see only dimly into areas that have **shadowy illumination**. Everything in the area has **concealment**. This allows creatures in the area to make Stealth checks to hide even if they don't have **cover** (see *Stealth*, page 172).

In an area with **brilliant illumination**, creatures can see clearly just like an area with bright illumination. In addition, no shadows exist within an area of brilliant illumination. This makes many effects from the *umbramancy* mystic sphere difficult or impossible to use.

In areas of total darkness, creatures without **darkvision** or some other form of supernatural vision are **blinded** (50% *miss chance*).

Attacking Unseen Foes

You can make **targeted** attacks against creatures and objects you cannot see. To do so, you choose a 5-foot square and make the attack against that square. You have a 50% chance to hit nothing at all with the attack and a 50% chance to hit a random valid target in that square with your attack.

Circumstances, Bonuses, and Penalties

Many effects can grant bonuses or penalties to actions you take. This section explains a variety of common circumstances that can apply bonuses or penalties in combat.

Circumstantial Modifiers

Circumstances frequently modify your odds of success when making attacks and checks, or when defending yourself from attacks. There are two kinds of circumstantial modifiers. Circumstances that make you better or worse at your task give you a bonus or penalty to your attack or check. Circumstances that make the task easier or harder increase or decrease the **difficulty value** of the task, or the defense of the attacked creature.

Most circumstances grant a +2 bonus or impose a -2 penalty. Extraordinary circumstances can potentially have greater modifiers. All circumstantial modifiers should be used at the discretion of the GM.

Cover

Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. A creature or object behind cover gains a +2 bonus to Armor defense. If an attack misses the Armor Defense of a creature or object behind cover by no more than the defense bonus provided by the cover, the attack is applied to the obstacle instead of to the intended target. In addition, a creature behind cover can hide (see *Stealth*, page 172).

Partial Obstacles: Many obstacles, such as trees and low walls, can provide cover without normally blocking **line of sight** or providing **total cover**. Unusually small creatures, or creatures who intentionally take cover behind such obstacles, may be able to gain total cover from them.

Improved Cover: Cover of the same type generally doesn't stack; a creature behind two trees is not substantially more protected than a creature behind a single tree. However, exceptionally well covered creatures, such as a creature behind an arrow slit in a castle, may gain a greater than normal benefit to defenses from cover.

Measuring Cover

When you make an attack, choose a single square within your **space** and a single **target square** within your target's space. If you are making a ranged attack, choose one corner of your space. If you are making a melee attack, choose any two corners of your square. These corners are called the **points of origin** for your attack. For the purpose of determining cover, your attack originates from your chosen **points of origin** and travels to the **target square**.

First, check if you can attack the target at all. For each **point of origin** of your attack, you must be able to draw two lines to any two corners of your attack's **target square**. These two lines must not overlap each other. In addition, each line must not be blocked by solid objects, though they can touch the edges of spaces blocked by solid objects. The lines can pass through obstacles that do not take up the entire area within their space (such as most creatures). Finally, the line must not be blocked by other squares within the target's space, preventing you from targeting the "inside" of large creatures. If you cannot draw such a line, the target has **total cover** from you. This makes all targeted attacks impossible.

Second, draw a line from the **points of origin** of your attack to the center of your attack's target square. If any such line touches a square with an obstacle that grants cover, even at an edge or corner, the target has cover from you. Otherwise, if the line is uninterrupted, the target does not have cover from you.

Total Cover

If a creature is completely behind an physical object that blocks sight, it has **total cover** from attacks. A creature with total cover cannot be targeted by any attacks. Abilities that ignore **cover** do not ignore **total cover** unless they say otherwise.

Concealment

Concealment represents anything which makes it more difficult to see your target, such as **shadowy illumination**. All **targeted** attacks against a creature or object with concealment from you have a 25% **miss chance**. Generally, this means that you roll 1d4, and the attack misses on a 1. Determining concealment works similarly to determining cover. You must use the same **points of origin** and **target square** when determining concealment that you would use to determine cover.

Determining Concealment: There are two things that can cause a creature to be concealed: poor lighting, and intervening obstacles that block sight. Determining concealment from obstacles that block sight works the same way as determining cover.

Determining concealment from lighting conditions is simpler, since it ignores lighting conditions between you and the target. If your **target square** is in lighting that provides concealment, the target has concealment. Otherwise, it does not.

Helpless Defenders

A helpless creature is completely at an opponent's mercy. It takes a -10 penalty to its Armor and Reflex defenses. In addition, it is **unaware** (-6 *Armor and Ref*) of all attacks against it, but the penalty for being unaware does not stack with the penalty for being helpless. Paralyzed, bound, and unconscious creatures are helpless.

Awareness and Surprise

In combat, creatures are sometimes not fully aware of danger, which makes them less able to defend against it. A creature can be described as either aware, **unaware** (-6 *Armor and Ref*), or **partially unaware** (-2 *Armor and Ref*) of an attack against it. Normally, creatures are aware of all attacks against them in combat. This causes no special bonuses or penalties.

Sometimes, creatures are fully **unaware** (-6 *Armor and Ref*) that they are in danger from attack. This typically happens as a result of stealth, but it can also happen as a result of sudden treachery. A creature takes a -5 penalty to Armor and Reflex defenses against attacks that it is unaware of. After being attacked, an unaware creature typically stops being fully unaware of future attacks. If it cannot see or identify its attacker, it becomes **partially unaware** (-2 *Armor and Ref*).

A creature that knows that it is in danger and is attempting to defend itself, but does not know the exact location or nature of its attackers, is **partially unaware** (-2 *Armor and Ref*). For example, a creature that is already in combat that is attacked by a previously unseen foe is partially unaware of the attack. Similarly, a creature that just barely fails to beat an opponent's Stealth check may hear an ominous sound that makes it partially aware of danger without knowing the exact location of any attackers. A creature takes a -2 penalty to Armor and Reflex defenses against attacks that it is partially unaware of.

Surprise Attacks

Sometimes, creatures are not aware that combat is taking place when the combat starts. This most commonly happens with ambushes. Any creature that is not aware of the combat continues taking whatever actions it would normally be taking until it becomes aware of the combat. It is usually **unaware** (*-6 Armor and Ref*) of all until that point, though unusually vigilant or perceptive creatures may be **partially unaware** (*-2 Armor and Ref*).

Invisibility

Invisible objects and creatures cannot be seen. By itself, this does not make them impossible to detect, but it poses unique challenges. If you succeed on an Awareness check to notice an invisible object or creature, you still cannot see it, but you know its location.

If it is impossible to see your target, you can still try to attack a square you think it occupies. Any **targeted** attack into a square occupied by an invisible enemy has a 50% **miss chance**. If an adjacent invisible creature attacks you with a **strike**, you can automatically identify the space it occupied when it attacked you. Even if you know the existence and location of an invisible creature, you are still **partially unaware** (*-2 Armor and Ref*) of any attacks it makes.

Ability Mechanics

Magical and Mundane Abilities

There are two types of abilities: magical abilities and mundane abilities.

Magical Abilities: A **magical** ability is an ability fundamentally composed of or fuelled by magic. Magical abilities often have effects that would be impossible without magical intervention. Examples include **spells**, a dragon's breath weapon, and a paladin's ability to smite foes. Abilities that are magical in nature are indicated with a (Magical) indicator. Abilities that are not magical are **mundane**.

Mundane Abilities: A **mundane** ability has some form of natural explanation and does not fundamentally originate from a magical source. Examples include weapon attacks, a dragon's frightful presence, and a barbarian's rage. Mundane attacks often target Armor defense. Unless otherwise indicated, all abilities are mundane in nature. Abilities that are not mundane are **magical**.

Targets

Almost all abilities affect targets. A target of an ability is a creature directly affected by the ability in some way. Many abilities affect targets within a specific **range**.

Targeted Abilities

Some abilities allow you to choose specific targets. There can be restrictions on the targets of the ability, such as "a creature or object" or "an **ally**". These abilities are called **targeted** abilities.

Area Abilities

Some abilities affect all valid targets within a given area. There can be restrictions on the targets of the ability, such as "all creatures" or "all **enemies**". However, you cannot individually choose to include or exclude specific targets. These abilities are not **targeted** abilities.

Invalid Targets

You can always attempt to use an ability on an invalid target. If the target is still invalid when the ability resolves, the ability automatically fails and has no effect on the target.

Range

Many abilities can only affect targets or areas within a given **range** of you. For abilities that affect specific targets, all targets must be within the range. For abilities that affect an area within a range, the area's **point of origin** must be within the range (see Point of Origin, page 57). There are five common ranges: Short (30 ft.), Medium (60 ft.), Long (120 ft.), Distant (240 ft.), and Extreme (480 ft.). Unless otherwise noted, all abilities with a range require both **line of sight** and **line of effect** to the point of origin or to all targets.

Line of Sight

Almost all abilities, including **strikes**, must have **line of sight** to target creatures or objects. Unless otherwise noted in an ability's description, you cannot target a creature, object, or location that you do not have line of effect to.

A line of sight is a straight, unblocked path between you and a target. To check if you have line of sight, find a path from any corner of one **square** within your **space** to any two corners of one **square** within the **space** of your target. If those lines are not blocked by any obstacles that impede sight, you have line of sight to your target.

Line of Effect

Almost all abilities, including **strikes**, must have a **line of effect** to function. Unless otherwise noted in an ability's description, you cannot target a creature, object, or location that you do not have line of effect to. In addition, abilities that affect an area do not affect targets that the ability does not have line of effect to.

A line of effect is a straight, unblocked path between you and a target. It is identified in the same way as **line of sight**, except that it is blocked by physical obstacles instead of obstacles that block sight. For example, a pane of glass would block line of effect, but not line of sight.

Area Line of Effect

Abilities that affect areas normally measure line of effect from the area's **point of origin**. This can allow you to affect targets that you do not have line of effect to as long as the point of origin has line of effect to both you and the target.

Areas originating from creatures do not have a single point of origin. Instead, line of effect is measured from all grid intersections within or touching the creature's space. If any such grid intersection has line of effect to a location, the area as a whole is considered to have line of effect to that location.

Destroying Barriers

Some abilities deal damage to both creatures and objects. If a physical barrier is **broken** by an ability, that barrier does not affect the ability's line of effect. For example, a thin curtain of silk normally blocks line of effect. However, an ability that destroyed the curtain would have its full effect on everything behind the curtain.

Inside Creatures

Creatures block line of effect to the inside of their own bodies. As a result, you cannot use an ability that takes effect inside a creature unless you are also inside the creature. This restriction applies even if there is no physical barrier to the inside of the creature. You cannot place **point of origin** for an area inside a creature's mouth, even if the creature has its mouth open at the time.

Area

Some abilities affect targets within an area. All areas have a **point of origin**, an area shape, a measurement of their size in feet, and an area type.

Point of Origin

When you use an ability that affects an area within a **range**, you choose one grid intersection to serve as a starting point for the area. This grid intersection is called the **point of origin** for the area. Areas that originate from a creature do not have a single point of origin. For the purpose of effects that care about the area's point of origin, all grid intersections within or touching the creature's space are used.

Area Shapes

Cone: A cone extends from the point of origin in a quarter-hemisphere, up to the given length. A square is affected by a cone if it is within the cone's 90 degree arc and all of the square's points of intersection are no more than the cone's length away from the cone's point of origin.

Cylinder: A cylinder extends out from the point of origin in a circle, up to the given radius. Cylinders also have a specific height. Unless otherwise specified, a cylinder's height is the same as its radius. Cylinders ignore obstacles that partially block line of effect, as long as there is a path around the obstacle that lies entirely within the ability's area.

Line: A line extends from the point of origin in a straight line, up to the given length. Lines also have a specific width and height. Unless otherwise specified, a line-shaped ability affects an area 5 feet wide and 5 feet high. The affected squares are chosen such that they stay close to the chosen line as possible.

All squares affected by a line must be contiguous, so every square is adjacent to another affected square, disregarding diagonals.

Sphere: A sphere extends from the point of origin in all directions. Any ability which only specifies a radius for its area is sphere-shaped.

Wall: A wall is like a line, except that its width is not defined in squares. Narratively, all walls have a nonzero width. Mechanically, walls are considered to have no width and simply occupy the boundary between squares. Like lines, some walls are shapeable.

Walls can normally be created within or adjacent to occupied squares, but not within solid objects. If a wall has a physical presence, it cannot be created inside the space of a single creature, but it can be created between two adjacent creatures.

Area Size

The area affected by many abilities falls into one of six sizes. Each size defines the extent to which the ability extends out from its origin, whether as a radius or as a length. Many abilities have specific sizes, as given in the ability description.

Tiny: Tiny areas extend 5 feet from their point of origin.

Small: Small areas extend 15 feet from their point of origin.

Medium: Medium areas extend 30 feet from their point of origin.

Large: Large areas extend 60 feet from their point of origin.

Huge: Huge areas extend 120 feet from their point of origin.

Gargantuan: Gargantuan areas extend 240 feet from their point of origin.

Area Types

Burst: A burst ability has an immediate effect on all valid targets within an area. If an ability does not explicitly specify its area type, it is normally a burst effect. However, abilities that create wall-shaped areas are always zones.

Emanation: An emanation ability has effects within an area for the duration of the ability. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

Zone: A zone ability has effects within an area for the duration of the ability. Unless otherwise noted, it does not move after being created.

When casting an area ability, you select the point where the ability originates. The point of origin of a ability is always a grid intersection. When determining whether a given creature is within the area of a ability, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can freely decrease a ability's area, provided that you decrease it uniformly across all of the ability's dimensions. For example, you can cast a **fireball** spell that affects a 5 foot radius if you choose to do so, but you can't cast a **fireball** with any

shape other than a sphere.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the ability's area, anything within that square is within the ability's area. If the ability's area only touches the near edge of a square, however, anything within that square is unaffected by the ability.

Ability Durations

An ability's duration determines how long its effect lasts. Abilities can have one of several different kinds of durations.

If an ability targets creatures or objects directly, the effects travel with the subjects for the ability's duration, even if the subjects go outside the ability's initial range. If an ability creates or summons objects or creatures, they last for the duration of the ability, and are capable of moving outside the ability's initial range. Such effects can sometimes be destroyed prior to when their duration ends.

Attuned Abilities

Many abilities last as long as a creature attunes to them. Attuning to an ability costs an **attunement point**. You can never attune to the same ability more than once.

As long as you remain attuned to an ability, you cannot recover the attunement point you used to attune to that ability by any means. As a **free action**, you can **dismiss** any number of effects that you are attuned to, which makes you stop being attuned to them. After you stop being attuned to an ability, you can recover that attunement point when you take your next **short rest**. You must dismiss an attuned effect before you start the short rest to recover its attunement point.

There are three types of attunement abilities: self, target, and ritual.

Attune (self): A self attunement ability requires the creature using the ability to attune to the effect.

Attune (target): A target attunement ability requires the target of the ability to attune to the effect. If the ability targets multiple creatures, each creature must attune to the ability independently.

As a special case, if a target attunement ability targets an inanimate object, the creature using the ability must attune to the effect.

Attune (ritual): Only **rituals** have the **Attune** (ritual) tag (see [Rituals](#), page 60). A ritual attunement ability requires any participant in the ritual to attune to the effect.

Conditions

Many abilities impose **conditions** on their targets. A condition lasts until it is removed. You can remove conditions by taking a **short rest** or using the *recover* ability (see [Recover](#), page 52). There are several other abilities that can also remove conditions.

Sustained Abilities

Some abilities last as long as you take an action to sustain them each round. The type of action required is always specified in the ability's tag, such as "Sustain (standard)" for a standard action, or in the ability's description. At the end of each round, the ability is dismissed unless you initiated the ability that round or took the action to sustain the ability that round.

If a sustained ability has effects that trigger at the end of the round, it ends before having its effects if you fail to sustain the ability.

Taking an action to sustain an ability only allows you to sustain a single use of that ability. However, you can sustain multiple separate abilities at once if you have available actions.

You can normally only sustain an ability for up to 5 minutes. After that time, the ability's effect is **dismissed**.

Permanent Abilities

Some abilities last permanently. Such abilities never expire on their own, but can be **dismissed** or removed by other abilities appropriately.

Combining Effects

Abilities do not generally affect the way another abilities function. However, sometimes multiple effects can be in conflict on a creature. If one effect makes another effect irrelevant or impossible, the latter effect is ignored. If two effects both conflict with each other, the most recent effect takes precedence, and the other is ignored. Unless otherwise noted, two different uses of the same ability are always considered to be conflicting with each other.

All abilities will still have as much of their effect as possible. It is possible for an ability to be partially effective in this way.

Suppressing Abilities

Abilities can be **suppressed** by effects such as the *suppress magic* spell. While an ability is suppressed, it has no effect. However, if it stops being suppressed, its effects continue as if they had not been interrupted.

Ability Tags

Many abilities have tags that describe the nature of the ability. Many of these tags have no game effect by themselves, but they govern how the ability interacts with spells, other abilities, unusual creatures, and so on. For a list of ability tags, see [Ability Tags](#), page 418.

Spell and Ritual Mechanics

Spells and rituals share many common properties, defined here.

Categories of Magic

Magic Sources

There are four **magic sources** that characters can use to cast spells and perform rituals: arcane (cast by sorcerers and wizards), divine (cast by clerics and paladins), nature (cast by druids), and pact (cast by warlocks). Each magic source has a set of associated **mystic spheres** (see Mystic Spheres, below).

Characters with Multiple Magic Sources: A character can have access to multiple sources of magic through the use of abilities like the Hybrid Training ability (see Half-Elves, page 18). The **mystic spheres**, spells, and rituals that character knows are tracked separately for each source of magic that character has access to. If you have access to the same spell or ritual from multiple sources, the two versions of the ability are generally considered to be the same ability. When you cast the spell or perform the ritual, you choose which source you are using for the ability.

Mystic Spheres

A **mystic sphere** is a collection of thematically related magical effects that includes both **spells** and **rituals**. Each **mystic sphere** can be associated with any number of **magic sources**. The mystic spheres are listed at Mystic Spheres, page 200.

Ability Tags

All spells have the **Magical** and **Spell ability tags**, and all rituals have the **Magical** and **Ritual** ability tags. Since spells and rituals are already clearly indicated in the Mystic Spheres chapter, the tags are omitted here for convenience. Elsewhere in this book, such as in monster descriptions, those tags are used to indicate that some abilities are considered spells and rituals.

Casting Components

Unless otherwise noted, all spells and rituals require **verbal components** to cast or perform. In addition, spells and rituals from arcane and pact mystic sources require **somatic components**. You cannot start casting a spell or performing a ritual without all required components. If you lose those components before the ability resolves, the spell fails with no effect.

To provide the verbal component for a spell or ritual, you must speak in a strong voice with a volume at least as loud as ordinary conversation. To provide the somatic component for a spell or ritual, you must make a precise series of movements with at least one free hand. These movements involve your whole arm in addition to gestures with your fingers.

Somatic Component Failure

Encumbrance from armor interferes with the **somatic components** required to perform arcane spells, pact spells, and all rituals. When you cast a spell or perform a ritual that requires **somatic components** while you have an **encumbrance**, you must roll 1d10. If your result is less than

or equal to your **encumbrance**, the spell fails with no effect. When you perform a ritual, this roll must be repeated at the end of each round during the ritual.

Dismissal

As a **free action**, you can dismiss any spells or rituals you used that have lasting effects. This requires the same casting components (verbal and somatic) as casting the spell or performing the ritual normally. Spells and rituals can also be dismissed in other ways, such as after their effects have finished. When a spell or ability is dismissed, all of its lingering effects immediately end.

Resurrecting the Dead

Several rituals have the power to restore dead characters to life.

When a living creature dies, its soul departs its body, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing a creature back from the dead means retrieving their soul and returning it to their body.

Death and Old Age: While a creature is dead, it still tracks that time towards its maximum age. A creature's maximum age is largely determined by the strength of its soul, not the condition of its body. No magic can return a creature to life when it has passed its maximum age.

Preventing Resurrection: Enemies can take steps to make it more difficult for a character to be returned from the dead. Except for *true resurrection*, every ritual to raise the dead requires a body, so keeping or destroying the body is an effective deterrent. The *soul bind* ritual prevents any sort of revivification unless the soul is first released.

Involuntary Resurrection: A soul cannot be returned to life if it does not wish to be. A soul infallibly knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Functioning Like Other Spells

Many spells and rituals say they "function like" some other spell or ritual, often with some noted changes. Except as otherwise noted, they retain all of the original effects and targets of the spell. However, they do not have the same rank upgrades as the original spell or ritual.

Impossible Spells and Rituals

When you try to use a spell or ritual in an impossible way, the ability fails with no effect. This most commonly happens if you attempt to declare an invalid target for a spell.

Spells

A **spell** is a discrete magical effect with a name, a **rank**, and an effect. Each **mystic sphere** has a number of spells associated with it. An ability that gives you access to **mystic spheres** will

define how many spells you know. A spell's **rank** is the minimum **archetype rank** you must have in the relevant spellcasting archetype to be able to learn and cast the spell.

Cantrips

Some **mystic spheres** have minor spells called cantrips. Anyone who has access to a mystic sphere knows all cantrips from that sphere.

Rituals

Each **mystic sphere** has a number of **rituals**. Some spellcasting characters can learn and perform rituals. Rituals are ceremonies that create magical effects. Like spells, each ritual has a name, a **rank**, and an effect. Although rituals are similar to spells, abilities that affect spells do not affect rituals unless they say they do in their descriptions. A ritual's **rank** is the minimum **archetype rank** you must have in the relevant spellcasting archetype to be able to learn and perform the ritual.

You don't memorize a ritual as you would a normal spell. Rituals are too complex for all but the most knowledgeable sages to commit to memory. To perform a ritual, you need to read from a book or a scroll containing it. You must have access to the **mystic sphere** a ritual is from in order to perform the ritual.

Ritual Descriptions

Rituals are described in the body of the **mystic sphere** they are associated with, following the description of spells from that mystic sphere.

Scribing Rituals

A ritual book contains one or more rituals that you can use as frequently as you want, as long as you can spend the time and **fatigue level** to perform the ritual. Scribing a ritual costs precious magical ink with a value equal to an item of the ritual's rank (see Table 9.2: Item Ranks, page 340).

Performing Rituals

To perform a ritual, you must have a ritual book containing the ritual and the material components required for the ritual. Some rituals cause the creatures performing them to increase their **fatigue level**, as indicated in their descriptions. Other creatures can suffer this fatigue to help you perform rituals; see Ritual Participants, below.

Ritual Participants

Creatures can assist in the performance of rituals even if they are unable to perform rituals themselves. A creature that helps perform a ritual is called a ritual participant, and the creature performing the ritual is called the ritual leader. A ritual participant may increase their **fatigue level** in place of or in addition to the fatigue level gained by the creature performing the ritual. If multiple creatures are willing to increase their fatigue level or attune to effects, the ritual leader decides which creatures increase their fatigue level or attune to the ritual's effects.

The steps required to participate in rituals can be complex. Ritual participants must be given specific instructions for the

actions they must perform during a ritual by a creature who knows how to perform the ritual. This instruction generally takes one tenth of the time required to perform the ritual. A creature cannot participate in rituals unless it has an Intelligence of at least 0, can speak at least one language, and has the fine motor control required to perform the **somatic components** of rituals.

Normally, a ritual participant can only contribute **fatigue levels** up to a maximum of their **fatigue tolerance**. If the participant has access to the same **magic source** as the ritual, they can contribute any number of **fatigue levels** (until they drop unconscious). Creatures willing to fatigue themselves generally tire at a rate no faster than one fatigue level per ten minutes spent performing the ritual.

Changing Ritual Participation: Rituals are deeply complex magic, and they cannot be abandoned or paused partway through. If the number of ritual participants in a ritual decreases below its initial value, the ritual fails at the end of the next round if the number of participants is not restored. However, ritual participants can transfer their participation to other creatures without disrupting the ritual.

In order to transfer ritual participation, the new creature must be able to participate in the ritual. Similarly, the ritual leader can transfer their leadership to another creature. In addition to the requirements for transferring ritual participation, the new leader must know the ritual and be able to perform it themselves.

Changing ritual participation and leadership is usually done when performing extraordinarily long or demanding rituals.

Attunement Rituals: Rituals with the **Attune** (ritual) tag require a single ritual participant to **attune** to the ritual's effect. Any ritual participant can attune to the effect, but only one ritual participant can attune to the effect unless otherwise noted in the ritual's description. For details, see Attuned Abilities, page 58.

Magical Writings

To record a spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The notation constitutes a universal language that spellcasters have discovered, not invented. Each writer uses this universal system regardless of their native language or culture. However, each character uses the system in their own way. Another person's magical writing remains incomprehensible to even the most powerful spellcaster until they take the time to study and decipher it.

Breaking Objects

There are two main ways of breaking objects. You can deal damage to objects with attacks, similarly to how you can deal damage to creatures. Alternately, you can attempt to sunder the object with sheer strength.

Damaging Objects

Objects have **hit points** and **damage resistance** like creatures. However, they treat all damage they take as

environmental damage (see Environmental Damage, page 37). That means that all damage they take is reduced by their **damage resistance** without subtracting from the remaining value of their damage resistance.

An object becomes **broken** if its **hit points** are reduced to 0 (see Broken and Destroyed Objects, page 61). Objects cannot gain **vital wounds**. Objects are also not normally subject to **critical hits**.

Object Statistics

An object’s size primarily influences the number of **hit points** it has. The primary material it is constructed from determines its **damage resistance**, and can modify the number of hit points it has. Details are given in Table 4.5: Object Statistics By Size, page 61 and Table 4.6: Object Statistics By Material, page 61.

Table 4.5: Object Statistics By Size

Size	Hit Points	Sunder Value	Difficulty
Fine	1	1 ¹	
Diminutive	2	2	
Tiny	5	5	
Small	10	10	
Medium	20	15	
Large	50	20	
Huge	100	25	
Gargantuan	200	30	
Colossal	500	35	

1. Extremely small objects may be difficult to grip effectively, which can significantly increase the difficulty to sunder them.

Table 4.6: Object Statistics By Material

Material	DR ¹	Hit Points Multiplier ²	Sunder Difficulty Value Modifier
Adamantine	30	x3	+20
Glass	5	x1/2	—
Ice	1	x1/2	–5
Iron or steel	12	x2	+10
Leather or hide	3	—	—
Mithral	15	x2	+10
Paper or cloth	1	x1/2	–5
Rope	2	—	—
Stone	8	x2	+5
Wood	5	—	—

1. See Damage Resistance, page 24.
2. Any value here modifies the number of hit points the object would normally have based on its size.

Sundering Objects

As a standard action, you can attempt to sunder an object you can touch. This requires two hands. An object’s size and primary material determines the **difficulty value** of the check. The

difficulty value of this check decreases by 2 if the object is below its maximum **hit points**. Success means that the object breaks. Failure by 5 or less means the object loses a **hit point**, but it does not break. Failure by 6 or more means nothing happens.

Broken and Destroyed Objects

An object that is reduced to 0 **hit points** becomes **broken**. You can destroy an object by causing it to lose additional hit points equal to ten times its maximum hit points, or by succeeding at a check to sunder the object by 20.

Broken Objects: Broken objects cannot be used for their intended purpose, but still retain enough of their original form to be repaired without too much work. For example, a broken wall lies in pieces on the ground and no longer blocks passage, but can be repaired with far less effort than would be required to create a wall from scratch. Magic items that are broken retain their magical properties once fixed. Broken (but not destroyed) objects can be repaired with the Craft skill for a cost equal to 10% of their value (see Craft, page 153).

Destroyed Objects: Destroyed objects have been damaged beyond hope of any sort of repair short of crafting the object again from raw materials. For example, a destroyed wall is reduced to dust or small, useless chunks of rubble. Magic items that are destroyed irrevocably lose their magical properties. The remains of a destroyed object generally occupy a space one size category smaller than the original object.

Relative Damage Resistance

When an object would take damage from a **strike**, if the **damage resistance** of the attacking object or creature is lower than the damage resistance of the defender, the attacking object or creature takes the damage instead. For example, if you try to break a stone wall with a wooden club, the club will break instead of the wall.

Poison

Poisons can deal damage, weaken creatures, or even kill them. Some effects which are not literally poisonous, such as animal venom or fungal spores, are considered poisons. Unless otherwise noted, poisons are not **conditions**, and cannot be removed by abilities that remove conditions (see Conditions, page 58). Common poisons are listed in Poisons, page ??.

Poison Transmission

There are three ways that poisons can be contracted.
Contact: A contact poison affects any creature that touches it with bare skin.
Ingestion: An ingestion poison affects any creature that eats, drinks, or breathes it, depending on the type of poison. Ingestion poisons have no effect when touched or used to coat weapons.

Injury: An injury poison affects any creature loses **hit points** from something bearing the poison. Almost all injury poisons take liquid form, and are typically used to coat weapons.

Poison Forms

There are four forms of poison.

Gas: Gaseous poisons are difficult to store, but easy to affect foes with.

Liquid: Liquid poisons are the most common type of poison. Liquid poisons can be used to coat weapons, slipped into food, or simply thrown at foes. A dose of a liquid poison is usually about one ounce of the poison.

Pellet: Some rare poisons come in small, solid pellets or cubes. Typically, these pellets contain a powerful liquid poison that becomes inert quickly after being exposed. Pellet poisons cannot be used to coat weapons or thrown at foes, but can be slipped into food.

Powder: Poison in powder form cannot be used to coat weapons, but can be slipped into food or thrown at foes.

Poison Effects

Poisons can have a wide variety of effects, as determined by the type of poison used. However, most poisons share certain common properties.

Becoming Poisoned: All poisons have a base **accuracy**. When a creature first comes into contact with a poison, the poison makes an attack roll using its accuracy against the Fortitude defense of the poisoned creature. On a hit, the target becomes **poisoned** and suffers the effects of the first stage of the poison. On a critical hit, the target becomes **poisoned** and suffers the effects of the two stages of the poison. On a miss, the target is not **poisoned**.

Some attacks make the target poisoned if they hit the target. In that case, the ability's accuracy defines the poison's accuracy.

Many poisons have an additional effect when they hit the target for the third time.

Poison Attacks: At the end of each subsequent round after the target becomes poisoned, the poison makes an attack roll against the Fortitude defense of the poisoned creature. Each hit increases the **poison stage** of the poison. For every 10 points by which the attack hits, the poison progresses by an additional stage. On a miss, the creature gets closer to resisting the poison (see Resisting Poisons, below).

Resisting Poisons: If a poison misses a creature three times with its attack at the end of each round, the creature stops being poisoned by that poison.

Multiple Doses: A creature can be affected by multiple doses of the same poison. This does not cause the same effect to occur multiple times. However, each extra dose increases the accuracy of the poison by 1, up to a maximum bonus of +10 more than the poison's normal accuracy.

A poison is considered the same if it has the same name and comes from the same source. For example, a creature bitten

multiple times by the same giant spider suffers multiple doses of the same poison. A creature bitten multiple times by different giant spiders considers each spider's poison separately.

Poison Quality: Some poisons are unusually high or low quality.

Creating Poisons

You can use the Craft (poison) skill to create poisons. To create a poison, you must make a Craft (poison) check against a **difficulty value** equal to 10 + the poison's base accuracy. For every 2 points by which you beat this **difficulty value**, the created poison's accuracy gains a +1 bonus, up to a maximum bonus of +10 more than the poison's base accuracy.

Creating a poison requires special materials. The type of materials required, and how those materials can be acquired, depend on the type of poison.

- **Plant:** Plant-based poisons can typically be harvested by making a Survival check to search in appropriate terrain. The **difficulty value** of this check is usually equal to 10 + the base accuracy of the poison.
- **Venom:** Venom requires an appropriate body part from a creature – often, poison it naturally produces.
- **Alchemical:** Alchemical poisons require alchemical materials. These cannot normally be found in nature. In unusual circumstances, these components can be synthesized from natural chemicals or magical materials with a Craft (alchemy) check equal to 10 + the base accuracy of the poison.

Special Rules

Unusual Combat Situations

Mounted Combat

Horses in Combat: Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. At the start of each round, you must make a **difficulty value** 10 Ride check to control such a horse. Success means you can act normally that round, directing the horse's movements as if it was trained for combat. Failure means that the horse acts of its own volition that round, usually fleeing in panic.

Space: A horse (not a pony) is a Large creature, and thus takes up a space 10 feet (2 squares) across. While mounted, you share your mount's space completely. Anyone who is close enough to hit your mount can attack either you or your mount. However, your **reach** is still that of a creature of your normal size. Thus, a Medium paladin would be able to attack all squares adjacent to their Large horse with a longsword, and all squares 10 feet away from their mount with a lance.

In the case of abnormally large mounts (two or more size categories larger than you), you may not completely share space. Such situations should be handled on a case-by-case basis, de-

pending on the nature of the mount.

Flying Mounts: Flying mounts are harder to ride and control than terrestrial mounts, especially mounts that can change directions rapidly. The **difficulty value** for all Ride checks on a mount using a fly speed is increased by 10 if the mount has poor or average maneuverability, or by 15 if it has perfect maneuverability.

Combat while Mounted: With a **difficulty value** 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

If your mount is moving in the current phase, you take a -2 accuracy penalty with ranged strikes. If your mount uses the *sprint* ability, this penalty increases to -4 (see *Sprint*, page 53).

If Your Mount Falls in Battle: If your mount falls, you fall to the ground with it.

If You Are Dropped: If you are knocked unconscious, you fall from your mount to the ground, which may cause you to take **falling damage**. If you have a military saddle, you stay on your mount instead. In either case, the mount acts according to its nature. Most mounts flee combat without a rider.

Unarmed Combat

Every creature can attack with its body using an unarmed attack. An unarmed attack normally deals **subdual damage**. If you are **proficient** with your unarmed attack, you can choose to deal non-subdual damage with it.

You may use any appropriate part of your body to make an unarmed attack – fists, feet, elbows, and so on. However, you only have one unarmed attack. You cannot dual-wield unarmed attacks as if you were fighting with two weapons at once unless you are **proficient** with your unarmed attack (see *Strikes*, page 49).

An unarmed attack is a type of natural weapon. Abilities that affect natural weapons can affect your unarmed attack. Gauntlets can also be worn to attack with your fists, but attacks with gauntlets are not considered unarmed attacks.

General Calculations

Stacking Rules

Usually, modifiers stack with each other, meaning that you add or subtract all of the modifiers to get the final result. However, some modifiers do not stack with each other, as described below. When bonuses don't stack with each other, you only apply the largest bonus. Likewise, when penalties don't stack with each other, you only apply the largest penalty.

Special Exceptions:

- Effects from the same source do not stack. Any ability with the same name has the same source.
- Magic bonuses do not stack with each other.
- If a creature gains the same condition multiple times, the effects do not stack, but each instance of the condition is tracked separately. The creature must remove all instances of the condition before the effects are removed.

- Multiple **magical** effects that change a creature's **size category** do not stack. If multiple magical effects both increase and decrease size, size increases offset size decreases on a one-for-one basis to determine the creature's final size.
- If you have two separate abilities which let you add the same attribute to a given roll or statistic, the attribute is still only added once.

Maximum Bonuses

Some bonuses specify that they cannot increase the value beyond a given point. These bonuses must always be applied last, and cannot be combined with other bonuses to exceed the maximum value. If multiple bonuses specify different maximum values, use the lower maximum value. If a bonus with a maximum value is applied to a value that already exceeds the maximum value the bonus can provide, simply ignore the bonus and its maximum value.

Doubling and Halving

If you double any in-game value twice, it becomes three times as large. An additional doubling would make it four times as large, and so on. Likewise, if you halve any in-game value twice, it becomes one-third as large. For example, if you have two different abilities that double your **power** with an attack, you triple your power with that attack.

This also applies to calculations using real-world values, such as movement and distance, as long as you're calculating the effects of abilities. For example, if you have two different abilities that double your range with a spell, your total range with that spell is three times the spell's normal range.

Changing Statistics

Your modifiers and defenses can change for many reasons. In general, all changes take effect immediately.

It is not normally possible for a character to lose access to resources that require them to make choices, such as insight points or trained skills. If a character does somehow lose the prerequisites for choices they have made, such as if their Intelligence is permanently reduced, they immediately lose relevant abilities until they are within their new limits.

Rounding

In general, if you encounter a fractional number, you round it down.

Multipliers

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (x2) and a double (x2) applied to the same number results in a triple (x3, because 2 + 1 = 3). Some other effects specifically multiply additively in this way.

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate **difficult terrain** would need to spend 20 feet of movement to move 5 feet (doubling the cost twice, for a total multiplier of x4), rather than as 15 feet (adding 100% twice).

Allies and Enemies

Each creature you interact with in Rise is either an **ally**, an **enemy**, or a **neutral party**. Some beneficial abilities only affect allies, and some offensive abilities only affect enemies.

You can choose how you consider each creature at the start of each **phase**. You cannot consider yourself an **ally** or an **enemy**. While you are **unconscious**, you treat all creatures as **allies**.

Allies: An ally is any creature you consider an ally who also considers you an ally. If you consider someone an ally, but they do not consider you an ally, you treat them as a neutral party for the purpose of your abilities. Allies can move through your **space**.

Enemies: An enemy is any creature who you consider to be an enemy. Enemies cannot move through your **space**.

Neutral Parties: A neutral party is any creature who is neither an ally nor an enemy. You treat all creatures you have not declared an opinion of as neutral parties. Neutral parties can move through your **space**.

Sleep and Fatigue

A typical creature needs a minimum of 6 hours of sleep for every 18 hours spent awake, and a minimum of 50 hours of sleep every week. You can stay awake beyond those limits with the Endurance skill (see Stay Awake, page 160).

Teleportation

Some abilities can **teleport** creatures or objects. When you are teleported, you move through the Astral Plane and arrive at a new location. You can be teleported between two different locations on the same **plane**, or between two different locations on different planes. If for some reason you cannot access the Astral Plane, you cannot be teleported.

Unless an ability explicitly teleports to other planes or specifies otherwise, anything being teleported must have both **line of sight** and **line of effect** to its destination. Otherwise, the teleportation fails without effect.

Teleportation Noise

Creatures and objects that are teleported make a sound when they depart and arrive. This noise is caused by the displacement of air (or other substances) created by the teleportation. The base **difficulty value** of an Awareness check to hear this sound for a

Medium creature or object is 10. This difficulty value changes based on the size of the teleported creature or object:

- Fine: 30
- Diminutive: 25
- Tiny: 20
- Small: 15
- Medium: 10
- Large: 5
- Huge: 0
- Gargantuan: -5
- Colossal: -10

Carrying Objects

When a creature is teleported, it can bring along equipment and held objects as long as two conditions are met. First, the combined weight of the objects cannot exceed the creature's maximum carrying capacity (see Weight Limits, page 40). If a creature is teleported while carrying more than its maximum carrying capacity, all excess objects are left behind, starting with the heaviest object and proceeding in order of weight.

Second, no object can extend more than two feet away from the creature's body. Any objects that extend beyond that distance are left behind. For example, a creature wearing handcuffs will arrive at its teleportation destination still wearing the handcuffs. However, a creature that is tied to a post by a long rope will arrive at its teleportation destination without the rope.

Horizontal Teleportation

Some planes have a curved primary surface. On those planes, "horizontal" teleportation isn't objectively horizontal. Instead, it is horizontal relative to the surface of the plane.

Resolving Ambiguity

When the rules are ambiguous about how they apply to you and no other creature, you decide how to resolve that ambiguity. For example, if an ability causes you to remove one of your **vital wounds**, and you have more than one vital wound, you choose which vital wound is removed. When the rules are ambiguous in any other situation, the GM decides how to resolve that ambiguity. This includes situations where multiple creatures are relevant and situations where no particular creature is relevant.

Chapter 5

Classes

Your character’s class represents the things your character has chosen to train in. This choice determines a great deal about your character’s abilities.

How Classes Work

When you first create a character, you choose a class. Each class grants some basic class features to all members of that class. In addition, each class has a number of **archetypes** that grant more powerful and specific abilities.

Class-Based Power Bonuses

Your class gives you a bonus to your **power** as part of its basic class abilities. The value of the bonus is listed in the table for each class. Most classes provide the same power bonus, while barbarians and warlocks have a slightly higher power bonus.

The value of this power bonus increases as you gain ranks. Your rank for determining your power bonus is equal to your highest rank in any archetype from your base class.

Archetypes

Each class has five class archetypes. An archetype is a collection of thematically related abilities. For examples, barbarians have the Battlerager archetype, which grants abilities related to being angry and flying into a rage in combat.

You choose any three of the five archetypes from your class. This gives each class a broader narrative scope, and helps ensure that multiple character with the same class feel different from each other.

Archetype Ranks

You have an **archetype rank** associated with each of your archetypes. Each ability from an archetype has a minimum rank required to gain the ability. When you gain a rank in an archetype, you gain all abilities associated with that rank. In addition, some of your existing abilities may increase their power based on your rank in that archetype.

At 1st level, you choose three of the archetypes associated with your class. You are Rank 1 in one of those archetypes, and rank 0 in your other two archetypes. You have no ranks at

all in any other archetypes, and can never gain abilities from archetypes other than your chosen three.

Every level after 1st level, you increase your rank in one archetype of your choice. This gives you the abilities associated with that rank. Each **archetype rank** has a minimum level, as shown on Table 5.1: Archetype Ranks by Level. This minimum level is included in each class table as a reminder.

Table 5.1: Archetype Ranks by Level

Archetype Rank	Minimum Level
1	1
2	4
3	7
4	10
5	13
6	16
7	19

Duplicate Archetypes

Some archetypes can be gained by multiple classes. For example, both clerics and paladins have the Divine Magic archetype. You cannot gain two archetypes with the same name, even if you can choose archetypes from multiple classes.

Multiclass Characters

You can spend two **insight points** to become a **multiclass** character (see Insight Points, page 17). If you do, choose a class other than your original class. You gain the following benefits relating to that class.

- You gain the **class skills** of that class in addition to your existing **class skills**.
- You can choose which of your classes you are considered for the purpose of determining your basic class abilities, such as proficiencies and defense bonuses. You must choose a single starting class for this purpose, so you cannot gain the power from one class and the weapon proficiencies from another.
- If that class has any special class abilities which are not part of an archetype, such as a warlock’s *soul pact* ability, you gain those abilities.

- You may replace any number of **archetypes** from your original class with that many archetypes from your new class.

You may gain access to multiple classes in this way, spending two **insight points** for each class. Unless your GM says otherwise, you can only become a multiclass character as part of initial character creation. Changing a higher level character character into a multiclass character can be a major change that requires losing access to abilities that you have already had for some time. Generally, you should have an explicit narrative justification for a major character change like that. Of course, every game is different, so talk to your GM.

Class Description Format

Each class is described from the perspective of a member of that class, using “you” in the description.

Class Table: Each class’s table describes the special abilities a member of that class gains at each rank of each of that class’s archetypes.

Alignment: Some classes require specific alignments (see Alignment, page 19). Most classes allow characters of any alignment.

Skills: Each class has specific **skills** that members of that class are typically good at (see Skills, page 147). These skills are called **class skills**. For details, see Trained Skills, page 147.

Defenses: Each class grants bonuses to specific defenses.

Weapon Proficiencies: This indicates the types of weapons that members of this class are proficient with.

Armor Proficiencies: This indicates the types of armor that members of this class are proficient with.

Other Special Abilities: Some classes have abilities shared by all members of the class that are not part of an archetype, such as a druid’s *druidic language* ability.

Archetypes: The abilities associated with each of the three archetypes the class has.

Barbarian

Barbarians are primal warriors that draw power from their physical prowess and unfettered emotions. They fight with a raw, untamed aggression that draws inspiration from more primitive times.

Most barbarians originate from to the outskirts of civilization, where the societal constraints of civilization are less present. Of course, becoming a barbarian is no secret rite. The only thing that is required is a willingness to fully experience one’s emotions and channel them into physical betterment. This path evokes an ancient memory of more primitive times, before the complexity of civilized warfare, where physical supremacy was sufficient for victory. Anyone can discover that path for themselves.

Barbarians are famous for their furious battle-rage. Anger is one of the easiest emotions to access and channel into the violence of battle, and it is a common starting point for new barbarians who are still learning how to tap into their emotions. However, any emotion can be used as a source of primal power, as long as it is sufficiently intense.

Barbarians and monks are, in some ways, two sides of the same coin. Both groups develop their physical body to its peak, and believe that the mind and body must work together to maximize their potential. However, a typical monk sees emotions as a tool at best and an obstacle at worst. They value serenity and control over their mind and body. From the perspective of a barbarian, monks completely surrender to civilization’s taming and placating influences, and abandon their primal heritage. Barbarian-monk multiclass characters are exceptionally rare, but not impossible. Typically, they control all of their emotions in the style of monks except for a single emotion, which they unleash in the style of barbarians.

Rangers and druids are natural allies of barbarians, since all three groups prefer to live at the edges of civilization. However, each has different reasons for their preference. Barbarians enjoy the emotional and societal freedom of the frontier, but are typically too social to prefer life as a hermit in the deep wilderness. Druids prefer nature to civilization ideologically, and rangers are best able to fulfill their responsibilities on the frontier.

Alignment: Any.

Archetypes: Barbarians have the Battleforged Resilience, Battlerager, Outland Savage, Primal Warrior, and Totemist archetypes.

Basic Class Abilities

If you are a barbarian, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +7 Fortitude, +5 Reflex, +3 Mental.

Resources

You have the following **resources**:

Table 5.2: Barbarian Progression

Rank (Level)	Power	Battleforged Resilience	Battlerager	Outland Savage	Primal Warrior	Totemist
0 (—)	+2	Experienced endurance	Insensible anger	Fast movement	Primal might	Animal instincts
1 (1)	+3	Battle-scarred	Rage	Savage rush	Combat styles	Totem animal
2 (4)	+4	Vital tolerance	Enraged strike	Savage precision	Combat style rank (2), primal force	Feral explosion
3 (7)	+5	Battleforged force, resilient recovery	Furious force, greater insensible anger	Greater fast movement, savage force	Combat style rank (3), greater primal might	Greater animal instincts, totemic force
4 (10)	+7	Primal resilience	Primal brawn	Primal agility	Combat style rank (4), primal maneuver	Greater totem animal
5 (13)	+10	Greater battle-scarred	Fearless rage	Greater savage precision	Combat style rank (5), greater primal force	Greater feral explosion
6 (16)	+14	Greater battleforged force, greater vital tolerance	Greater furious force, supreme insensible anger	Greater savage force, supreme fast movement	Combat style rank (6), supreme primal might	Greater totemic force, supreme animal instincts
7 (19)	+20	Limitless recovery	Greater enraged strike, titanic rage	Greater savage rush	Combat style rank (7), primal maneuver	Supreme totem animal

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +3 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- One **insight point**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Five **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons and any one other weapon group.

Armor Proficiencies

You are proficient with light and medium armor.

Class Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Flexibility, Ride.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Medicine.
- *Perception*: Awareness, Creature Handling, Survival.
- *Other*: Deception, Intimidate, Persuasion.

Battleforged Resilience

This archetype improves your durability in combat.

Rank 0 – Experienced Endurance

You gain a +2 bonus to the Endurance skill. In addition, using the *desperate exertion* ability to affect a roll using the Endurance skill only causes you to increase your **fatigue level** by one instead of two.

Rank 1 – Battle-Scarred

You gain a bonus equal to three times your rank in this archetype to your **damage resistance** (see Damage Resistance, page 24).

Rank 2 – Vital Tolerance

You gain a +1 bonus to **vital rolls** and **fatigue tolerance**.

Rank 3 – Battleforged Force

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Resilient Recovery

When you use the *recover* ability, you regain a quarter of your maximum **damage resistance** at the end of the round (see Recover, page 52).

Rank 4 – Primal Resilience

You gain a +1 bonus to your Constitution.

Rank 5 – Greater Battle-Scarred

The bonus from your *battle-scarred* ability increases to four times your rank in this archetype.

Rank 6 – Greater Battleforged Force

The bonus from your *battleforged force* ability increases to +2d.

Rank 6 – Greater Vital Tolerance

The bonuses from your *vital tolerance* ability increase to +2.

Rank 7 – Limitless Recovery

You can use the *recover* ability any number of times between short rests. In addition, once per short rest you can use the *recover* ability as a **minor action**.

Battlerager

This archetype grants you a devastating rage, improving your combat prowess.

Rank 0 – Insensible Anger

You reduce your maximum hit points by an amount equal to your rank in this archetype. In exchange, you gain a bonus to your **damage resistance** equal to three times your rank in this archetype (minimum 1).

Rank 1 – Rage

You can use the *rage* ability as a **free action**. For most barbarians, this represents entering a furious rage. Some barbarians instead enter a joyous battle trance or undergo a partial physical transformation into a more fearsome form.

Rage
Emotion, Swift

Sustain (free)

For the duration of this ability, you gain the following benefits and drawbacks:

- You gain a +2 bonus to your **power**.
- You gain a +2 bonus to **vital rolls**.
- You take a -2 penalty to Armor and Reflex defenses.
- You are unable to take **standard actions** that do not cause you to make **mundane** attacks.
- You are unable to use any **magical** abilities that require a standard action.
- At the end of each round, if you did not make a **mundane** attack during that round, this ability ends.
- When this ability ends for any reason, you **briefly** cannot use it again.

Rank 3: The power bonus increases to +4.

Rank 5: The power bonus increases to +8.

Rank 7: The power bonus increases to +16.

Rank 2 – Enraged Strike

As a standard action, you can use the *enraged strike* ability.

Enraged Strike

Instant

Make a melee **strike**. You gain a +2 accuracy bonus and a +4 damage bonus with the strike against each creature that dealt damage to you during the previous round.

Rank 4: The damage bonus increases to +8.

Rank 6: The damage bonus increases to +16.

Rank 3 – Furious Force

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Greater Insensible Anger

The damage resistance bonus from your *insensible anger* ability increases to four times your rank in this archetype.

Rank 4 – Primal Brawn

You gain a +1 bonus to your Strength.

Rank 5 – Fearless Rage

You are immune to being **shaken** (–2 *accuracy* and *Mental* within 60 ft.), **frightened** (–4 *accuracy* and *Mental* within 60 ft.), and **panicked** (–4 *Mental* and must flee within 60 ft.) during your *rage* ability. In addition, being panicked does not prevent you from entering a rage.

Rank 6 – Greater Furious Force

The bonus from your *furious force* ability increases to +2d.

Rank 6 – Supreme Insensible Anger

The damage resistance bonus from your *insensible anger* ability increases to five times your rank in this archetype.

Rank 7 – Greater Enraged Strike

You can use your *enraged strike* ability against any creature that attacked you during the previous round, regardless of whether they dealt damage to you.

Rank 7 – Titanic Rage

When you use your *rage* ability, you can grow by one **size category**. Increasing your size gives you a +1 bonus to Strength for the purpose of determining your **weight limits**, a –1 penalty to your Reflex defense, and a –5 penalty to Stealth. It also increases your **base speed** and may increase your **reach** (see Size Categories, page 39).

Outland Savage

This archetype improves your mobility and combat prowess with direct, brutal abilities.

Rank 0 – Fast Movement

You gain a +5 foot bonus to your speed with all of your **movement modes**.

Rank 1 – Savage Rush

When you use the *sprint* ability, you can move through spaces occupied by enemies during that movement (see *Sprint*, page 53).

Rank 2 – Savage Precision

You can use your Strength in place of your Perception to determine your **accuracy** with the *dirty trick*, *disarm*, *grapple*, *overrun*, and *trip* abilities, as well as with grapple actions (see Special Combat Abilities, page 51, and Grapple Actions, page 54). In addition, you gain a +1 bonus to **accuracy** with those abilities and with the *shove* ability.

Rank 3 – Greater Fast Movement

The speed bonus from your *fast movement* ability increases to +10 feet.

Rank 3 – Savage Force

You gain a +1d bonus to your damage with all weapons.

Rank 4 – Primal Agility

You gain a +1 bonus to your Dexterity.

Rank 5 – Greater Savage Precision

The accuracy bonus from your *savage precision* ability increases to +2. In addition, choose one of the following **weapon tags** (see Weapon Tags, page 344): Disarming, Forceful, Grappling, or Tripping. You may treat all weapons you wield as if they had the chosen weapon tag.

Rank 6 – Greater Savage Force

The bonus from your *savage force* ability increases to +2d.

Rank 6 – Supreme Fast Movement

The speed bonus from your *fast movement* ability increases to +15 feet.

Rank 7 – Greater Savage Rush

You can move through spaces occupied by enemies as if they were unoccupied.

Primal Warrior

This archetype grants you abilities to use in combat and improves your physical skills.

Rank 0 – Primal Might

You gain a +1 bonus to Strength-based **checks** and Constitution-based **checks**.

Rank 1 – Combat Styles

You can channel your primal energy into ferocious attacks. You gain access to one of the following **combat styles**: *dirty fighting*, *herald of war*, or *unbreakable defense*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 175). You may spend **insight points** to gain access to one additional combat style per insight point.

You learn two rank 1 **maneuvers** from combat styles you have access to. You may spend **insight points** to learn to one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of the higher rank.

Rank 2 – Combat Style Rank (2)

You become a rank 2 combat style user. This gives you access to maneuvers that require a minimum rank of 2.

Rank 2 – Primal Force

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Combat Style Rank (3)

You become a rank 3 combat style user. This gives you access to maneuvers that require a minimum rank of 3.

Rank 3 – Greater Primal Might

The bonuses from your *primal might* ability increase to +2.

Rank 4 – Combat Style Rank (4)

You become a rank 4 combat style user. This gives you access to maneuvers that require a minimum rank of 4.

Rank 4 – Primal Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Rank 5 – Combat Style Rank (5)

You become a rank 5 combat style user. This gives you access to maneuvers that require a minimum rank of 5.

Rank 5 – Greater Primal Force

The bonus from your *primal force* ability increases to +2d.

Rank 6 – Combat Style Rank (6)

You become a rank 6 combat style user. This gives you access to maneuvers that require a minimum rank of 6.

Rank 6 – Supreme Primal Might

The bonuses from your *primal might* ability increase to +3.

Rank 7 – Combat Style Rank (7)

You become a rank 7 combat style user. This gives you access to maneuvers that require a minimum rank of 7.

Rank 7 – Primal Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Totemist

This archetype allows you to embody the spirits of apex predators to improve your combat ability.

Rank 0 – Animal Instincts

You gain a +2 bonus to your Reflex defense and **initiative** checks.

Rank 1 – Totem Animal

You choose a totem animal that represents you. Each totem animal grants you abilities that are associated with that animal.

Bear: You gain a bonus equal to three times your rank in this archetype to your maximum **hit points**. In addition, you gain a +1 bonus to your Fortitude defense.

Crocodile: Once per round, when you damage a creature with a melee **strike**, you can use this ability to **push** it into any space adjacent to you.

Eagle: You gain **low-light vision**, allowing you to see in **shadowy illumination** (see Low-light Vision, page 421). In addition, you reduce your **longshot penalty** by 1 (see Weapon Range Limits, page 343).

Lion: You gain a +1 bonus to **accuracy** as long as you have an **ally** adjacent to you.

Shark: You gain a +2 bonus to **accuracy** against creatures within Short (30 ft.) range of you that are below their maximum hit points.

Wolf: At the start of each round, you may choose one of your **allies**. That creature gains a +1 bonus to **accuracy** during that round as long as it is adjacent to you.

Rank 2 – Feral Explosion

Whenever you **explode** with an attack roll, you gain a +2 **accuracy** bonus with the attack (see Exploding Attacks, page 35). This bonus stacks with itself if you explode multiple times with the same attack roll.

Rank 3 – Greater Animal Instincts

The bonus from your *animal instincts* ability increases to +3.

Rank 3 – Totemic Force

You gain a +1d bonus to your damage with all weapons.

Rank 4 – Greater Totem Animal

The benefit from your *totem animal* ability improves.

Bear: The hit point bonus increases to four times your rank in this archetype. In addition, the Fortitude bonus increases to +2.

Crocodile: Once per round, when you make a creature lose **hit points** with a melee **strike**, you can choose to either **grapple** it or knock it **prone**.

Eagle: You gain a +3 bonus to the Awareness skill. In addition, you are immune to being **dazzled** (25% miss chance, no special vision) and **blinded** (50% miss chance).

Lion: You gain a +5 foot bonus to your speed with all of your **movement modes**.

Shark: The accuracy bonus increases to +4.

Wolf: You gain a +5 foot bonus to your speed with all of your **movement modes**.

Rank 5 – Greater Feral Explosion

Your attacks **explode** on a 9 in addition to the normal explosion on a 10. This does not affect additional rolls with exploding dice.

Rank 6 – Greater Totemic Force

The bonus from your *totemic force* ability increases to +2d.

Rank 6 – Supreme Animal Instincts

The bonus from your *animal instincts* ability increases to +4.

Rank 7 – Supreme Totem Animal

The benefit from your *totem animal* ability improves further.

Bear: The hit point bonus increases to five times your rank in this archetype. In addition, the Fortitude bonus increases to +3.

Crocodile: The benefit of your *greater totem animal* ability applies whenever you deal damage with a melee strike instead of whenever you make a creature lose hit points with a melee strike.

Eagle: The longshot penalty reduction increases to 2. In addition, the Awareness bonus increases to +6.

Lion: The accuracy bonus increases to +2.

Shark: The accuracy bonus increases to +6.

Wolf: The accuracy bonus increases to +2.

Cleric

Clerics are divine spellcasters who draw power from their veneration of a single deity. The powers of any individual cleric can vary greatly depending on their deity, and the specific aspects of that deity they choose to emulate. Many clerics have exceptional healing or oratory talents, which are powerful tools in spreading the influence of their deity.

Deities are a constant background presence in the world of Rise. Commoners acknowledge the influence of many deities on their life, and offer gifts or prayers to each deity according to their purview. Clerics are the primary means by which deities answer these prayers. In exchange for their mighty divine power, clerics are charged with serving the deity's interests in the world.

Clerics are the most common spellcasting class in the world. The path to becoming a cleric is easier than for any other spellcasting class except for sorcerers, and unlike sorcerers, clerics require no special birthright. Many clerics have specific responsibilities to their deity that preclude adventuring. The most well-known example of this would be clerics who offer divine healing to anyone who enters their temple, but similar responsibilities exist for all deities.

Adventuring clerics can exist for a variety of reasons. They may be charged to help spread knowledge of their deity, and becoming well-known as an adventurer can serve that end. Alternatively, they may simply be charged by their deity to grow their personal power. Deities need powerful clerics to maximize their influence on the mortal world.

Paladins and druids are closely related to clerics, since all three draw power from their veneration of external entities. However, the specific nature of each connection is quite different. From the perspective of clerics, the largest difference is that paladins and druids have no oversight and unclear responsibilities. Clerics can always be confident that they are serving their deity's best interest, while paladins and druids simply act as they see fit. This makes them unreliable allies at best and ideological foes at worst. In particular, clerics and druids have some intrinsic tension. Clerics want to expand the worship of their specific deity, which is easiest in civilized areas where many potential worshippers can be found. This runs opposite to the typical druidic preference against civilization.

Alignment: Any.

Archetypes: Clerics have the Divine Magic, Divine Spell Mastery, Domain Influence, Healer, and Preacher archetypes.

Basic Class Abilities

If you are a cleric, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +3 Reflex, +7 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +2 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Three **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Four **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light and medium armor.

Class Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Knowledge (arcana, local, religion, planes), Linguistics, Medicine.
- *Perception*: Awareness, Social Insight.
- *Other*: Deception, Intimidate, Persuasion.

Special Class Abilities

Deity

You must worship a specific deity to be a cleric. Deities and their associated domains are listed in Table 5.4: Deities.

Seek Guidance

You can ask your deity for guidance about how best to serve your deity's interests. This requires a ritual or prayer lasting ten minutes, with the details depending on the deity. By the end, you will have received a vision, emotional instinct, or other guidance. You cannot ask specific questions of your deity, and this is not a general method for sharing information. Deities tend to disapprove of clerics who seek guidance to solve mortal problems that they should be able to deal with themselves. You are simply informed what your current responsibilities are, such as "tend to the wounded who enter my temple" or "do battle with those who serve evil".

Table 5.3: Cleric Progression

Rank (Level)	Power	Divine Magic	Divine Spell Mastery	Domain Influence	Healer	Preacher
0 (—)	+1	Cantrips	Mystic sphere	Domain gift, domains	Experienced healing	Practiced persuasion
1 (1)	+2	Spellcasting	Mystic insight	Domain gift	Restoration	Denounce the heathens
2 (4)	+3	Spell knowledge, spell rank (2)	Turn undead	Domain aspect	Healer's grace	Inspiring oration
3 (7)	+4	Spell rank (3)	Wellspring of power	Domain aspect	Vital restoration	Greater practiced persuasion
4 (10)	+6	Spell knowledge, spell rank (4)	Mystic insight	Domain essences	Called to the needy	Bless the worthy
5 (13)	+8	Spell rank (5)	Attunement point	Miracle	Greater healer's grace	Condemn the fearful
6 (16)	+12	Spell rank (6)	Greater wellspring of power	Domain masteries	Revivify	Greater inspiring oration
7 (19)	+16	Spell knowledge, spell rank (7)	Mystic insights	Greater miracle	Greater called to the needy	Convert the irresolute

Table 5.4: Deities

Deity	Alignment	Domains
Gregory, warrior god of mundanity	Lawful good	Law, Protection, Strength, War
Guftas, horse god of justice	Lawful good	Good, Law, Strength, Travel
Lucied, paladin god of justice	Lawful good	Destruction, Good, Protection, War
Simor, fighter god of protection	Lawful good	Good, Protection, Strength, War
Ayala, naiad god of water	Neutral good	Life, Magic, Water, Wild
Pabs Beerbeard, dwarf god of drink	Neutral good	Good, Life, Strength, Wild
Rucks, monk god of pragmatism	Neutral good	Good, Law, Protection, Travel
Vanya, centaur god of nature	Neutral good	Good, Strength, Travel, Wild
Brushtwig, pixie god of creativity	Chaotic good	Chaos, Good, Trickery, Wild
Camilla, tiefling god of fire	Chaotic good	Fire, Good, Magic, Protection
Chavi, wandering god of stories	Chaotic good	Chaos, Knowledge, Trickery
Chort, dwarf god of optimism	Chaotic good	Good, Life, Travel, Wild
Ivan Ivanovitch, bear god of strength	Chaotic good	Chaos, Strength, War, Wild
Krunch, barbarian god of destruction	Chaotic good	Destruction, Good, Strength, War
Sir Cakes, dwarf god of freedom	Chaotic good	Chaos, Good, Strength
Mikolash, scholar god of knowledge	Lawful neutral	Knowledge, Law, Magic, Protection
Raphael, monk god of retribution	Lawful neutral	Death, Law, Protection, Travel
Declan, god of fire	True neutral	Destruction, Fire, Knowledge, Magic
Mammon, golem god of endurance	True neutral	Knowledge, Magic, Protection, Strength
Kurai, shaman god of nature	True neutral	Air, Earth, Fire, Water
Amanita, druid god of decay	Chaotic neutral	Chaos, Destruction, Life, Wild
Antimony, elf god of necromancy	Chaotic neutral	Death, Knowledge, Life, Magic
Clockwork, elf god of time	Chaotic neutral	Chaos, Magic, Trickery, Travel
Diplo, doll god of destruction	Chaotic neutral	Chaos, Destruction, Strength, War
Lord Khallus, fighter god of pride	Chaotic neutral	Chaos, Strength, War
Celeano, sorcerer god of deception	Chaotic neutral	Chaos, Magic, Protection, Trickery
Murdoc, god of mercenaries	Chaotic neutral	Destruction, Knowledge, Travel, War
Ribo, halfling god of trickery	Chaotic neutral	Chaos, Trickery, Water
Tak, orc god of war	Lawful evil	Law, Strength, Trickery, War
Theodolus, sorcerer god of ambition	Neutral evil	Evil, Knowledge, Magic, Trickery
Daeghul, demon god of slaughter	Chaotic evil	Destruction, Evil, Magic, War

Divine Magic

This archetype grants you the ability to cast divine spells. All abilities from this archetype are **magical**.

Rank 0 – Cantrips

Your deity grants you the ability to use divine magic. You gain access to one divine **mystic sphere** (see Divine Mystic Spheres,

page 200). You may spend **insight points** to gain access to one additional divine **mystic sphere** per two **insight points**. You automatically learn all **cantrips** from any mystic sphere you have access to. You do not yet gain access to any other spells from those mystic spheres.

Divine spells require **verbal components** to cast (see Casting Components, page 59). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 58.

Rank 1 – Spellcasting

You become a rank 1 divine spellcaster. You learn two rank 1 **spells** from divine **mystic spheres** you have access to. You can also spend **insight points** to learn one additional rank 1 spell per **insight point**. Unless otherwise noted in a spell's description, casting a spell requires a **standard action**.

When you gain access to a new **mystic sphere** or spell **rank**, you can forget any number of spells you know to learn that many new spells in exchange, including spells of the higher rank. All of those spells must be from divine mystic spheres you have access to.

Rank 2 – Spell Knowledge

You learn an additional divine **spell** from a **mystic sphere** you have access to.

Rank 2 – Spell Rank (2)

You become a rank 2 divine spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Spell Rank (3)

You become a rank 3 divine spellcaster. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

Rank 4 – Spell Knowledge

You learn an additional divine **spell** from a **mystic sphere** you have access to.

Rank 4 – Spell Rank (4)

You become a rank 4 divine spellcaster. This gives you access to spells that require a minimum rank of 4 and can improve the effectiveness of your existing spells.

Rank 5 – Spell Rank (5)

You become a rank 5 divine spellcaster. This gives you access to spells that require a minimum rank of 5 and can improve the effectiveness of your existing spells.

Rank 6 – Spell Rank (6)

You become a rank 6 divine spellcaster. This gives you access to spells that require a minimum rank of 6 and can improve the effectiveness of your existing spells.

Rank 7 – Spell Knowledge

You learn an additional divine **spell** from a **mystic sphere** you have access to.

Rank 7 – Spell Rank (7)

You become a rank 7 divine spellcaster. This gives you access to spells that require a minimum rank of 7 and can improve the effectiveness of your existing spells.

Divine Spell Mastery

This archetype improves the divine spells you cast. You must have the Divine Magic archetype from the cleric class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – Mystic Sphere

You gain access to an additional divine **mystic sphere**, including all **cantrips** from that sphere.

Rank 1 – Mystic Insight

You gain your choice of one of the following abilities. You can also spend **insight points** to learn one additional *mystic insight* per insight point. You cannot choose the same spell with more than two *mystic insight* abilities.

Distant Spell: Choose a divine **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rituals: You gain the ability to perform divine rituals to create unique magical effects (see Rituals, page 60). The maximum **rank** of divine ritual you can learn or perform is equal to the maximum **rank** of divine spell that you can cast. In addition, you automatically learn one free divine ritual of each rank you have access to, including new ranks as you gain access to them. You cannot choose this ability multiple times.

Precise Spell: Choose a divine **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Powerful Spell: Choose a divine **spell** you know. You gain a +2 bonus to your **power** with that spell. This bonus increases to +4 at rank 3, +8 at rank 5, and +16 at rank 7. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Spell Knowledge: You learn an additional divine **spell** from a **mystic sphere** you have access to. You can choose this ability multiple times, learning an additional spell each time.

Widened Spell: Choose a divine **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Turn Undead

As a standard action, you can use the *turn undead* ability.

Turn Undead

Make an attack vs. Mental against all undead creatures within a Medium (30 ft.) radius from you.

Hit: Each target is **frightened** (–4 *accuracy* and *Mental* within 60 ft.) by you as a **condition**. Once this effect ends, the creature becomes immune to this effect until it takes a **short rest**.

Critical hit: As above, and each target with no remaining **damage resistance** immediately dies.

This attack's accuracy increases by +2 for each rank beyond 2.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Mystic Insight

You gain an additional *mystic insight* ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Greater Wellspring of Power

The bonus from your *wellspring of power* ability increases to +6.

Rank 7 – Mystic Insights

You gain two additional *mystic insight* abilities.

Domain Influence

This archetype grants you divine influence over two domains of your choice. All abilities from this archetype are **magical**.

Rank 0 – Domain Gift

Each domain has a corresponding *domain gift*. A domain gift is a passive ability that reinforces your ability to embody your domain. You gain the *domain gift* for one of your domains (see Cleric Domain Abilities, page 79).

Rank 0 – Domains

You choose two domains which represent your personal spiritual inclinations. You must choose your domains from among those your deity offers. The domains are listed below.

- Air
- Chaos
- Death
- Destruction
- Earth
- Evil
- Fire
- Good
- Knowledge
- Law
- Life
- Magic
- Protection
- Strength
- Travel
- Trickery
- War
- Water
- Wild

Rank 1 – Domain Gift

You gain the *domain gift* for another one of your domains.

Rank 2 – Domain Aspect

Each domain has a corresponding *domain aspect*. A domain aspect is an active ability that allows you to exert the influence of your domain in the world. You gain the *domain aspect* ability for one of your domains (see Cleric Domain Abilities, page 79).

Rank 3 – Domain Aspect

You gain the *domain aspect* for another one of your domains.

Rank 4 – Domain Essences

Each domain has a corresponding *domain essence*. You gain the *domain essence* for both of your domains (see Cleric Domain Abilities, page 79).

Rank 5 – Miracle

Once per week, you can request a miracle as a standard action. You mentally specify your request, and your deity fulfills that request in the manner it sees fit. This can emulate the effects of any spell or ritual, or have any other effect of a similar power

level. If the deity has a direct interest in your situation, the miracle may be of even greater power.

If you perform an extraordinary service for your deity, you can gain the ability to request an additional miracle that week.

Rank 6 – Domain Masteries

Each domain has a corresponding *domain mastery*. You gain the *domain mastery* for both of your domains (see Cleric Domain Abilities, page 79).

Rank 7 – Greater Miracle

You can use your *miracle* ability once per **long rest** instead of once per week.

Healer

This archetype grants you healing abilities. All abilities from this archetype are **magical**.

Rank 0 – Experienced Healing

You gain a +2 bonus to the Medicine skill. In addition, using the *desperate exertion* ability to affect a roll using the Medicine skill only causes you to increase your **fatigue level** by one instead of two.

Rank 1 – Restoration

You can use the *restoration* ability as a standard action.

Restoration Instant
Healing, Magical

Choose yourself or one living **ally** within your **reach**. The target regains 1d10 **hit points**. If the target is a creature other than yourself, they also regain hit points equal to your **power**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Rank 2: The healing increases to 2d6.

Rank 3: The healing increases to 2d10.

Rank 4: The healing increases to 4d6.

Rank 5: The healing increases to 4d10.

Rank 6: The healing increases to 5d10.

Rank 7: The healing increases to 7d10.

Rank 2 – Healer's Grace

You gain a +1 bonus to all defenses. Whenever you attack or deal damage to a living creature, you **briefly** lose this bonus.

Rank 3 – Vital Restoration

You can use the *vital restoration* ability as a standard action.

Vital Restoration Instant
Magical

When you use this ability, you increase your **fatigue level** by three (see Fatigue, page 25).

Choose yourself or one living **ally** within your **reach**. The target removes one of its **vital wounds**.

Rank 5: If the target's level is at least two levels lower than your level, you do not increase your fatigue level when you use this ability.

Rank 7: The target can remove an additional **vital wound**.

Rank 4 – Called to the Needy

At the end of each phase, if a living **ally** within Long (120 ft.) range of you lost **hit points** during that phase, you can **teleport** into the unoccupied square closest to that creature.

Rank 5 – Greater Healer's Grace

The bonus from your *healer's grace* ability increases to +2.

Rank 6 – Revivify

You can use the *revivify* ability as a standard action.

Revivify Instant

When you use this ability, you increase your **fatigue level** by four (see Fatigue, page 25).

Choose one intact corpse within your **reach**. If it belongs to a creature that has been dead for no more than 1 minute, that creature is restored to life, as the *resurrection* ritual. After using this ability, you cannot use it again until you take a **long rest**.

Rank 7 – Greater Called to the Needy

The range limit of your *called to the needy* ability increases to Extreme (480 ft.) range, and it no longer requires **line of sight** or **line of effect**.

Preacher

This archetype grants you the ability to inspire your allies and denounce or even convert your foes.

Rank 0 – Practiced Persuasion

You gain a +2 bonus to the Persuasion skill. In addition, using the *desperate exertion* ability to affect a roll using the Persuasion skill only causes you to increase your **fatigue level** by one instead of two.

Rank 1 – Denounce the Heathens

You can use the *denounce the heathens* ability as a standard action.

Denounce the Heathens Duration

Make an attack vs. Mental against all **enemies** within a Medium (30 ft.) radius from you. Your **accuracy** is equal to your Persuasion skill.

Hit: Each target is **briefly dazed** (–2 defenses).

Rank 3: Each target with no remaining **damage resistance** is **stunned** (–4 defenses) instead of dazed.

Rank 5: Each target is stunned instead of dazed.

Rank 7: Each target with no remaining **damage resistance** is **confused** (–4 defenses, acts randomly) instead of stunned.

Rank 2 – Inspiring Oration

Your **allies** who can hear you in a fight gain a +1 bonus to their Mental defense. You must generally say inspiring words every few rounds to grant your allies this effect, though they can be brief, so this does not take an action.

Rank 3 – Greater Practiced Persuasion

The bonus from your *practiced persuasion* ability increases to +4. In addition, you can use the *desperate exertion* ability any number of times to affect the same Persuasion check.

Rank 4 – Bless the Worthy

You can use the *bless the worthy* ability as a standard action.

Bless the Worthy Duration

You and all **allies** within a Medium (30 ft.) radius from you can each remove a **brief** effect or **condition**. This ability cannot remove an effect applied during the current round. In addition, one of your allies in that area **briefly** gains a +2 bonus to **accuracy**.

The accuracy bonus increases by 1 for each rank beyond 4.

Rank 5 – Condemn the Fearful

You can use the *condemn the fearful* ability as a standard action.

Condemn the Fearful

Duration

Make an attack vs. Mental against all **enemies** within a Medium (30 ft.) radius from you. Your **accuracy** is equal to your Persuasion skill.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by you as a **condition**.

Rank 7: Each target with no remaining **damage resistance** is **frightened** (–4 accuracy and Mental within 60 ft.) instead of shaken.

Rank 6 – Greater Inspiring Oration

The bonus from your *inspiring oration* ability increases to +2.

Rank 7 – Convert the Irresolute

You can use the *convert the irresolute* ability as a standard action.

Convert the Irresolute

Duration

Make an attack vs. Mental against one creature within Medium (60 ft.) range. Your **accuracy** is equal to your Persuasion skill.

Hit: The target is **stunned** (–4 defenses) until it finishes a **long rest**. At the end of that time, if its Willpower is 0 or lower and it is at least 3 levels lower than you, it changes its mind and begins worshipping your deity permanently if it is capable of doing so.

Cleric Domain Abilities

These domain abilities can be granted by the *domain influence* cleric archetype. All cleric domain abilities are **magical** unless otherwise specified.

Air

If you choose this domain, you add the *aeromancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 200). In addition, you add the Jump skill to your **class skill** list.

Gift: You gain a +4 bonus to the Jump skill (see Jump, page 162). In addition, you take half damage from **falling damage**.

Aspect: You gain a **glide speed** equal to the **base speed** for your size (see Gliding, page 48).

Essence: You can use the *speak with air* ability as a standard action.

Speak with Air

Attune (self)

You can speak with and command air within a Huge (120 ft.) radius **zone** from your location. You can ask the air simple questions and understand its responses. If you command the air to perform a task, it will do so to the best of its ability until this effect ends. You cannot compel the air to move faster than 50 mph.

After you use this ability on a particular area of air, you cannot use it again on that same area for 24 hours.

Rank 6: The area increases to a Gargantuan (240 ft.) radius.

Mastery: You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 120 feet (see Flying, page 48). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

Chaos

Gift: You are immune to **Compulsion** attacks.

Aspect: If you roll a 9 on an attack roll, it explodes (see Exploding Attacks, page 35). This does not affect bonus dice rolled for exploding attacks.

Essence: You can use the *twist of fate* ability as a standard action.

Twist of Fate

Instant

An improbable event occurs within Long (120 ft.) range. You can specify in general terms what you want to happen, such as “Make the bartender leave the bar”. You cannot control the exact nature of the event, though it always beneficial for you in some way. After using this ability, you cannot use it again until you take a **long rest**.

Mastery: Whenever you **explode** with an attack roll, you gain

a +4 **accuracy** bonus with the attack (see Exploding Attacks, page 35). As normal, this bonus does not stack with itself, even if you explode multiple times with the same attack roll.

Death

Gift: You gain a +1 bonus to **accuracy** against creatures that are below their maximum hit points.

Aspect: The bonus from this domain’s gift increases to +2.

Essence: You can use the *speak with dead* ability as a standard action.

Speak with Dead

Attune (self)

Choose a corpse within Short (30 ft.) range. The corpse must have died no more than 24 hours ago. It regains a semblance of life, allowing you to speak with it as if it were the creature the corpse belonged to. The creature is able to refuse to speak with you, though you can attempt to persuade it to speak normally, and some creatures may be more willing to talk if they know they are already dead. The corpse must have an intact mouth to be able to speak. This ability ends if 24 hours have passed since the creature died.

Mastery: The bonus from this domain’s gift increases to +3.

Destruction

Gift: You can use the *destructive attack* ability as a standard action.

Destructive Attack

Instant

Make a **strike** with a –2 penalty to **accuracy**. You gain a +4 damage bonus with the strike.

Rank 3: The damage bonus increases to +8.

Rank 5: The damage bonus increases to +16.

Rank 7: The damage bonus increases to +24.

Aspect: Your abilities deal double damage to objects.

Essence: You can use the *lay waste* ability as a standard action.

Lay Waste

Instant

Make an attack vs. Fortitude against all **unattended** objects in a Medium (30 ft.) radius. You may freely exclude any number of 5-ft. cubes from the area, as long as the resulting area is still contiguous.

Hit: For each target, if its **damage resistance** is lower than your **power**, it crumbles into a fine power and is irreparably **destroyed**.

Rank 6: The area increases to a Large (60 ft.) radius.

Mastery: You gain a +4 bonus to your **power** with all abili-

ties.

Earth

If you choose this domain, you add the *terramancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 200).

- Gift:** You gain a +2 bonus to Fortitude defense.
- Aspect:** You gain a bonus equal to three times your rank in the Domain Mastery archetype to your maximum **hit points**.
- Essence:** You can use the *speaking with earth* ability as a standard action.

Speak with Earth

Attune (self)

You can speak with earth within a Huge (120 ft.) radius **zone** from your location. You can ask the earth simple questions and understand its responses.

After you use this ability on a particular area of earth, you cannot use it again on that same area for 24 hours.

Rank 6: The area increases to a Gargantuan (240 ft.) radius.

Mastery: The bonus from this domain’s gift increases to +3, and the number of hit points you gain from its aspect increases to four times your rank in the Domain Mastery archetype.

Evil

Gift: At the start of each phase, you may choose an adjacent **ally**. If you do, the first time you would lose a **hit point** that phase, the target loses that hit point instead. If the target is unable to lose hit points, such as if it has no hit points remaining, you suffer the hit point loss normally.

- Aspect:** You can use this domain’s domain gift to target any **ally** within Medium (60 ft.) range.
- Essence:** You can use the *compelling evil* ability as a standard action.

Compel Evil

DurationCompulsion

Make an attack vs. Mental against a creature within Medium (60 ft.) range. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this ability.

Hit: The target takes an evil action as soon as it can. Once it takes the evil action, this effect ends. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Mastery: You can use your domain gift to redirect your hit point loss to an adjacent unwilling creature. You cannot target

the same unwilling creature more than once with this ability between **short rests**.

Fire

If you choose this domain, you add the *pyromancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 200).

- Gift:** You are **impervious** to fire damage.
- Aspect:** Your abilities cannot deal fire damage to your **allies**.
- Essence:** You can use the *speaking with fire* ability as a standard action.

Speak with Fire

Attune (self)

You can speak with and command fire within a Huge (120 ft.) radius **zone** from your location. You can ask the fire simple questions and understand its responses. If you command the fire to perform a task, it will do so do the best of its ability until this effect ends. You cannot compel the fire to move farther than 30 feet in a single round. Fire that ends the round on non-combustable materials usually goes out, depending on the circumstances.

After you use this ability on a particular area of fire, you cannot use it again on that same area for 24 hours.

Rank 6: The area increases to a Gargantuan (240 ft.) radius.

Mastery: Whenever you deal fire damage, you also treat that damage as being pure energy damage. This can help you deal damage to enemies that are highly resistant to fire damage. In addition, you become immune to fire damage.

Good

Gift: Whenever an adjacent **ally** suffers a **vital wound**, you may gain a **vital wound** instead. You gain a +2 bonus to the **vital roll** of each **vital wound** you gain this way. The original target suffers any other effects of the attack normally.

- Aspect:** This domain’s domain gift affects any **ally** within a Medium (30 ft.) radius **emanation** from you.
- Essence:** You can use the *compelling good* ability as a standard action.

Compel Good

Instant

Compulsion

Make an attack vs. Mental against a creature within Medium (60 ft.) range. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this ability.

Hit: The target takes a good action as soon as it can. Once it takes the good action, this effect ends. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Mastery: Once per round, when an **ally** within a Medium (30 ft.) radius **emanation** from you would lose **hit points**, you may lose those hit points instead. The target suffers any other effects of the attack normally, though it is not treated as if it lost hit points from the attack for the purpose of special attack effects.

Knowledge

If you choose this domain, you add all Knowledge skills to your cleric **class skill** list.

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

Aspect: Your extensive knowledge of all methods of attack and defense grants you a +1 bonus to Fortitude, Reflex, and Mental defenses.

Essence: You can use the *share knowledge* ability as a standard action.

Share Knowledge

Instant

Make a Knowledge check of any kind. Your **allies** within a Large (60 ft.) radius learn the results of your check. Creatures believe the information gained in this way to be true as if they it had seen it with their own eyes.

You cannot alter the knowledge you share with this check in any way, such as by adding or withholding information.

Rank 6: You gain a +3 bonus to the Knowledge check.

Mastery: You gain a +1 bonus to **accuracy** with all attacks. In addition, you can use your *share knowledge* ability to affect all creatures, not just your allies.

Law

Gift: You gain a +2 bonus to Mental defense.

Aspect: When you roll a 1 on an **attack roll**, it is treated as if you had rolled a 6.

Essence: You can use the *compel law* ability as a standard action.

Compel Law

Duration

Compulsion

Make an attack vs. Mental against all creatures within a Large (60 ft.) radius from you.

Hit: Each target is unable to break the laws that apply in the area, and any attempt to do so simply fails. The laws which are applied are those which are most appropriate for the area, regardless of whether you or any other creature know those laws.

When you use this ability, you also gain the condition. If this condition is removed from you, it is also removed from all other affected creatures. In areas under ambiguous or nonexistent government, this ability may have unexpected effects, or it may have no effect at all.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Mastery: When you roll a 1 or a 2 on an **attack roll** or **check**, it is treated as if you had rolled a 6.

Life

Gift: You gain a +3 bonus to the Medicine skill (see Medicine, page 165).

Aspect: You gain a +1 bonus to **vital rolls** (see Vital Rolls, page 38).

Essence: At the end of each phase, if you became **unconscious** from a **vital wound** during that phase, you can use one **magical** ability you have that modifies **vital rolls** or removes **vital wounds** on yourself without taking an action.

Mastery: You gain a +1 bonus to your Constitution.

Magic

If you choose this domain, you add the *thaumaturgy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 200).

Gift: You gain a +3 bonus to the Knowledge (arcana) skill (see Knowledge, page 163).

Aspect: You learn an additional divine **spell** from a **mystic sphere** you have access to.

Essence: You gain a +3 bonus to your **power**.

Mastery: The power bonus from this domain's essence increases to +6.

Protection

Gift: You gain a bonus equal to twice your rank in this archetype to your **damage resistance** (see Damage Resistance, page 24).

Aspect: You can use the *divine protection* ability as a **minor action**.

Divine Protection

Duration

Swift

Choose an **ally** adjacent to you. It gains a +1 bonus to all defenses until the end of the round. Because this ability has the **Swift** tag, this bonus applies against attacks made in the current phase.

A creature that sees an attack against an ally protected in this way can observe that you are the cause of the protection with a **difficulty value 5** Awareness check. While this ability is active, you cannot gain a defense bonus from this ability, even if another creature with this ability uses it on you.

Essence: The bonus from this domain's gift increases to three times your rank in this archetype.

Mastery: The bonus from your *divine protection* ability increases to +2.

Strength

If you choose this domain, you add the Climb, Jump, and Swim skills to your cleric **class skill** list.

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

Aspect: You can use the *divine strength* ability as a **minor action**.

Divine Strength**Attune** (self)

You gain a +1 bonus to your Strength.

Essence: You gain a +1 bonus to your Strength for the purpose of checks and determining your weight limits (see Weight Limits, page 40).

Mastery: Your *divine strength* ability loses the **Attune** (self) tag. Instead, it lasts until you use it again.

Travel

If you choose this domain, you add the *astromancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 200). In addition, you add the Knowledge (nature), Survival, and Swim skills to your cleric **class skill** list.

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

Aspect: You gain a +5 foot bonus to your speed with all of your **movement modes**.

Essence: You can use the *dimensional travel* ability as a standard action.

Dimensional Travel

Instant

You teleport up to 1 mile in any direction. You do not need **line of sight** or **line of effect** to your destination, but you must be able to clearly visualize it.

Rank 6: The maximum distance increases to 5 miles.

Mastery: When you would move using one of your movement speeds, you can teleport the same distance instead. This does not change the total distance you can move, but you can teleport in any direction, including vertically. Being **grappled** or otherwise physically constrained does not prevent you from teleporting in this way.

You can even attempt to move to locations outside of **line of sight** and **line of effect**, up to the limit of your remaining movement speed. If your intended destination is invalid, the distance you tried to teleport is taken from your remaining movement, but you suffer no other ill effects.

Trickery

If you choose this domain, you add the Deception, Disguise, and Stealth skills to your cleric **class skill** list.

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

Aspect: You gain a +2 bonus to the Deception, Disguise, and Stealth skills.

Essence: You can use the *compel belief* ability as a standard action.

Compel Belief**Sustain** (minor)**Compulsion**

Make an attack vs. Mental against a creature within Medium (60 ft.) range. You must also choose a belief that the target has. The belief may be a lie that you told it, or even a simple misunderstanding (such as believing a hidden creature is not present in a room). If the creature does not already hold the chosen belief, this ability automatically fails.

Hit: The target continues to maintain the chosen belief, regardless of any evidence to the contrary. It will interpret any evidence that the falsehood is incorrect to be somehow wrong – an illusion, a conspiracy to deceive it, or any other reason it can think of to continue believing the falsehood. At the end of the effect, the creature can decide whether it believes the falsehood or not, as normal. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Mastery: You are undetectable to all **magical** abilities. They cannot detect your presence, sounds you make, or any actions you take. For example, a scrying sensor created by a **Scrying**

effect would be unable to detect your presence, and a creature with magical **darkvision** would not be able to see you without light.

War

Gift: You gain proficiency with an additional **weapon group** of your choice. In addition, you gain proficiency with an additional **usage class** of armor. You must be proficient with light armor to become proficient with medium armor, and you must be proficient with medium armor to become proficient with heavy armor.

Aspect: You gain a +1d bonus to your damage with all weapons.

Essence: You gain a +1 bonus to your Armor defense.

Mastery: The bonus from this domain's aspect increases to +2d.

Water

If you choose this domain, you add the **aquamancy mystic sphere** to your list of divine mystic spheres (see Mystic Spheres, page 200). In addition, you add the Flexibility and Swim skills to your cleric **class skill** list.

Gift: You gain a +2 bonus to the Flexibility and Swim skills.

Aspect: You can breathe water as easily as a human breathes air, preventing you from drowning or suffocating underwater.

Essence: You can use the *Speak with water* ability as a standard action.

Speak with Water

Attune (self)

You can speak with and command water within a Huge (120 ft.) **zone** from your location. You can ask the water simple questions and understand its responses. If you command the water to perform a task, it will do so to the best of its ability until this effect ends. You cannot compel the water to move faster than 30 feet per round.

After you use this ability on a particular area of water, you cannot use it again on that same area for 24 hours.

Rank 6: The area increases to a Gargantuan (240 ft.) radius.

Mastery: Your body becomes partially aquatic, allowing you to manipulate it more easily. The bonuses from this domain's gift increase to +10. In addition, you gain a +1 bonus to Armor and Reflex defenses.

Wild

If you choose this domain, you add the **verdnamancy mystic sphere** to your list of divine mystic spheres (see Mystic Spheres, page 200). In addition, you add the Creature Handling, Knowledge (nature), and Survival skills to your cleric **class skill** list.

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

Aspect: This ability functions like the *wild aspect* druid ability from the Shifter archetype (see Shifter, page 89), except that you cannot spend **insight points** to learn additional wild aspects.

Essence: You learn an additional *wild aspect*.

Mastery: You can maintain both of your wild aspects simultaneously.

Ex-Clerics

If you grossly violate the code of conduct required by your deity, you lose all spells and magical cleric class abilities. You cannot regain those abilities until you atone for your transgressions to your deity.

Druid

Druids are nature spellcasters who draw power from their veneration of the natural world. They worship Nature herself, the over-deity who guides and nurtures all living things. Nature grants her followers influence over her domain in gratitude for their service.

All druids value the continuation of life - in the abstract, universal sense, not the specific sense. Predation is a critical part of the natural world, and most druids have no prohibitions against killing. Life as a whole, across all species and levels of sentience, must continue. The worst nightmare of all druids is a dead world, inhabited only by rocks and memories of the life that once existed. Civilization offers the most likely path to a dead world, and this is key to the typical - but not universal - druidic rejection of civilization.

Individual druids have a great variety of opinions and interpretations about which aspects of Nature's domain are most important. Some druids treat all forms of life as equal. Others draw distinctions between different forms of life, such as prioritizing the needs of highly sentient or highly complex life over others. Of course, many druids don't dwell on philosophical questions about the precise value of Nature's various aspects. They focus more on practical maintenance of nature in the world around them according to their own instincts. Nature's domain is immense, and her guidance is virtually nonexistent.

Most druids belong to a specific druidic circle. Druidic circles are groups of druids that share a similar philosophy. Like druids, druidic circles have highly varied structures. Some druidic circles function as communes where all members live together, either nomadically or in a specific area of land claimed by the circle. Others simply have annual meetings to discuss critical matters, with many of the circle's members living in isolation at all other times.

Since druids tend to be more isolated than most, their attachment to druidic circles may seem odd to outsiders. There are many reasons for this tradition, but foremost among them is the importance of continuity of knowledge in the absence of advanced civilization. Druids are unlikely to simply go to a library in a city to gain important knowledge about the natural world. Instead, they must learn from someone who has the knowledge they lack. This means they need access to wise elders who are willing to pass on what they know. Their wisdom must be kept alive between generations through oral traditions. Druidic circles provide a place for this knowledge transfer to occur, and offer a path to welcoming new druids into the fold.

Alignment: Any.

Archetypes: Druids have the Elementalist, Nature Magic, Nature Spell Mastery, Shifter, and Wildspeaker archetypes.

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +4 Reflex, +6 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +2 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Two **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Five **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons, scimitars, and sickles.

Armor Proficiencies

You are proficient with light armor and hide armor.

Class Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Ride, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Deduction, Knowledge (dungeoneering, nature).
- *Perception*: Awareness, Creature Handling, Survival.
- *Other*: Deception, Intimidate, Persuasion.

Basic Class Abilities

If you are a druid, you gain the following abilities.

Table 5.5: Druid Progression

Rank (Level)	Power	Elementalist	Nature Magic	Nature Spell Mastery	Shifter	Wildspeaker
0 (—)	+1	Elemental balance	Cantrips	Combat caster	Shifting defense	Animal speech
1 (1)	+2	Elemental spell, elemental strike	Spellcasting	Mystic insight	Wild aspects	Natural servant
2 (4)	+3	Elemental influence	Spell knowledge, spell rank (2)	Plant channeling	Shift body	Nature's ally
3 (7)	+4	Greater elemental balance	Spell rank (3)	Wellspring of power	Greater shifting defense, natural force	Nature's might, plant speech
4 (10)	+6	Elemental spell, greater elemental strike	Spell knowledge, spell rank (4)	Mystic insight	Greater wild aspect	Greater natural servant
5 (13)	+8	Elemental control	Spell rank (5)	Attunement point	Greater shift body	Greater nature's ally
6 (16)	+12	Elemental power	Spell rank (6)	Greater wellspring of power	Greater natural force, supreme shifting defense	Greater nature's might, universal speech
7 (19)	+16	Supreme elemental balance	Spell knowledge, spell rank (7)	Mystic insights	Supreme wild aspect	Supreme natural servant

Elementalist

This archetype grants you influence over four elements that define the natural world: air, earth, fire, and water. All abilities from this archetype are **magical**.

Rank 0 – Elemental Balance

You gain a small benefit from each of the four elements.

- Air: You gain a +2 bonus to the Jump skill.
- Earth: You gain a +1 bonus to your Fortitude defense.
- Fire: You suffer no heat-related penalties for being in environments with temperatures up to 150 degrees Fahrenheit.
- Water: You gain a +2 bonus to the Swim skill.

Rank 1 – Elemental Spell

If you have access to nature magic, you learn a spell from any of the mystic spheres associated with the four elements: *aeromancy*, *aquamancy*, *pyromancy*, or *terramancy*. You do not have to have access to that mystic sphere. As normal, you can change which spell you learn with this ability as you gain access to new spell ranks.

Rank 1 – Elemental Strike

If you do not have access to nature magic, you gain the ability to make a strike imbued with elemental force. You can use the *elemental strike* ability as a standard action.

Elemental Strike Magical

Instant

Make a **strike**. Damage dealt by the strike is bludgeoning and fire damage in addition to its normal damage types. You may use either your Strength or your Willpower to determine your damage with this ability (see Dice Bonuses From Attributes, page 36).

Rank 3: You gain a +2 damage bonus with the strike.

Rank 5: The damage bonus increases to +4.

Rank 7: The damage bonus increases to +8.

Rank 2 – Elemental Influence

You can use the *elemental influence* ability as a standard action.

Elemental Influence**Sustain** (standard)

You can speak with air, earth, fire, and water within a Huge (120 ft.) **zone** from your location. You can ask the elements simple questions and understand their responses. Each element has different limitations on its memory and awareness, as described below.

- **Air:** Air can remember events up to an hour ago on a very calm day or only a few minutes ago on a windy day. Moving air is aware of events near where it blew through, not necessarily in your current location.
- **Earth:** Earth can remember events up to a year ago, but its awareness is extremely limited. It can only remember very large events, such as giant creatures tearing up the terrain, earthquakes, or major construction. Earth can tell you whether there exist underground tunnels within the area, but any sort of detailed mapping is beyond its ability to communicate.
- **Fire:** Fire can remember everything it touched and consumed since it started burning. Individual pieces of a very large fire, such as a particular burning tree in a forest fire, are not aware of the behavior of the entirety of the fire. However, the fire on burning tree could tell you how it got to the tree and everything it burned along the way, including the event that started the forest fire.
- **Water:** Water can remember events up to a day ago in a very calm pool or only a few minutes ago in a turbulent river. Moving water is aware of events near where it moved through, not necessarily in your current location.

Air, earth, and water are only able to give information about what they touch. This includes the general shapes, sizes, and locations of creatures and objects they interacted with, but not any details about color or subjective appearance. Fire is also able to give information about anything illuminated by its light, allowing it to report more detailed information like color. It is still unable to make meaningful subjective judgments like a creature would.

Rank 3 – Greater Elemental Balance

The bonuses from your *elemental balance* ability improve.

- **Air:** You gain a **glide speed** equal to half the **base speed** for your size.
- **Earth:** The bonus to your Fortitude defense increases to +2.
- **Fire:** You are **impervious** to fire damage.
- **Water:** You gain a **swim speed** equal to half the **base speed** for your size.

Rank 4 – Elemental Spell

If you have access to nature magic, you learn an additional spell with your *elemental spell* ability.

Rank 4 – Greater Elemental Strike

If you do not have access to nature magic, you gain a +5 foot bonus to your **reach** with your *elemental strike* ability.

Rank 5 – Elemental Control

When you use your *elemental influence* ability, you can also command the elements to move as you desire. Each element has different limitations on its ability to move, as described below.

- **Air:** You can change the wind speed of air by up to 50 miles per hour. If you reduce the air's speed to 0 and then increase it again, you can change the direction the air blows.
- **Earth:** You can reshape earth or unworked stone at a rate of up to one foot per round.
- **Fire:** You can make fire leap up to 30 feet between combustible materials, suppress fire so it smolders without being extinguished, or snuff out fire entirely.
- **Water:** You can change the speed of water by up to 30 feet per round. If you reduce the water's speed to 0 and then increase it again, you can change the direction the water flows.

Rank 6 – Elemental Power

You gain a +4 bonus to your **power**.

Rank 7 – Supreme Elemental Balance

The bonuses from your *elemental balance* ability improve.

- **Air:** You gain a **fly speed** equal to half the **base speed** for your size with a maximum height of 15 feet (see Flying, page 48). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.
- **Earth:** The bonus to your Fortitude defense increases to +3.
- **Fire:** You treat all fire damage you take as being **environmental damage**.
- **Water:** Your swim speed increases to be equal to the base speed for your size.

Nature Magic

This archetype grants you the ability to cast nature spells. All abilities from this archetype are **magical**.

Rank 0 – Cantrips

Your connection to nature grants you the ability to use nature magic. You gain access to one nature **mystic sphere** (see Nature Mystic Spheres, page 200). You may spend **insight points** to gain access to one additional nature **mystic sphere** per two **insight points**. You automatically learn all **cantrips** from any mystic sphere you have access to. You do not yet gain access to any other spells from those mystic spheres.

Nature spells require **verbal components** to cast (see Casting Components, page 59). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 58.

Rank 1 – Spellcasting

You become a rank 1 nature spellcaster. You learn two rank 1 **spells** from nature **mystic spheres** you have access to. You can also spend **insight points** to learn one additional rank 1 spell per **insight point**. Unless otherwise noted in a spell's description, casting a spell requires a **standard action**.

When you gain access to a new **mystic sphere** or spell **rank**, you can forget any number of spells you know to learn that many new spells in exchange, including spells of the higher rank. All of those spells must be from nature mystic spheres you have access to.

Rank 2 – Spell Knowledge

You learn an additional nature **spell** from a **mystic sphere** you have access to.

Rank 2 – Spell Rank (2)

You become a rank 2 nature spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Spell Rank (3)

You become a rank 3 nature spellcaster. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

Rank 4 – Spell Knowledge

You learn an additional nature **spell** from a **mystic sphere** you have access to.

Rank 4 – Spell Rank (4)

You become a rank 4 nature spellcaster. This gives you access to spells that require a minimum rank of 4 and can improve the effectiveness of your existing spells.

Rank 5 – Spell Rank (5)

You become a rank 5 nature spellcaster. This gives you access to spells that require a minimum rank of 5 and can improve the effectiveness of your existing spells.

Rank 6 – Spell Rank (6)

You become a rank 6 nature spellcaster. This gives you access to spells that require a minimum rank of 6 and can improve the effectiveness of your existing spells.

Rank 7 – Spell Knowledge

You learn an additional nature **spell** from a **mystic sphere** you have access to.

Rank 7 – Spell Rank (7)

You become a rank 7 nature spellcaster. This gives you access to spells that require a minimum rank of 7 and can improve the effectiveness of your existing spells.

Nature Spell Mastery

This archetype improves the nature spells you cast. You must have the Nature Magic archetype from the cleric class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – Combat Caster

You gain a +1 bonus to your Armor defense.

Rank 1 – Mystic Insight

You gain your choice of one of the following abilities. You can also spend **insight points** to learn one additional *mystic insight* per insight point. You cannot choose the same spell with more than two *mystic insight* abilities.

Distant Spell: Choose a nature **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rituals: You gain the ability to perform nature rituals to create unique magical effects (see Rituals, page 60). The maximum **rank** of nature ritual you can learn or perform is equal to the maximum **rank** of nature spell that you can cast. In addition, you automatically learn one free nature ritual of each rank you have access to, including new ranks as you gain access to them. You cannot choose this ability multiple times.

Precise Spell: Choose a nature **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Powerful Spell: Choose a nature **spell** you know. You gain a +2 bonus to your **power** with that spell. This bonus increases to +4 at rank 3, +8 at rank 5, and +16 at rank 7. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Spell Knowledge: You learn an additional nature **spell** from a **mystic sphere** you have access to. You can choose this ability multiple times, learning an additional spell each time.

Widened Spell: Choose a nature **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Plant Channeling

Whenever you cast a spell, you may treat all effects of the spell as if you were located at any Tiny or larger living plant within Medium (60 ft.) range instead of in your current location. This

allows you to measure the spell's range from the plant's location, cone-shaped areas originate from the plant's location instead of your own, and so on.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Mystic Insight

You gain an additional *mystic insight* ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Greater Wellspring of Power

The bonus from your *wellspring of power* ability increases to +6.

Rank 7 – Mystic Insights

You gain two additional *mystic insight* abilities.

Shifter

This archetype grants you the ability to embody aspects of the natural world in your own form. All abilities from this archetype are **magical**.

Rank 0 – Shifting Defense

You gain a +2 bonus to your Fortitude, Reflex, or Mental defense. You can change the defense this bonus applies to as a **standard action**.

Rank 1 – Wild Aspects

You gain the ability to embody an aspect of an animal or of nature itself. Choose two wild aspects from the list below. You can also spend **insight points** to learn one additional *wild aspect* per **insight point**.

As a **standard action**, you can gain the effects of one wild aspect that you know. You cannot change your wild aspect more than once per round. That effect lasts until you activate a different wild aspect you know or until you dismiss it as a **free action**.

The abilities in the list below describe the effects of the aspect. Your appearance also changes to match the aspect's effects, but the nature of this change is not described. Different druids change in different ways. For example, one druid might grow brown fur when using the Form of the Bear, while another might instead change their face to become broader and more bear-shaped when embodying the same aspect. You choose how your appearance changes when you gain a wild aspect. This change cannot be used to gain an additional substantive benefit beyond the effects given in the description of the aspect.

Many wild aspects grant natural weapons. See Natural Weapons, page 342, for details about natural weapons.

Form of the Bear	Duration
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You gain a +1 bonus to your Fortitude defense. In addition, your mouth and hands transform, granting you a bite and two claw **natural weapons** (see Table 9.6: Natural Weapons, page 351).

Rank 3: The Fortitude bonus increases to +2.
 Rank 5: The Fortitude bonus increases to +3.
 Rank 7: The Fortitude bonus increases to +4.

Form of the Bull	Duration
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You gain a +2 bonus to **accuracy** with the *shove* ability (see Shove, page 53). In addition, your head transforms, granting you a gore **natural weapon** (see Table 9.6: Natural Weapons, page 351).

Rank 3: The accuracy bonus increases to +3.
 Rank 5: You can move your full movement speed when you push a creature with the *shove* ability even if you do not get a critical hit.
 Rank 7: When you push a creature with the *shove* ability, the pushed creature also takes damage as if you had hit it with your gore natural weapon. This damage cannot be combined with other effects that deal damage with a shove, such as the *wall slam* ability.

Form of the Constrictor	Duration
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You gain a +2 bonus to **accuracy** with the *grapple* ability and all grapple actions (see Grapple, page 52). In addition, you gain a tentacle **natural weapon** (see Table 9.6: Natural Weapons, page 351). This weapon deals 1d8 damage, and it has the Grappling weapon tag (see Weapon Tags, page 344). It can only be used against a foe you are grappling with.

Rank 3: The accuracy bonus increases to +3.
 Rank 5: You can contort your body, allowing it to act as a free hand for the purpose of using the *grapple* ability and grapple actions even if you do not have a free hand.
 Rank 7: When you grapple a creature with the *grapple* ability, you are not considered to be **grappled** (see Asymmetric Grappling, page 54).

Form of the Fish	Duration
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You gain a **swim speed** equal to the **base speed** for your size. In addition, you gain a bite **natural weapon** (see Table 9.6: Natural Weapons, page 351).

Rank 3: You can breathe water as easily as a human breathes air, preventing you from drowning or suffocating underwater.
 Rank 5: You gain a +10 foot bonus to your swim speed.
 Rank 7: You are immune to **magical** effects that restrict your mobility. In addition, you gain a +4 bonus to your defenses against the *grapple* ability and grapple actions (see Grapple, page 52).

Form of the Hawk Duration

You gain **low-light vision**, allowing you to see in **shadowy illumination** (see Low-light Vision, page 421). In addition, you gain a +3 bonus to Awareness.

Rank 3: You grow wings, granting you a glide speed equal to the **base speed** for your size (see Gliding, page 48).

Rank 5: The Awareness bonus increases to +6.

Rank 7: You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 60 feet (see Flying, page 48). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

Form of the Hound Duration

You gain the ability to move on all four limbs. When doing so, you gain a +10 foot bonus to your land speed. When not using your hands to move, your ability to use your hands is unchanged. You can descend to four legs and rise up to stand on two legs again as part of movement. In addition, you gain a bite **natural weapon** (see Table 9.6: Natural Weapons, page 351).

Rank 3: You gain the **scent** ability.

Rank 5: You gain a +5 foot bonus to your land speed.

Rank 7: You gain an additional +10 bonus to scent-based Awareness checks (see Awareness, page 149).

Form of the Monkey Duration

You gain a **climb speed** equal to the **base speed** for your size. In addition, you gain a bite **natural weapon** (see Table 9.6: Natural Weapons, page 351).

Rank 3: You grow a tail that you can use as a free hand for the purpose of climbing.

Rank 5: You gain a +5 foot bonus to your climb speed.

Rank 7: You can use the *creature climb* ability against creatures only one size category larger than you instead of two size categories.

Form of the Mouse Duration

You gain a +2 bonus to the Flexibility and Stealth skills. In addition, you gain a bite **natural weapon** (see Table 9.6: Natural Weapons, page 351).

Rank 3: When you use this wild aspect, you can choose to shrink by one **size category**, to a minimum of Tiny.

Rank 5: The skill bonuses increases to +4.

Rank 7: When you use this wild aspect, you can choose to shrink by up to two **size categories** instead of only one.

Form of the Viper Duration

You gain a **climb speed** equal to half the **base speed** for your size. You do not need to use your hands to climb in this way. In addition, you gain a bite **natural weapon** (see Table 9.6: Natural Weapons, page 351).

Rank 3: When a creature takes damage from your bite **natural weapon**, it is **poisoned** (see Poison, page 61). The first poison stage makes the target **dazed** (-2 defenses) as long as it is poisoned. The third poison stage makes the target **stunned** (-4 defenses) instead of dazed.

Rank 5: You gain a +1 accuracy bonus with all poisons.

Rank 7: The accuracy bonus increases to +2.

Form of the Wolf Duration

You gain a +1 bonus to **accuracy** with **strikes** against creatures that are adjacent to you and one of your **allies**. In addition, you gain a bite **natural weapon** (see Table 9.6: Natural Weapons, page 351).

Rank 3: The accuracy bonus applies to all attacks, not just strikes.

Rank 5: You gain a +5 foot bonus to your land speed.

Rank 7: The accuracy bonus applies even if you are not adjacent to a creature, as long as one of your allies is adjacent to the creature.

Myriad Form Duration

You can use your **power** in place of your Disguise skill when making Disguise checks to alter your own appearance.

Rank 3: When you use this wild aspect, you can choose to grow or shrink by one **size category**. Your physical form is not altered fully to match your new size, and your Strength and Dexterity are unchanged.

Rank 5: You can use the *disguise creature* ability to disguise yourself as a **standard action** (see Disguise Creature, page 159).

Rank 7: When you use this wild aspect, you can choose to grow or shrink by up to two **size categories** instead of only one.

Photosynthesis	Duration
As long as you are in natural sunlight, you gain a +5 foot bonus to your speed with all movement modes .	
Rank 3: As long as you are in natural sunlight, you do not gain hunger or thirst. When you leave natural sunlight, you continue gaining hunger or thirst at your normal rate, ignoring any time you spent in natural sunlight.	
Rank 5: The speed bonus increases to +10 feet.	
Rank 7: When you take a short rest while you are in natural sunlight, you remove a vital wound .	

Plantspeaker	Duration
Your speed is not reduced when moving in light or heavy undergrowth . In addition, you can ignore cover and concealment (but not total cover) from plants whenever doing so would be beneficial to you, as the plants move out of the way to help you. This prevents you from suffering penalties on your attacks, and also prevents creatures from using cover or concealment from plants to hide from you.	
Rank 3: You gain a +1 bonus to your Armor and Reflex defenses while standing in undergrowth .	
Rank 5: The movement penalties from undergrowth are doubled for enemies within a Huge (120 ft.) radius emanation from you.	
Rank 7: The bonus to your Armor and Reflex defenses increases to +2.	

Rank 2 – Shift Body

You can use the *shift body* ability whenever you finish a **long rest**.

Shift Body	Attune (self)
When you use this ability, choose a physical attribute : Strength, Dexterity, or Constitution (see Attributes, page 15). You gain a +1 bonus to the base value of that attribute.	

Rank 3 – Greater Shifting Defense

The bonus from your *shifting defense* ability increases to +3.

Rank 3 – Natural Force

You gain a +1d bonus to your damage with natural weapons.

Rank 4 – Greater Wild Aspect

You can change your *wild aspect* as a **minor action** instead of as a standard action.

Rank 5 – Greater Shift Body

Your *shift body* ability loses the **Attune** (self) tag. Instead, it lasts until you use it again.

Rank 6 – Greater Natural Force

The bonus from your *natural force* ability increases to +2d.

Rank 6 – Supreme Shifting Defense

The bonus from your *shifting defense* ability increases to +4.

Rank 7 – Supreme Wild Aspect

You can change your *wild aspect* as a **free action** instead of as a minor action, and changing your wild aspect gains the **Swift** tag. In addition, you learn an additional *wild aspect*.

Wildspeaker

This archetype deepens your connection to animals and plants, and allows you to call animals to aid you in combat. All abilities from this archetype are **magical**.

Rank 0 – Animal Speech

You can use the *animal speech* ability as a standard action.

Animal Speech

Sustain (minor)

Choose an animal within Long (120 ft.) range. You can speak to and understand the speech of the target animal, and any other animals of the same species.

This ability does not make the target any more friendly or cooperative than normal. Wary and cunning animals are likely to be terse and evasive, while stupid ones tend to make inane comments and are unlikely to say or understand anything of use.

Rank 1 – Natural Servant

You can use the *natural servant* ability. This ability requires spending 1 hour performing rituals in a natural area.

Natural Servant

Attune (self)

An animal native to the local environment appears to help you. It follows your directions to the best of its ability as long as you remain in its natural environment. If you leave the animal's natural habitat, it remains behind and this effect ends.

Your magical connection to the animal improves its resilience and strength in combat. The animal's statistics use the values below, except that each animal also gains a special ability based on the environment you are in.

- Its size category is Medium, and its **base speed** is the normal base speed for its size (see Table 3.3: Size Categories, page 40).
- Its **fatigue tolerance** is 0, and it cannot use abilities that would cause it to increase its **fatigue level**.
- Its **hit points** and **damage resistance** are equal to the standard value for your level (see Table 2.5: Hit Points and Damage Resistance, page 24).
- Each of its **defenses** is equal to 5 + half your level.
- Its **accuracy** is equal to half your level + half your Perception.
- Its **power** with its attacks is 0.
- It has no **attunement points**.
- The damage dealt by its natural weapons increases by +1d for each rank in this archetype beyond 1.
- It does not make **vital rolls**, but it automatically drops unconscious if it gains a **vital wound**. If it gains three vital wounds, it dies.
- It automatically shares the benefits of all of your **magic bonuses** to hit points, damage resistance, and power.

Animals are unable to understand complex concepts, so their ability to obey convoluted instructions is limited.

The special ability of the animal that appears depends on your environment, as described below. You may choose a different animal native to that environment that is similar in size and type, but that does not change the animal's statistics. For example, your *natural servant* in an aquatic environment may be a fish or seal instead of a shark. Unusual environments may have different animals than the standard animals listed below.

- Aquatic: A shark appears that has a 30 foot **swim speed** and no land speed. It has a bite **natural weapon**.
- Arctic: An arctic fox appears that has no penalties for being in cold environments. It has a bite **natural weapon**.
- Desert: A hyena appears that has no penalties for being in hot environments. It has a bite **natural weapon**.
- Mountain: A goat appears that can move up or down steep slopes without slowing its movement. It has a ram **natural weapon**.
- Forest: A wolverine appears that has two additional **hit points**. It has a bite **natural weapon**.
- Plains: A wolf appears that has the **scent** ability. It has a

bite **natural weapon**.

- Swamp: A crocodile appears that has a 15 foot **land speed** and a 25 foot **swim speed**. It has a bite **natural weapon**.
- Underground: A dire rat appears that has **low-light vision**. It has a bite **natural weapon**.

Rank 2 – Nature’s Ally

Animals will not willingly attack you or your **allies** within a Large (60 ft.) radius **emanation** from you. They can be compelled to attack despite this protection with a Creature Handling check against a **difficulty value** equal to 10 + your level. If any target attacks a creature that this ability protects you from, this ability is **suppressed** until you take a **short rest**.

Rank 3 – Nature’s Might

You and your *natural servant* gain a +1d damage bonus with **natural weapons**.

Rank 3 – Plant Speech

When you use your *animal speech* ability, you can choose a plant instead of an animal. If you do, you can speak to and understand the speech of the target plant, and any other plants of the same species.

Rank 4 – Greater Natural Servant

Your *natural servant* gains an **attunement point**. This attunement point is shared among any creatures you summon with your *natural servant* ability, and is only recovered when you take a **long rest**. In addition, you can cast **Attune** (self) spells on your *natural servant* if it is within Short (30 ft.) range of you. When you do, the natural servant attunes to the spell instead of you, as if the spell was an **Attune** (target) spell.

Rank 5 – Greater Nature’s Ally

Your *nature’s ally* ability also protects you and your allies from plant-based animates and elemental-based animates. In addition, all creatures that you are protected from with this ability automatically attempt to aid you and your allies if they observe you fighting. Finally, the effect can no longer be bypassed with a Creature Handling check or any other form of control that does not first suppress this effect. Even creatures summoned by enemies to fight you will immediately turn on their summoners or otherwise avoid attacking you.

Rank 6 – Greater Nature’s Might

The damage bonus from your *nature’s might* ability increases to +2d.

Rank 6 – Universal Speech

When you use your *animal speech* ability, you can choose any living creature that knows at least one language. When you do, you can speak in and understand that creature’s native language.

Rank 7 – Supreme Natural Servant

Your *natural servant* gains two additional **attunement points**. In addition, you may choose to have a Large natural servant appear instead of a Medium natural servant.

Ex-Druids

A druid who ceases to revere nature or who changes to a prohibited alignment loses all **magical** druid class abilities. They cannot thereafter gain levels as a druid until they atone for their transgressions.

Fighter

Fighters are highly disciplined warriors who excel in physical combat of any kind. They have a deep mastery of the implements and strategies of battle thanks to their extensive training. Other martial characters may be physically stronger or capable of strange and improbable tricks, but fighters are unmatched as battlefield champions.

Each fighter has a different area of specialization, but most fighters have some amount of battlefield control. They can guard their allies, impede the movement of their foes, or give battle commands to their allies to guide them. This makes fighters invaluable in large-scale battles, and they are the most common class found in organized military forces. The regimented nature of army life tends to drive away many people used to more freedom, but fighters are often compatible with the discipline found in armed forces.

More broadly, fighters are the most common class in many civilized settings. A fighter's training requires no secret wisdom, and it can be self-taught or guided by a mentor. Many people undergo some battle training regardless of their ultimate path in life, leading them to discover that they may enjoy it for its own sake.

Monks are closely related to fighters, since both classes use training and discipline to improve themselves. However, monks focus more on mental control and exploring the supernatural powers that come from tapping into the body's potential. In contrast, fighters have a more grounded approach, and focus more on practical knowledge that can be directly applied to physical combat. A typical monk would consider fighters to be overly limited in their focus on day-to-day combat, while a typical fighter would consider monks to be wasting their training with mysticism and esoteric nonsense.

Alignment: Any.

Archetypes: Fighters have the Combat Discipline, Equipment Training, Martial Mastery, Sentinel, and Tactician archetypes.

- Four **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons and any two other weapon groups.

Armor Proficiencies

You are proficient with light, medium, and heavy armor.

Class Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Flexibility, Ride.
- *Constitution*: Endurance.
- *Intelligence*: Craft.
- *Perception*: Awareness.
- *Other*: Deception, Intimidate, Persuasion.

Basic Class Abilities

If you are a fighter, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +7 Fortitude, +3 Reflex, +4 Mental.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +3 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Two **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).

Table 5.6: Fighter Progression

Rank (Level)	Power	Combat Discipline	Equipment Training	Martial Mastery	Sentinel	Tactician
0 (—)	+1	Mental discipline	Armor expertise	Martial expertise	Threatening influence	Reactive tactics
1 (1)	+2	Cleansing discipline	Weapon training	Combat styles	Guarding strike	Battle tactics
2 (4)	+3	Enduring discipline	Equipment efficiency	Combat style rank (2), martial force	Protect	Tactical precision
3 (7)	+4	Disciplined force, greater mental discipline	Greater armor expertise	Combat style rank (3), martial resilience	Greater threatening influence	Greater reactive tactics
4 (10)	+6	Disciplined reaction	Weapon bond, weapon expertise	Combat style rank (4), martial maneuver	Sentinel's challenge, sentinel's force	Greater battle tactics
5 (13)	+8	Greater enduring discipline	Greater equipment efficiency	Combat style rank (5), greater martial force	Greater protect, sentinel's guard	Greater tactical precision
6 (16)	+12	Greater disciplined force, supreme mental discipline	Supreme armor expertise	Combat style rank (6), greater martial resilience	Supreme threatening influence	Supreme reactive tactics
7 (19)	+16	Greater disciplined reaction	Greater weapon expertise, weapon mastery	Combat style rank (7), martial maneuver	Demanding challenger, greater sentinel's force	Supreme battle tactics

Combat Discipline

This archetype allows you to improve your defenses and resist conditions.

Rank 0 – Mental Discipline

You gain a +2 bonus to your Mental defense.

Rank 1 – Cleansing Discipline

You can use the *cleansing discipline* ability as a **standard action**.

Cleansing Discipline Instant

Remove up to two **brief** effects or **conditions** affecting you. This cannot remove effects applied during the current round.

Rank 3: This ability gains the **Swift** tag. When you use it, the removed effects do not affect you during the current phase. In addition, you **briefly** cannot gain any **conditions**.

Rank 5: You can use this ability as a **minor action**. When you do, you increase your **fatigue level** by one.

Rank 7: You can remove any number of effects.

Rank 2 – Enduring Discipline

You gain a +1 bonus to **vital rolls** and your **fatigue tolerance** (see Vital Rolls, page 38, and Fatigue Tolerance, page 25).

Rank 3 – Disciplined Force

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Greater Mental Discipline

The bonus from your *mental discipline* ability increases to +3.

Rank 4 – Disciplined Reaction

Whenever you gain a **condition**, you **briefly** ignore its effects.

Rank 5 – Greater Enduring Discipline

The bonuses from your *enduring discipline* ability increase to +2.

Rank 6 – Greater Disciplined Force

The bonus from your *disciplined force* ability increases to +2d.

Rank 6 – Supreme Mental Discipline

The bonus from your *mental discipline* ability increases to +4.

Rank 7 – Greater Disciplined Reaction

Whenever you gain a **vital wound**, you **briefly** ignore its effects. While a vital wound is delayed in this way, you do not suffer any effects from its specific vital wound effect, but you still consider it when calculating your penalties to **vital rolls**.

Equipment Training

This archetype improves your combat prowess with weapons and armor.

Rank 0 – Armor Expertise

You reduce the **encumbrance** of body armor you wear by 1.

Rank 1 – Weapon Training

You can use the *weapon training* ability by spending an hour training with a weapon. You cannot use this ability with an **exotic weapon** that is from a **weapon group** you are not proficient with.

Weapon Training	Duration
You become proficient with the weapon you trained with. You gain a +1 bonus to accuracy with that weapon unless it is an exotic weapon that you would not be proficient with without this ability. This ability’s effect lasts until you use this ability again.	
Rank 4: You can use this ability with only five minutes of training.	
Rank 6: You can use this ability as a minor action .	

Rank 2 – Equipment Efficiency

You gain an additional **attunement point**. You can only use this attunement point to **attune** to magic weapons and magic armor.

Rank 3 – Greater Armor Expertise

The penalty reduction from your *armor expertise* ability increases to 2. In addition, you reduce the movement speed penalty from body armor you wear by 5 feet. Your Dexterity also contributes more to your Armor defense than normal for your armor. A multiplier of x1/2 becomes x1, and a multiplier of x0 becomes a x1/2.

Rank 4 – Weapon Bond

You are immune to any effect which would steal your weapon or force you to drop it, such as the *disarm* ability. This does not protect you from any other effects of that attack, such as damage to yourself or the weapon.

Rank 4 – Weapon Expertise

You gain a +1d bonus to your damage with all weapons.

Rank 5 – Greater Equipment Efficiency

As a **minor action**, you can deattune from an item you are attuned to with the **attunement point** granted by your *equipment efficiency* ability. When you do, you immediately regain that attunement point instead of waiting for a **short rest**. This allows you to use that attunement point to attune to a different item much more quickly than normal.

Rank 6 – Supreme Armor Expertise

The **encumbrance** reduction from your *armor expertise* ability increases to 3. In addition, the movement speed penalty reduction from your *greater armor expertise* ability improves to 10 feet. You also always apply your full Dexterity to your Armor defense, regardless of the armor you use.

Rank 7 – Greater Weapon Expertise

The bonus from your *weapon expertise* ability increases to +2d.

Rank 7 – Weapon Mastery

You are proficient with all weapons, including all exotic weapons.

Martial Mastery

This archetype grants you special abilities to use in combat.

Rank 0 – Martial Expertise

You gain a +1 bonus to your Armor defense.

Rank 1 – Combat Styles

You can channel your martial prowess into dangerous attacks. You gain access to one of the following **combat styles**: *blunt force*, *penetrating precision*, or *rip and tear*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 175). You may spend **insight points** to gain access to one additional combat style per insight point.

You learn two rank 1 **maneuvers** from combat styles you have access to. You may spend **insight points** to learn to one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of the higher rank.

Rank 2 – Combat Style Rank (2)

You become a rank 2 combat style user. This gives you access to maneuvers that require a minimum rank of 2.

Rank 2 – Martial Force

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Combat Style Rank (3)

You become a rank 3 combat style user. This gives you access to maneuvers that require a minimum rank of 3 and can improve the effectiveness of your existing maneuvers.

Rank 3 – Martial Resilience

You gain a bonus equal to twice your rank in this archetype to your **hit points**.

Rank 4 – Combat Style Rank (4)

You become a rank 4 combat style user. This gives you access to maneuvers that require a minimum rank of 4 and can improve the effectiveness of your existing maneuvers.

Rank 4 – Martial Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Rank 5 – Combat Style Rank (5)

You become a rank 5 combat style user. This gives you access to maneuvers that require a minimum rank of 5.

Rank 5 – Greater Martial Force

The bonus from your *martial force* ability increases to +2d.

Rank 6 – Combat Style Rank (6)

You become a rank 6 combat style user. This gives you access to maneuvers that require a minimum rank of 6.

Rank 6 – Greater Martial Resilience

The bonus from your *martial resilience* ability increases to three times your rank in this archetype.

Rank 7 – Combat Style Rank (7)

You become a rank 7 combat style user. This gives you access to maneuvers that require a minimum rank of 7.

Rank 7 – Martial Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Sentinel

This archetype improves your ability to protect your allies in combat and control the battlefield.

Rank 0 – Threatening Influence

Your **enemies** treat each space adjacent to you as **difficult terrain**.

Rank 1 – Guarding Strike

You can use the *guarding strike* ability as a standard action.

Guarding Strike	Duration
Make a strike . You do not add your power to damage with the strike. Each creature damaged by the strike is goaded (<i>-2 accuracy vs. non-goaded creatures</i>) by you as a condition .	
Rank 3: You gain a +1 accuracy bonus with the strike.	
Rank 5: The accuracy bonus increases to +2.	
Rank 7: The accuracy bonus increases to +3.	

Rank 2 – Protect

You can use the *protect* ability as a **minor action**.

Protect Swift	Duration
Choose an ally adjacent to you. It gains a +2 bonus to its Armor defense until the end of the round. Because this ability has the Swift tag, this bonus applies against attacks made in the current phase.	
A creature that sees an attack against an ally protected in this way can observe that you are the cause of the protection with a difficulty value 5 Awareness check. While this ability is active, you cannot gain a defense bonus from this ability, even if another creature with this ability uses it on you.	

Rank 3 – Greater Threatening Influence

The area affected by your *threatening influence* ability increases to a Small (*15 ft.*) radius **emanation** from you. However, it does not affect creatures who are moving in a straight line directly towards you.

Rank 4 – Sentinel’s Challenge

You can use the *sentinel’s challenge* ability as a standard action.

Sentinel’s Challenge	Duration
Make an attack vs. Mental against all enemies in a Large (<i>60 ft.</i>) radius from you.	
Hit: Each target is goaded (<i>-2 accuracy vs. non-goaded creatures</i>) by you as a condition .	
You gain a +2 bonus to accuracy with the attack for each rank beyond 4.	

Rank 4 – Sentinel’s Force

You gain a +1d bonus to your damage with all weapons.

Rank 5 – Greater Protect

The bonus from your *protect* ability increases to +3.

Rank 5 – Sentinel’s Guard

You gain a +1 bonus to your Armor defense.

Rank 6 – Supreme Threatening Influence

Your *threatening influence* ability applies **difficult terrain** twice, causing enemies to move at one-third speed.

Rank 7 – Demanding Challenger

Each creature that is suffering penalties for being **goaded** (*-2 accuracy vs. non-goaded creatures*) by you takes an additional -2 **accuracy** penalty against creatures other than you.

Rank 7 – Greater Sentinel’s Force

The bonus from your *sentinel’s force* ability increases to +2d.

Tactician

This archetype helps you lead your allies in combat with tactical abilities that allow you to adapt to different circumstances.

Rank 0 – Reactive Tactics

You and each **ally** who can see or hear you gain a +1 bonus to initiative checks.

Rank 1 – Battle Tactics

You can lead your allies using tactics appropriate for the situation. Choose two battle tactics from the list below. You can also spend **insight points** to learn one additional *battle tactic* per **insight point**.

You can initiate a *battle tactic* as a **minor action**. When you initiate a battle tactic, you choose whether to use visual cues like gestures, auditory cues like shouts, or both to communicate your tactic with your allies. Your *battle tactics* affect yourself and your **allies** within a Huge (120 ft.) radius **emanation** from you who can either see or hear your chosen communication style.

All *battle tactics* have the **Sustain** (minor) tag, so they last as long as you **sustain** them (see Sustained Abilities, page 58). You cannot sustain multiple battle tactics simultaneously, and any existing *battle tactics* end as soon as you activate another battle tactic.

Break Through Sustain (free)

Each target gains a +2 bonus to **accuracy** with the *overrun* and *shove* abilities (see Special Combat Abilities, page 51).

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +4.

Dogpile Sustain (free)

Each target gains a +2 bonus to **accuracy** with the *grapple* ability and with all grapple actions (see Grapple, page 52, and Grapple Actions, page 54).

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +5.

Duck and Cover Sustain (free)

Each target gains a +1 bonus to its Armor defense against ranged **strikes**.

Rank 3: The bonus increases to +2.

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Group Up Sustain (free)

Each target that is adjacent to at least one other target gains a +1 bonus to its Armor defense.

Rank 3: Each target affected by the Armor defense bonus also gains a +1 bonus to its Mental defense.

Rank 5: The Mental defense bonus increases to +2.

Rank 7: The Mental defense bonus increases to +3.

Hold The Line Sustain (free)

Your **enemies** treat all areas adjacent to any two targets as **difficult terrain**.

Rank 3: Each area adjacent to any target is difficult terrain.

Rank 5: In addition, each area adjacent to any two targets is doubly difficult terrain, which costs three times the normal movement cost to move out of.

Rank 7: Each area adjacent to any target is doubly difficult terrain.

Hustle Sustain (free)

Each target gains a +5 foot bonus to its speed with all of its **movement modes** during any phase that it takes the *sprint* action, or if it moves using a **standard action**.

Rank 3: The speed bonus increases to +10 feet.

Rank 5: The speed bonus increases to +15 feet.

Rank 7: The speed bonus increases to +20 feet.

Keep Moving Sustain (free)

Each target that ends the **movement phase** at least twenty feet away from where it started the round gains a +1 bonus to its Armor defense until the end of the round.

Rank 3: Each target affected by the Armor defense bonus also gains a +1 bonus to its Reflex defense.

Rank 5: The Reflex defense bonus increases to +2.

Rank 7: The Reflex defense bonus increases to +3.

Stand Your Ground Sustain (free)

Each target that ends the **movement phase** without changing its location gains a +1 bonus to its Armor defense until its location changes.

Rank 3: Each target affected by the Armor defense bonus also gains a +1 bonus to its Fortitude defense.

Rank 5: The Fortitude defense bonus increases to +2.

Rank 7: The Fortitude defense bonus increases to +3.

Rank 2 – Tactical Precision

You gain a +1 bonus to **accuracy**.

Rank 3 – Greater Reactive Tactics

The bonus from your *reactive tactics* ability increases to +2.

Rank 4 – Greater Battle Tactics

All of your *battle tactics* abilities gain the **Swift** tag, so their bonuses take effect in the phase that you active them.

Rank 5 – Greater Tactical Precision

The bonus from your *tactical precision* ability increases to +2.

Rank 6 – Supreme Reactive Tactics

The bonus from your *reactive tactics* ability increases to +3.

Rank 7 – Supreme Battle Tactics

You learn an additional *battle tactic*. In addition, you can activate and sustain two different battle tactics simultaneously as part of the same action. Bonuses from multiple battle tactics, such as the bonus to Armor defense from the *duck and cover* and *group up* abilities, do not stack. However, each creature can benefit from both battle tactics at once.

Monk

Monks are agile masters of “ki” who hone their personal abilities to strike down foes and perform supernatural feats. They undergo extensive training to control their mind and body in unison, using each to improve the other. The techniques required to become a monk are strange and unintuitive, and only a legendary few can discover them on their own. Instead, most monks are trained at monasteries, where they learn how to master themselves long before they turn their attention to besting others in combat.

Unlike every other class capable of magical feats, monks draw their power entirely from themselves. They have learned to tap into the life energy within their bodies, use it to cause dramatic effects in the world around them, and then reclaim that energy instead of letting it dissipate into the world. This process is deeply dangerous if misapplied, which is why the training required to become a monk is so rigorous. Expending one’s life energy without being able to reclaim it is a fast path to inadvertent death.

Monks are famous for their ability to fight completely unarmed, and for their tendency to use unusual weapons that few non-monks use. This is more a matter of tradition than any necessity. Some monks prefer more common weapons, and any fighter could learn how to use monk weapons given time to train with them. However, the monk weapons are well suited to the fighting styles that monks learn as part of their training.

The combat training for monks often consists of dueling other monks, and rarely involves fighting non-humanoid monsters. As a result, they often try to trip, disarm, and distract their foes in combat. These strategies are all most effective against humanoid opponents.

Alignment: Any.

Archetypes: Monks have the Airdancer, Esoteric Warrior, Ki, Perfected Form, and Transcendent Sage archetypes.

Basic Class Abilities

If you are a monk, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +3 Fortitude, +6 Reflex, +5 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +2 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Two **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Five **trained skills** from among your **class skills** (see Skills, page 147).

Table 5.7: Monk Progression

Rank (Level)	Power	Airdancer	Esoteric Warrior	Ki	Perfected Form	Transcendent Sage
0 (—)	+1	Practiced leaper	Esoteric fluidity	Ki barrier, ki energy	Unarmed warrior	Transcend frailty
1 (1)	+2	Acrobatic accuracy	Combat styles	Ki manifestations	Fast movement	Clear the mind
2 (4)	+3	Evasion	Combat style rank (2), esoteric force	Greater ki barrier	Perfect precision	Feel the flow of life
3 (7)	+4	Airdance	Combat style rank (3), greater esoteric fluidity	Ki power	Perfect body	Transcend time, transcendent might
4 (10)	+6	Greater acrobatic accuracy	Combat style rank (4), esoteric maneuver	Greater ki manifestation	Greater fast movement, greater unarmed warrior	Inner peace
5 (13)	+8	Greater evasion	Combat style rank (5), greater esoteric force	Supreme ki barrier	Greater perfect precision	Greater feel the flow of life
6 (16)	+12	Greater airdance	Combat style rank (6), supreme esoteric fluidity	Greater ki power	Greater perfect body	Greater transcendent might, transcend mortality
7 (19)	+16	Greater acrobatic accuracy	Combat style rank (7), esoteric maneuver	Supreme ki manifestation	Supreme fast movement, supreme unarmed warrior	Inner transcendence

Weapon Proficiencies

You are proficient with simple weapons and monk weapons.

Armor Proficiencies

You are proficient with light armor.

Class Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Flexibility, Ride, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Deduction, Medicine.
- *Perception*: Awareness, Creature Handling, Social Insight, Survival.
- *Other*: Deception, Intimidate, Perform, Persuasion.

Airdancer

This archetype improves your acrobatic ability and mobility in combat.

Rank 0 – Practiced Leaper

You gain a +2 bonus to the Jump skill. In addition, using the *desperate exertion* ability to affect a roll using the Jump skill only causes you to increase your **fatigue level** by one instead of two.

Rank 1 – Acrobatic Accuracy

Whenever you make a Jump check that moves you over or adjacent to a creature, if your Jump check result beats that creature's Reflex defense, you gain a +1 bonus to **accuracy** against that creature for the rest of the current round. This is a **Swift** effect, so it helps you if you make a Jump check in the same phase that you make a strike, such as with the *leaping strike maneuver*.

Rank 2 – Evasion

You take half damage from abilities that affect an area and attack your Armor or Reflex defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area. If you have the *evasion* rogue ability with the same effect as this ability, you reduce the total damage you take to one quarter of the normal value instead.

Rank 3 – Airdance (Magical)

When you move with a Jump check, you can land in midair as if it was solid ground. Your landing location must be no more than 30 feet above an object at least two size categories larger than you that is free-standing and capable of supporting your weight. You cannot walk in the air, but you can continue

jumping or remain in place. The air holds you until the end of the current round, at which point you fall normally. After you land on air in this way, you **briefly** cannot do so again.

Rank 4 – Greater Acrobatic Accuracy

The bonus from your *acrobatic accuracy* ability increases to +2.

Rank 5 – Greater Evasion

Your *evasion* ability also protects you from area attacks against your Fortitude and Mental defenses.

Rank 6 – Greater Airdance (Magical)

When you use your *airdance* ability to land in the air, you can walk around freely in the air as if it was fully solid until the end of the round. In addition, the maximum height above the ground increases to 60 feet.

Rank 7 – Greater Acrobatic Accuracy

The bonus from your *acrobatic accuracy* ability increases to +3. In addition, the bonus lasts **briefly**, instead of only for the current round.

Esoteric Warrior

This archetype improves your combat prowess with unusual abilities you can use in combat.

Rank 0 – Esoteric Fluidity

You gain a +1 bonus to Dexterity-based **checks**, except **initiative** checks.

Rank 1 – Combat Styles

You can perform a wide variety of unusual attacks. You gain access to one of the following **combat styles**: *ebb and flow*, *flurry of blows*, or *mobile assault*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 175). You may spend **insight points** to gain access to one additional combat style per insight point.

You learn two rank 1 **maneuvers** from combat styles you have access to. You may spend **insight points** to learn to one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of the higher rank.

Rank 2 – Combat Style Rank (2)

You become a rank 2 combat style user. This gives you access to maneuvers that require a minimum rank of 2.

Rank 2 – Esoteric Force

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Combat Style Rank (3)

You become a rank 3 combat style user. This gives you access to maneuvers that require a minimum rank of 3.

Rank 3 – Greater Esoteric Fluidity

The bonus from your *esoteric fluidity* ability increases to +2.

Rank 4 – Combat Style Rank (4)

You become a rank 4 combat style user. This gives you access to maneuvers that require a minimum rank of 4.

Rank 4 – Esoteric Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Rank 5 – Combat Style Rank (5)

You become a rank 5 combat style user. This gives you access to maneuvers that require a minimum rank of 5.

Rank 5 – Greater Esoteric Force

The bonus from your *esoteric force* ability increases to +2d.

Rank 6 – Combat Style Rank (6)

You become a rank 6 combat style user. This gives you access to maneuvers that require a minimum rank of 6.

Rank 6 – Supreme Esoteric Fluidity

The bonus from your *esoteric fluidity* ability increases to +3.

Rank 7 – Combat Style Rank (7)

You become a rank 7 combat style user. This gives you access to maneuvers that require a minimum rank of 7.

Rank 7 – Esoteric Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Ki

This archetype grants you unusual abilities based on tapping into your inner ki. If you have any **encumbrance**, you lose the benefit of all abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – Ki Barrier

While you are not wearing other body armor, you gain a ki barrier around your body. This functions like body armor that provides a +2 bonus to your Armor defense and has no **encumbrance**. It also provides a +3 bonus to your **damage resistance**.

You can also use a **free hand** to wield the barrier as a shield. This functions like a buckler, granting you a +1 bonus to your Armor defense, except that you do not need to be proficient with light armor. Since this bonus comes from a shield, it does not stack with the benefits of using any other shield.

Rank 0 – Ki Energy

Whenever you make a **strike**, you can choose to treat it as a **magical** ability. This allows you to use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 36). In addition, that strike does not deal **physical damage** or any physical damage subtypes. If the strike would normally deal one or more subtype of energy damage, the damage is of those types. Otherwise, all damage dealt by the strike is **energy damage**.

Rank 1 – Ki Manifestations

You can channel your ki to temporarily enhance your abilities. Choose two *ki manifestations* from the list below. You can also spend **insight points** to learn one additional *ki manifestation* per **insight point**. You can use any *ki manifestation* ability you know using the type of action indicated in the ability’s description.

After you use a *ki manifestation*, you **briefly** cannot use a *ki manifestation* again.

Abandon the Fragile Self

Swift

Duration

You can use this ability as a **free action**. You can negate one **condition** that would be applied to you this phase. In exchange, you take a -2 penalty to **defenses** this phase.

Rank 3: You can negate any number of conditions instead of only one condition.
Rank 5: The defense penalty is reduced to -1.
Rank 7: The defense penalty is removed.

Burst of Blinding Speed
Swift

Duration

You can use this ability as a **free action**. You gain a +10 foot bonus to your land speed this phase.

Rank 3: You can also ignore **difficult terrain** this phase.

Rank 5: The speed bonus increases to +15 feet.

Rank 7: You can also move or stand on liquids as if they were solid this phase.

Calm the Inner Tempest
Swift

Duration

You can use this ability as a **free action**. You gain a +4 bonus to the Endurance skill this round (see Endurance, page 160).

Rank 3: The bonus increases to +8.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +12.

Extend the Flow of Ki
Swift

Duration

You can use this ability as a **free action**. You gain a +5 foot bonus to your **reach** this round.

Rank 3: The bonus increases to +10 feet.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +15 feet.

Flash Step

Instant

You can use this ability as part of movement with your land speed. You **teleport** horizontally instead of moving normally. If your **line of effect** to your destination is blocked, or if this teleportation would somehow place you inside a solid object, your teleportation is cancelled and you remain where you are.

Teleporting a given distance costs movement equal to twice that distance. For example, if you have a 30 foot movement speed, you can move 10 feet, teleport 5 feet, and move an additional 10 feet before your movement ends.

Rank 3: The movement cost to teleport is reduced to be equal to the distance you teleport.

Rank 5: You can use this ability to move even if you are **immobilized** (*-4 Ref, cannot use movement speeds*) or **grappled**.

Rank 7: You can attempt to teleport to locations outside of **line of sight** and **line of effect**. If your intended destination is invalid, the distance you spent teleporting is wasted, but you suffer no other ill effects.

Flurry of a Thousand Cuts
Swift

Duration

You can use this ability as a **free action**. When you use the *offhand strike* ability this round, you roll the attack roll twice and take the higher result.

Rank 3: You also gain a +1 **accuracy** bonus with the *offhand strike* ability.

Rank 5: This becomes a **brief** effect.

Rank 7: The accuracy bonus increases to +2.

Hear the Rustling Wings
Swift

Duration

You can use this ability as a **free action**. You gain a +4 bonus to the Awareness skill this round (see Awareness, page 149).

Rank 3: The bonus increases to +8.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +12.

Kindle the Living Flame
Swift

Duration

You can use this ability as a **free action**. Your **strikes** deal fire damage in addition to their other damage types this round.

Rank 3: You also gain a +2 **power** bonus with strikes.

Rank 5: This becomes a **brief** effect.

Rank 7: The power bonus increases to +4.

Leap of the Heavens
Swift

Duration

You can use this ability as a **free action**. You gain a +4 bonus to the Jump skill this round (see Jump, page 162).

Rank 3: The bonus increases to +8.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +12.

Rest Atop the Precipice
Swift

Duration

You can use this ability as a **free action**. You gain a +4 bonus to the Balance skill this round (see Balance, page 151).

Rank 3: The bonus increases to +8.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +12.

Scale the Highest Tower Swift	Duration
You can use this ability as a free action . You gain a +4 bonus to the Climb skill this round (see Climb, page 152).	
Rank 3: The Climb bonus increases to +8.	
Rank 5: This becomes a brief effect.	
Rank 7: The bonus increases to +12.	

Shelter from Falling Rain Swift	Duration
You can use this ability as a free action . You gain a +2 bonus to your defenses against ranged glosstermsstrikes from weapons or projectiles that are Small or smaller this round.	
Rank 3: The bonus increases to +3.	
Rank 5: This becomes a brief effect.	
Rank 7: The bonus increases to +4.	

Step Between the Mystic Worlds Swift	Duration
You can use this ability as a free action . All attacks against you have a 20% failure chance this round. However, your attacks also have a 20% failure chance this round.	
Rank 3: The failure chance for attacks against you increases to 25%.	
Rank 5: When you use this ability, you can choose whether it becomes a brief effect.	
Rank 7: The failure chance for attacks against you increases to 30%.	

Thread the Eye of the Storm Swift	Duration
You can use this ability as a free action . You reduce your longshot penalty with thrown weapons by 1 this round (see Weapon Range Limits, page 343).	
Rank 3: The penalty reduction increases to 2.	
Rank 5: This becomes a brief effect.	
Rank 7: The penalty reduction increases to 3.	

Rank 4 – Greater Ki Manifestation

After using a *ki manifestation*, you can use a different *ki manifestation* after the end of the current round. You still cannot use the same *ki manifestation* in two consecutive rounds.

Rank 5 – Supreme Ki Barrier

The damage resistance bonus from your *ki barrier* ability increases to five times your rank in this archetype. In addition, the defense bonus from the body armor increases to +4.

Rank 6 – Greater Ki Power

The bonus from your *ki power* ability increases to +6.

Rank 7 – Supreme Ki Manifestation

You learn an additional *ki manifestation*. In addition, your *greater ki manifestation* ability also allows you to use the same *ki manifestation* ability in consecutive rounds.

Rank 2 – Greater Ki Barrier

The damage resistance bonus from your *ki barrier* ability increases to four times your rank in this archetype. In addition, the defense bonus from the body armor increases to +3.

Rank 3 – Ki Power

You gain a +2 bonus to your **power** with all abilities.

Perfected Form

This archetype improves the perfection of your physical body, including your unarmed attacks, through rigorous training.

Rank 0 – Unarmed Warrior

You become **proficient** with the unarmed weapons **weapon group** (see Weapon Groups, page 342). In addition, you gain a +2d damage bonus with weapons that have the Unarmed weapon tag (see Weapon Tags, page 344). For details about how to fight while unarmed, see Unarmed Combat, page 63.

Rank 1 – Fast Movement

You gain a +5 foot bonus to your speed with all of your **movement modes**.

Rank 2 – Perfect Precision

You gain a +1 bonus to **accuracy** with attacks using weapons from the monk weapons and unarmed weapons **weapon groups**, natural weapons, and to any attack using one or more **free hands**. This does not include abilities that simply use **somatic components**.

Rank 3 – Perfect Body

Choose a physical **attribute**: Strength, Dexterity, or Constitution (see Attributes, page 15). You permanently gain a +1 bonus to the base value of that attribute.

Rank 4 – Greater Fast Movement

The speed bonus from your *fast movement* ability increases to +10 feet.

Rank 4 – Greater Unarmed Warrior

The damage bonus from your *unarmed warrior* ability increases to +3d.

Rank 5 – Greater Perfect Precision

The bonuses from your *perfect precision* ability increase to +2.

Rank 6 – Greater Perfect Body

The bonus from your *perfect body* ability applies to the base value of all physical attributes, not just the one you chose.

Rank 7 – Supreme Fast Movement

The speed bonus from your *fast movement* ability increases to +20 feet.

Rank 7 – Supreme Unarmed Warrior

The damage bonus from your *unarmed warrior* ability increases to +4d.

Transcendent Sage

This archetype grants you abilities to resist or remove conditions.

Rank 0 – Transcend Frailty

You are immune to being **dazed** (–2 defenses) and **stunned** (–4 defenses).

Rank 1 – Clear the Mind

You can use the *clear the mind* ability as a standard action.

Clear the Mind	Instant
Remove up to two brief effects or conditions affecting you. This cannot remove effects applied during the current round.	
Rank 3: This ability gains the Swift tag. When you use it, the removed effects do not affect you during the current phase. In addition, you briefly cannot gain any conditions .	
Rank 5: You can use this ability as a minor action . When you do, you increase your fatigue level by one.	
Rank 7: You can remove any number of effects.	

Rank 2 – Feel the Flow of Life (Magical)

You become so attuned to the natural energy of life that you can sense it even when sight fails you. You gain **lifesense** with a 120 foot range, allowing you to sense the location of living creatures without light (see Lifesense, page 421). In addition, you gain **lifesight** with a 30 foot range, allowing you to see living creatures without light (see Lifesight, page 421).

Rank 3 – Transcend Time

You are immune to being **slowed** (*half speed*, –2 Ref) and **immobilized** (–4 Ref, *cannot use movement speeds*).

Rank 3 – Transcendent Might

You gain a +1d bonus to your damage with all weapons.

Rank 4 – Inner Peace

You are immune to being **shaken** (–2 accuracy and *Mental within 60 ft.*), **frightened** (–4 accuracy and *Mental within 60 ft.*), and **panicked** (–4 *Mental and must flee within 60 ft.*). In addition, you are immune to **Compulsion** and **Emotion** attacks.

Rank 5 – Greater Feel the Flow of Life (Magical)

The range of your **lifesense** increases by 360 feet. In addition, the range of your **lifesight** increases by 90 feet.

Rank 6 – Greater Transcendent Might

The bonus from your *transcendent might* ability increases to +2d.

Rank 6 – Transcend Mortality (Magical)

You are no longer considered a living creature for the purpose of attacks against you. This means that attacks which only affect living creatures have no effect against you. In addition, you no

longer take penalties to your attributes for aging, and cannot be magically aged. You still die of old age when your time is up.

Rank 7 – Inner Transcendence

You are immune to **conditions**.

Paladin

Paladins are divinely empowered warriors who exemplify a particular alignment. They can shift easily between physical combat and spellcasting depending on the situation. Many paladins can heal themselves and their allies, and can share their divine connection with those nearby, making them a beacon on a battlefield.

The scope of each alignment is quite broad, so even paladins of the same alignment can be as diverse in personality and morality as any other class. Paladins of law tend to be the most homogeneous in their beliefs, but even they may have stark disagreements about the rightful code to follow, and in what circumstances a personal or universal code of ethics can supercede the law in a specific territory.

Paladins are both famous and infamous for their dedication, and for their tendency to exhort those around them to act according to the paladin's ideals. There is some truth to the stereotype of the stony-faced paladin who regards any form of compromise as unacceptable. However, few of those overly zealous paladins make their way into adventuring parties. Only paladins who understand the necessity of working as an effective team with others who do not share their ideals are likely to have any success adventuring. For some paladins, this is a compromise they grudgingly make in the pursuit of the greater good - or the greater evil. Others perceive no conflict at all, and eagerly work with those of opposed alignments with the goal of demonstrating the superiority of their moral compass by example.

Of all spellcasting classes, paladins are in some ways the most limited. They have access to a relatively small number of mystic spheres. However, they are also the only spellcasting class that can naturally use heavy armor, and they have some unique abilities that can make them powerful frontline casters.

Paladins and fighters share a similar ability to influence a battlefield at a large scale while being difficult to kill. Their methods and ideology may be different, but they can often work together easily and effectively. It is more difficult to characterize the relationship between paladins and other classes, since so much depends on the paladin's alignment and personal interpretation of that alignment. Paladins of law typically despise barbarians and rogues, while paladins of chaos distrust the rigid mentality common to monks and fighters. Warlocks are deeply suspicious to paladins of good, though paladins of good tend to be more forgiving than other paladins. Paladins of evil despise druids who have too much respect for the sanctity of life. All paladins may have strong feelings about clerics depending on the alignment of that cleric's deity.

Alignment: Any.

Archetypes: Paladins have the Devoted Paragon, Divine Magic, Divine Spell Expertise, Stalwart Guardian, and Zealous Warrior archetypes.

Basic Class Abilities

If you are a paladin, you gain the following abilities.

Table 5.8: Paladin Progression

Rank (Level)	Power	Devoted Paragon	Divine Magic	Divine Spell Expertise	Stalwart Guardian	Zealous Warrior
0 (—)	+1	Enduring devotion	Cantrips	Combat caster	Stalwart defense	Unflagging zeal
1 (1)	+2	Aligned aura	Spellcasting	Divine spell versatility	Lay on hands	Smite
2 (4)	+3	Aligned immunity	Spell knowledge, spell rank (2)	Divine conduit	Stalwart resilience	Detect anathema, forceful zeal
3 (7)	+4	Paragon power	Spell rank (3)	Wellspring of power	Greater stalwart defense	Zealous fixation
4 (10)	+6	Greater aligned aura	Spell knowledge, spell rank (4)	Divine spell versatility	Greater lay on hands, stalwart force	Greater unflagging zeal
5 (13)	+8	Greater aligned immunity, greater enduring devotion	Spell rank (5)	Attunement point	Greater stalwart resilience	Greater forceful zeal, pass judgment
6 (16)	+12	Greater paragon power	Spell rank (6)	Greater wellspring of power	Supreme stalwart defense	Zealous offense
7 (19)	+16	Supreme aligned aura	Spell knowledge, spell rank (7)	Greater divine conduit	Supreme lay on hands, supreme stalwart force	Zealous pursuit

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +6 Fortitude, +3 Reflex, +5 Mental.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +3 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Two **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Four **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons and any one other weapon group.

Armor Proficiencies

You are proficient with light, medium, and heavy armor.

Class Skills

You have the following **class skills**:

- *Dexterity*: Ride.
- *Constitution*: Endurance.
- *Intelligence*: Deduction, Knowledge (local, religion), Medicine.
- *Perception*: Awareness, Social Insight.
- *Other*: Deception, Intimidate, Persuasion.

Special Class Abilities

Devoted Alignment

You are devoted to a specific alignment. You must choose one of your alignment components: good, evil, lawful, or chaotic. The alignment you choose is your devoted alignment. Your paladin abilities are affected by this choice. Your alignment cannot be changed without extraordinary repercussions.

Devoted Paragon

This archetype deepens your connection to your alignment, granting you an aura and improving your combat abilities.

Rank 0 – Enduring Devotion

You gain a bonus equal to twice your rank in this archetype to your maximum **hit points** (minimum 1).

Rank 1 – Aligned Aura (Magical)

Your devotion to your alignment affects the world around you, bringing it closer to your ideals. You constantly radiate an aura in a Medium (30 ft.) radius **emanation** from you. You can suppress or resume the aura as a **minor action**. Whenever you resume the aura, you can choose which creatures within the area are affected by aura as any combination of yourself, your **allies**, your **enemies**, and other creatures. The effect of the aura depends on your devoted alignment, as described below.

Chaos: Whenever a target rolls a 9 on an attack roll with a **strike**, it **explodes** (see Exploding Attacks, page 35). This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 35).

Evil: Each target suffers a –1 penalty to **defenses** as long as it is affected by at least one **condition**.

Good: Whenever a target gains a **vital wound**, you may gain a **vital wound** instead. You gain a +2 bonus to the **vital roll** of each **vital wound** you gain this way. The target suffers any other effects of the attack normally.

Law: Whenever a target rolls a 1 on an attack roll with a **strike**, the attack roll is treated as a 6. This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 35).

Rank 2 – Aligned Immunity (Magical)

Your devotion to your alignment grants you immunities.

Chaos: You are immune to the **slowed** (half speed, –2 Ref) and **immobilized** (–4 Ref, cannot use movement speeds) effects.

Evil: You are immune to **Curse** effects.

Good: You are immune to the **shaken** (–2 accuracy and Mental within 60 ft.), **frightened** (–4 accuracy and Mental within 60 ft.), and **panicked** (–4 Mental and must flee within 60 ft.) effects.

Law: You are immune to the **dazed** (–2 defenses), **stunned** (–4 defenses), and **confused** (–4 defenses, acts randomly) effects.

Rank 3 – Paragon Power

You gain a +2 bonus to your **power** with all abilities.

Rank 4 – Greater Aligned Aura (Magical)

The effect of your *aligned aura* becomes stronger, as described below. In addition, the area increases to a Large (60 ft.) radius **emanation** from you.

Chaos: The effect applies to all attacks, not just **strikes**.

Evil: Whenever a target removes a **condition**, it takes 2d6 + half **power** energy damage. This damage increases by +1d for each rank beyond 4.

Good: When a target would lose **hit points**, you may lose those hit points instead. The target suffers any other effects of the attack normally, though it is not treated as if it lost hit points from the attack for the purpose of special attack effects.

Law: The effect applies to all attacks, not just **strikes**.

Rank 5 – Greater Aligned Immunity (Magical)

The effect of your *aligned immunity* ability is shared with your **allies** within the area of your *aligned aura*.

Rank 5 – Greater Enduring Devotion (Magical)

The bonus from your *enduring devotion* ability increases to three times your rank in this archetype.

Rank 6 – Greater Paragon Power

The bonus from your *paragon power* ability increases to +6.

Rank 7 – Supreme Aligned Aura (Magical)

The effect of your *aligned aura* reaches its full power, as described below. In addition, the area increases to a Huge (120 ft.) radius **emanation** from you.

Chaos: Whenever a target **explodes** with an attack roll, it gains a +2 **accuracy** bonus with the attack.

Evil: The penalty increases to –2.

Good: The **vital roll** bonus increases to +5.

Law: The effect triggers on rolling either a 1 or a 2.

Divine Magic

This archetype grants you the ability to cast divine spells. All abilities from this archetype are **magical**.

Rank 0 – Cantrips

Your devotion to your alignment grants you the ability to use divine magic. You gain access to one divine **mystic sphere** (see Divine Mystic Spheres, page 200). You may spend **insight points** to gain access to one additional divine **mystic sphere** per two **insight points**. You automatically learn all **cantrips** from any mystic sphere you have access to. You do not yet gain access to any other spells from those mystic spheres.

Divine spells require **verbal components** to cast (see Casting Components, page 59). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 58.

Rank 1 – Spellcasting

You become a rank 1 divine spellcaster. You learn two rank 1 **spells** from divine **mystic spheres** you have access to. You can also spend **insight points** to learn one additional rank 1 spell per **insight point**. Unless otherwise noted in a spell's description, casting a spell requires a **standard action**.

When you gain access to a new **mystic sphere** or spell **rank**, you can forget any number of spells you know to learn that many new spells in exchange, including spells of the higher rank. All of those spells must be from divine mystic spheres you have access to.

Rank 2 – Spell Knowledge

You learn an additional divine **spell** from a **mystic sphere** you have access to.

Rank 2 – Spell Rank (2)

You become a rank 2 divine spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Spell Rank (3)

You become a rank 3 divine spellcaster. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

Rank 4 – Spell Knowledge

You learn an additional divine **spell** from a **mystic sphere** you have access to.

Rank 4 – Spell Rank (4)

You become a rank 4 divine spellcaster. This gives you access to spells that require a minimum rank of 4 and can improve the effectiveness of your existing spells.

Rank 5 – Spell Rank (5)

You become a rank 5 divine spellcaster. This gives you access to spells that require a minimum rank of 5 and can improve the effectiveness of your existing spells.

Rank 6 – Spell Rank (6)

You become a rank 6 divine spellcaster. This gives you access to spells that require a minimum rank of 6 and can improve the effectiveness of your existing spells.

Rank 7 – Spell Knowledge

You learn an additional divine **spell** from a **mystic sphere** you have access to.

Rank 7 – Spell Rank (7)

You become a rank 7 divine spellcaster. This gives you access to spells that require a minimum rank of 7 and can improve the effectiveness of your existing spells.

Divine Spell Expertise

This archetype improves the divine spells you cast. You must have the Divine Magic archetype from the paladin class to gain the abilities from this archetype.

Rank 0 – Combat Caster (Magical)

You gain a +1 bonus to your Armor defense.

Rank 1 – Divine Spell Versatility

You learn a spell from one of the mystic spheres that are unique to divine spellcasters: *bless* or *channel divinity*. You do not have to have access to that mystic sphere. As normal, you can change which spell you learn with this ability as you gain access to new spell ranks.

Rank 2 – Divine Conduit (Magical)

Whenever you cast a **targeted** spell that does not have the **Attune** or **Sustain** tags, you may target an additional creature adjacent to you with the spell.

Rank 3 – Wellspring of Power (Magical)

You gain a +2 bonus to your **power**.

Rank 4 – Divine Spell Versatility

You learn an additional spell with your *divine spell versatility* ability.

Rank 5 – Attunement Point (Magical)

You gain an additional **attunement point**.

Rank 6 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +6.

Rank 7 – Greater Divine Conduit (Magical)

Your *divine conduit* ability allows you to target any number of creatures adjacent to you instead of only one additional creature.

Stalwart Guardian

This archetype grants you healing abilities and improves your defensive prowess.

Rank 0 – Stalwart Defense

You gain a +1 bonus to your Fortitude defense and Mental defense.

Rank 1 – Lay on Hands (Magical)

You can use the *lay on hands* ability as a standard action.

Lay on Hands Healing, Magical	Instant
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Choose yourself or a living **ally** within your **reach**. The target regains 1d8 + **power hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Rank 2: The healing increases to 1d10.

Rank 3: The healing increases to 2d8.

Rank 4: The healing increases to 2d10.

Rank 5: The healing increases to 4d8.

Rank 6: The healing increases to 4d10.

Rank 7: The healing increases to 6d10.

Rank 2 – Stalwart Resilience

You gain a bonus equal to three times your rank in this archetype to your **damage resistance**.

Rank 3 – Greater Stalwart Defense

The bonus from your *stalwart defense* ability increases to +2.

Rank 4 – Greater Lay on Hands (Magical)

When you use your *lay on hands* ability, you can choose to remove a **brief** effect or **condition** of the target's choice from it instead of restoring its hit points. Alternately, you can choose to remove a **vital wound** of the target's choice from it. If a vital wound is removed in this way, you increase your **fatigue level** by three.

Rank 4 – Stalwart Force

You gain a +1d bonus to your damage with all weapons.

Rank 5 – Greater Stalwart Resilience

The resistance bonus from your *stalwart resilience* ability increases to four times your rank in this archetype.

Rank 6 – Supreme Stalwart Defense

The bonus from your *stalwart defense* ability increases to +3.

Rank 7 – Supreme Lay on Hands (Magical)

When you use your *lay on hands* ability on a creature other than yourself, it also affects you.

Rank 7 – Supreme Stalwart Force

The bonus from your *stalwart force* ability increases to +2d.

Zealous Warrior

This archetype improves your combat prowess, especially against foes who do not share your devoted alignment.

Rank 0 – Unflagging Zeal

You gain a +1 bonus to your **fatigue tolerance**.

Rank 1 – Smite (Magical)

You can use the *smite* ability as a standard action.

Smite
Magical

Instant

Make a **strike** with a +2 damage bonus. Because this is a **magical** ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 36). If your target shares your devoted alignment, you take a single point of **energy damage** as feedback from the attack warning you that you are persecuting a creature that shares your alignment.

Rank 3: The damage bonus increases to +4.
Rank 5: The damage bonus increases to +8.
Rank 7: The damage bonus increases to +16.

Rank 2 – Detect Anathema (Magical)

You can use the *detect anathema* ability as a standard action.

Detect Anathema
Detection, Magical

Instant

You know the number of creatures within a large area cone from you that have the alignment opposed to your devoted alignment. This does not give you any specific information about the location of those creatures. Since this is a **Detection** ability, it can penetrate some solid obstacles (see Detection, page 418).

Rank 4: You also learn the location of all creatures with that alignment.
Rank 6: You can use this ability as a **minor action**. When you do, you **briefly** cannot use this ability as a minor action again.

Rank 2 – Forceful Zeal

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Zealous Fixation (Magical)

Whenever you hit a creature with a **strike**, you ignore all **miss chances** against that creature with your attacks until you take a **short rest** or until you hit a different creature with a strike. If you hit multiple creatures with the same strike, you may freely choose which creature to fixate on with this ability.

Rank 4 – Greater Unflagging Zeal

The bonus from your *unflagging zeal* ability increases to +2.

Rank 5 – Greater Forceful Zeal

The bonus from your *forceful zeal* ability increases to +2d.

Rank 5 – Pass Judgment (Magical)

You can use the *pass judgment* ability as a **minor action**.

Pass Judgment
Magical

Duration

Usage time: One **minor action**

Choose one creature within Distant (240 ft.) range. You always gain the benefit of your *zealous fixation* ability against that creature. In addition, the target is treated as if it had the alignment opposed to your devoted alignment for the purpose of all abilities. This only affects its alignment along the alignment axis your devoted alignment is on. For example, if your devoted alignment was evil, a chaotic neutral target would be treated as chaotic good. This effect lasts until you treat that creature as an **ally**, or until you **dismiss** this ability as a **free action**.

You can use this ability to do battle against foes who share your alignment, but you should exercise caution in doing so. Persecution of those who share your ideals can lead you to fall and become an ex-paladin.

Rank 6 – Zealous Offense

You gain a +1 bonus to your **accuracy**.

Rank 7 – Zealous Pursuit (Magical)

You can use the *zealous pursuit* ability as a **minor action**.

Zealous Pursuit
Magical

Instant

Usage time: One **minor action**

You **teleport** up to Distant (240 ft.) range into an unoccupied space on solid ground adjacent to one creature of your choice affected by your *zealous fixation* ability. You do not need **line of sight** or **line of effect** to the creature. If multiple valid destination spaces exist, you teleport into the one closest to your original location. If no valid destination spaces exist, this ability fails with no effect.

After you use this ability, you **briefly** cannot use it again.

Ex-Paladins

If you cease to follow your devoted alignment, you lose all **magical** paladin class abilities. If you atone for your misdeeds and resume the service of your devoted alignment, you can regain your abilities.

Ranger

Rangers are skilled hunters who bridge the divide between nature and civilization. They are typically most at home on the frontiers, keeping monsters and civilized groups from interfering with each other. Different rangers may have more personal affinity for civilization or for monsters.

Like druids and monks, rangers are seldom self-taught. Just as rangers occupy a middle space between society and the wilds beyond it, their abilities are a complex combination of training, experience, and gifts freely granted by Nature herself. The vast majority of people who might attempt to learn how to be a ranger on their own would focus too much on only one aspect of a ranger's abilities. These people might find the path to becoming a fighter, druid, or rogue instead.

Rangers draw their core power from their training, which includes extensive experience with weapons and armaments like a fighter. However, they also study the natural world and the environment around them. This study is more focused on practical knowledge about survival and hunting than the more reverent study of druids. During this wilderness experience, some rangers forge a deep bond with a single animal who follows them everywhere. This bond is intensified by Nature's influence, and has a hint of her magic in it. Others shy away from that level of commitment or find no meaning in it, and prefer a more solitary hunt.

Traditionally, a ranger's training occurs under an experienced ranger leader. Some rangers train small packs of new recruits at once, while others prefer to oversee a single apprentice. There are many ways that a would-be ranger might find a mentor, but no single certain way. Rangers in the wild do not tend to maintain long-term societal bonds like druidic circles, so there are fewer obvious ways to easily find an experienced mentor. Without druidic magic for long-distance communication, rangers struggle to maintain cohesion across the vast territories that they patrol, so they typically make no attempt to do so.

Rangers are sometimes employed by a government to keep its borders safe from monsters. They may also be found as bounty hunters, using their skills to hunt prey within civilization instead of at its edges. Still others live among druidic circles. More than any other class, rangers struggle to find a place to fully call home, and may wander between widely varied walks of life for years at a time. They are caught between worlds, and only some rangers find peace in that division.

Alignment: Any.

Archetypes: Rangers have the Beastmaster, Boundary Warden, Huntmaster, Scout, and Wilderness Warrior archetypes.

Basic Class Abilities

If you are a ranger, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +5 Fortitude, +5 Reflex, +4 Mental.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +3 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Two **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Six **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons, bows, crossbows, thrown weapons, and any one other weapon group.

Armor Proficiencies

You are proficient with light armor and hide armor.

Class Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Flexibility, Ride, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Deduction, Knowledge (dungeoneering, nature), Medicine.
- *Perception*: Awareness, Creature Handling, Survival.
- *Other*: Deception, Intimidate, Persuasion.

Table 5.9: Ranger Progression

Rank (Level)	Power	Beastmaster	Boundary Warden	Huntmaster	Scout	Wilderness Warrior
0 (—)	+1	Beast affinity	Terrain familiarity	Tracker	Keen vision	Wild senses
1 (1)	+2	Animal companion	Know your enemy	Quarry	Skirmisher	Combat styles
2 (4)	+3	Pack tactics	Experienced guide	Hunting style	Perceive weakness	Combat style rank (2), wild force
3 (7)	+4	Greater beast affinity, power of beasts	Warden's force, warden's instincts	Greater tracker, hunter's prowess	Blindsight	Combat style rank (3), greater wild senses
4 (10)	+6	Greater animal companion	Greater know your enemy	Greater quarry	Greater skirmisher	Combat style rank (4), wild maneuver
5 (13)	+8	Greater pack tactics	Greater experienced guide	Flexible hunting style	Greater perceive weakness	Combat style rank (5), greater wild force
6 (16)	+12	Greater power of beasts, supreme beast affinity	Greater warden's force, greater warden's instincts	Greater hunter's prowess, supreme tracker	Greater blindsight	Combat style rank (6), supreme wild senses
7 (19)	+16	Supreme animal companion	Supreme know your enemy	Supreme quarry	Supreme skirmisher	Combat style rank (7), wild maneuver

Beastmaster

This archetype improves your connection to animals, allowing you to control and command them in battle.

Rank 0 – Beast Affinity

You gain a +2 bonus to the Creature Handling skill (see Creature Handling, page 155). In addition, you gain a +1 bonus to **accuracy** and **defenses** against animals and magical beasts.

Rank 1 – Animal Companion (Magical)

You can use the *animal companion* ability. This ability requires 8 hours of training and attunement which the target must actively participate in. You can compel a wild animal to undergo this training by sustaining the *command* ability from the Creature Handling skill (see Command, page 155).

Animal Companion Emotion, Magical

Attune (self)

Choose a Medium or smaller animal **ally** within your **reach** with a level no higher than your level and a **challenge rating** no higher than 1. The target serves as a loyal companion to you. It follows your directions to the best of its ability.

Your magical connection to the animal improves its resilience and strength in combat. If any of its statistics are higher than the normal values below, the animal uses its own statistics instead. All other aspects of the animal, such as its speed and natural weapons, are unchanged.

- Its **fatigue tolerance** is 2.
- Its **hit points** and **damage resistance** are equal to the standard value for your Constitution + your level (see Table 2.5: Hit Points and Damage Resistance, page 24).
- Each of its **defenses** is equal to 5 + half your level.
- Its **accuracy** is equal to half your level + half your Perception.
- Its **power** with its attacks is 0.
- It has no **attunement points**.
- The damage dealt by its natural weapons increases by +1d for each rank in this archetype beyond 1.
- It does not make **vital rolls**, but it automatically drops unconscious if it gains a **vital wound**. If it gains three vital wounds, it dies.
- It automatically shares the benefits of all of your **magic bonuses** to hit points, damage resistance, and power.

Animals are unable to understand complex concepts, so their ability to obey convoluted instructions is limited.

Rank 2 – Pack Tactics

Any **enemy** that is adjacent to both you and your animal companion takes a –1 penalty to **accuracy** against creatures other

than you.

Rank 3 – Greater Beast Affinity

The bonus to the Creature Handling skill from your *beast affinity* ability increases to +3. In addition, the bonus to accuracy from that ability increases to +2.

Rank 3 – Power of Beasts

You and your *animal companion* gain a +1d damage bonus with all weapons.

Rank 4 – Greater Animal Companion (Magical)

Your *animal companion* gains an **attunement point**. In addition, it gains a +1 bonus to **accuracy**, **defenses**, and **vital rolls**.

Rank 5 – Greater Pack Tactics

The penalty from your *pack tactics* ability increases to +2.

Rank 6 – Greater Power of Beasts

The bonus from your *power of beasts* ability increases to +2d.

Rank 6 – Supreme Beast Affinity

The bonus to the Creature Handling skill from your *beast affinity* ability increases to +4. In addition, the bonus to defenses from that ability increases to +2.

Rank 7 – Supreme Animal Companion (Magical)

Your *animal companion* gains an additional **attunement point**. In addition, the bonuses from your *greater animal companion* ability increase to +2.

Boundary Warden

This archetype improves your ability to guard the boundaries between civilization and nature.

Rank 0 – Terrain Familiarity

You ignore **difficult terrain** from all sources except for creature abilities.

Rank 1 – Know Your Enemy

Whenever you take a **short rest**, you can choose a creature type: aberration, animal, animate, dragon, humanoid, magical beast, monstrous humanoid, planeformed, or undead. You gain a +1 bonus to **accuracy** against creatures of that type. This benefit lasts until you choose a different creature type with this ability.

Rank 2 – Experienced Guide

Your **allies** who can see or hear you can ignore **difficult terrain** from all sources except for creature abilities. In addition, any group you are part of can travel at full speed through difficult terrain during overland travel (see Overland Movement, page 49).

Rank 3 – Warden's Force

You gain a +1d bonus to damage with projectile weapons and light weapons.

Rank 3 – Warden's Instincts

You and your **allies** who can see or hear you gain a +1 bonus to **initiative** checks.

Rank 4 – Greater Know Your Enemy

The bonus from your *know your enemy* ability increases to +2. In addition, you can choose two creature types with that ability instead of one.

Rank 5 – Greater Experienced Guide

You and your **allies** who can see or hear you gain a +5 foot bonus to land speed. This does not affect any other movement modes.

Rank 6 – Greater Warden's Force

The bonus from your *warden's force* ability increases to +2d.

Rank 6 – Greater Warden's Instincts

The bonus from your *warden's instincts* ability increases to +2.

Rank 7 – Supreme Know Your Enemy

The bonus from your *know your enemy* ability increases to +3. In addition, you can choose three creature types with that ability instead of two.

Huntmaster

This archetype grants you and your allies abilities to hunt down specific foes.

Rank 0 – Tracker

You gain a +3 bonus to Survival checks to follow tracks. In addition, using the *desperate exertion* ability on a Survival check to follow tracks only causes you to increase your **fatigue level** by one instead of two.

Rank 1 – Quarry

You can use the *quarry* ability as a **minor action**.

Quarry

Attune (self)

Choose a creature within Long (120 ft.) range. The target becomes your quarry. You and your **allies** within the same range are called your hunting party. Your hunting party gains a +1 bonus to **accuracy** against your quarry. If the target is **defeated**, you may end this ability and regain the **attunement point** you spent to attune to this ability.

Rank 2 – Hunting Style

You learn specific hunting styles to defeat particular quarries. Choose two hunting styles from the list below. You can also spend **insight points** to learn one additional *hunting style* per **insight point**. When you use your *quarry* ability, you may also use one of your *hunting styles*. Each *hunting style* ability lasts as long as the *quarry* ability you used it with.

Anchoring
Magical

Duration

As long as your quarry is adjacent to any member of your hunting party, it cannot travel extradimensionally. This prevents all **Manifestation** and **teleportation** effects.

Rank 4: This effect instead applies if your quarry is within Medium (60 ft.) range of any member of your hunting party.
Rank 6: This effect instead applies if your quarry is within Distant (240 ft.) range of any member of your hunting party.

Coordinated Stealth

Duration

Your quarry takes a -4 penalty to Awareness checks to notice members of your hunting party.

Rank 4: The Awareness penalty increases to -8.
Rank 6: The Awareness penalty increases to -12.

Cover Weaknesses

Duration

The accuracy bonus against your quarry is replaced with a +1 bonus to Armor and Reflex defenses against your quarry’s attacks.

Rank 4: The defense bonus applies to all defenses.
Rank 6: The defense bonus increases to +2.

Decoy

Duration

If you are adjacent to your quarry, it takes a -2 accuracy penalty on attacks against members of your hunting party other than you.

Rank 4: The penalty increases to -3.
Rank 6: The penalty increases to -4.

Lifeseal
Magical

Duration

As long as your quarry is adjacent to any member of your hunting party, it cannot regain **hit points**.

Rank 4: This effect instead applies if the target is within Medium (60 ft.) range of any member of your hunting party.
Rank 6: This effect instead applies if your quarry is within Distant (240 ft.) range of any member of your hunting party.

Martial Suppression

Duration

As long as your quarry is adjacent to at least two members of your hunting party, it takes a -1 accuracy penalty with **mundane** attacks.

Rank 4: The penalty increases to -2.
Rank 6: The penalty increases to -3.

Mystic Suppression

Duration

As long as your quarry is adjacent to at least two members of your hunting party, it takes a -1 penalty to **accuracy** with **magical** attacks.

Rank 4: The penalty increases to -2.
Rank 6: The penalty increases to -3.

Solo Hunter	Duration
-------------	----------

Your hunting party other than you gains no benefit from your *quarry* ability. In exchange, you gain a +1 bonus to your defenses against your quarry.

Rank 4: The accuracy bonus from your *quarry* ability increases to +2.

Rank 6: The defense bonus increases to +2.

Swarm Hunter	Duration
--------------	----------

When you use your *quarry* ability, you can target any number of creatures to be your quarry.

Rank 4: Your hunting party gains a +1 bonus to **initiative** checks.

Rank 6: The initiative bonus increases to +2.

Wolfpack	Duration
----------	----------

At the start of each **phase**, if your quarry is adjacent to at least two members of your hunting party, it moves at half speed until the end of that phase.

Rank 4: This effect instead applies if your quarry is adjacent to any member of your hunting party.

Rank 6: Your quarry is **slowed** (*half speed*, -2 Ref) instead of moving at half speed.

Rank 3 – Greater Tracker

The bonus from your *tracker* ability increases to +4. In addition, you gain a +10 bonus to follow tracks left by your quarry.

Rank 3 – Hunter's Prowess

You gain a +1d bonus to your damage with all weapons.

Rank 4 – Greater Quarry

You can use your *quarry* ability with the **Sustain** (free) tag instead of the **Attune** (self) tag. If you originally use your *quarry* ability as a sustained ability, you can attune to the same quarry as a free action, even if your quarry is no longer in sight.

Rank 5 – Flexible Hunting Style

As a **minor action**, you can change which *hunting style* you have active.

Rank 6 – Greater Hunter's Prowess

The bonus from your *hunter's prowess* ability increases to +2d.

Rank 6 – Supreme Tracker

The bonus from your *tracker* ability increases to +5. In addition, the bonus to follow tracks from your quarry from your *greater tracker* ability increases to +20.

Rank 7 – Supreme Quarry

The accuracy bonus from your *quarry* ability increases to +2.

Scout

This archetype improves your senses and overall scouting ability.

Rank 0 – Keen Vision

You gain **low-light vision**, allowing you to see in **shadowy illumination** (see Low-light Vision, page 421). In addition, you gain **darkvision** with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page 420). If you already have that ability, you increase its range by 60 feet.

Rank 1 – Skirmisher

At the start of each phase, if there is no more than one creature adjacent to you, you gain a +5 foot bonus to your speed with all of your **movement modes** during that phase. In addition, you reduce your **longshot penalty** by 1 (see Weapon Range Limits, page 343).

Rank 2 – Perceive Weakness

You gain a +1 bonus to your **accuracy**.

Rank 3 – Blindsight

Your perceptions are so finely honed that you can sense your enemies without seeing them. You gain **blindsense** with a 120 foot range, allowing you to sense your surroundings without light (see Blindsense, page 420). If you already have the blindsense ability, you increase its range by 120 feet. In addition, you gain **blindsight** with a 30 foot range, allowing you to see without light (see Blindsight, page 420). If you already have the blindsight ability, you increase its range by 30 feet.

Rank 4 – Greater Skirmisher

The speed bonus from your *skirmisher* ability increases to +10 feet.

Rank 5 – Greater Perceive Weakness

The bonus from your *perceive weakness* ability increases to +2.

Rank 6 – Greater Blindsight

The range of your **blindsense** increases by 360 feet. In addition, the range of your **blindsight** increases by 90 feet.

Rank 7 – Supreme Skirmisher

The speed bonus from your *skirmisher* ability increases to +15 feet. In addition, the penalty reduction from that ability increases to 2.

Wilderness Warrior

This archetype grants you abilities to use in combat and improves your physical skills.

Rank 0 – Wild Senses

You gain a +1 bonus to Perception-based checks, except **initiative** checks.

Rank 1 – Combat Styles

You can channel your wild energy into ferocious attacks. You gain access to one of the following **combat styles**: *flurry of blows*, *mobile assault*, or *penetrating precision*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 175). You may spend **insight points** to gain access to one additional combat style per insight point.

You learn two rank 1 **maneuvers** from combat styles you have access to. You may spend **insight points** to learn to one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of the higher rank.

Rank 2 – Combat Style Rank (2)

You become a rank 2 combat style user. This gives you access to maneuvers that require a minimum rank of 2.

Rank 2 – Wild Force

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Combat Style Rank (3)

You become a rank 3 combat style user. This gives you access to maneuvers that require a minimum rank of 3.

Rank 3 – Greater Wild Senses

The bonuses from your *wild senses* ability increase to +2.

Rank 4 – Combat Style Rank (4)

You become a rank 4 combat style user. This gives you access to maneuvers that require a minimum rank of 4.

Rank 4 – Wild Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Rank 5 – Combat Style Rank (5)

You become a rank 5 combat style user. This gives you access to maneuvers that require a minimum rank of 5.

Rank 5 – Greater Wild Force

The bonus from your *wild force* ability increases to +2d.

Rank 6 – Combat Style Rank (6)

You become a rank 6 combat style user. This gives you access to maneuvers that require a minimum rank of 6.

Rank 6 – Supreme Wild Senses

The bonuses from your *wild senses* ability increase to +3.

Rank 7 – Combat Style Rank (7)

You become a rank 7 combat style user. This gives you access to maneuvers that require a minimum rank of 7.

Rank 7 – Wild Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Rogue

Rogues are exceptionally skillful characters known for their ability to strike at their foe's weak points in combat. It is dangerous to make any assumptions about rogues. They can be acrobatic fighters, charismatic tricksters, inspiring musicians, stealthy assassins, or all of the above. All rogues share a fundamental flexibility, preferring to use the right tools for the situation rather than solving all of their problems in the same way.

A rogue's power fundamentally comes from experience, but it is seldom the rigorous, structured training that a fighter or monk might undertake. More often, rogues develop their talents by following their instincts and seeing what works and what doesn't. They may have a natural gift for persuasion that they develop into a fine edge through years of charismatic conversations. The back alleys of cities are a natural training ground, where education comes in the form of evading or receiving punishments for misdeeds.

While most of a rogue's skills are intuitively understandable and mundane, bardic music is an odd exception. There is an underlying structure to the universe that some scholars call the Universal Harmony. Exceptionally talented performances can hit tones that resonate with the Universal Harmony, which amplifies the effects of the performance beyond mundane limits. This is always a simple amplification, taking effects that would be a natural result of the music and multiplying their effects. A humorous musical piece can become outrageously funny, and an ominous piece can become utterly terrifying, but the full complexity of true spellcasting cannot be replicated in this way.

Some rogues discover the effects of the Universal Harmony for themselves. There also exist bardic colleges that are dedicated to the study and replication of effects amplified in this way, and rogues may attend these colleges to deepen their skills. Officially, bardic colleges train their attendees in musical theory and practical performance. Unofficially, many bardic colleges have recognized that many of their students have a variety of less reputable talents. These colleges may have night classes that train rogues in other skills, including effective deception and even assassination. They maintain a level of plausible deniability, but would-be rogues can often discover the truth and complete their training there.

Alignment: Any.

Archetypes: Rogues have the Assassin, Bardic Music, Combat Trickster, Jack of all Trades, and Suave Scoundrel archetypes.

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +2 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Three **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Eight **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons, any one other weapon group, and saps.

Armor Proficiencies

You are proficient with light armor.

Class Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Flexibility, Ride, Sleight of Hand, Stealth.
- *Intelligence*: Craft, Deduction, Devices, Disguise, Knowledge (dungeoneering, engineering, items, local), Linguistics.
- *Perception*: Awareness, Social Insight.
- *Other*: Deception, Intimidate, Perform, Persuasion.

Basic Class Abilities

If you are a rogue, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +3 Fortitude, +7 Reflex, +5 Mental.

Resources

You have the following **resources**:

Table 5.10: Rogue Progression

Rank (Level)	Power	Assassin	Bardic Music	Combat Trickster	Jack of all Trades	Suave Scoundrel
0 (—)	+1	Stealthy instincts	Bardic lore	Tricky finesse	Dabbler	Smooth liar
1 (1)	+2	Sneak attack	Bardic performances	Combat styles	Skill exemplar	Confound
2 (4)	+3	Evasion	Greater bardic lore	Combat style rank (2), tricky force	Greater dabbler	Trick magic device
3 (7)	+4	Darkstalker	Bardic performance	Combat style rank (3), greater tricky finesse	Versatile power	Exploit distraction
4 (10)	+6	Assassin's finesse, hide in plain sight	Virtuoso	Combat style rank (4), trick maneuver	Greater skill exemplar	Deceptive force, what's that over there
5 (13)	+8	Assassination	Supreme bardic lore	Combat style rank (5), greater tricky force	Supreme dabbler	Greater trick magic device
6 (16)	+12	Greater evasion	Bardic performance	Combat style rank (6), supreme tricky finesse	Greater versatile power	Greater exploit distraction
7 (19)	+16	Greater assassin's finesse, greater darkstalker	Greater virtuoso	Combat style rank (7), trick maneuver	Supreme skill exemplar	Greater deceptive force, nothing is real

Assassin

This archetype improves your agility, stealth, and combat prowess against unaware targets.

Rank 0 – Stealthy Instincts

You gain a +2 bonus to the Stealth skill. In addition, using the *desperate exertion* ability to affect a roll using the Stealth skill only causes you to increase your **fatigue level** by one instead of two.

Rank 1 – Sneak Attack

You can use the *sneak attack* ability as a standard action.

Sneak Attack Instant

Make a **strike** with a **light weapon** or any weapon with the Stealthy **weapon tag** against a creature within Short (30 ft.) range.

If the target is **unaware** (–6 *Armor and Ref*) or **partially unaware** (–2 *Armor and Ref*) of your attack, or if the target is adjacent to one of your **allies**, you gain two benefits. First, you gain a +2 damage bonus with the strike. Second, if you get a **critical hit**, you double all of your damage bonuses along with your damage dice. You do not gain these benefits against creatures that you are unable to score a **critical hit** against, such as excessively large creatures or oozes.

Rank 3: The damage bonus increases to +4.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Rank 2 – Evasion

You take half damage from abilities that affect an area and attack your *Armor* or *Reflex* defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area.

Rank 3 – Darkstalker

You can use the *darkstalker* ability as a standard action.

Darkstalker Attune (self)

You become completely undetectable by your choice of one of the following sense groups:

- **Blindsense** and **blindsight**
- **Darkvision**
- **Detection** abilities
- **Lifesense** and **lifesight**
- **Scent**
- **Scrying** abilities
- **Tremorsense** and **tremorsight**

If you have access to any other more unusual senses, such as the *blood sense* ability from the Executioner feat, you may also choose one of those senses as a separate sense group.

Rank 4 – Assassin's Finesse

You gain a +1d bonus to your damage with **light weapons** and any weapon with the Stealthy **weapon tag**.

Rank 4 – Hide in Plain Sight

You can use the *hide* ability without moving in a way that causes observers to lose sight of you. This does not remove the bonus that observers receive if you have no cover or concealment at all. After you hide in this way, you **briefly** cannot do so again.

Rank 5 – Assassination

You can use the *assassination* ability as a **minor action**.

Assassination
Swift

Duration

You study a creature within Medium (*60 ft.*) range, finding weak points you can take advantage of. As a **brief** effect, whenever you make a melee **strikes** against the target that it is **unaware** (*–6 Armor and Ref*), the strike deals maximum damage and automatically **explodes** regardless of what you roll.

Rank 6 – Greater Evasion

Your *evasion* ability also protects you from area attacks against your Fortitude and Mental defenses.

Rank 7 – Greater Assassin’s Finesse

The bonus from your *assassin’s finesse* ability increases to +2d.

Rank 7 – Greater Darkstalker

When you use your *darkstalker* ability, you become undetectable by any number of the possible sense groups, not just one.

Bardic Music

This archetype grants you the ability to inspire your allies and impair your foes with musical performances.

Rank 0 – Bardic Lore

You gain an additional **trained** skill (see Trained Skills, page 147). In addition, you gain all Knowledge skills as **class skills**.

Rank 1 – Bardic Performances (Magical)

You learn two *bardic performances* from the list below. You can also spend **insight points** to learn one additional bardic performance per **insight point**. You can use any bardic performance you know as a **standard action** unless it specifies that it requires a different type of action to activate.

All *bardic performances* have the **Auditory** tag. When you use a *bardic performance* ability, you begin a performance using one of your Perform skills. You must use either an instrumental performance or a vocal performance, and not a visual performance. If you use a vocal performance, the bardic performance gains the **Speech** tag, preventing it from affecting creatures that do not speak the language you perform in. If you are **trained** with a Perform skill capable of making an auditory performance, you gain a +1 bonus to **accuracy** with any *bardic performance* ability using that perform skill.

The names of bardic performances do not have to precisely match your actual performance. For example, you can use the *palliative poem* ability with a gentle song using Perform (wind instruments) or a distracting joke using Perform (comedy) instead of a poem.

Many bardic performances require you to sustain the performance as a **minor action**. If the targets stop being able to see or hear you, depending on the nature of your performance, the effect ends for them as if you had stopped sustaining the performance. However, targets do not stop being affected by your performance simply by travelling beyond the initial range of the bardic performance ability. Using a bardic performance ability with an immediate effect does not interfere with your ability to sustain other bardic performance abilities.

Aria of Alacrity**Sustain** (minor)**Auditory**Usage time: One **minor action**.

Choose one **ally** within Medium (*60 ft.*) range. For the duration of your performance, the target gains a +5 foot bonus to its speed with all of its **movement modes**.

Rank 3: The target also gains a +2 bonus to its Reflex defense.

Rank 5: The speed bonus increases to +10 feet.

Rank 7: The bonus to Reflex defense increases to +4.

Ballad of Belligerence Sustain (minor) Auditory, Emotion

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: For the duration of your performance, the target is unable to take any **standard actions** that do not cause it to make an attack. For example, it could make a **strike** or cast an offensive spell, but it could not heal itself or summon a creature.

You gain a +2 bonus to **accuracy** with the attack for each rank beyond 1.

Boastful Bravura Duration Auditory

This ability affects all **enemies** within a Large (60 ft.) radius from you. You **briefly** gain a +4 bonus to **accuracy** with *bardic performance* abilities against each target.

Rank 3: The bonus increases to +5.

Rank 5: The bonus increases to +6.

Rank 7: The bonus increases to +7.

Cacaphony Instant Auditory

Make an attack vs. Fortitude against all **enemies** in a Tiny (5 ft.) radius from you.

Hit: Each target takes 1d4 + half **power** sonic damage.

Rank 2: The damage increases to 1d6, and the area increases to a Small (15 ft.) radius.

Rank 3: The damage increases to 1d8, and the area increases to a Medium (30 ft.) radius.

Rank 4: The damage increases to 1d10.

Rank 5: The damage increases to 2d6, and the area increases to a Large (60 ft.) radius.

Rank 6: The damage increases to 2d8.

Rank 7: The damage increases to 2d10, and the area increases to a Huge (120 ft.) radius.

Cadenza of Courage Sustain (minor) Auditory, Emotion

Usage time: One **minor action**.

Choose one **ally** within Medium (60 ft.) range. For the duration of your performance, the target gains a +1 bonus to **accuracy**.

Rank 3: The target also gains a +2 bonus to its Mental defense.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The bonus to Mental defense increases to +4.

Cantata of Caution Sustain (minor) Auditory, Emotion

Usage time: One **minor action**.

Choose one **ally** within Medium (60 ft.) range. For the duration of your performance, the target gains a +1 bonus to its Armor and Reflex defenses.

Rank 3: The bonus applies to all defenses.

Rank 5: The bonus to Armor and Reflex defenses increases to +2.

Rank 7: The bonus to Fortitude and Mental defenses also increases to +2.

Cleansing Counterpoint Sustain (minor) Auditory

Choose yourself or one **ally** within Medium (60 ft.) range. The target chooses one of its **brief** effects or **conditions**. It cannot choose an effect applied during the current round. For the duration of your performance, the target ignores that effect.

Rank 3: You can target an additional **ally** within range.

Rank 5: This ability loses the **Sustain** (minor) tag. Instead, the chosen effect is removed entirely.

Rank 7: Each target can remove two effects instead of one.

Dazzling Discordance Duration

Auditory

Make an attack vs. Mental against all **enemies** within a Medium (30 ft.) radius from you.

Hit: Each target is **briefly dazzled** (25% miss chance, no special vision).

Critical hit: The effect becomes a **condition**.

Rank 2: You gain a +1 **accuracy** bonus with the attack, and the area increases to a Large (60 ft.) radius.

Rank 3: The accuracy bonus increases to +2.

Rank 4: The accuracy bonus increases to +3, and the area increases to a Huge (120 ft.) radius.

Rank 5: The accuracy bonus increases to +4.

Rank 6: The accuracy bonus increases to +5, and the area increases to a Gargantuan (240 ft.) radius.

Rank 7: The accuracy bonus increases to +6.

Dirge of Doom Instant

Auditory

Make an attack vs. Mental against anything within Medium (60 ft.) range.

Hit: The target takes sonic damage equal to 1d8 plus your **power**.

Rank 2: The damage increases to 1d10.

Rank 3: The damage increases to 2d8.

Rank 4: The damage increases to 2d10.

Rank 5: The damage increases to 4d8.

Rank 6: The damage increases to 4d10.

Rank 7: The damage increases to 6d10.

Dizzying Ditty Sustain (minor)

Auditory, Compulsion

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: For the duration of your performance, the target is **dazed** (−2 defenses).

Critical hit: For the duration of your performance, the target is **stunned** (−4 defenses).

You gain a +2 bonus to **accuracy** with the attack for each rank beyond 1.

Frightening Fugue Sustain (minor)

Auditory, Emotion

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d4 sonic damage. If it loses **hit points** from this damage, it is **frightened** (−4 accuracy and Mental within 60 ft.) by you for the duration of your performance. Unlike normal, the target continues to suffer the penalties of being frightened while it is beyond Medium (60 ft.) range from you as long as it is still affected by your performance.

You gain a +1 **accuracy** bonus and a +1d damage bonus with the attack for each rank beyond 1.

Hypnotic Hymn Sustain (minor)

Auditory, Emotion

Make an attack vs. Mental against one creature within Medium (60 ft.) range. You take a −10 penalty to **accuracy** with this attack against creatures who are engaged in combat during the current phase.

Hit: For the duration of your performance, the target is **charmed** (*friendly with charmer*) by you. Any act by you or by creatures that appear to be your allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself. This ability does not have the **Subtle** tag, so an observant target may notice it is being influenced.

You gain a +2 bonus to **accuracy** with the attack for each rank beyond 1.

Intonation of Ingenuity Sustain (minor)

Auditory, Emotion

Usage time: One **minor action**.

Choose yourself or one **ally** within Medium (60 ft.) range. For the duration of your performance, the target gains a +2 bonus to **checks**.

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +5.

Palliative Poem Instant Auditory, Healing

Choose one living **ally** within Short (30 ft.) range. The target regains 1d8 + **power hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Rank 2: The healing increases to 1d10.
Rank 3: The healing increases to 2d8.
Rank 4: The healing increases to 2d10.
Rank 5: The healing increases to 4d8.
Rank 6: The healing increases to 4d10.
Rank 7: The healing increases to 6d10.

Partita of Provocation Duration Auditory, Emotion

Make an attack vs. Mental against all **enemies** within a Medium (30 ft.) radius from you.

Hit: Each target is **briefly goaded** (–2 accuracy vs. non-goaded creatures) by you.

Critical hit: The effect becomes a **condition**.

You gain a +2 bonus to **accuracy** with the attack for each rank beyond 1.

Serenade of Serenity Sustain (minor) Auditory, Emotion

Usage time: One **minor action**.

For the duration of your performance, you and all **allies** within a Large (60 ft.) radius from you gain a +4 bonus to their defenses against **Compulsion** and **Emotion** attacks.

Rank 3: At the end of each round, each target removes all **brief** effects and **conditions** caused by Compulsion and Emotion effects that were not applied during that round.
Rank 5: The area increases to a Huge (120 ft.) radius.
Rank 7: Each target is immune to Compulsion and Emotion attacks.

Stutterstep Staccato Duration Auditory

Make an attack vs. Fortitude against all **enemies** within a Medium (30 ft.) radius from you.

Hit: Each target is **briefly slowed** (half speed, –2 Ref).

Critical hit: Each target is **slowed** (half speed, –2 Ref) as a **condition**.

Rank 2: You gain a +1 **accuracy** bonus with the attack, and the area increases to a Large (60 ft.) radius.
Rank 3: The accuracy bonus increases to +2.
Rank 4: The accuracy bonus increases to +3, and the area increases to a Huge (120 ft.) radius.
Rank 5: The accuracy bonus increases to +4.
Rank 6: The accuracy bonus increases to +5, and the area increases to a Gargantuan (240 ft.) radius.
Rank 7: The accuracy bonus increases to +6.

Vigorous Verse Duration Auditory

Usage time: One **minor action**.

Choose one **ally** within Medium (60 ft.) range. For the duration of your performance, the target gains a +4 bonus to its maximum **hit points**. In addition, it immediately gains that many hit points. When this effect ends, the target loses hit points equal to the hit points it gained this way.

Rank 3: The bonus increases to +8.
Rank 5: The bonus increases to +16.
Rank 7: The bonus increases to +32.

Rank 2 – Greater Bardic Lore

You gain an additional **trained** skill (see Trained Skills, page 147). In addition, you gain a bonus equal to your rank in this archetype to Knowledge skills that you are **untrained** with.

Rank 3 – Bardic Performance (Magical)

You learn an additional bardic performance.

Rank 4 – Virtuoso (Magical)

Once per round, you can **sustain** two bardic performances as a single **minor action**.

Rank 5 – Supreme Bardic Lore (Magical)

You gain a +2 bonus to all Knowledge skills.

Rank 6 – Bardic Performance (Magical)

You learn an additional bardic performance.

Rank 7 – Greater Virtuoso (Magical)

The number of bardic performances you can sustain with your **virtuoso** ability increases to three.

Combat Trickster

This archetype grants you abilities to use in combat and improves your combat prowess.

Rank 0 – Tricky Finesse

You gain a +1 bonus to Dexterity-based **checks**, except **initiative** checks.

Rank 1 – Combat Styles

You can confuse and confound your foes in combat. You gain access to one of the following **combat styles**: *dirty fighting*, *ebb and flow*, or *mobile assault*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 175). You may spend **insight points** to gain access to one additional combat style per insight point.

You learn two rank 1 **maneuvers** from combat styles you have access to. You may spend **insight points** to learn to one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of the higher rank.

Rank 2 – Combat Style Rank (2)

You become a rank 2 combat style user. This gives you access to maneuvers that require a minimum rank of 2.

Rank 2 – Tricky Force

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Combat Style Rank (3)

You become a rank 3 combat style user. This gives you access to maneuvers that require a minimum rank of 3.

Rank 3 – Greater Tricky Finesse

The bonus from your *tricky finesse* ability increases to +2.

Rank 4 – Combat Style Rank (4)

You become a rank 4 combat style user. This gives you access to maneuvers that require a minimum rank of 4.

Rank 4 – Trick Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Rank 5 – Combat Style Rank (5)

You become a rank 5 combat style user. This gives you access to maneuvers that require a minimum rank of 5.

Rank 5 – Greater Tricky Force

The bonus from your *tricky force* ability increases to +2d.

Rank 6 – Combat Style Rank (6)

You become a rank 6 combat style user. This gives you access to maneuvers that require a minimum rank of 6.

Rank 6 – Supreme Tricky Finesse

The bonus from your *tricky finesse* ability increases to +3.

Rank 7 – Combat Style Rank (7)

You become a rank 7 combat style user. This gives you access to maneuvers that require a minimum rank of 7.

Rank 7 – Trick Maneuver

You learn an additional **maneuver** from a combat style you have access to (see Combat Styles, page 175).

Jack of All Trades

This archetype improves your skills and versatility.

Rank 0 – Dabbler

You gain an additional **insight point**. In addition, choose any two skills. Those skills are **class skills** for you.

Rank 1 – Skill Exemplar

You gain an additional **trained** skill (see Trained Skills, page 147). In addition, you gain a +1 bonus to all skills.

Rank 2 – Greater Dabbler

You gain an additional **insight point**.

Rank 3 – Versatile Power

You gain a +2 bonus to your **power** with all abilities.

Rank 4 – Greater Skill Exemplar

The skill bonus from your *skill exemplar* ability increases to +3.

Rank 5 – Supreme Dabbler

You gain an additional **insight point**.

Rank 6 – Greater Versatile Power

The bonus from your *versatile power* ability increases to +6.

Rank 7 – Supreme Skill Exemplar

The skill bonus from your *skill exemplar* ability increases to +5.

Suave Scoundrel

This archetype improves your deceptiveness and helps you make use of that talent in combat.

Rank 0 – Smooth Liar

You gain a +2 bonus to the Deception skill. In addition, using the *desperate exertion* ability to affect a roll using the Deception skill only causes you to increase your **fatigue level** by one instead of two.

Rank 1 – Confound

You can use the *confound* ability as a standard action.

Confound	Duration
Compulsion	
Make an attack vs. Mental against a creature within Short (30 ft.) range. Your accuracy is equal to your Deception skill.	
Hit: The target is dazed (-2 defenses) as a condition .	
Rank 3: You can target an additional creature within range.	
Rank 5: The range increases to Medium (60 ft.).	
Rank 7: The number of targets increases to be up to 5.	

Rank 2 – Trick Magic Device (Magical)

You can use wands as if you were able to cast arcane spells. Your maximum spell rank is equal to your rank in this archetype. In addition, you gain an additional **attunement point**. You can only use this attunement point to **attune** to magic wands or apparel items.

Rank 3 – Exploit Distraction

You gain a +1 **accuracy** bonus against creatures affected by any **condition**.

Rank 4 – Deceptive Force

You gain a +1d bonus to your damage with all weapons.

Rank 4 – What’s That Over There

You can use the *what’s that over there* ability as a standard action.

What's That Over There
Compulsion

Duration

Make a attack vs. Mental against a creature within Medium (60 ft.) range. Your **accuracy** is equal to your Deception skill. In addition, choose a location on stable ground within range.

Hit: As a **brief** effect, the target is compelled to move to the location you chose if it can do so safely, and it cannot take any actions except to move to the location and look around at it. This effect automatically ends if the target takes any damage. After this effect ends, the target becomes immune to it until it takes a **short rest**.

Rank 6: You can target an additional creature within range.

Rank 5 – Greater Trick Magic Device (Magical)

You can use wands as if you were able to cast spells from all **magic sources**, not just arcane spells. In addition, you gain a +2 bonus to **accuracy** with abilities granted to you by magic items. This includes spells cast from wands, the special strike you can make with a *surestrike* weapon, and other similar abilities. However, it does not include ordinary strikes or maneuvers that simply use a magic weapon.

Rank 6 – Greater Exploit Distraction

The bonus from your *exploit distraction* ability increases to +2.

Rank 7 – Greater Deceptive Force

The bonus from your *deceptive force* ability increases to +2d.

Rank 7 – Nothing Is Real

You can use the *nothing is real* ability as a standard action.

Nothing Is Real
Compulsion

Duration

Make an attack vs. Mental against a creature within Short (30 ft.) range. Your **accuracy** is equal to your Deception skill.

Hit: The target is **briefly** convinced that nothing is real. It is unable to take any actions and is **unaware** (–6 *Armor and Ref*) of all attacks against it. After this effect ends, the target becomes immune to it until it takes a **short rest**.

Sorcerer

Sorcerers are arcane spellcasters who draw power from their inherently magical nature. They require no training or external sources to access their magical abilities. Many sorcerers intuitively used their magic to influence their surroundings long before they understood exactly what they were doing, or that they were tapping into powers others could not.

Of all classes, sorcerers are the most likely to be completely self-trained. Each sorcerer has a unique connection to their magical nature, and they often have idiosyncratic requirements or limitations. For example, a sorcerer may feel ravenously hungry after tapping into their powers, or they may need to spend time upside down each day to “recharge” their magic.

The gestures and incanations spoken by sorcerers are similarly diverse - if they require any spellcasting components at all. Some sorcerers channel their magic through martial arts and battle cries, and may be easily confused with barbarians or monks. Others believe their magic comes from external forces, such as nature spirits or strange entities that they imagine for themselves. Still others study magic extensively and imagine themselves to be wizards, but their conclusions are nonsensical and no one else can replicate their findings. The only certainty is that each sorcerer is unique.

The true cause of a sorcerer’s magic has more consistency than its expression. Sorcerers do not draw power from their life energy or any internal storage, like monks do. Instead, they steal power from the primal forces of the universe, as wizards do. Sorcerers are intrinsic conduits for that raw power, and they can deepen their connection with experience. A sorcerer’s nature is fundamentally their birthright, and it cannot be learned.

Of course, that doesn’t entirely explain why sorcerers are intrinsic conduits. No one knows exactly how to predict or explain sorcerous potential. However, sorcerers are much more common in bloodlines that have immortal ancestors. Most commonly, this means draconic ancestry, and some sorcerers specifically tap into their draconic potential. However, celestial or infernal heritage is also not unheard of, and even stranger ancestry is possible. In addition, sorcerers seem to be more common in areas that have been affected by powerful magic.

Alignment: Any.

Archetypes: Sorcerers have the Arcane Magic, Arcane Spell Mastery, Draconic Magic, Innate Arcanist, and Wild Magic archetypes.

Basic Class Abilities

If you are a sorcerer, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +3 Fortitude, +5 Reflex, +7 Mental.

Resources

You have the following **resources**:

Table 5.11: Sorcerer Progression

Rank (Level)	Power	Arcane Magic	Arcane Spell Mastery	Draconic Magic	Innate Arcanist	Wild Magic
0 (—)	+1	Cantrips, mage armor	Combat caster	Draconic bloodline	Innate magic	Chaotic exertion
1 (1)	+2	Spellcasting	Mystic insight	Draconic spells	Spell absorption	Wildspell
2 (4)	+3	Spell knowledge, spell rank (2)	Desperate improvisation	Draconic hide	Arcane infusion	Chaotic insight
3 (7)	+4	Greater mage armor, spell rank (3)	Wellspring of power	Draconic scales	Implement freedom	Greater chaotic exertion
4 (10)	+6	Spell knowledge, spell rank (4)	Mystic insight	Draconic precision	Greater spell absorption	Greater wildspell
5 (13)	+8	Spell rank (5)	Attunement point	Energy immunity	Greater arcane infusion	Greater chaotic insight
6 (16)	+12	Spell rank (6), supreme mage armor	Greater wellspring of power	Greater draconic hide	Greater implement freedom	Supreme chaotic exertion
7 (19)	+16	Spell knowledge, spell rank (7)	Mystic insights	Greater draconic precision	Magic absorption	Supreme wildspell

- Five **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +2 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Two **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Four **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are not proficient with any type of armor. Encumbrance from armor interferes with the gestures you make to cast spells, which can cause your spells with **somatic components** to fail (see Somatic Component Failure, page 59).

Class Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Knowledge (arcana, planes), Linguistics.
- *Perception*: Awareness.
- *Other*: Deception, Intimidate, Persuasion.

Arcane Magic

This archetype grants you the ability to cast arcane spells. All abilities from this archetype are **magical**.

Rank 0 – Cantrips

You have the ability to use arcane magic. You gain access to one arcane **mystic sphere** (see Arcane Mystic Spheres, page 200). You may spend **insight points** to gain access to one additional arcane **mystic sphere** per two **insight points**. You automatically learn all **cantrips** from any mystic sphere you have access to. You do not yet gain access to any other spells from those mystic spheres.

Arcane spells require both **verbal components** and **somatic components** to cast (see Casting Components, page 59). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 58.

Rank 0 – Mage Armor

You can use the *mage armor* ability as a standard action.

Mage Armor	Duration
<p>You create a translucent suit of magical armor on your body and over your hands. This functions like body armor that provides a +2 bonus to your Armor defense and has no encumbrance. It also provides a bonus to damage resistance equal to twice your rank in this archetype (minimum 1).</p> <p>You can also use a free hand to wield the barrier as a shield. This functions like a buckler, granting you a +1 bonus to your Armor defense, except that you do not need to be proficient with light armor. Since this bonus comes from a shield, it does not stack with the benefits of using any other shield.</p> <p>This ability lasts until you use it again or until you dismiss it as a free action. In addition, it is automatically dismissed if you wear other body armor of any kind.</p>	

Rank 1 – Spellcasting

You become a rank 1 arcane spellcaster. You learn two rank 1 **spells** from arcane **mystic spheres** you have access to. You can also spend **insight points** to learn one additional rank 1 spell per **insight point**. Unless otherwise noted in a spell's description, casting a spell requires a **standard action**.

When you gain access to a new **mystic sphere** or spell **rank**, you can forget any number of spells you know to learn that many new spells in exchange, including spells of the higher rank. All of those spells must be from arcane mystic spheres you have access to.

Rank 2 – Spell Knowledge

You learn an additional arcane **spell** from a **mystic sphere** you have access to.

Rank 2 – Spell Rank (2)

You become a rank 2 arcane spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Greater Mage Armor

The damage resistance bonus from your *mage armor* ability increases to three times your rank in this archetype.

Rank 3 – Spell Rank (3)

You become a rank 3 arcane spellcaster. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

Rank 4 – Spell Knowledge

You learn an additional arcane **spell** from a **mystic sphere** you have access to.

Rank 4 – Spell Rank (4)

You become a rank 4 arcane spellcaster. This gives you access to spells that require a minimum rank of 4 and can improve the effectiveness of your existing spells.

Rank 5 – Spell Rank (5)

You become a rank 5 arcane spellcaster. This gives you access to spells that require a minimum rank of 5 and can improve the effectiveness of your existing spells.

Rank 6 – Spell Rank (6)

You become a rank 6 arcane spellcaster. This gives you access to spells that require a minimum rank of 6 and can improve the effectiveness of your existing spells.

Rank 6 – Supreme Mage Armor

The damage resistance bonus from your *mage armor* ability increases to four times your rank in this archetype. In addition, the defense bonus from the body armor increases to +3.

Rank 7 – Spell Knowledge

You learn an additional arcane **spell** from a **mystic sphere** you have access to.

Rank 7 – Spell Rank (7)

You become a rank 7 arcane spellcaster. This gives you access to spells that require a minimum rank of 7 and can improve the effectiveness of your existing spells.

Arcane Spell Mastery

This archetype improves the arcane spells you cast. You must have the Arcane Magic archetype from the sorcerer class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – Combat Caster

You gain a +1 bonus to your Armor defense.

Rank 1 – Mystic Insight

You gain your choice of one of the following abilities. You can also spend **insight points** to learn one additional *mystic insight* per insight point. You cannot choose the same spell with more than two *mystic insight* abilities.

Distant Spell: Choose an arcane **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Precise Spell: Choose an arcane **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Powerful Spell: Choose an arcane **spell** you know. You gain a +2 bonus to your **power** with that spell. This bonus increases to +4 at rank 3, +8 at rank 5, and +16 at rank 7. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Spell Knowledge: You learn an additional arcane **spell** from a **mystic sphere** you have access to. You can choose this ability multiple times, learning an additional spell each time.

Widened Spell: Choose an arcane **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Desperate Improvization

Whenever you use the *desperate exertion* ability to affect a spell you cast during the current phase, you can change which spell you cast before rerolling. You can make different choices for the new spell, such as choosing different targets. If you do, you must take the result of the second roll, even if it is worse. The new spell takes its full effect as if you had cast it originally, and the original spell has no effect of any kind. This is a **Swift** ability.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Mystic Insight

You gain an additional *mystic insight* ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Greater Wellspring of Power

The bonus from your *wellspring of power* ability increases to +6.

Rank 7 – Mystic Insights

You gain two additional *mystic insight* abilities.

Draconic Magic

Not all sorcerers know the reason for their innate connection to magic. Some discover that they have draconic blood in their veins, and some of those sorcerers learn how to tap into their heritage. This archetype deepens your magical connection to your draconic ancestor and enhances your spellcasting. You must have the Arcane Magic archetype from the sorcerer class to gain the abilities from this archetype.

Rank 0 – Draconic Bloodline (Magical)

Choose a type of dragon from among the dragons on Table 5.12: Draconic Bloodline Types. You have the blood of that type of dragon in your veins. You are **impervious** to damage of the type dealt by that dragon's breath weapon.

Table 5.12: Draconic Bloodline Types

Dragon	Damage Type	Mystic Sphere
Black	Acid	Vivimancy
Blue	Electricity	Electromancy
Brass	Fire	Enchantment
Bronze	Electricity	Revelation
Copper	Acid	Terramancy
Gold	Fire	Photomancy
Green	Acid	Compulsion
Red	Fire	Pyromancy
Silver	Cold	Telekinesis
White	Cold	Cryomancy

Rank 1 – Draconic Spells (Magical)

If you already have access to your dragon's mystic sphere, you learn two spells from that sphere. Otherwise, you gain access to that mystic sphere, including all **cantrips** from that sphere.

Rank 2 – Draconic Hide (Magical)

You gain a bonus equal to three times your rank in this archetype to your **damage resistance**.

Rank 3 – Draconic Scales (Magical)

You gain a +1 bonus to your Armor defense.

Rank 4 – Draconic Precision (Magical)

You gain a +1 bonus to **accuracy** with any spell that either deals damage of your dragon's damage type or is from your dragon's **mystic sphere**.

Rank 5 – Energy Immunity (Magical)

You become immune to your dragon's damage type.

Rank 6 – Greater Draconic Hide (Magical)

The bonus from your *draconic hide* ability increases to four times your rank in this archetype.

Rank 7 – Greater Draconic Precision (Magical)

The bonus from your *draconic precision* ability increases to +2.

Innate Arcanist

This archetype deepens your innate connection to arcane magic and improves your ability to defeat other spellcasters. You must have the Arcane Magic archetype from the sorcerer class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – Innate Magic

None of your arcane spells have **somatic components** or **verbal components**.

Rank 1 – Spell Absorption

Whenever another creature uses a spell to attack you, if that spell does not have the **Attune** tag, you can choose to absorb its energy. This does not reduce the spell's effect on you, but it grants you the ability to cast the spell. When you cast the spell, you use your own **accuracy**, **power**, and abilities to determine the effects of the spell.

Whenever you are attacked by a new spell, if you already have the ability to cast a spell with this ability, you choose whether to absorb the new spell or retain your currently absorbed spell. When you take a **long rest**, you lose the ability to cast any spells you have stored with this ability.

Rank 2 – Arcane Infusion

You gain a **magic bonus** equal to twice your rank in this archetype to your **hit points** and **damage resistance**. Because this is a magic bonus, it does not stack with other magic bonuses (see Stacking Rules, page 63).

Rank 3 – Implement Freedom

You can gain the benefits of one magical implement, such as a staff or wand, without having to hold it in your hands. You must still have it on your person, such as in a pocket or strapped to your back, and you must still be attuned to it to gain its benefits. This ability only affects one implement at a time.

Rank 4 – Greater Spell Absorption

You can retain up to two spells with your **spell absorption** ability. In addition, whenever you absorb a spell with that ability, you gain a +2 **accuracy** bonus with that spell during the next round.

Rank 5 – Greater Arcane Infusion

The bonus from your *arcane infusion* ability increases to three times your rank in this archetype.

Rank 6 – Greater Implement Freedom

You can use your *implement freedom* ability to affect an additional magical implement. In addition, you gain an additional **attunement point**. You can only use this attunement point to **attune** to magic implements.

Rank 7 – Magic Absorption

You can absorb and retain any **magical** attack with your *spell absorption* ability, not just spells. In addition, the accuracy bonus from your *greater spell absorption* ability increases to +4.

Wild Magic

This archetype makes the magic you cast more chaotic, generally increasing its power at the cost of your control over your magic. You must have the Arcane Magic archetype from the sorcerer class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – Chaotic Exertion

You gain a +2 bonus to the roll when you use the *desperate exertion* ability. This bonus stacks with the normal +2 bonus provided by that ability.

Rank 1 – Wildspell

Whenever you cast a spell that does not have the **Attune** or **Sustain** tags, you may use this ability after making all other decisions for the spell (such as targets, intended area, and so on). When you do, you gain a +2 bonus to **power** with the spell. In addition, roll 1d10 and apply the corresponding wild magic effect from Table 5.13: Wild Magic Effects. Some wild magic effects cannot be meaningfully applied to all spells. For example, changing the damage dealt by a spell does not affect spells that do not deal damage. Any wildspell effects that do not make sense for a particular spell should be ignored. The rolled wild magic effect always applies to the round that you cast the spell, even if the spell doesn't have its normal effect immediately.

Table 5.13: Wild Magic Effects

Roll	Effect
1	The spell fails with no effect
2	When you attack with the spell this round, you roll twice and take the lower result
3	When you attack with the spell this round, you are a target of the attack in addition to any other targets
4	The spell's area is halved this round
5	The spell's area is doubled this round
6	Each target that resists damage from the spell this round takes additional energy damage equal to your power with the spell
7	Each target that loses hit points from the spell this round takes additional energy damage equal to your power with the spell
8	When you deal damage with the spell this round, you roll twice for the spell and take the higher result
9	When you attack with the spell this round, you roll twice and take the higher result
10	During the action phase of the next round, the spell takes effect again with the same choices for all decisions, such as targets

Rank 2 – Chaotic Insight

You learn a spell that does not have the **Attune** or **Sustain** tags from any **mystic sphere**, even if you do not have access to that mystic sphere. The spell does not have to be from a mystic sphere on the arcane mystic sphere list. As normal, you can

change which spell you learn with this ability as you gain access to new spell ranks.

Rank 3 – Greater Chaotic Exertion

Once per **long rest**, you can use the *desperate exertion* ability without increasing your **fatigue level**.

Rank 4 – Greater Wildspell

The bonus to **power** from your *wildspell* ability increases to +5. In addition, if you use the *desperate exertion* ability to affect a spell you cast with the *wildspell* ability, you can reroll the wild magic roll for that spell in addition to the normal effects of the *desperate exertion* ability. You do not gain any bonus to the wild magic reroll.

Rank 5 – Greater Chaotic Insight

You learn an additional spell with your *chaotic insight* ability.

Rank 6 – Supreme Chaotic Exertion

You can use your *chaotic exertion* ability once per **short rest** instead of once per long rest.

Rank 7 – Supreme Wildspell

The bonus to **power** from your *wildspell* ability increases to +12. In addition, you replace your normal wild magic effects from your *wildspell* ability with the effects from the table below.

Table 5.14: Epic Wild Magic Effects

Roll	Effect
1	The spell has its normal effect
2	All damage dealt by the spell is considered to be all damage types
3	When you deal damage with the spell this round, you roll twice for the spell and take the higher result
4	When you attack with the spell this round, you roll twice and take the higher result
5	Any conditions inflicted by the spell this round become a Curse instead of a condition, and are removed when the target takes a short rest
6	When the spell would cause a creature to lose hit points this round, that creature loses twice as many hit points
7	The spell's area is tripled this round
8	Each target that loses hit points from the spell this round is also briefly stunned (-4 defenses)
9	You gain a +4 bonus to accuracy with the spell this round, but you take the minimum possible result when the spell would deal damage
10	During both the action phase and delayed action phase of the next round, the spell takes effect again with the same choices for all decisions, such as targets

Warlock

Warlocks are pact spellcasters who draw their power from a sinister deal made with infernal creatures. Their soulkeeper grants them access to great magical power. However, they must content with the whispers of demonic influence throughout their life, and they risk losing their immortal soul.

Most people view warlocks with suspicion, if not outright hostility. Few warlocks are noble individuals who undertook their pact out of some self-sacrificing necessity. Instead, warlocks are often power-hungry individuals who willingly fall under demonic influence to serve their own ends. Even warlocks who start out with good intentions can be led astray over the years. It takes great wisdom and mental fortitude to resist the constant pressure of a soulkeeper's twisted advice.

Warlocks are typically self-taught, or more accurately, educated by their soulkeeper in the use of their powers. It is not uncommon for warlocks to search for warlock mentors so they can master their powers without completely trusting their soulkeeper. These relationships are typically based on contracts and expectations of future services from the apprentice once their training is complete, just like a soul pact. A certain level of mistrust is common, and apprentices sometimes successfully betray their mentors, just like they hope to escape their soulkeeper's clutches. To minimize the danger of these relationships, warlock mentors almost never take more than a single apprentice at a time.

Clerics and warlocks have a complicated relationship. From a certain perspective, they both gain power in exchange for their service to a powerful extraplanar entity. Warlocks often enjoy emphasizing the similarity, which can be a useful rhetorical tool to mitigate anti-warlock prejudice. For their part, clerics tend to strongly disagree with this analogy.

Rogues tend to get along better with warlocks than most classes do. Many rogues have a "do whatever works" attitude that helps them understand why warlocks would make a soul pact, even if they might not make the same pact themselves. In addition, rogues are generally flexible about their companions, and wouldn't begrudge having a warlock in a group as long as the warlock doesn't cause problems.

Alignment: Any.

Archetypes: Warlocks have the Blessings of the Abyss, Keeper of Forbidden Knowledge, Pact Magic, Pact Spell Mastery, and Soulkeeper's Chosen archetypes.

Basic Class Abilities

If you are a warlock, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +3 Reflex, +7 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +2 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Two **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Three **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light armor.

Class Skills

You have the following **class skills**:

- *Dexterity*: Ride.
- *Intelligence*: Craft, Deduction, Disguise, Knowledge (arcana, planes, religion), Linguistics.
- *Perception*: Awareness, Social Insight.
- *Other*: Deception, Intimidate, Persuasion.

Special Class Abilities

Soul Pact

To become a warlock, you must make a pact with a creature capable of sharing its power with you. Such a creature must be 21st level, and must be a planeformed from a plane other than your own. You must make a sacrifice, the details of which are subject to negotiation, and offer a part of your immortal soul. In exchange, you gain the powers of a warlock. The creature you make the pact with is called your soulkeeper. Almost all warlocks make pacts with demons, though other soulkeepers are possible.

Offering your soul to an entity in this way grants it the ability to communicate with you in limited ways. This communication typically manifests as unnatural emotional urges or whispered voices audible only to you. Many soulkeepers use this influence to tempt their warlocks into greater evils, though the skill and subtlety of this influence can vary drastically between different soulkeepers.

Your pact specifies how much of your soul is granted to your soulkeeper, and the circumstances of the transfer. The most common arrangement is for a soulkeeper to gain possession of your soul immediately after you die. It will keep the soul for one decade per year of your life that you spend as a warlock. During that time, it will not prevent you from being resurrected. At the end of that time, if your soul remains intact, your soul will pass on to its intended afterlife. However, other arrangements are possible, and each warlock's pact can be unique.

The longer you spend in an afterlife that is not your own, the more likely you are to lose your sense of self and become

Table 5.15: Warlock Progression

Rank (Level)	Power	Blessings of the Abyss	Keeper of Forbidden Knowledge	Pact Magic	Pact Spell Mastery	Soulkeeper's Chosen
0 (—)	+2	Fiendish resistance	Reader of hidden tomes	Armor tolerance, cantrips	Combat caster	Empowering whispers
1 (1)	+3	Abyssal blast	Eldritch secret	Spellcasting	Mystic insight	Possession
2 (4)	+4	Abyssal sphere, resist the dark call	Unnatural insight	Spell knowledge, spell rank (2)	Desperate power	Exchange soul fragment
3 (7)	+5	Banish to the abyss	Lore of corrupting power	Greater armor tolerance, spell rank (3)	Wellspring of power	Greater empowering whispers
4 (10)	+7	Hellfire	Greater eldritch secret	Spell knowledge, spell rank (4)	Mystic insight	Greater possession
5 (13)	+10	Greater fiendish resistance	Greater unnatural insight	Spell rank (5)	Attunement point	Exchange vitality
6 (16)	+14	Abyssal curse	Greater lore of corrupting power	Spell rank (6), supreme armor tolerance	Greater wellspring of power	Supreme empowering whispers
7 (19)	+20	Greater hellfire	Supreme eldritch secret	Spell knowledge, spell rank (7)	Mystic insights	Supreme possession

subsumed by the plane you are on. Only a soul of extraordinary strength can maintain its integrity after decades or centuries in any plane. Of course, soulkeepers generally try to accelerate this process as much as possible with various forms of torture. Many warlocks seek power zealously while mortal to gain the mental fortitude necessary to keep their soul intact after death.

Whispers of the Lost (Magical)

You hear the voices of souls that inhabit your soulkeeper's plane, linked to you through your soulkeeper. Choose one of the following types of whispers that you hear.

Mentoring Whispers: You hear the voice of a dead warlock whose soul is bound to the same soulkeeper as yours.

Spiteful Whispers: You hear the voices of cruel souls who berate you for your flaws and mistakes.

Sycophantic Whispers: You hear the voices of adoring souls who praise your talents and everything you do.

Warning Whispers: You hear the voices of paranoid and fearful souls warning you of danger, both real and imagined.

Whispers of the Mighty: Your soulkeeper forges the connection to your soul into a boon granted to any soul in the Abyss strong enough to claim it in battle. You hear the voice of whatever soul currently possesses the boon, which may change suddenly and unexpectedly.

Blessings of the Abyss

You can only choose this archetype if your soulkeeper is a demon. This archetype enhances your connection to the Abyss and allows you to channel its sinister power more directly.

Rank 0 – Fiendish Resistance (Magical)

You gain a bonus equal to twice your rank in this archetype to your **damage resistance** (minimum 1).

Rank 1 – Abyssal Blast (Magical)

You can use the *abyssal blast* ability as a standard action.

Abyssal Blast	Instant
Make an attack vs. Armor against one creature or object within Medium (60 ft.) range.	
Hit: The target takes 1d8 + power fire damage.	
Rank 2: The damage increases to 1d10.	
Rank 3: The damage increases to 2d8.	
Rank 4: The damage increases to 2d10.	
Rank 5: The damage increases to 4d8.	
Rank 6: The damage increases to 4d10.	
Rank 7: The damage increases to 6d10.	

Rank 2 – Abyssal Sphere (Magical)

If you have access to pact magic, choose one of the following **mystic spheres**: *astromancy*, *enchantment*, *pyromancy*, or *summoning*. You gain access to that mystic sphere.

Rank 2 – Resist the Dark Call (Magical)

If you do not have access to pact magic, you gain a +2 bonus to your Mental defense and a +1 bonus to your **fatigue tolerance**.

Rank 3 – Banish to the Abyss (Magical)

You can use the *banish to the abyss* ability as a standard action.

Banish to the Abyss	Duration
Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
Hit: The target takes 1d10 + half power fire damage. If it loses hit points from this damage, it is briefly teleported into the Abyss. At the end of the next round, it teleports back to its original location, or into the closest open space if that location is occupied. After it returns, it becomes immune to being teleported in this way until it takes a short rest .	
The damage increases by +1d for each rank beyond 3.	
Rank 5: You gain a +1 bonus to accuracy with the attack.	
Rank 7: The accuracy bonus increases to +2.	

Rank 4 – Hellfire (Magical)

You gain a +3 bonus to your **power**. In addition, whenever you use an ability that deals fire damage, you can change the type of the damage to be energy damage in place of fire damage. Any other aspects of the ability, including damage types other than fire, remain unchanged.

Rank 5 – Greater Fiendish Resistance (Magical)

The bonus from your *fiendish resistance* ability increases to three times your rank in this archetype.

Rank 6 – Abyssal Curse (Magical)

You can use the *abyssal curse* ability as a standard action.

Abyssal Curse	Duration
Curse	
Make an attack vs. Fortitude against one creature or object within Medium (60 ft.) range.	
Hit: The target is stunned (–4 defenses) until it takes a short rest .	
Critical hit: The effect lasts until this curse is removed.	
You gain a +2 bonus to accuracy with the attack for each rank beyond 6.	

Rank 7 – Greater Hellfire (Magical)

The power bonus from your *hellfire* ability increases to +9. In addition, whenever you use an ability that deals fire damage, you can change that ability to deal damage of all types. Any other aspects of the ability remain unchanged.

Keeper of Forbidden Knowledge

This archetype grants you access to dangerous secrets revealed to you by your soulkeeper. All abilities from this archetype are **magical**.

Rank 0 – Reader of Hidden Tomes

You treat all Knowledge skills as class skills for you. In addition, you gain a +2 bonus to all Knowledge skills.

Rank 1 – Eldritch Secret

You learn one secret of your choice from the following list. Each secret grants great power at a cost.

Secret of Bloodforging: While you are not wearing other body armor, your blood flows to the surface of your skin, manifesting a carapace of armor around you. This functions like body armor that provides a +4 bonus to your Armor defense and has no **encumbrance**. It also provides a bonus equal to three times your rank in this archetype to your **damage resistance**. However, the *recover* ability no longer causes you to recover hit points (see Recover, page 52).

Secret of Bloodsharing: Once per round, when you deal damage to a creature that causes it to lose **hit points**, you regain **hit points** equal to 1d3 + half your **power**. This healing increases by +1d for each rank beyond 1. However, whenever you take damage, half of that damage is applied to your **hit points** directly, ignoring your resistances.

Secret of Soul cursing: Whenever you would inflict a **condition** on a creature that is not already under the effects of a Curse, that effect becomes a Curse on it instead of a condition. It is removed when the creature takes a **short rest**. However, whenever you would gain a **condition** that you are not **immune** to, that effect becomes a **Curse** on you instead of a condition. If you were already affected by a Curse from this ability, the old Curse becomes a condition instead. Whenever you take a **short rest**, you remove any Curse affecting you as a result of this ability.

Rank 2 – Unnatural Insight

You gain up to two additional **insight points**. For each insight point you gain in this way, you take a –1 penalty to all skills other than Knowledge skills. For each insight point you choose not to gain in this way, you gain a +1 bonus to all Knowledge skills.

Rank 3 – Lore of Corrupting Power

You gain a +3 bonus to **power**. However, you take a –2 penalty to Mental defense.

Rank 4 – Greater Eldritch Secret

Your understanding of your chosen secret improves.

Secret of Bloodforging: The bonus to damage resistance from the armor increases to five times your rank in this archetype.

Secret of Bloodsharing: You may add your full power to the amount you heal instead of half your power.

Secret of Soul cursing: You can convert conditions into Curse effects against creatures that already have a single Curse effect active on them.

Rank 5 – Greater Unnatural Insight

The maximum number of insight points you can gain with your *unnatural insight* ability increases to four.

Rank 6 – Greater Lore of Corrupting Power

The bonus from your *lore of corrupting power* ability increases to +9.

Rank 7 – Supreme Eldritch Secret

Your understanding of your chosen secret improves again.

Secret of Bloodforging: The bonus to damage resistance from the armor increases to seven times your rank in this archetype. In addition, the defense bonus increases to +5.

Secret of Bloodsharing: You can trigger the healing effect twice per round. Each individual creature can only provide you with once instance of healing per round, even if you hit it twice.

Secret of Soul cursing: You can convert conditions into Curse effects with this ability regardless of the number of Curse effects active on the target.

Pact Magic

This archetype grants you the ability to cast pact spells. All abilities from this archetype are **magical**.

Rank 0 – Armor Tolerance

You reduce your **encumbrance** by 2 when determining your **somatic component failure**.

Rank 0 – Cantrips

Your soulkeeper grants you the ability to use pact magic. You gain access to one pact **mystic sphere** (see Pact Mystic Spheres, page 200). You may spend **insight points** to gain access to one additional pact **mystic sphere** per two **insight points**. You automatically learn all **cantrips** from any mystic sphere you have access to. You do not yet gain access to any other spells from those mystic spheres.

Pact spells require both **verbal components** and **somatic components** to cast (see Casting Components, page 59). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 58.

Rank 1 – Spellcasting

You become a rank 1 pact spellcaster. You learn two rank 1 **spells** from pact **mystic spheres** you have access to. You can also spend **insight points** to learn one additional rank 1 spell per **insight point**. Unless otherwise noted in a spell's description, casting a spell requires a **standard action**.

When you gain access to a new **mystic sphere** or spell **rank**, you can forget any number of spells you know to learn that many new spells in exchange, including spells of the higher rank. All of those spells must be from pact mystic spheres you have access to.

Rank 2 – Spell Knowledge

You learn an additional pact **spell** from a **mystic sphere** you have access to.

Rank 2 – Spell Rank (2)

You become a rank 2 pact spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Greater Armor Tolerance

The penalty reduction from your *armor tolerance* ability increases to 3.

Rank 3 – Spell Rank (3)

You become a rank 3 pact spellcaster. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

Rank 4 – Spell Knowledge

You learn an additional pact **spell** from a **mystic sphere** you have access to.

Rank 4 – Spell Rank (4)

You become a rank 4 pact spellcaster. This gives you access to spells that require a minimum rank of 4 and can improve the effectiveness of your existing spells.

Rank 5 – Spell Rank (5)

You become a rank 5 pact spellcaster. This gives you access to spells that require a minimum rank of 5 and can improve the effectiveness of your existing spells.

Rank 6 – Spell Rank (6)

You become a rank 6 pact spellcaster. This gives you access to spells that require a minimum rank of 6 and can improve the effectiveness of your existing spells.

Rank 6 – Supreme Armor Tolerance

The penalty reduction from your *armor tolerance* ability increases to 4.

Rank 7 – Spell Knowledge

You learn an additional pact **spell** from a **mystic sphere** you have access to.

Rank 7 – Spell Rank (7)

You become a rank 7 pact spellcaster. This gives you access to spells that require a minimum rank of 7 and can improve the effectiveness of your existing spells.

Pact Spell Mastery

This archetype improves your ability to cast spells with the power of your dark pact. You must have the Pact Magic archetype to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – Combat Caster

You gain a +1 bonus to your Armor defense.

Rank 1 – Mystic Insight

You gain your choice of one of the following abilities. You can also spend **insight points** to learn one additional *mystic insight* per insight point. You cannot choose the same spell with more than two *mystic insight* abilities.

Distant Spell: Choose a pact **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rituals: You gain the ability to perform pact rituals to create unique magical effects (see Rituals, page 60). The maximum **rank** of pact ritual you can learn or perform is equal to the maximum **rank** of pact spell that you can cast. In addition, you automatically learn one free pact ritual of each rank you have access to, including new ranks as you gain access to them. You cannot choose this ability multiple times.

Precise Spell: Choose a pact **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Powerful Spell: Choose a pact **spell** you know. You gain a +2 bonus to your **power** with that spell. This bonus increases to +4 at rank 3, +8 at rank 5, and +16 at rank 7. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Spell Knowledge: You learn an additional pact **spell** from a **mystic sphere** you have access to. You can choose this ability multiple times, learning an additional spell each time.

Widened Spell: Choose a pact **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Desperate Power

Whenever you use the *desperate exertion* ability to affect a **magical** attack, you double your **power** with that attack.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Mystic Insight

You gain an additional *mystic insight* ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Greater Wellspring of Power

The bonus from your *wellspring of power* ability increases to +6.

Rank 7 – Mystic Insights

You gain two additional *mystic insight* abilities.

Soulkeeper’s Chosen

This archetype enhances your connection to your soulkeeper, granting you abilities relating to your pact. All abilities from this archetype are **magical**.

Rank 0 – Empowering Whispers

You gain an ability based on the type of whispers you hear with your *whispers of the lost* ability.

Mentoring Whispers: You gain an additional **trained** skill (see Trained Skills, page 147).

Spiteful Whispers: Whenever you miss a creature with an attack, you **briefly** gain a +1 bonus to **accuracy** against that creature. As normal, this bonus does not stack with itself, even if you miss the same creature multiple times.

Sycophantic Whispers: You gain a +2 bonus to your Mental defense.

Warning Whispers: You gain a +2 bonus to **initiative** checks and Reflex defense.

Whispers of the Mighty: You gain a +2 bonus to your Fortitude defense.

Rank 1 – Possession

You can use the *possession* ability as a **free action** to allow your soulkeeper a greater influence over your actions.

Possession

Sustain (free)

Swift

You gain the following benefits and drawbacks:

- You gain a +2 bonus to your **power**.
- You gain a +4 bonus to your **fatigue tolerance**. If you would be unconscious due to fatigue without this bonus, your soulkeeper directly controls all of your actions. Your soulkeeper’s objectives may differ from your own, but except in very unusual circumstances, your soulkeeper is invested in continuing your life and ensuring your victory in difficult circumstances.
- You take a -2 penalty to Fortitude and Mental defenses.
- You are unable to take **standard actions** that do not cause you to make **magical** attacks.
- At the end of each round, if you did not make a **magical** attack during that round, this ability ends.
- When this ability ends for any reason, you **briefly** cannot use it again.

Rank 3: The power bonus increases to +4.

Rank 5: The power bonus increases to +8.

Rank 7: The power bonus increases to +16.

Rank 2 – Exchange Soul Fragment

Your connection to your soulkeeper deepens, allowing you to send a fragment of your experiences through the link. You can use the *exchange soul fragment* ability as a **minor action**.

Exchange Soul Fragment

Instant

Swift

When you use this ability, you increase your **fatigue level** by one.

Remove a **brief** effect or **condition** affecting you. This cannot remove an effect applied during the current round. Because this ability has the **Swift** tag, the penalties from the removed effect do not affect you during the current phase.

Rank 7 – Supreme Possession

You double the range of spells you cast during your *possession* ability.

Rank 3 – Greater Empowering Whispers

You gain an additional ability depending on the voices you chose with your *whispers of the lost* ability.

Mentoring Whispers: You gain an additional **insight point**.

Spiteful Whispers: The bonus from your *empowering whispers* ability increases to +2.

Sycophantic Whispers: The bonus from your *empowering whispers* ability increases to +4.

Warning Whispers: The bonuses from your *empowering whispers* ability increases to +4.

Whispers of the Mighty: The bonus from your *empowering whispers* ability increases to +4.

Rank 4 – Greater Possession

You are immune to being **dazed** (-2 defenses), **stunned** (-4 defenses), and **confused** (-4 defenses, acts randomly) during your *possession* ability.

Rank 5 – Exchange Vitality

Your connection to your soulkeeper deepens, allowing you to send a fragment of your vitality through the link. You can use the *exchange vitality* ability as a **minor action**.

Exchange Vitality

Instant

Swift

When you use this ability, you increase your **fatigue level** by three.

Remove one of your **vital wounds**. This cannot remove a vital wound applied during the current round. Because this ability has the **Swift** tag, the penalties from the removed vital wound do not affect you during the current phase.

Rank 6 – Supreme Empowering Whispers

You gain an additional ability depending on the voices you chose with your *whispers of the lost* ability.

Mentoring Whispers: You gain an additional **insight point**.

Spiteful Whispers: The bonus from your *empowering whispers* ability increases to +3.

Sycophantic Whispers: You are immune to all **Emotion** attacks.

Warning Whispers: You are never **unaware** (-6 Armor and Ref) or **partially unaware** (-2 Armor and Ref).

Whispers of the Mighty: You gain a +1 bonus to **vital rolls**.

Wizard

Wizards are arcane spellcasters who study magic to unlock its powerful secrets. They have spent years studying the primal forces that define the universe. Their extensive research has revealed complicated ways in which those forces can be accessed and manipulated by mere mortals.

Wizards are almost never completely self-taught. The primal forces of the universe do not give up their power easily, and the methods used to access that power are unintuitive. Most wizards learn at arcane colleges or through direct mentorship by older, wiser wizards. Even wizard prodigies who learn alone have some access to the research performed by wizards over the centuries, generally in the form of massive books.

There are two fundamental principles of arcane magic that are shared by all wizards. The first principle is the creation of links between planes. A wizard can expend a small amount of energy to open an extremely small, extremely short-lived interdimensional gate that leads to a source of power. The destination for this gate depends on the **mystic sphere** the wizard are manipulating. As a simple example, *pyromancy* spells generally require gates to the Plane of Fire. Other spheres can be more complex. For example, *revelation* spells generally require gates that lead to prescient entities or extraplanar sites with powerful ambient magic.

The second principle is the manipulation of raw power accessed through these gates. Wizards learn how to create complex magical bindings that can store power and release it in highly specific ways. This allows them to create long-lasting effects that were fueled by extremely brief flashes of power.

Sorcerers are an endless fascination and source of frustration to wizards. While wizards must spend years or decades perfecting their art, sorcerers are able to easily and intuitively replicate the same techniques for accessing and binding magical energy. This often makes younger wizards jealous. Wizards have spent centuries trying to understand how to mimic the shortcuts that sorcerers use, with little success. However, sorcerers lack the ability to perform complex arcane rituals that do not allow any simple shortcuts. Many older wizards regard this as a crippling weakness.

Alignment: Any.

Archetypes: Wizards have the Arcane Magic, Arcane Spell Mastery, Alchemist, Arcane Scholar, and School Specialist archetypes.

Basic Class Abilities

If you are a wizard, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +3 Fortitude, +5 Reflex, +7 Mental.

Resources

You have the following **resources**:

- Five **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +1 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Three **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Four **trained skills** from among your **class skills** (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are not proficient with any type of armor. Encumbrance from armor interferes with the gestures you make to cast spells, which can cause your spells with **somatic components** to fail (see Somatic Component Failure, page 59).

Class Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Knowledge (all kinds, taken individually), Linguistics.
- *Perception*: Awareness.
- *Other*: Deception, Intimidate, Persuasion.

Table 5.16: Wizard Progression

Rank (Level)	Power	Arcane Magic	Arcane Spell Mastery	Alchemist	Arcane Scholar	School Specialist
0 (—)	+1	Cantrips, mage armor	Mystic sphere	Alchemical infusion	Deep knowledge	School specialization
1 (1)	+2	Spellcasting	Mystic insight	Portable workshop	Ritualist, spell knowledge	School expertise
2 (4)	+3	Spell knowledge, spell rank (2)	Intricate spell	Alchemical discovery	Scholastic insight	Spell knowledge
3 (7)	+4	Greater mage armor, spell rank (3)	Wellspring of power	Alchemical tolerance	Contingency	School attunement
4 (10)	+6	Spell knowledge, spell rank (4)	Mystic insight	Alchemical discovery	Scholastic insight	Greater school expertise
5 (13)	+8	Spell rank (5)	Attunement point	Experienced quaffing, greater portable workshop	Greater ritualist	Spell knowledge
6 (16)	+12	Spell rank (6), supreme mage armor	Greater wellspring of power	Alchemical discovery	Scholastic insight	School resilience
7 (19)	+16	Spell knowledge, spell rank (7)	Mystic insights	Greater alchemical tolerance, greater experienced quaffing	Multiple contingency	Supreme school expertise

Arcane Magic

This archetype grants you the ability to cast arcane spells. All abilities from this archetype are **magical**.

Rank 0 – Cantrips

You have the ability to use arcane magic. You gain access to one arcane **mystic sphere** (see Arcane Mystic Spheres, page 200). You may spend **insight points** to gain access to one additional arcane **mystic sphere** per two **insight points**. You automatically learn all **cantrips** from any mystic sphere you have access to. You do not yet gain access to any other spells from those mystic spheres.

Arcane spells require both **verbal components** and **somatic components** to cast (see Casting Components, page 59). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 58.

Rank 0 – Mage Armor

You can use the *mage armor* ability as a standard action.

Mage ArmorDuration

You create a translucent suit of magical armor on your body and over your hands. This functions like body armor that provides a +2 bonus to your Armor defense and has no **encumbrance**. It also provides a bonus to **damage resistance** equal to twice your rank in this archetype (minimum 1).

You can also use a **free hand** to wield the barrier as a shield. This functions like a buckler, granting you a +1 bonus to your Armor defense, except that you do not need to be proficient with light armor. Since this bonus comes from a shield, it does not stack with the benefits of using any other shield.

This ability lasts until you use it again or until you **dismiss** it as a free action. In addition, it is automatically dismissed if you wear other body armor of any kind.

Rank 1 – Spellcasting

You become a rank 1 arcane spellcaster. You learn two rank 1 **spells** from arcane **mystic spheres** you have access to. You can also spend **insight points** to learn one additional rank 1 spell per **insight point**. Unless otherwise noted in a spell’s description, casting a spell requires a **standard action**.

When you gain access to a new **mystic sphere** or spell **rank**, you can forget any number of spells you know to learn that many new spells in exchange, including spells of the higher rank. All of those spells must be from arcane mystic spheres you have access to.

Rank 2 – Spell Knowledge

You learn an additional arcane **spell** from a **mystic sphere** you have access to.

Rank 2 – Spell Rank (2)

You become a rank 2 arcane spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Greater Mage Armor

The damage resistance bonus from your *mage armor* ability increases to three times your rank in this archetype.

Rank 3 – Spell Rank (3)

You become a rank 3 arcane spellcaster. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

Rank 4 – Spell Knowledge

You learn an additional arcane **spell** from a **mystic sphere** you have access to.

Rank 4 – Spell Rank (4)

You become a rank 4 arcane spellcaster. This gives you access to spells that require a minimum rank of 4 and can improve the effectiveness of your existing spells.

Rank 5 – Spell Rank (5)

You become a rank 5 arcane spellcaster. This gives you access to spells that require a minimum rank of 5 and can improve the effectiveness of your existing spells.

Rank 6 – Spell Rank (6)

You become a rank 6 arcane spellcaster. This gives you access to spells that require a minimum rank of 6 and can improve the effectiveness of your existing spells.

Rank 6 – Supreme Mage Armor

The damage resistance bonus from your *mage armor* ability increases to four times your rank in this archetype. In addition, the defense bonus from the body armor increases to +3.

Rank 7 – Spell Knowledge

You learn an additional arcane **spell** from a **mystic sphere** you have access to.

Rank 7 – Spell Rank (7)

You become a rank 7 arcane spellcaster. This gives you access to spells that require a minimum rank of 7 and can improve the effectiveness of your existing spells.

Arcane Spell Mastery

This archetype improves the arcane spells you cast. You must have the Arcane Magic archetype from the wizard class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – Mystic Sphere

You gain access to an additional arcane **mystic sphere**, including all **cantrips** from that sphere.

Rank 1 – Mystic Insight

You gain your choice of one of the following abilities. You can also spend **insight points** to learn one additional *mystic insight* per insight point. You cannot choose the same spell with more than two *mystic insight* abilities.

Distant Spell: Choose an arcane **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Precise Spell: Choose an arcane **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Powerful Spell: Choose an arcane **spell** you know. You gain a +2 bonus to your **power** with that spell. This bonus increases to +4 at rank 3, +8 at rank 5, and +16 at rank 7. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rituals: You gain the ability to perform arcane rituals to create unique magical effects (see Rituals, page 60). The maximum **rank** of arcane ritual you can learn or perform is equal to the maximum **rank** of arcane spell that you can cast. In addition, you automatically learn one free arcane ritual of each rank you have access to, including new ranks as you gain access to them. You cannot choose this ability multiple times.

Spell Knowledge: You learn an additional arcane **spell** from a **mystic sphere** you have access to. You can choose this ability multiple times, learning an additional spell each time.

Widened Spell: Choose an arcane **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Intricate Spell

Whenever you cast a spell during the **action phase**, you may use this ability to extend the casting time. If you do, the spell

does not take effect until the **delayed action phase**. In exchange, you gain a +1 bonus to **accuracy** with the spell if you were not attacked during the action phase.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Mystic Insight

You gain an additional *mystic insight* ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Greater Wellspring of Power

The bonus from your *wellspring of power* ability increases to +6.

Rank 7 – Mystic Insights

You gain two additional *mystic insight* abilities.

Alchemist

This archetype improves your ability to use alchemy to create unusual concoctions to aid your allies and harm your foes.

Rank 0 – Alchemical Infusion (Magical)

You may add half your **power** to the damage or healing caused by any alchemical items you use. In addition, whenever you use an alchemical item, you gain a +1d bonus to any damage or healing caused by the item for each rank by which your rank in this archetype exceeds the item's rank.

Rank 1 – Portable Workshop (Magical)

You carry materials necessary to refine low-grade alchemical items wherever you are. Where you lack material components, you fill in with some of your own magic, allowing you to create items more easily. The items are just as effective when used as items created normally. However, they are less durable, since they are partially sustained by your magic. Items created with this ability deteriorate and become useless after 24 hours or after you finish a long rest, whichever comes first.

You can use this ability to create alchemical items with a rank up to your rank in this archetype (see Item Ranks, page 340). Creating an item in this way functions in the same way as crafting alchemical items normally, with the following changes. First, you do not require any raw materials. Second, you can create up to three items with this ability with 5 minutes of work. Third, you can only maintain the existence of three items with this ability at once. If you try to create a fourth item, you must stop maintaining the existence of another item created. You can do this as a **free action** regardless of distance. This removes any lingering effects from the removed item, such as the protective qualities of an *antitoxin elixir*.

Rank 2 – Alchemical Discovery (Magical)

You learn how to create alchemical items more effectively. You gain your choice of one of the following benefits. Each benefit can only be chosen once.

Aerodynamic Construction: You double the range of thrown alchemical items you create. This does not affect alchemical items that are not designed to be thrown.

Complex Construction: You can use your portable workshop ability to create items with a rank up to one higher than your rank in this archetype.

Efficient Crafting: When you craft an alchemical item without using your *portable workshop* ability, you treat it as if it was one rank lower than its actual rank for the purpose of determining its material requirements.

Explosive Construction: The area affected by any alchemical item you create is doubled.

Potent Construction: Whenever you create an alchemical item that deals damage or regains hit points, you double the item's flat modifier to damage or healing. For example, a firebomb would deal 1d10+2 damage instead of 1d10+1 damage.

This modifier applies you apply any other damage modifiers, such as the power bonus from your *alchemical infusion* ability.

Repetitive Construction: Whenever you use your *portable workshop* ability, you can create two copies of the same alchemical item. This only counts as one item for the purpose of determining the number of items you can maintain with that ability.

Rank 3 – Alchemical Tolerance (Magical)

You gain a +2 bonus to your Fortitude defense. In addition, you are immune to poisons.

Rank 4 – Alchemical Discovery (Magical)

You gain an additional *alchemical discovery* ability.

Rank 5 – Experienced Quaffing

You can drink up to two doses of potions, elixirs, and other drinkable alchemical items as part of the same standard action.

Rank 5 – Greater Portable Workshop (Magical)

The number of items you can simultaneously create and maintain with your *portable workshop* ability increases to 5.

Rank 6 – Alchemical Discovery (Magical)

You gain an additional *alchemical discovery* ability.

Rank 7 – Greater Alchemical Tolerance (Magical)

The bonus from your *alchemical tolerance* ability increases to +4.

Rank 7 – Greater Experienced Quaffing (Magical)

You can drink a single dose of a potion, elixir, or other drinkable alchemical item as a **minor action**.

Arcane Scholar

This archetype deepens your study of arcane magic. You have the Arcane Magic archetype from the wizard class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – Deep Knowledge

You gain a +2 bonus to all Knowledge skills. In addition, using the *desperate exertion* ability to affect a roll using a Knowledge skill only causes you to increase your **fatigue level** by one instead of two.

Rank 1 – Ritualist

You gain the ability to perform arcane rituals to create unique magical effects (see Rituals, page 60). The maximum **rank** of arcane ritual you can learn or perform is equal to the maximum rank of arcane spell that you can cast. In addition, you automatically learn one free arcane ritual of each rank you have access to, including new ranks as you gain access to them.

Rank 1 – Spell Knowledge

You learn an additional spell from any arcane **mystic sphere** that you have access to.

Rank 2 – Scholastic Insight

You gain one of the following insights. Some insights can be chosen multiple times, as indicated in their descriptions.

Esoteric Spell Knowledge: You learn a single spell from any arcane **mystic sphere**. You do not need to have access to that mystic sphere. This does not grant you access to that mystic sphere for any other purposes. Whenever you gain access to a new mystic sphere or spell rank, you may choose a different spell with this ability.

You can choose this insight multiple times, learning an additional spell each time.

Expanded Sphere Access: You gain access to a new **mystic sphere**.

You cannot choose this insight multiple times.

Memorized Sphere: Choose a **mystic sphere** you have access to. You can perform rituals from that **mystic sphere** without having them written in your ritual book.

You can choose this insight multiple times, choosing a different **mystic sphere** each time.

Sphere Specialization: Choose a **mystic sphere** you have access to. You gain a **power** bonus equal to your rank in this archetype and a +1 **accuracy** bonus with abilities from that **mystic sphere**. In exchange, you must lose access to another **mystic sphere** you have. You must exchange all spells you know from that **mystic sphere** with spells from other **mystic spheres** you have access to.

You cannot choose this insight multiple times.

Rank 3 – Contingency

You gain the ability to prepare a spell so it takes effect automatically if specific circumstances arise. Preparing a spell with this

ability takes 5 minutes. When the preparation is complete, the spell has no immediate effect. Instead, it automatically takes effect when some specific circumstances arise. During the time required to cast the spell, you specify what circumstances cause the spell to take effect.

The spell can be set to trigger in response to any circumstances that a typical human observing you and your situation could detect. For example, you could specify “when I fall at least 50 feet” or “when I take a **vital wound**”, but not “when there is an invisible creature within 50 feet of me” or “when I have only one **hit point** remaining.” The more specific the required circumstances, the better – vague requirements, such as “when I am in danger”, may cause the spell to trigger unexpectedly or fail to trigger at all. If you attempt to specify multiple separate triggering conditions, such as “when I take damage or when an enemy is adjacent to me”, the spell will randomly ignore all but one of the conditions.

If the spell needs to be targeted, the trigger condition can specify a simple rule for identifying how to target the spell, such as “the closest enemy”. If the rule is poorly worded or imprecise, the spell may target incorrectly or fail to activate at all. Any spells which require decisions, such as the *dimension door* spell, must have those decisions made at the time it is cast. You cannot alter those decisions when the contingency takes effect.

You can have only one spell with this ability active at a time. If you use this ability again with a different spell, the old contingency is removed.

Rank 4 – Scholastic Insight

You learn an additional *scholastic insight*.

Rank 5 – Greater Ritualist

Whenever you lead a ritual, it requires half the normal number of **fatigue levels** and half the normal time to complete, to a minimum of zero fatigue levels.

Rank 6 – Scholastic Insight

You learn an additional *scholastic insight*.

Rank 7 – Multiple Contingency

You may have two separate *contingency* abilities active at the same time. Each contingency can have separate triggering conditions. Only one contingency can trigger each round. If multiple contingencies would activate simultaneously, choose one to activate randomly.

School Specialist

This archetype improves your ability to cast spells from a particular school of magic while sacrificing some versatility. You have the Arcane Magic archetype from the wizard class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 0 – School Specialization

The arcane mystic spheres can be divided into six traditional schools of magic. Choose one of the following schools of magic. You are a specialist in your chosen school. You cannot gain access to any arcane mystic spheres outside of your specialist school, and you cannot learn spells or rituals from those spheres by any means. In exchange, you gain an additional **insight point**.

- Abjuration: *barrier, telekinesis, thaumaturgy*
- Conjunction: *astromancy, fabrication, summoning*
- Evocation: *cryomancy, electromancy, pyromancy*
- Illusion: *enchantment, photomancy, umbramancy*
- Transmutation: *chronomancy, polymorph, terramancy*
- Necromancy: *revelation, vivimancy*

Rank 1 – School Expertise

You gain an ability based on your chosen school.

Abjuration: You gain a bonus equal to three times your rank in this archetype to your **damage resistance**.

Conjunction: You double the **range** of arcane spells you cast.

Evocation: You gain a +2 bonus to **power**.

Illusion: You gain a +1 bonus to **accuracy**.

Transmutation: You gain a +2 bonus to your Fortitude, Reflex, or Mental defense. You can change the defense this bonus applies to as a **minor action**.

Necromancy: You gain a bonus equal to three times your rank in this archetype to your maximum **hit points**. In addition, you gain a +1 bonus to Fortitude defense.

Rank 2 – Spell Knowledge

You learn an additional arcane spell.

Rank 3 – School Attunement

You gain an additional **attunement point**. You can only use this attunement point to **attune** to a spell from your chosen school.

Rank 4 – Greater School Expertise

Your understanding of your chosen school improves.

Abjuration: The bonus to damage resistance increases to four times your rank in this archetype.

Conjunction: The range improvement increases to triple your range.

Evocation: The power bonus increases to +5.

Illusion: You gain **low-light vision**, allowing you to see in **shadowy illumination** (see Low-light Vision, page 421). In addition, you gain **darkvision** with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page 420). If you already have that ability, you increase its range by 60 feet.

Transmutation: The defense bonus increases to +3.

Necromancy: The hit point bonus increases to four times your rank in this archetype. In addition, the Fortitude bonus increases to +2.

Rank 5 – Spell Knowledge

You learn an additional arcane spell.

Rank 6 – School Resilience

You gain a defensive ability based on your chosen school.

Abjuration: You are immune to **push** and **knockback** effects. In addition, your spells cannot be **suppressed** or **dismissed** by **magical** effects other than your own.

Conjuration: You passively flicker into the Astral Plane, causing all **targeted** attacks against you to have a 10% **failure chance**.

Evocation: You are **impervious** to cold damage, electricity damage, and fire damage.

Illusion: You are immune to being **dazzled** (25% miss chance, no special vision) and **blinded** (50% miss chance).

Transmutation: You are immune to being **slowed** (half speed, -2 Ref) and **immobilized** (-4 Ref, cannot use movement speeds).

Necromancy: You are **impervious** to attacks from creatures with less than half of their maximum hit points remaining and undead creatures.

Rank 7 – Supreme School Expertise

Your understanding of your chosen school improves further.

Abjuration: The bonus to damage resistance increases to five times your rank in this archetype.

Conjuration: The range improvement increases to quadruple your range.

Evocation: The power bonus increases to +12.

Illusion: The accuracy bonus increases to +2.

Transmutation: The defense bonus increases to +4. In addition, you can change which defense the bonus applies to as a **free action**.

Necromancy: The hit point bonus increases to five times your rank in this archetype. In addition, the Fortitude bonus increases to +3.

Chapter 6

Skills

Skills represent the myriad of talents that people can have, such as cooking or swimming. This chapter describes each skill, including common uses for those skills.

Skill Overview

This section describes how you use skills. For details about how you become trained with particular skills, see Trained Skills, page 147.

Trained Skills

You are **trained** in certain skills. Your **class** gives you a certain number of trained skills from among the **class skills** for that class. The class skills for each class are summarized in Table 6.1: Class Skills, page 148.

There are other ways to become trained in skills that are not part of your class. If your Intelligence is positive, you gain additional trained skills equal to your Intelligence. You can also spend **insight points** to gain one trained skill per insight point (see Insight Points, page 17). Some abilities can grant additional trained skills.

Skill Modifiers

If you are **untrained** in a skill, your bonus with that skill is equal to its associated attribute (if any). If you are **trained** in a skill, your bonus with that skill is equal to 3 + half your level + its associated attribute (if any). Many abilities can increase or decrease your bonus with particular skills.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Skills that require a free action to use can never be used more than once for the same purpose within a round. For example, if you fail to notice a creature sneaking up on you, you can't keep

making Awareness checks as a free action until you notice. You could try again in the next round, however.

Special Skill Checks

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher check modifier wins. If these scores are the same, roll again to break the tie. Typical opposed checks are described in Table 6.2: Example Opposed Checks

Group Skill Checks

When multiple characters are trying to use the same skill simultaneously, they may be able to work together. Most skills can be done as a group skill check, where the more skilled characters assist the less skilled characters and work together to find the best result. There are two kinds of group skill checks.

Collaborative Checks: When making a collaborative skill check, each member of the group gets their own result. Collaborative checks might include a group of scouts sneaking up on an enemy camp, a group of adventurers climbing a cliff, or a group of spies lying about their true allegiances.

When making a collaborative check, the group must choose a leader before making the check. Each member of the group can make the check using the higher of their skill modifier and half the leader's skill modifier. Other modifiers apply normally.

The group leader must remain in a position to help the other members of the group for the group members to gain this benefit. For example, if a group is making a collaborative check to leap across a chasm, the leader must jump last. If the group is making a collaborative Stealth check, the leader must remain adjacent to the other members of the group to prevent their mistakes quietly. The exact circumstances depend on the situation.

Collective Checks: The group works together to get a single result. Collective checks might include a group of diplomats persuading a noble to go to war, a group of medics tending to a dying warrior, or a group of scouts keeping watch for enemy attacks.

Table 6.1: Class Skills

Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	War	Wiz	Key Ability
Climb	C	—	C	C	C	—	C	C	—	—	—	Str
Jump	C	—	C	C	C	—	C	C	—	—	—	Str
Swim	C	—	C	C	C	—	C	C	—	—	—	Str
Balance	C	—	C	C	C	—	C	C	—	—	—	Dex
Flexibility	C	—	—	C	C	—	—	C	—	—	—	Dex
Ride	C	—	—	C	—	C	—	—	—	C	—	Dex
Sleight of Hand	—	—	—	—	—	—	—	C	—	—	—	Dex
Stealth	—	—	—	—	C	—	C	C	—	—	—	Dex
Endurance	C	—	C	C	C	C	C	—	—	—	—	Con
Craft	C	C	C	C	C	C	C	C	C	C	C	Int
Deduction	—	C	C	—	C	C	C	C	C	C	C	Int
Devices	—	—	—	—	—	—	—	C	—	—	—	Int
Disguise	—	—	—	—	—	—	—	C	—	—	—	Int
Knowledge	—	C	—	—	C	—	—	—	C	C	C	Int
Linguistics	—	C	—	—	—	—	—	C	C	C	C	Int
Medicine	C	C	C	—	C	C	C	—	—	—	—	Int
Awareness	C	C	C	C	C	C	C	C	C	C	C	Per
Creature Handling	C	—	C	—	C	C	C	—	—	—	—	Per
Social Insight	—	C	—	—	C	C	—	C	—	C	—	Per
Survival	C	—	C	—	C	—	C	—	—	—	—	Per
Deception	C	C	C	C	C	C	C	C	C	C	C	— ¹
Intimidate	C	C	C	C	C	C	C	C	C	C	C	— ¹
Perform	—	—	—	—	C	—	—	C	—	—	—	— ¹
Persuasion	C	C	C	C	C	C	C	C	C	C	C	— ¹
Profession	C	C	C	C	C	C	C	C	C	C	C	— ¹

C: class skill

1. No attribute applies

Table 6.2: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Create a forged artwork	Craft (Int)	Craft (Int) or Awareness (Per)
Create a false map	Craft (Int)	Craft (Int) or Knowledge (nature)
Lie	Deception (—)	Social Insight (Per)
Make a bully back down	Intimidate (none)	Special ¹
Make someone look like someone else	Disguise (Int)	Awareness (Per)
Sneak up on someone	Stealth (Dex)	Awareness (Per)
Steal a coin pouch	Sleight of Hand (Dex)	Awareness (Per)
Tie a prisoner securely	Devices (Int) ²	Flexibility (Dex)

1 An Intimidate check can be opposed by the target's Mental defense, not a skill check. See the Intimidate skill description for more information.

2 You can also tie up a creature while grappling with them (see Grapple Actions, page 54).

When making a collective check, the group simply uses the highest result from any character making the check.

Making Group Skill Checks: A group skill check is not always possible. If the whole group is leaping over a chasm at once to escape a dragon, there is not enough time to designate a leader and have them aid the others to make a collaborative check. In general, a group skill check is only possible if the group has at least five rounds to work together, though this time may vary widely depending on the situation and the skill being used.

Tasks

Each skill contains a brief description of how the skill is usually used. This description is followed by a series of **tasks**, which are particular ways to use skills. These tasks are simply examples, and do not list everything the skill can be used for. You should be creative with your skills, rather than only using the tasks explicitly listed.

Hidden Tasks

Some **tasks** are called **hidden tasks**, and are marked with a [Hidden] tag in the task name. These tasks rely on hidden information that you should not have access to. For example, you can make

a Social Insight check to identify whether a creature is lying. If you are told to make a Social Insight check when a creature talks, you can deduce that it is probably lying regardless of the success or failure of the check. To solve this issue, any checks for hidden tasks should be made secretly by the GM. Usually, you should not even know that you made a check unless you learn a result from it.

If you are suspicious of a situation, you can ask the GM to make a relevant check for you. This usually should not grant a bonus to the check, but it can ensure that the GM did not forget to make the check!

Awareness (Per)

The Awareness skill represents your ability to observe things which you might otherwise fail to notice. It can be used to observe hidden creatures and traps, as well as to identify fleeting or subtle sensations.

The Awareness skill governs the result regardless of the specific sense or senses used. It is most commonly used with sight and hearing, though other senses can be used, such as smell or touch. Whenever you make an Awareness check, you roll only once, and most creatures have the same Awareness modifier with all of their senses. However, the **difficulty value** of the check, and the information granted by success, can be very different between senses. For example, it is impossible to see through walls or without light, but that does not make hearing impossible.

While sleeping, you take a -10 penalty to the Awareness skill.

Identify Disguise [Hidden]

When you observe a disguised creature or object, you can make an Awareness check to identify the disguise. The **difficulty value** is equal to the Disguise check result used to create the disguise (see Disguise, page 159). Success means you know that the creature or object is disguised. Critical success means you can also discern its true appearance beneath the disguise. Failure means you don't notice anything unusual.

You cannot retry this check until you gain meaningful new information that would help you identify the disguise.

Identify Forgery

As a standard action, you can make an Awareness check to identify forgeries. The **difficulty value** to identify a forgery is equal to the Craft check result used to make the item (see Craft, page 153). Success means you correctly identify whether the item is a forgery or not. Failure means you don't notice anything indicating the item is a forgery.

You cannot retry this check until you gain meaningful new information that would help you identify the forgery.

Notice Creatures and Events

As a free action, you can notice creatures and events around you. The **difficulty value** depends on the sense used and the obviousness of the event, as described on tables below. Success means you notice something, but you don't know any details – only its general direction. For every 5 points by which you beat the **difficulty value**, you learn an additional piece of information, such as what caused the event or the location of the creature. Failure means you don't notice anything.

This can be used to determine the precise location of a creature or object, even if you can't see it. The **difficulty value** to identify the location is equal to the **difficulty value** to notice the creature or object using the appropriate sense + 5 (since you need to learn an additional piece of information).

You gain a +20 bonus to this check to notice creatures and events that directly touch you, such as a creature shoving you or making a **strike** against you.

Notice Subtle Effects

When you are affected by a **Subtle** ability, there are no obvious signs. However, you can still make an Awareness check to notice the ability in two circumstances: when the effect is initially applied, and when the effect ends. The **difficulty value** to notice the effect when it is first applied to you is 20 + twice the **rank** of the ability, and 5 lower when it ends.

Success means that you notice that something is affecting you, but not exactly what that effect might be. Critical success means you know in general terms what the effect does, such as recognizing that you are feeling unnaturally well-disposed towards a particular creature. Failure means you notice nothing.

Read Lips

When you see a creature speaking, you can make an sight-based Awareness check to read its lips. The **difficulty value** is 10 for ordinary conversation, or up to 20 if the speaking creature makes an effort to avoid moving its lips. You must be able to understand the language spoken. Success means you can understand the general content of the message, but not the exact words. Critical success means you understand the exact words. Failure means you don't understand the message.

Search

With a minute of effort, you can use the *search* ability to closely investigate a small area.

Search

Make an Awareness check to notice things in a single 5-ft. square adjacent to you. You gain a +5 bonus to this check.

Senses

Sight: The **difficulty value** to see something depends on the obviousness of the sight, as shown on Table 6.3: Sight-based Difficulty Values, and other modifiers given at Table 6.6: Awareness Difficulty Modifiers.

Sound: The **difficulty value** to hear a sound depends on the intensity of the sound, as shown on Table 6.4: Sound-based Difficulty Values, and other modifiers given at Table 6.6: Awareness Difficulty Modifiers. It is possible to hear sounds through doors and other objects that mostly block **line of effect**. You take a -2 penalty to the Awareness check for listening through a single normal wooden door. Thicker obstacles can result in a penalty of -5 or greater.

Scent: The **difficulty value** to smell something depends on the intensity of the scent, as shown on Table 6.5: Scent-based Difficulty Values, and other modifiers given at Table 6.6: Awareness Difficulty Modifiers. Creatures with **scent** reduce the **difficulty value** of scent-based Awareness checks by 10.

Table 6.3: Sight-based Difficulty Values

Situation	Base Difficulty Value ¹
Creature or object	0
Creature trying to hide	Stealth check result ²
Hidden trap, secret door, or mechanism	Craft or Devices check result
Magic trap	15 + double level of spell used to create trap

1 Always add any appropriate modifiers from Table 6.6: Awareness Difficulty Modifiers, page 151

2 Don't add size-based difficulty modifiers since they are redundant with the modifiers applied to the creature's Stealth check result.

Table 6.4: Sound-based Difficulty Values

Situation	Base Difficulty Value ¹
Creature shouting	-5
Creature talking normally or fighting	0
Creature whispering	5
Creature standing still	10
Creature trying to be quiet	Stealth check result ²

1 Always add any appropriate modifiers from Table 6.6: Awareness Difficulty Modifiers, page 151

2 Don't add size-based difficulty modifiers since they are redundant with the modifiers applied to the creature's Stealth check result.

Smell intensity can vary widely depending on the circumstances. Smells dissipate quickly with distance. Double the normal distance modifiers for scent-based perception checks. In general, multiple strong sources of a scent can reduce the **difficulty value** by 5 or more. An unusually weak scent can increase the **difficulty value** by 5 or more.

Table 6.5: Scent-based Difficulty Values

Situation	Base Difficulty Value ¹
Intense scent (rotting flesh, pungent spices)	0
Strong scent (fresh flowers)	5
Moderate scent (a dusty room)	10
Weak scent (living creature)	15

1 Always add any appropriate modifiers from Table 6.6: Awareness Difficulty Modifiers, page 151

Modifiers

All Awareness checks share the same set of modifiers, in addition to certain modifiers which depend on the sense. These are noted on Table 6.6: Awareness Difficulty Modifiers.

This table should not generally be consulted during a game. It is provided to make it easier to estimate a task's difficulty.

Table 6.6: Awareness Difficulty Modifiers

Distance	Difficulty Modifier ¹
Up to 30 feet away	+0
31–120 feet away	+2
121–480 feet away	+5
481–1200 feet away	+10
1200+ feet away	+15 or more
Number	Difficulty Modifier
1–4 creatures or objects	+0
5–20 creatures or objects	–2
21–100 creatures or objects	–5
101–500 creatures or objects	–10
501–2500 creatures or objects	–15
2500+ creature or objects	–20 or less
Background	Difficulty Modifier
Nothing similar	0
Many similar sensations	+5
Many more intense sensations	+5

¹ Doubled for scent-based Awareness checks.

Table 6.7: Balancing Difficulty Values

Narrow Surface	Difficulty Value
At least one foot wide	0
At least six inches wide	5
At least two inches wide	10
At least one inch wide	15
Less than one inch wide	20
Surface Condition	Difficulty Modifier
Water covered	+2
Slightly mobile (rope bridge)	+2
Ice or oil covered	+5
Very mobile (slack rope)	+5

Rapid Stand

Swift

You make a **difficulty value** 15 Balance check to stand up from a prone position quickly. Success means you stand up. Since this is a **Swift** ability, standing up in this way means you do not suffer the penalties for being prone during the current phase. Failure means you fail to stand up.

Balance (Dex)

The Balance skill represents your ability to maintain your balance and poise in difficult circumstances.

Agile Charge

You can make a **difficulty value** 15 Balance check while **charging** to change directions while charging (see Charge, page 51). Success means you can make a single turn of up to 90 degrees during the movement. Failure means you can't change direction, though you can continue your movement or stop. Critical failure means you stop where you tried to change direction and fall **prone** (*half speed, –2 accuracy, Armor, and Ref*).

Balance

When you are on a slippery or narrow surface, you must make an Balance check to move. Success means you move along the surface at half speed. Critical success means you move along the surface at full speed. Failure means your action is wasted, and you do not move. Critical failure means you fall prone. If you do not have enough room to fall prone, you may fall off of the edge you are balancing on.

The **difficulty value** of Balance checks to balance varies with the surface, as described in Table 6.7: Balancing Difficulty Values. In addition, if you are forcibly moved while on a slippery or narrow surface, you must make an Balance check against the same **difficulty value**. Success means you stay standing. Failure means you fall prone.

Rapid Stand

You can use the *rapid stand* ability as a **minor action**.

Climb (Str)

The Climb skill represents your ability to climb obstacles. A creature that is climbing without a **climb speed** takes a –4 penalty to its **accuracy** and Armor and Reflex defenses.

Climbing

You can make a Climb check as a **move action** while you are touching a slope, a wall, or some other steep incline (or even a ceiling with handholds). The **difficulty value** of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 6.9: Climb Difficulty Values and Table 6.10: Climb Difficulty Modifiers. Since moving in this way is a **move action**, you cannot also use other move actions like the *block* or *follow* abilities.

Success means you can move a distance equal to the size of your space during the current phase, as described on Table 6.8: Climb Speeds. Critical success means the distance you can move is doubled. Failure means your action is wasted and you do not move. Critical failure means you fall.

If you succeed or critically succeed on a Climb check to move, you can keep using the same result in future phases as long as you continue climbing the same wall. However, if you are attacked or otherwise significantly distracted, you must make a new roll for any subsequent movement.

Table 6.8: Climb Speeds

Size	Speed
Fine	1/4 ft.
Diminutive	1/2 ft.
Tiny	1 ft.
Small	2-1/2 ft.
Medium	5 ft.
Large	10 ft.
Huge	20 ft.
Gargantuan	40 ft.
Colossal	80+ ft.

Climbing Distractions: If you take damage while climbing, suddenly acquire significantly more weight (such as by catching a falling character), or otherwise are significantly distracted, you must make another Climb check against the wall's **difficulty value** to avoid falling.

Grab Edge

If you are next to the edge of a wall or cliff, you can grab it. Grabbing an edge is done as part of other movement, and does not take an action in itself. The **difficulty value** of the check depends on the nature of the edge, but a typical stone or similarly solid edge has a **difficulty value** of 5. You can pull yourself up from a grabbed edge as a **move action** that requires a Climb check against the edge's **difficulty value**.

Your ability to grab an edge depends on your reach. The maximum vertical reach (height the creature can reach without

Table 6.9: Climb Difficulty Values

Difficulty Value	Surface or Activity	Example
0	Steep slope	A hill too steep to walk up
5	Surface with large hand and foot holds	Knotted rope, Very rough rocks, ship's rigging
10	Surface with some hand and foot holds	Surface with pitons or carved holes, rough wall
10	Surface with only large hand holds	Pulling yourself up by your hands while dangling
15	Uneven surface with narrow hand and foot holds	Unknotted rope, unweathered natural rock, typical ruin wall, brick wall
15	Overhang or ceiling with large handholds	Tree limbs, butcher's ceiling with meat hooks
20	Rough surface with no holds	Weathered natural rock, well-made stone wall
30	Bracing between two opposite smooth surfaces	Parallel glass windows
35	Smooth surface	Glass window
40	Smooth ceiling	Glass ceiling

Table 6.10: Climb Difficulty Modifiers

Difficulty Modifier ¹	Description
–5	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls
–2	Climbing a corner where you can brace against perpendicular walls
–2	Inclined surface (between 45 and 60 degrees)
–2	Climbing a free-hanging object, such as a rope, where you can brace against a nearby wall
+2	Surface is slightly slippery, such as damp stone
+5	Surface is very slippery, such as ice or oil-covered stone

¹ These modifiers are cumulative with modifiers of different kinds. Use any that apply (but not if one modifier is just a more extreme version of another).

jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.) The maximum vertical reach for an individual creature is usually given by the 1 and 1/2 times the creature's height. Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size

category smaller.

Creature Size	Vertical Reach
Fine	1/2 ft.
Diminutive	1 ft.
Tiny	2 ft.
Small	4 ft.
Medium	8 ft.
Large	16 ft.
Huge	32 ft.
Gargantuan	64 ft.
Colossal	128 ft.

If you can't reach an edge, you can jump to grab it (see Leap, page 162).

Stop Fall

It is possible, but difficult, to make a Climb check to stop yourself from falling when near a wall. To catch yourself while falling, make a Climb check against a **difficulty value** equal to the wall's **difficulty value** + 10.

Wallrun

As part of movement, you can make a Climb check to run along a wall rather than climbing it. The **difficulty value** is 5 higher than normal for the wall, but this does not require free hands. Success means you move up to your land speed horizontally, or up to a half of your land speed vertically. Failure means you fall. Critical failure means you are prone when you land. For every round you spend running on a wall, the **difficulty value** increases by 10.

Wallrunning on a ceiling is impossible.

Creature Climb

As a standard action, you can make an attack vs. Reflex against a creature adjacent to you. Your **accuracy** is equal to your Climb skill. The creature must be two or more size categories larger than you. Success means you can climb the creature as if it were a solid object with a Climb **difficulty value** equal to its Reflex defense. This can allow you to get **critical hits** against very large creatures if you can reach a vulnerable point. The creature takes a -4 penalty to **accuracy** with **strikes** against you, but is not otherwise encumbered by your presence unless it cannot support your weight. It can attempt to remove you by dealing damage to you or with an ability that moves you away from it, such as the *shove* ability (see Shove, page 53).

Climb Speed

Some creatures have a listed climb speed. A creature with a passive climb speed must still make a Climb check to climb on surfaces. However, the distance it can move if it succeeds on the Climb check is equal to its listed climb speed, regardless of its size or whether it gets a critical success.

Craft (Int)

The Craft skills represent your ability to construct objects from raw materials. Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with a separate degree of training. Common Craft skills are listed below, with additional description for some skills.

- Alchemy (Alchemist's fire, tanglefoot bags, potions)
- Bone
- Ceramics (Glass, pottery)
- Jewelry (gemcutting, amulets, rings)
- Leather
- Manuscripts (Books, official documents, scrolls)
- Metal
- Poison
- Stone
- Textiles (Cloth, fabric)
- Traps
- Wood

A Craft skill is specifically focused on physical objects. If nothing can be created by an endeavor, it probably falls under the heading of a Profession skill. Complex structures, such as buildings or siege engines, may require Knowledge (engineering) in addition to an appropriate Craft skill.

Create Item

You can use the Craft skill to create an item by expending time and material components. Creating an item often requires multiple consecutive Craft checks. Success on a check means you make progress on completing the item. If you make enough progress, you complete the item. Failure means you failed to make progress, but can try again without penalty. Critical failure means you botched the item, and negating all progress and ruining half of the material components. You can start again from scratch with your remaining components.

Each item takes a certain amount of working time to craft, as shown on Table ??: Crafting Time, page ?. In addition, each item requires the expenditure of raw materials with a value equal to an item one rank lower than the item you are trying to craft (minimum rank 0). Note that raw materials for some items, particularly alchemical items, may be hard to come by in less civilized areas.

In order to craft an item, you must make a Craft check against the item's Craft **difficulty value**, as shown on Table 6.11: Craft Requirements. If you succeed, you make progress on the item based on how long you spend crafting. For every 5 points by which you beat the Craft check, you accomplish twice as much work in the same amount of time. Once your total effective working time exceeds the time required to craft the item, you have finished the item.

All item creation requires artisan's tools to give the best chance of success. If improvised tools are used, the check may be made with a penalty of -5 or greater, or it may be impossible, depend-

ing on the tools available and the item to be crafted. For example, crafting a bow with improvised woodworking tools would impose a –5 penalty, but cutting a diamond without specialized tools is impossible. A typical day’s work consists of 8 hours of work.

To determine the time and difficulty of crafting an item, consult Table 6.11: Craft Requirements.

Create Forgery

You can use the Craft skill to create false or defective versions of objects. This requires artisan’s tools. For example, you may wish to forge official-looking documents with Craft (manuscripts), or you may need to make items in a rush to satisfy an employer.

This functions like crafting the item from scratch, except that the Craft **difficulty value** is 5 lower than normal, and you use one-half the item’s price to determine the price of raw materials and the crafting time. Forgeries which have a function, such as a weapon, are always defective in some way which makes them unsuitable for sustained usage. However, a forgery may function once or twice to pass cursory inspection. A forgery can be detected with the Identify Forgery uses of the Craft and Awareness skills.

Identify Forgery

As a standard action, you can make a Craft check to evaluate whether an item is a forgery. The **difficulty value** to identify a forgery is equal to the Craft check used to make the item. Success means you correctly identify whether the item is a forgery or not. Failure means you are unsure. Critical failure means you randomly identify the item as genuine or forged. The check is made secretly, so you can’t be sure how good the result is.

Identify Item

You can make a Craft check to identify any unusual properties or functions of an item. The Craft skill used must match the primary material used to construct the item. This is most commonly used to identify magic items, but it can also be used to understand esoteric nonmagical items.

Identifying an item takes a minute of careful evaluation. The **difficulty value** depends on how obscure the item’s nature is. As a rough guideline, identifying a magic item usually has a base **difficulty value** of 10 + twice the item’s rank. Items that are particularly common in a particular setting may be easier to identify, which can reduce the **difficulty value** by 5 or more. For example, a *potion of healing* is usually a fairly common magic item, so it may only require a DV 2 check to recognize. The GM is responsible for determining exactly which magic items, if any, are common enough to easily identify.

Success means that you know the item’s general purpose, and how to activate its functions, including any magical effects. You also know the item’s rank, which lets you estimate its value. Failure means you learn nothing about the item.

If an item is intentionally crafted to be misleading or hard to identify, the **difficulty value** to identify it increases by 5 or more. Critical failure on a check to identify it may cause an observer to misidentify it as a different item. For example, a poison carefully constructed to resemble a *potion of healing* may require a DV 17 check to correctly identify. A result of 11 or less would cause an observer to confidently conclude that the poison was in fact a potion of healing.

Repair Item

You can make a Craft check to repair a broken item. This functions like crafting the item from scratch, except that you use one-tenth of the item’s price to determine the price of raw materials and the crafting time.

Other Tasks

You can use the Craft skill for various tasks related to the object of your craft. For example, you could use Craft (wood) to sabotage a wagon so it will break at a later time, or Craft (alchemy) to purify spoiled food or ingredients. The **difficulty value** of such tasks, and what can be accomplished, can vary widely. In general, the more difficult the task, and the more loosely it is related to the skill, the higher the **difficulty value**.

Table 6.11: Craft Requirements

Item	Craft Skill	Difficulty Value	Crafting Time ¹
Alchemical item	Alchemy	5 + twice item rank	Eight hours
Body armor	Varies	10 + twice item rank	One month per item rank
Exotic weapon	Varies	10 + twice item rank	24 hours per item rank
Shield or non-exotic weapon	Varies	5 + twice item rank	24 hours per item rank
Poison	Poison	5 + twice item rank	Eight hours
Other item	Varies	5 + twice item rank	24 hours per item rank

1. For the purpose of crafting times, treat rank 0 items as having a rank of 1/2.

Creature Handling (Per)

The Creature Handling skill represents your ability to influence non-sapient creatures. With it, you can convince them to do what you want or train them to follow commands. This skill can only be used with creatures with an Intelligence of -6 or lower.

Animals are easier to handle than other kinds of creatures. The **difficulty value** listed are for animals; the **difficulty value** to handle other kinds of creatures are 5 higher.

Handling Creatures

You can use Creature Handling to control a creature's actions using these abilities. Critical failure with these abilities may make the target hostile, depending on the circumstances.

As a standard action, you can use the *command* ability to control the actions of a creature.

Command **Auditory, Compulsion, Sustain** (standard)
Make an attack vs. Mental against a creature within Medium (60 ft.) range. Your **accuracy** is equal to your Creature Handling skill. In addition, choose and state an action that the creature could take.
Hit: The target is unable to take any actions except to use the *total defense* ability (see Universal Abilities, page 49).
Critical hit: The target performs the chosen action if it is physically capable of performing it. This can include convincing creatures to perform forced marches and similar activities (see Overland Exertion, page 160).
The target's defense is increased if it is not an animal, as normal for Creature Handling attacks and checks. You take a -10 accuracy penalty against an actively hostile target. If the target is damaged or feels that it is in danger, this effect is automatically ended.

As a **free action**, you can use the *perform trained action* ability to convince a creature to perform an action it knows.

Perform Trained Action

Make a **difficulty value** 5 Creature Handling check on an **ally** within Long (120 ft.) range and choose an action that creature could take. If you succeed, the target performs the chosen action if it is trained to perform it. Generally, wild animals are not trained in any actions, so this is not effective on them.

Training Creatures

You can use Creature Handling to train a creature. Success means the creature learns a trick or becomes domesticated. Failure means your time is wasted, and you must try again. Exceptional failure may indicate that the animal becomes unable to learn the trick, becomes hostile, or other consequences depending on the situation. Training a creature takes a week or more; this requires spending at least four hours each day with the creature. It is not generally possible to accelerate the process by spending more time each day; the creature must take time to learn the new behavior. If the training is interrupted for a week or more, the attempt automatically fails.

Teach a Trick: You can teach a creature a specific trick with one week of work and a successful Creature Handling check against the indicated **difficulty value**. A creature can learn two tricks per point of Intelligence it has above -10. Thus, a creature with an Intelligence of -9 can learn two tricks, while a creature with an Intelligence of -5 can learn ten tricks. Possible tricks (and their associated **difficulty value**) include, but are not necessarily limited to, the following.

Attack (difficulty value 10): The creature attacks apparent enemies. You may point to a particular creature that you wish the creature to attack, and it will comply if able. Normally, a creature will attack only humanoids, monstrous humanoids, giants, or other creatures. Teaching a creature to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (difficulty value 5): The creature comes to you, even if it normally would not do so.

Defend (difficulty value 10): The creature defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the creature to defend a specific other character.

Down (difficulty value 5): The creature breaks off from com-

bat or otherwise backs down. A creature that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (*difficulty value* 5): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (*difficulty value* 10): The creature stays in place and prevents others from approaching.

Heel (*difficulty value* 5): The creature follows you closely, even to places where it normally wouldn't go.

Messenger (*difficulty value* 15): The creature carries a small item to a destination. Once it arrives, it waits for up to 24 hours for someone to take the item from it. The destination must be known to the creature.

When you instruct the creature to deliver the item, you must communicate the destination to the creature. This normally requires a *difficulty value* 20 Creature Handling check as a standard action. The *difficulty value* of this check is lowered to 15 for locations the creature is extremely familiar with, such as its home. If you have other means of communicating the destination to the creature, such as the *animal speech* druid ability (see Animal Speech, page 92), that check is unnecessary.

Perform (*difficulty value* 10): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (*difficulty value* 5): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (*difficulty value* 5): The creature stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (*difficulty value* 10): The creature tracks the scent presented to it. (This requires the creature to have the scent ability)

Work (*difficulty value* 5): The creature pulls or pushes a medium or heavy load.

Rear a Wild Creature: To rear a creature means to raise a wild creature from infancy so that it becomes domesticated. The time required depends on the creature in question. The *difficulty value* for this check is equal to 5 + the number of levels the creature has. You can rear as many as three creatures of the same kind at once without penalty. You can rear additional creatures, but you take a cumulative -2 penalty to checks you make to rear all of the animals. A successfully domesticated creature can be taught tricks at the same time it's being raised, or it can be taught as a domesticated creature later.

Bonus Tricks: Some trainers can teach creatures bonus tricks in addition to their normal maximum number of tricks known. Once a creature has learned a bonus trick, that trick may not be retrained into a different trick by any trainer without the same ability to grant bonus tricks. However, any trainer may untrain the trick.

Deception (—)

The Deception skill represents your ability to lie or otherwise mislead people without being caught. Using a Deception check is part of conversation or other actions, so it requires no special action to perform.

Blend In

You can make a Deception check to blend in with a crowd. Your Deception check is opposed by the Awareness checks of anyone looking for you. Success means you remain unobserved. Failure means the person looking for you finds you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Social Insight checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in a temple or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Distract

As a standard action, you can make a Deception check to distract a creature you are interacting with. Your Deception check is opposed by your target's Social Insight check. Success means they **briefly** take a -5 penalty to the Awareness and Social Insight skills against targets other than you. Failure means they take no penalty, and realize you were trying to distract them. You can continue distracting the target by using this ability against them each round. The *difficulty value* increases by 2 for each consecutive round that you have distracted the same creature.

Normally, distracting a creature requires both visible motion and sound. If you take a -5 penalty to the Deception check, you can distract a creature without moving, or without making sound, but not without both. In addition, you can take a -5 penalty to your Deception check to distract everyone who can see or hear you.

If you successfully distract a creature, you can attempt to hide from that creature as if you were not being observed (see Stealth, page 172, for details).

Impersonate

When you are pretending to be another creature, you can assume the mannerisms and speech patterns of the creature you are impersonating. To do so, you must make a Deception check. Anyone observing you can oppose your check with a Social Insight check to identify the impersonation (see the *identify disguise* ability, page 149). If you succeed, the observer thinks your impersonation is accurate. If you critically succeed, they also take a -5 penalty to any other check to see through your impersonation, such as to notice a flawed disguise. If they succeed, they notice inconsistencies or mistakes in your impersonation, and may realize you are not what you seem.

If you do not know how you are supposed to act, or are physically unable to perform necessary actions, impersonation is more difficult. You take a –2 penalty if you cannot replicate minor details of an impersonation, such as a deep voice beyond your vocal range. You take a –5 penalty if you cannot replicate significant details of an impersonation, such as the singing voice of a famous bard or the noble manners of a crown prince. You take a –10 or greater penalty if you cannot replicate fundamental aspects of the impersonation, such as the actions required to lead a complex ritual as an archmage. Observers who do not know your impersonation is inaccurate can take similar penalties; see the *identify disguise* ability for details.

A creature may not believe your impersonation even if you make a successful Deception check. For example, a halfling can impersonate an orc's voice perfectly with a Deception check, but without a disguise anyone who sees the halfling will immediately realize it is not an orc (see *Disguise*, page 159).

Lie

As a free action, when you say something which you know is untrue, you can make a Deception check to avoid revealing your deception. Anyone observing you lie can oppose your check with a Social Insight check. If you succeed, the observer does not notice any indication that you are lying. If they succeed, they realize that you are lying.

A creature that fails its Social Insight check may choose not to believe you for other reasons. This check only prevents a creature from recognizing the lie based on your body language and behavior. To convince creatures to believe or take actions based on lies, you need the Persuasion skill (see *Compel Belief*, page 167).

Secret Message

As part of normal speech, you can make a Deception check to attempt to convey a hidden message to another character without others understanding it using codes, metaphors, and similar misdirection tools. The **difficulty value** is 10 for simple messages and 15 for complex messages. If the message contains completely new information, the **difficulty value** increases by 5. You can freely increase the **difficulty value** to make the message more difficult to intercept, but doing so also makes it more difficult for the intended recipient to interpret.

Anyone witnessing the exchange may make a Social Insight check against the same **difficulty value** to identify the hidden message. Creatures who know your system for conveying hidden messages – normally, the intended recipient – receive a +10 bonus. Creatures who know in advance that a message will be conveyed also receive a +5 bonus on this check.

Deduction (Int)

The Deduction skill represents your ability to make logical deductions based on evidence. It includes both determining which facts and observations are relevant to use as evidence, and reaching conclusions based on that evidence. However, this skill cannot protect you from coming to inaccurate conclusions if you rely on inaccurate or incomplete facts and observations.

Analyze Evidence

As a standard action, you can make use the *analyze evidence* ability.

Analyze Evidence

Make a Deduction check to analyze evidence available to you and try to reach an accurate conclusion. This includes both determining which evidence is relevant and deciding what that evidence proves. Most deductions have two components: observations you make, and knowledge you have. When you use this ability, you can decide to trust your own observations, your own knowledge, or both.

If you trust your own observations, and the deduction requires making observations, your Deduction modifier on the check is limited to be no greater than your modifier with the skill used to make observations. This skill is typically Awareness or Social Insight. If you trust your own knowledge, and the deduction requires knowledge, your Deduction modifier on the check is limited to be no greater than twice your Knowledge modifier with any relevant knowledge. If you trust both your observations and your knowledge, both limits apply.

Alternately, you can explicitly specify either the observations or knowledge your deduction is relying on. For example, you could make a deduction based on information given to you by another creature. If you do, your Deduction check is not limited, but your conclusions may be inaccurate if your assumptions are inaccurate.

The base **difficulty value** for this check is 10. This **difficulty value** is modified depending on the difficulty of the deduction and the quality of the evidence available to you, as shown on Table 6.12: Deduction Difficulty Modifiers.

Table 6.12: Deduction Difficulty Modifiers

Evidence Quality	Example	Difficulty Modifier
No irrelevant or misleading evidence	Determining a historical truth by reading the relevant chapter in an accurate history book	-5
Some evidence is irrelevant or misleading	Determining a historical truth by reading contemporary accounts	+0
About half of the evidence is irrelevant or misleading	Determining a historical truth by reading eyewitness accounts	+5
Almost all evidence is irrelevant or misleading	Determining a historical truth by reading military propaganda	+10 or more ¹
All evidence is irrelevant or misleading	Determining a historical truth by reading a cookbook	— ²
Complexity	Example	Difficulty Modifier
Exceptionally simple logic using no more than one piece of evidence	The sky is cloudy; therefore, it might rain	-5
Simple logic using one or two pieces of evidence	It is raining, and the cleric's clothes and boots are dry; therefore, they were not out in the rain	+0
Moderately complex logic using at least three pieces of evidence	It is raining, the mage's clothes are wet but their boots are dry, they were observed stepping into the bar, and there are no tracks leading up to the door; therefore, they can probably fly	+5
Exceptionally complex logic	A difficult logic puzzle	+10 or more

1. If there is an exceptionally large amount of irrelevant or misleading evidence relative to the amount of useful evidence, this penalty may be even larger.

2. It is impossible to make a correct deduction if there is no relevant and accurate evidence.

Devices (Int)

The Devices skill represents your ability to to manipulate mechanical devices such as locks, traps, and other contraptions. With enough skill, you can even manipulate magical devices.

The **difficulty value** of a Devices check depends on the device being manipulated. In addition, some actions are easier than others, and modify the **difficulty value** accordingly. Standard **difficulty value** are listed on Table 6.13: Devices Difficulty Values.

Table 6.13: Devices Difficulty Values

Device Type	Devices Difficulty Value
Simple device (wagon wheel, typical knot)	5
Average device (door hinge, complex knot)	10
Challenging device (typical lock or trap)	15
Difficult device (good lock, complex trap)	20
Magic trap	15 + twice rank
Extraordinary device (extraordinary lock)	25

Special Circumstances: You can attempt to leave no trace of your tampering while making a Devices check to activate or subvert a device. This increases the Devices **difficulty value** by 5, but increases the Awareness **difficulty value** to notice the tampering by 10.

Activate Device

As a standard action, you can make a Devices check to make a device perform a function it was designed to do, even if you lack the normal requirements. This requires thieves' tools, though you may be able to improvise from your surroundings with a -5 or greater penalty. For example, you could tie or untie a knot, apply a poison, lock or unlock a lock without its key, or activate a trap without using its normal triggering mechanism (hopefully without being in its line of fire).

Analyze Device

As a standard action, you can evaluate a device to understand how it functions. The **difficulty value** is 10 lower than normal. Success grants you an insight into the device's mechanisms. For every 5 points by which you succeed, you glean additional information about the device, which can also help you estimate the device's true difficulty. Failure means you learn nothing about the device.

Break Device

As a standard action, you can make a Devices check to break a device. This requires thieves' tools, though you may be able to improvise from your surroundings with a -5 or greater penalty. The **difficulty value** is 5 lower than normal. This is generally not subtle, such as jamming a lock or breaking a trap while triggering it in the process. It cannot change the state of a device, but you can prevent it from being used normally; a locked door will remain locked, but you can prevent it from being unlocked

with its key. Failure means the device continues to function. Critical failure may cause you to think that you successfully broke the device, while in fact it functions normally.

Create Bindings

As a standard action, you can make a Devices check to tie a knot or create a binding, including binding a helpless foe. The **difficulty value** to escape the binding is equal to your check result.

Improvise

You can construct ad-hoc devices from available materials. It takes five minutes to make a device of up to Tiny size. You can make a Small device in the time required to make four Tiny devices, a Medium device in the time required to make four Small devices, and so on. You make a Devices check against the **difficulty value** required to craft the item normally. Success means you create a device that lasts long enough for a single use before breaking. For every 5 points by which you succeed, the device lasts for an additional use.

Normally, you must have materials at hand which are designed for the construction of the device. You can jury-rig devices together from inappropriate materials by increasing the **difficulty value** by 10. The materials do not have to be well-suited to the device’s construction, but they must be physically capable of performing any necessary actions. For example, you could construct a simple arrow-throwing trap from bent sticks or creatively strung rope, but not from sand. Especially appropriate or inappropriate materials may decrease or further increase the **difficulty value**.

Subvert Device

As a standard action, you can make a Devices check to subvert the normal functionality of a device. This requires thieves’ tools, though you may be able to improvise from your surroundings with a –5 or greater penalty. The **difficulty value** is 5 higher than normal. This could allow you to sabotage a hinge or lock so it breaks once it is used, disable a trap without triggering it, or disable a lock so it is perpetually closed or open. Failure means you were unsuccessful, and your action was wasted. Critical failure means you break the device immediately, think you sabotaged the device when you did not, or activate the trap, depending on the circumstances.

Once you have disabled a device, you can attempt to recover it for later use if you can carry it. This requires a separate Devices check to subvert the device. The **difficulty value** is 5 higher than normal, as usual for a check to subvert a device.

Disguise (Int)

The Disguise skill represents your ability to create disguises to conceal the appearance of creatures or objects. This skill does not help you act appropriately while disguised; see Perform (acting) and Deception.

Conceal Object

As a standard action, you can make a Disguise check to conceal a creature or object on your person. The target must be at least one size category smaller than you are. If it is only one size category smaller than you, you take a –10 penalty to the check. A creature must be an **ally**, and an object must be unattended.

Your Disguise check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Disguise Creature

You can make a Disguise check to change the appearance of a creature using makeup, costumes, and so forth. This requires a disguise kit, though you may be able to improvise from your surroundings with a –5 or greater penalty. An observer can perceive the presence of a disguise with a Disguise or Awareness check to identify a disguise that is higher than your Disguise check. The effectiveness of a disguise depends in part on how much you’re attempting to change the creature’s appearance, as shown on the table below. The modifiers are cumulative; use any that apply.

The Disguise check is made secretly, so that you can’t be sure how good the result is. However, you can attempt to judge its effectiveness with an identify disguise check using either Disguise or Awareness.

Creation Time: Creating a disguise takes 30 minutes. You can take a –5 penalty to reduce the time to 5 minutes, a –10 penalty to reduce the time to 5 rounds, or a –15 penalty to reduce the time to a **standard action**.

Characteristic	Difficulty Modifier
Different gender	+2
Different species or subtype	+2
Different age category	+2 ¹
Different creature type	+5
Additional limb	+5 ²
Different size category	— ³

1 Per step of difference between your actual age category and your disguised age category. The steps are: young, adulthood, middle age, old, and venerable.
2 Per limb. You must have suitable disguise materials available.
3 You cannot disguise yourself as a different size category.

Emulate Creature

You can make a Disguise check to make a creature look like another creature you have previously observed. This functions like the *disguise creature* ability, but the result of your Disguise check can't exceed the result of an Awareness check you have made to observe the creature. People viewing the disguise who know what that person looks like get a +5 bonus on their checks to identify the disguise.

Identify Disguise [Hidden]

When you observe a disguised creature or object, you can make an Disguise check to identify the disguise. The **difficulty value** is equal to the Disguise check result used to create the disguise. Success means you know that the creature or object is disguised. Critical success means you can also discern its true appearance beneath the disguise. Failure means you don't notice anything unusual.

You cannot retry this check until you gain meaningful new information that would help you identify the disguise.

Endurance (Con)

The Endurance skill represents your ability to persevere through physical trials.

Hold Breath

If you hold your breath, you must make an Endurance check at the end of every 5 rounds that you spend without taking any actions, or at the end of any round in which you take an action. The **difficulty value** starts at 0, and increases by 1 for each subsequent check. If you succeed, you continue holding your breath. If you fail, you stop holding your breath and try to breathe in air. If there is no air to breathe, you gain a **vital wound** instead and continue holding your breath stay still. Essentially, you can fight while holding your breath for a number of rounds equal to your Endurance modifier with no risk of failure. If you stay still, you can hold your breath for a number of minutes equal to half your Endurance modifier with no risk of failure.

Overland Exertion

You can exert yourself while travelling overland to cover more ground (see Overland Movement, page 49). You can hustle, which allows you to travel twice the normal distance in the same time. You can also make a forced march, which allows you to travel for a longer period of time during the day. Exerting yourself for an hour in between **long rests** requires a **difficulty value** 5 Endurance check. The **difficulty value** increases by 2 for every hour you spend exerting yourself. Success means you suffer no penalty for the exertion. Failure means you take a **vital wound** from **subdual damage**.

If you combine both forms of exertion, you increase the **difficulty value** of the check by 4 for that hour instead of by 2.

Stay Awake

A typical creature needs a minimum of 6 hours of sleep for every 18 hours spent awake, and a minimum of 50 hours of sleep every week. If you try to stay awake beyond those limits, you must make an Endurance check. The **difficulty value** starts at 5, and increases by 5 for each subsequent check. If you succeed, you stay awake without suffering any penalties. If you fail, you gain a **vital wound** from **subdual damage** (see Subdual Damage, page 36). You must make another check every 8 hours as long as you are still beyond your normal sleep limits.

Delay Vital Wound

Whenever you receive a **vital wound**, you can make **difficulty value** 15 Endurance check. Success means that you **briefly** delay the special effect of the vital wound on you. At the end of the next round, you must make this check again. The difficulty value increases by 10 for each consecutive round that you delay the same vital wound.

While a vital wound is delayed in this way, you still consider it when calculating your penalties to future **vital rolls**, but you

do not suffer any effects from its specific vital wound effect (see Vital Wounds, page 37). The vital wound can still be removed by effects that remove vital wounds. Failure means that the vital wound has its normal effect on you.

You can only delay one of your vital wounds in this way. If you gain a new vital wound, you can choose to either delay the new vital wound or continue delaying the old vital wound. You can make this choice after learning the **vital roll** for the new vital wound. The difficulty value to delay a new vital wound starts at 15, regardless of whether were previously delaying a different vital wound.

Flexibility (Dex)

The Flexibility skill represents your ability to escape bindings and move through small areas by contorting your body.

Escape Bindings

As a standard action, you can make an Flexibility check to escape bindings and restraints. The **difficulty value** of various restraints are given on the table below. You can also use Flexibility to escape grapples using the *escape grapple* ability (see Grapple Actions, page 54).

Table 6.14: Flexibility Difficulty Values

Restraint	Difficulty Value
Ropes	Binder's Devices check
Net	10
Manacles, simple	15
Manacles, quality	20
Manacles, masterwork	25

Tight Squeeze

As a standard action, you can use the *tight squeeze* ability to squeeze into spaces too small to normally fit you.

Tight Squeeze

Make an Flexibility check to move one foot forward into a tight space. A **difficulty value** 15 check allows you to move in a space that can fit your head and shoulders, but which is too tight to allow normal crawling. For a typical human, this means squeezing through a space about a foot and a half in diameter. A **difficulty value** 25 check allows you to move in a space that can fit your head, but not your shoulders. For a typical human, this means squeezing through a space about half a foot in diameter. Success means you make progress through the space, while failure means your action is wasted.

This functions like **squeezing** (-2 *accuracy*, *Armor*, and *Ref*), except that the penalties are increased to -4. If you are squeezing in a space that cannot fit your shoulders, you are also treated as **helpless** (-10 *Armor* and *Ref*).

Intimidate (Varies)

The Intimidate skill represents your ability to intimidate and coerce people into doing what you want.

Check Modifiers: You gain a bonus of up to +10 on Intimidate checks if the target thinks you or your group is stronger than it is, or that it is otherwise in some real danger from you. Likewise, you take a penalty of up to -10 if the target thinks you or your group is weaker than it is, or that there is otherwise no chance that you could cause it harm.

Choosing an Attribute: No attribute is a key attribute for Intimidate. However, depending on how you are trying to intimidate creatures, you can add any attribute's base value to your Intimidate check. For example, if you intimidate a creature by smashing a table and threatening to smash its head in, you can add your Strength to the Intimidate check. On the other hand, if you intimidate a creature by staring it down in a cold fury, you can add your Willpower to the Intimidate check.

Coerce

You can make an Intimidate check to convince a creature to do what you want. This functions like a Persuasion check to form an agreement with a group, except that you do not apply a relationship modifier. In addition, the **difficulty value** is up to 10 lower if the group thinks your group is significantly stronger than them, or up to 10 higher if the group thinks your group is significantly weaker.

Demoralize

As a standard action, you can use the *demoralize* ability to intimidate creatures in combat.

Demoralize

Make an attack vs. Mental against a creature within Medium (60 ft.) range. Your **accuracy** is equal to your Intimidate skill.

Hit: The target is **briefly shaken** (-2 accuracy and Mental within 60 ft.) by you.

Jump (Str)

The Jump skill represents your ability to jump. All Jump checks are made as part of movement, so they take no special action to perform.

Running Start: If you move on a surface at least ten feet in a straight line before jumping from that surface, you have a running start. This movement must happen in the same phase as your Jump check or during the immediately preceding phase. You gain a +5 bonus to your Jump skill while you have a running start.

Jumping and Movement: Distance moved with Jump checks is considered to be part of your land speed. The maximum distance that you can cover with a Jump check is equal to your remaining land speed during the current phase. This distance is measured only for the farthest extent that you travel from your starting location, not for a round trip or for the entire distance travelled along the arc of your jump. For example, if your land speed is thirty feet and you get a ten-foot running start, you can jump no more than twenty feet forward or twenty feet vertically into the air.

Falling After Jumping: It is possible to make a Jump check that leaves you in midair at the end of your movement. At the end of each phase after you jumped into midair, you fall as normal. This can allow you to take actions in midair during the phase immediately after your jump. For example, you can jump into the air during the **movement phase** and act in midair during the **action phase**. If an insufficiently long jump would cause you to fall into a gap, you can attempt to stop your fall (see Stop Fall, page 153) if you can reach the wall.

High Jump

As part of movement, you can make a Jump check to jump vertically. Your maximum height is equal to half of your Jump check result. If you have movement remaining, you can move up to five feet horizontally at the end of your jump, allowing you to jump onto ledges and similar objects.

Mitigate Fall

As you hit the ground after a fall, you can make a Jump check to reduce falling damage. A **difficulty value** 5 check allows you to treat a fall as if it were 10 feet shorter. For every 5 points by which you beat that **difficulty value**, you can reduce the falling damage by 10 additional feet. You do not need a running start to use this ability.

Long Jump

As part of movement, you can make a Jump check to jump forward. You move forward any number of feet, up to a maximum equal to your Jump check result. Your maximum height during the jump must be no greater than half of your Jump check result, and no less than a quarter of your forward distance travelled.

You always reach your maximum height at the midpoint of the jump. However, you can interrupt your leap before travelling the full horizontal distance. For example, if you need to travel five feet forward and five feet vertically to reach a rope, you can start a leap which would take you ten feet forward and reach a maximum height of five feet. Making such a leap would require a Jump check result of 10. When you reach the rope, you can stop your movement there, ignoring the forward motion which would make you travel the full ten feet.

Rebounding Leap

While in midair, if you make contact with a solid object or **ally** that can support your weight, you can jump off of it with the *high jump* or *long jump* abilities. You take a -5 penalty to the check. If your check result is 5 or less, your jump fails, you become **prone** (*half speed, -2 accuracy, Armor, and Ref*), and you cannot use this ability again until you land on solid ground. You must travel at least 5 feet in the air between each successful rebounding jump.

Share Impact

As a standard action, you can make a precise leap to land on an enemy, forcing them to share your falling damage. This functions like the *long jump* ability, except that you also make an attack vs. Reflex against one creature in a space at the end of your motion, including both your initial jump and your fall afterwards (if any). Your **accuracy** is equal to your Jump skill. On a hit, the target takes half of the **falling damage** that you would normally take based on the height of the jump, ignoring any of your abilities that reduce that damage. This does not reduce the falling damage you take, and you cannot combine this ability with the *mitigate fall* ability to reduce your falling damage.

Knowledge (Int)

The Knowledge skills represent your understanding of particular aspects of the world. Like the Craft, Profession, and Perform skills, Knowledge actually encompasses a number of separate skills. Knowledge represents a study of some body of lore, such as an academic or even scientific discipline. Typical fields of study are listed below, but the GM may create additional fields or decide that some fields are irrelevant in a particular setting.

- Arcana (arcane spells, dragons, magical beasts)
- Dungeoneering (aberrations, caverns, oozes, spelunking, subterranean monsters)
- Engineering (architecture, buildings, bridges, fortifications, siege weapons)
- Items (magic items, artifacts, constructs)
- Local (myths and legends, laws and customs, history, nobility and royalty, nearby monsters)
- Nature (nature spells, animals, fae, monstrous humanoids, plants, terrain and climate)
- Planes (pact spells, the Primal Planes, the Aligned Planes, the Astral Plane, planeforged, magic related to the planes, extraplanar monsters)
- Religion (divine spells, undead, deities, mythic history, religious traditions, holy symbols)

You cannot retry Knowledge checks until you are presented with significant new information about the target that could jog your memory.

Identify Monster

You can make a Knowledge check reactively to identify a monster and recall its special powers or vulnerabilities. In general, the **difficulty value** is equal to 5 + the monster's level.

Success allows you to remember the monster's name and its most well-known features, as indicated in the monster's description. In addition, you remember one piece of useful information. For every 5 points by which you succeed, you remember an additional piece of useful information, in addition to any context about the monster from its description. You can choose each piece of useful information from the following standard pieces of information:

- Alignment
- All languages the creature typically knows, if any
- Approximate level, to the nearest increment of 3 (0, 3, 6, 9, and so on)
- Approximate speed, to the nearest increment of 10 feet
- Approximate value for any one of its attributes, to the nearest increment of 5
- Challenge rating (see Challenge Rating, page 477)
- Which defense is highest or lowest (but not the value of that defense)

Failure indicates you don't remember anything important about the monster. Critical failure may mean you remember incorrect information.

Some particularly famous monsters have legends about them

that are much easier to recall than specific combat details about them. For example, even the most rural commoner has heard of dragons. These common legends are indicated in the description of each monster, and have a lower difficulty value than identifying the monster itself.

Answer Question/Recall Information

You can make a Knowledge check reactively to remember information related to your field of study. The **difficulty value** varies depending on the difficulty of the question. Answering a simple or trivial question that most students would be familiar with is **difficulty value** 5. Answering a challenging question which would be beyond the reach of most initiates has a **difficulty value** of 15. Answering a deeply complex or obscure question which might require information known only by the most learned masters in the field would be **difficulty value** 20 or higher.

Identify Item

You can make a Knowledge check to identify any unusual properties or functions of an item. The Knowledge skill used must be related to the item, which generally requires that you use the Knowledge (items) skill. This is most commonly used to identify magic items, but it can also be used to understand esoteric nonmagical items.

Identifying an item takes a minute of careful evaluation. The **difficulty value** depends on how obscure the item's nature is. As a rough guideline, identifying a magic item usually has a base **difficulty value** of 10 + twice the item's rank. Items that are particularly common in a particular setting may be easier to identify, which can reduce the **difficulty value** by 5 or more. For example, a *potion of healing* is usually a fairly common magic item, so it may only require a DV 2 check to recognize. The GM is responsible for determining exactly which magic items, if any, are common enough to easily identify.

Success means that you know the item's general purpose, and how to activate its functions, including any magical effects. You also know the item's rank, which lets you estimate its value. Failure means you learn nothing about the item.

If an item is intentionally crafted to be misleading or hard to identify, the **difficulty value** to identify it increases by 5 or more. Critical failure on a check to identify it may cause an observer to misidentify it as a different item. For example, a poison carefully constructed to resemble a *potion of healing* may require a DV 17 check to correctly identify. A result of 11 or less would cause an observer to confidently conclude that the poison was in fact a *potion of healing*.

Identify Magical Effect

Once per round, you can make a Knowledge check as a **free action** to identify a magical effect that you observed during the current or previous round. The base **difficulty value** is equal to 15 + twice the effect's rank. You must use a Knowledge skill

relevant to the magical effect. Arcane effects require Knowledge (arcana), divine effects require Knowledge (nature), nature effects require Knowledge (nature), and pact effects require Knowledge (planes). In some circumstances, other Knowledge skills could be used if they are directly relevant to the magical effect. For example, Knowledge (dungeoneering) could be used to identify many spells from the *terramancy mystic sphere*.

Success means you know in general terms what the effect does. For example, if you observe someone casting a *pyrohemia* spell, you know that it deals fire damage to a single target, and that it detrimentally affects the target's mind. Critical success means you know exactly what the effect does, and if it is a common effect, what ability caused it. For example, you might specifically identify the *pyrohemia* spell, including the exact duration of its dazing effect. Failure means you do not recognize the effect.

The more information you have about the magical effect, the easier it is to identify. If you saw a creature use **somatic components** to create the magical effect, the **difficulty value** of this check is reduced by 5. Likewise, observing **verbal components** also reduces the difficulty value by 5. If you can visually observe the effect, such as the eruption of a ball of fire, or if you were personally affected by a non-visual effect, you also reduce the difficulty value by 5. This means that if you have all three pieces of information, the difficulty value is equal to twice the effect's rank.

Linguistics (Int)

The Linguistics skill represents your mastery of spoken and written languages (see Languages, page 40). Normally, you don't make Linguistics checks to speak or understand languages. You either know a language or you don't. However, training in Linguistics causes you to learn additional languages, and you can use Linguistics to attempt to decipher unfamiliar languages.

Automatic Languages: If you are trained in Linguistics, you learn an additional **common language** or **rare language** (see Language Rarity, page 40).

Decipher Script

You can make a Linguistics check to decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base **difficulty value** is 10 for the simplest messages, 15 for standard texts, and 20 or higher for intricate, exotic, or very old writing. In addition, the **difficulty value** increases by 5 if you do not know any languages that use the same alphabet as the writing being deciphered. Deciphering the equivalent of a single page of script takes 1 minute.

Success means you understand the general content of a piece of writing about one page long (or the equivalent). Failure means you fail to understand the writing. Critical failure means you to draw a false conclusion about the text. The check to decipher the writing is made secretly, so that you can't tell whether the conclusion you draw is true or false.

Identify Language

You make a **difficulty value** 10 Linguistics check to identify the language used in speech or writing, even if you can't understand the language. For details about languages, see Languages, page 40.

Medicine (Int)

The Medicine skill represents your practical understanding of how to tend to the wounds of living creatures. In order to use this skill to aid a creature, you must be able to see and touch it.

Accelerate Recovery

You can make a **difficulty value** 15 Medicine check to accelerate the recovery of up to four willing creatures, potentially including yourself, during a **long rest**. Success means that each creature removes an additional vital wound (see Removing Vital Wounds, page 38). For every 10 points by which you succeed, each creature removes an additional vital wound.

To accelerate a creature's recovery, you need a few items and supplies (bandages, salves, and so on) that are easy to come by in civilized areas. You can accelerate the recovery of additional creatures during the same rest by taking a cumulative -2 penalty per additional creature.

First Aid

As a standard action, you can make a Medicine check to prevent yourself or an **ally** from dying from a **vital wound** with a negative **vital roll**. The **difficulty value** is equal to 0 + 10 for each point by which the vital roll is below 1. Success means that the target treats the **vital roll** as a 1 instead of its original value. This changes the effect of the vital wound, generally preventing the target from dying. For details, see Vital Wounds, page 37.

You can use this ability to treat multiple creatures within your **reach**. You take a -5 penalty to the check for each additional target beyond the first.

Identify Poison or Disease

You can make a Medicine check to identify a poison or disease currently affecting a creature. The **difficulty value** is equal to 5 + twice the **rank** of the poison or disease. Identifying a poison takes a standard action. Identifying a disease takes five minutes of work.

Treat Condition

As a standard action, you can make a Medicine check to treat some specific conditions. Success usually means the condition is gone, as indicated by the effect's description. A condition cannot be removed by this ability unless says this ability can remove it.

Treat Poison or Disease

You can make a Medicine check to treat a creature that is currently poisoned or diseased. The next time it is attacked by its current poison or disease, it can use your Medicine check or its Fortitude defense, whichever is higher. Treating a poison takes a standard action. Treating a disease takes five minutes of work.

Perform (Varies)

The Perform skills represent your ability to create particular forms of entertainment. Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with a separate degree of training. Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Acting (drama, impersonation, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- Singing (ballad, chant, melody)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)

Choosing an Attribute: No attribute is a key attribute for Perform. However, depending on how you are trying to perform creatures, you can add any attribute's base value to your Perform check. For example, if you create a complex and challenging tune on a harp, you can add your Dexterity to the Perform check. On the other hand, if you issue a bombastic series of trumpet blasts, you can add your Constitution to the Perform check.

Performance Types: In general, there are three types of performances: instrumental performances, visual performances, and vocal performances.

Instrumental Performances: These performances require an instrument of some sort to create sound, which always requires at least one hand to manipulate the instrument. They affect all creatures who can hear the performance.

Visual Performances: These performances require some sort of motion, such as juggling. They affect all creatures who can see the performance.

Vocal Performances: These performances use your voice to create sound. These are simpler to create than instrumental performances, since they don't require an instrument. However, vocal performances are always in a particular language. They affect all creatures who can hear the performance and understand the language the performance is in.

Limitations while Performing: While you are performing, your actions are slightly limited. It takes a **minor action** to initiate and sustain a performance.

While you are performing, you cannot cast spells. In addition, you take a -5 penalty to the Perform skill for any other performances. This penalty stacks, and applies separately for each simultaneous performance. For example, if you were playing a lyre, singing, and juggling balls with your feet, you would take a -20 penalty to all three performances. These limitations are in addition to any restrictions imposed by your method of performing, such as your hands being occupied playing an instrument.

You can otherwise act normally while performing, including

attacking in combat, if doing so is physically possible.

Performance Time: In general, you can maintain a performance for up to an hour. After that time, you must take a **short rest** before performing again.

Entertain

You can make a Perform check to provide entertainment or to show off your skills.

Earn Income

You can make a Perform check to practice your trade and make a decent living, earning about half your Perform check result in gold pieces per week of dedicated performance.

Persuasion (—)

The Persuasion skill represents your ability to convince people to think what you want them to. Depending on how it is used, it represents a combination of verbal acuity, tact, argumentative ability, grace, etiquette, and personal magnetism. Using a Persuasion check usually takes at least a minute of sustained conversation.

Persuasion checks are usually made against a group. For the purposes of a Persuasion check, a “group” consists of creatures who consider themselves to be **allies** and who share similar information or backgrounds. For example, in a king’s court, you cannot simply influence the king alone; his trusted advisors are also part of the same group. It is possible to influence one group without influencing another. For example, the king and his advisors may be unpersuaded, but the prince may find your arguments compelling. Groups can also consist of a single creature. The game master decides what the groups are.

The base **difficulty value** for a Persuasion check against a group is equal to 5 + the highest Social Insight of any character in the group or half the highest level of any character in the group, whichever is higher.

Not all social interactions require Persuasion checks. Much of the time, being extraordinarily persuasive is unnecessary, and creatures can be convinced with normal, inartful conversation and good reasoning. Persuasion checks should only be used when your personal persuasiveness matters.

Compel Belief

As part of conversation, you can make a Persuasion check to cause creatures to believe something you say. If you are lying, you must also make a Deception check to lie. Success means the group believes what you are saying is true. What they choose to do with that information is up to them, however. Failure means they do not believe you, but they do not react poorly; perhaps they simply want more verification. You may be able to try again, depending on their patience. Critical failure means the group reacts poorly, and you may have permanently damaged your credibility with them.

Your check is modified by how believable your argument is, as well as whether the group has strong feelings about the truth of your story.

Form Agreement

You can make a Persuasion check to convince a group to accept a deal you offer. This can be used to persuade the chamberlain to let you see the king, to negotiate peace between feuding barbarian tribes, or to convince the ogre mages that have captured you that they should ransom you back to your friends instead of twisting your limbs off one by one.

Success means the group will fulfill their end of the deal. Of course, if you don’t fulfill your part, they are likely to react poorly. Failure means they did not accept the deal, but they may

Table 6.15: Believability Modifiers

Description	Difficulty Modifier
Expected to be true (“Nothing interesting happened while I was on patrol”)	–5
Plausible (“The mayor is too busy to see you now.”)	+0
Unlikely (“The north gate is under attack!”)	+5
Extremely unlikely (“The mayor is secretly a werewolf.”)	+10
Virtually impossible (“Your husband is secretly a werewolf.”)	+15 or more
Demonstrably untrue (“You are secretly a werewolf.”)	— ¹

¹ You cannot convince someone of something that is proven to be false.

Table 6.16: Motivation Modifiers

Description	Difficulty Modifier
Target wants to believe (“That dress looks lovely on you.”)	–5
Target does not have strong feelings (“I’m busy.”)	+0
Target doesn’t want the story to be true (“Your brother is a murderer.”)	+5

propose an alternate arrangement, or you can propose another deal without penalty. Critical failure means that there is virtually no chance to reach an agreement, and the group may become hostile or take other steps to end the conversation. They may have been insulted by how unfair the deal was, or you may have made a critical verbal misstep.

Your check is modified by your relationship with the group and how favorable the deal is.

Gather Information

An evening’s time, a few gold pieces for buying drinks and making friends, and a **difficulty value** 5 Persuasion check get you a general idea of a city’s major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the **difficulty value** for the check is generally at least 5. The difficulty depends on how widely known and shared the information you seek is.

Table 6.17: Relationship Modifiers

Relationship	Difficulty Modifier
Intimate: Someone who with whom you have an implicit trust. Example: A lover or spouse.	-15
Friend: Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.	-10
Ally: Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a knight serving the same king.	-5
Acquaintance (Positive): Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.	-2
Just Met: No relationship whatsoever. Example: A guard at a castle or a traveler on a road.	+0
Acquaintance (Negative): Someone you have met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.	+2
Opposition: Someone who is part of a group that consistently works against your interests, with whom you have no personal relationship. Example: An outlaw (to a law-abiding person), a paladin of law (to an outlaw), or a soldier who fights for a country at war with your country.	+5
Enemy: Someone with whom you have a specifically antagonistic relationship. Example: An evil warlord whom you are attempting to thwart, a bounty hunter who is tracking you down for your crimes, or a bandit currently robbing you.	+10
Nemesis: Someone who has sworn to do you, personally, harm, or vice versa. Example: The brother of a man you murdered in cold blood, or the person who murdered your brother in cold blood.	+15

Profession (Varies)

The Profession skills represent your practical understanding of a particular profession. Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with a separate degree of training. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Most commoners have some training in a Profession skill.

Choosing an Attribute: No attribute is a key attribute for Profession. However, depending on how you are using your

Profession, you can add any attribute's base value to your Profession check. For example, if you use your experience as a farmer to harrow a field, you can add your Strength to the Profession check. On the other hand, if you use your experience as a sailor to determine the right angle for sails in the current wind, you can add your Perception to the Profession check.

Identify Item

You can make a Profession check to identify any unusual properties or functions of an item. The Profession skill used must match the item's purpose, ignoring any magical properties it might have. This is most commonly used to identify magic items, but it can also be used to understand esoteric nonmagical items.

Identifying an item takes a minute of careful evaluation. The **difficulty value** depends on how obscure the item's nature is. As a rough guideline, identifying a magic item usually has a base **difficulty value** of 10 + twice the item's rank. Items that are particularly common in a particular setting may be easier to identify, which can reduce the **difficulty value** by 5 or more. For example, a *potion of healing* is usually a fairly common magic item, so it may only require a DV 2 check to recognize. The GM is responsible for determining exactly which magic items, if any, are common enough to easily identify.

Success means that you know the item's general purpose, and how to activate its functions, including any magical effects. You also know the item's rank, which lets you estimate its value. Failure means you learn nothing about the item.

If an item is intentionally crafted to be misleading or hard to identify, the **difficulty value** to identify it increases by 5 or more. Critical failure on a check to identify it may cause an observer to misidentify it as a different item. For example, a poison carefully constructed to resemble a *potion of healing* may require a DV 17 check to correctly identify. A result of 11 or less would cause an observer to confidently conclude that the poison was in fact a *potion of healing*.

Earn Income

You can make a Profession check to practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Perform Task

You can make a Profession check to perform some tasks related to your profession. This allows you to use Profession in place of other skills when it is appropriate. For example, a sailor could use Profession to tie common knots in place of Devices or Survival, or a farmer could use Profession to identify common animals and plants in place of Knowledge (nature). The **difficulty value** when using Profession may be higher than it would be to use the normal skill for the task.

Risk vs. Reward Judgement (Persuasion)	Difficulty Modifier
Fantastic: The reward for accepting the deal is very worthwhile; the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay 10gp for directions to the well-known local tavern.	-15 or more
Good: The reward is good and the risk is minimal. The target is very likely to profit from the deal. Example: An offer to pay someone twice their normal daily wage to spend their evening in a seedy tavern and later report on everyone they saw there.	-10
Favorable: The reward is appealing, but there's risk involved. If all goes according to plan, though, the deal will end up benefiting the target. Example: A request for a mercenary to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.	-5
Even: The reward and risk more or less even out; or the deal involves neither reward nor risk. Example: A request for directions to a place that isn't a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved. Even if all goes according to plan, chances are it will end badly for the target. Example: A request to free a prisoner the target is guarding for a small amount of money.	+5
Bad: The reward is poor and the risk is high. The target is very likely to get the raw end of the deal. Example: A request for a mercenary to aid the party in battle against an fearsome dragon for a small cut of any non-magical treasure.	+10
Horrible: There is no conceivable way that the proposed plan could end up with the target ahead or the worst-case scenario is guaranteed to occur. Example: An offer to trade a broken sword hilt for a shiny new longsword.	+15 or more

Ride (Dex)

The Ride skill represents your ability to ride and control horses and other mounts. Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. However, some special actions require Ride checks. Some modifiers apply to all Ride checks, as described at Ride Modifiers, page 169.

Unless an ability says otherwise, you can only use this skill to ride creatures exactly one size category larger than you.

Ride Modifiers: If a mount is not trained as a mount, the **difficulty value** to ride it increases by 5. If it lacks a saddle and other riding gear, the **difficulty value** to ride it increases by 5. If it takes a standard action other than movement, such as attacking, the **difficulty value** to ride it that round increases by 5.

Control Mount

When riding a non-sentient **ally** in combat that is not trained for battle, you must a **difficulty value** 10 Ride check as a **move action** to control it. Success means it obeys your commands that round. Failure means it remains still and refuses to obey your commands until you make a successful check to control it. Critical failure means the mount acts of its own volition.

Magically augmented animals such as a druid's *natural servant* and a ranger's *animal companion* are considered trained for battle, making this ability unnecessary.

Fall

If you fall off your mount, or if your mount is downed in battle, you take damage from the fall. Falling off of a typical Large creature, such as a horse, deals 1d6 bludgeoning damage, while falling from larger creatures deals damage appropriate to the distance fallen.

Guide Mount

While riding an **ally**, you must make a **difficulty value** 0 Ride check at the start of your turn to guide it with your knees. Success means it obeys your commands, and you can have both hands free to take other actions. Failure means you must use a hand to control the mount that round. Critical failure means the mount acts of its own volition. If you cannot use a hand to control the mount, you fall off the mount if it moves during your turn.

Leap

You can make a **difficulty value** 5 Ride check to stay on your mount as it jumps. This check is made as part of your mount's movement. Success means that you stay on the mount. Failure means you fall off your mount as it starts to jump.

Spur Mount

You can make a **difficulty value** 5 Ride check as a move action to get your mount to move faster. Success means it takes the *sprint* action to move faster (see Sprint, page 53). Failure means your action was wasted.

Stay in Saddle

If you take damage or your mount rears or bolts unexpectedly, you must make a **difficulty value** 5 Ride check to stay in your saddle. This does not take an action. Success means you stay in your saddle. Failure means you fall off your mount.

Take Cover

You can make a **difficulty value** 10 Ride check as a move action to drop low and take **cover** behind your mount. This requires the use of both your hands. Failure means you can't get low enough and gain no benefit from the action. Critical failure means you fall off your mount. You can leave this cover and resume your normal position as a move action that does not require a Ride check.

If you take a -5 penalty to this check, you can attempt it with only one free hand. If you take a -10 penalty to this check, you can attempt it without any free hands.

Sleight of Hand (Dex)

The Sleight of Hand skill represents your ability to pick pockets, palm objects, and perform other feats of legerdemain. All Sleight of Hand checks apply a special modifier based on the size of the action taken or object affected, as shown on Table 6.18: Sleight of Hand Difficulty Modifiers.

Table 6.18: Sleight of Hand Difficulty Modifiers

Size	Difficulty Modifier
Fine	-10
Diminutive	-5
Tiny	+0
Small	+5
Medium	+10
Large	+15
Huge	+20
Gargantuan	+25
Colossal	+30

Conceal Action

You can make a Sleight of Hand check to conceal an action you take, preventing observers from noticing that you took the action. You can conceal any physical action that only requires the use of your hands and arms. Your check is opposed by the Awareness check of any observers. Success means your action is unnoticed. Failure means they are able to notice your action normally.

The space required to perform the action is the size of the action, and applies a bonus or penalty as noted above. For example, winking only requires moving your eye, so you gain a +10 bonus to conceal the action. Firing a longbow requires manipulating an object as large as you are, so you take a -10 penalty to conceal the action.

Observers that you touch as part of the action gain a +10 bonus to their Awareness check. If you strike them hard, as with an attack, the bonus increases to a +20 bonus.

If you successfully conceal an attack, the attack is treated as if it were an attack from an invisible creature. The target may be **unaware** (-6 *Armor and Ref*) or **partially unaware** (-2 *Armor and Ref*) of the attack. If the target is hit, it can tell the direction the attack came from, but not that you made the attack.

Nonhumanoid creatures without hands and arms may conceal actions using different parts of their body. Large movements can never be concealed with this ability; see the Stealth skill.

Conceal Object

As a standard action, you can make a Sleight of Hand check to conceal a creature or object on your person. The target must be at least one size category smaller than you are. If it is only one size category smaller than you, you take a -10 penalty to the check. This penalty is separate from the normal modifier based on the object's size. A creature must be an **ally**, and an object must be unattended.

Your Sleight of Hand check is opposed by the Awareness check of anyone observing you. Success means they fail to notice the item. A creature directly interacting you to search for the object, such as by frisking you, gains a +5 bonus to its Awareness check.

Pickpocket

You can make a Sleight of Hand check as a standard action to steal an object from another creature. The object must be loose and accessible, such as in a pocket. The **difficulty value** depends on whether the creature notices your attempt using Awareness. If the creature's Awareness check exceeds your Sleight of Hand check, the creature notices your attempt and the **difficulty value** is equal to the creature's Reflex defense. Otherwise, the creature does not notice your attempt, and the **difficulty value** is 10. Success means you successfully steal the object. Failure means you do not steal the object.

Social Insight (Per)

The Social Insight skill represents your ability to read body language and emotion. Most Social Insight tasks are **hidden tasks**.

Discern Enchantment [Hidden]

When you interact with a creature, you can try to notice whether it is affected by mind-affecting abilities with a Social Insight check. If the creature is not affected by any such abilities, the check automatically fails. If the creature is affected by Compulsion or Emotion effects that are not currently altering its behavior, the check also automatically fails. If the creature's behavior is currently being altered by a **Compulsion** effect, the **difficulty value** is 10, and success means you identify the presence of a Compulsion effect. If the creature's behavior is currently being altered by an **Emotion** effect, the **difficulty value** is 20, and success means you identify the presence of an Emotion effect. Failure means you do not notice any such effects on the creature.

You can also make this check to identify **Subtle** effects on yourself, using the same **difficulty value**.

Discern Lies [Hidden]

When you observe a creature speak, you can make a Social Insight check. The **difficulty value** is equal to the speaking creature's Deception check result. Success means you identify whether the creature was lying. Failure means you do not notice any indication that the creature is lying.

Discern Secret Message

When you observe a hidden message being conveyed, you can make a Social Insight check. The **difficulty value** is equal to the **difficulty value** of the secret message (see Deception, page 156). Success means you recognize that a hidden message is present, but not its contents. Critical success means you can understand the message. Failure means you don't notice the hidden message.

Social Assessment

You can make a **difficulty value** 5 Social Insight check to get a general assessment of a social situation. This does not take an action by itself, but you must observe the group for at least a minute. Success means you learn a piece of useful information about the situation, such as a general understanding of expected behaviors or a rough understanding of the social hierarchy. For every 5 points by which you beat the **difficulty value**, you gain an additional insight into the situation.

You can make a social assessment after only a single round of observation, but you take a -10 penalty on the check. If you don't understand the language the group is using, you take a -10 penalty on the check. The information gained at a given **difficulty value** may vary in usefulness depending on how obvious or subtle the situation is.

Stealth (Dex)

The Stealth skill represents your ability to escape detection while moving or taking large-scale actions. All Stealth checks are made as part of movement or other actions, so they require no special action to perform. If you have been noticed by a creature, you automatically fail all Stealth checks against that creature until you can escape its notice, such as by disappearing out of sight.

Size and Stealth: A creature smaller than Medium size gains a +5 bonus to the Stealth skill for each size category by which it is smaller than Medium. Similarly, a creature larger than Medium size takes a –5 bonus to the Stealth skill for each size category by which it is smaller than Medium. These effects are summarized below.

- Fine: +20
- Diminutive: +15
- Tiny: +10
- Small: +5
- Medium: +0
- Large: –5
- Huge: –10
- Gargantuan: –15
- Colossal: –20

Avoid Notice

As part of any movement or **standard action**, or as a **move action** if you hide in place, you can make a Stealth check to prevent creatures from becoming aware of you as a result of that action. Your Stealth check is opposed by the Awareness checks of any creatures who are capable of observing you and who are not already aware of you. Success means that the observer's awareness of you does not change. If it was originally **unaware** (–6 *Armor and Ref*) of you, it stays unaware of you, and if it was originally **partially unaware** (–2 *Armor and Ref*) of you, it stays partially unaware of you. This effect lasts until you take an action or your circumstances otherwise meaningfully change in a way that would make you easier to observe. Failure means that the observer can observe you using any senses they detected you with. Generally, success with sight-based senses causes creatures to become aware of you, while success with other senses causes creatures to be **partially unaware** (–2 *Armor and Ref*) of you.

If you do not have **cover** or **concealment** from a creature (see Cover, page 55 and Concealment, page 55), that creature gains a +20 bonus to Awareness checks to observe you. For this purpose, do not consider any cover that would be hidden as a result of a successful check, such as an object you hold in front of you. While you are invisible, you are treated as having **concealment** for this purpose. If a creature can see you regardless of cover or concealment with an ability like **lifesight** or **tremorsight**, you are not considered to have cover or concealment from it, so it gains that +20 bonus.

If a creature would automatically know your location with

an ability like **lifesense** or **blindsense**, it gains a +10 bonus to Awareness checks to observe you. This does not stack with the Awareness bonus for not having cover or concealment.

Larger, more obvious actions are more difficult to hide. If you use a movement speed to move, you take a penalty to your Stealth check to conceal that movement. This is a –5 penalty if you move at no more than half your speed. If you use the *sprint* ability or move faster than half your speed, this penalty increases to –10.

Making a **strike**, using **somatic components**, and taking other similar large-scale actions imposes a –10 penalty to the Stealth check. If you make a strike with a medium or heavy weapon, this penalty increases to –20. This is separate from and stacks with the +20 bonus that a creature gets to notice you if you hit it with a **strike** (see Notice Creatures and Events, page 149).

Blend In

You can make a Stealth check to blend in with a crowd. Your Stealth check is opposed by the Awareness checks of anyone looking for you specifically. Success means you remain indistinguishable from any other random member of the crowd. Failure means the person looking for you identified you.

If you act differently from the crowd you are trying to blend in with, anyone observing you gets a +5 bonus to find you. You may need to make Awareness or Social Insight checks to figure out how to act, depending on the situation. If you are extremely dissimilar from the crowd, such as a naked person in church or a human among halflings, anyone observing you may gain a +10 or greater bonus to find you.

Hide [Hidden]

As part of any movement or teleportation, you can make a Stealth check to make creatures that are aware of you lose track of your position. Your Stealth check is opposed by the Awareness checks of any creatures who were aware of you before your movement. In order to use this ability, you must move in a way that makes observers lose sight of you for at least ten feet of your motion. This can be achieved by moving through total darkness, moving behind total cover, teleporting at least ten feet, or similar activities. Note that most teleportation effects make noise, which means that creatures can detect you by hearing that noise instead of beating your Stealth check. In addition, you must have **cover** or **concealment** for the entire duration of your movement. Success means that the observer becomes **partially unaware** (–2 *Armor and Ref*) of you instead of fully aware of you.

If you do not have **cover** or **concealment** from a creature (see Cover, page 55 and Concealment, page 55), that creature gains a +20 bonus to sight-based Awareness checks to observe you. For this purpose, do not consider any cover that would be hidden as a result of a successful check, such as an object you hold in front of you.

Survival (Per)

The Survival skill represents your ability to take care of yourself and others in the wilderness, including the ability to follow tracks.

Navigate Wilderness

You can make a Survival check while moving overland to avoid natural hazards and getting lost. The **difficulty value** depends on the terrain, as shown on Table 6.19: Terrain Difficulty Values. Success means that you and any group you lead can move without any trouble. Failure means you may encounter a natural hazard, depending on the terrain. Critical failure means you become lost.

You can notice that you are lost the next time that you succeed on a check to navigate in the wilderness. Rediscovering your location requires backtracking for 1d6 hours and another Survival check against the same **difficulty value**.

This check is made once every 8 hours you spend travelling overland. If you move at half speed, you gain a +5 bonus on the check.

Sustenance

You can make a Survival check to move overland at half speed while hunting and foraging. The **difficulty value** depends on the terrain, as shown on Table 6.19: Terrain Difficulty Values. Success means that you can feed yourself, and require no additional food or water. For every 2 points by which you succeed, you can provide food and water to an additional person.

This check is made once every 8 hours you spend travelling overland. If you move at one-quarter speed, you gain a +5 bonus on the check.

Table 6.19: Terrain Difficulty Values

Terrain	Navigation Value	Difficulty	Sustenance Value	Difficulty
Desert	10		20	
Forest	10		15	
Jungle	15		10	
Mountains	10		15	
Hills	5		10	
Plains	5		10	
Swamp	15		15	

Predict Weather

You can make a **difficulty value** 10 Survival check to predict the weather. This requires a minute of observation. Success means you know what the weather will be like up to 24 hours in advance. For every 5 points by which you succeed, you can predict the weather one additional day in advance.

Track

As a standard action, you can make a Survival check to follow tracks. The **difficulty value** of the check depends on how easy the tracks are to notice, as shown on Table 6.20: Track Difficulty Values and Table 6.21: Track Difficulty Modifiers. You must use this ability each round to continue following the trail, though you do not have to make an additional Survival check each round. You must make another Survival check if you change your movement speed, if you follow the trail for 1 mile, or if it becomes especially difficult to follow for any reason.

If you move at up to half your normal speed as the same round that you use this ability, you take no penalty on the check. If you move at your full speed, you take a -5 penalty to the check.

The **difficulty value** depends on the surface and the prevailing conditions, as given on the table below: The base **difficulty value** to follow tracks is 5 if you use scent to track, regardless of the condition of the ground.

A creature can use the Awareness skill to notice signs of passage, but the Survival skill is necessary to follow tracks for any distance.

Table 6.20: Track Difficulty Values

Surface	Description	Difficulty Value
Very soft ground	Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.	0
Soft ground	Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints	5
Firm ground	Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors)	10
Hard ground	Any surface that doesn't hold footprints at all, such as bare rock or a streambed	15

If you fail a Survival check to track, you can retry after 5 minutes of searching.

Use Rope

You can make a Survival check as a standard action to tie knots. Success means you tie the knot successfully. Failure means your action is wasted, but you can try again. Tying a typical knot is **difficulty value** 5. Tying a special knot, such as one that slips, slides slowly, or loosens with a tug is **difficulty value** 10. Knots can also be tied with the Devices skill.

Table 6.21: Track Difficulty Modifiers

Condition	Difficulty Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+20
Diminutive	+15
Tiny	+10
Small	+5
Medium	+0
Large	-5
Huge	-10
Gargantuan	-15
Colossal	-20
Every 24 hours since the trail was made	+1 ³
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category.

2 Apply only the largest modifier from this category.

3 With scent-based tracking, apply this modifier per hour since the trail was made.

you can keep using the same result in future phases as long as you continue swimming in the same liquid. However, if you are attacked or otherwise significantly distracted, you must make a new roll for any subsequent movement.

Table 6.22: Swim Difficulty Values

Water	Difficulty Value
Calm water	5
Rough water	10
Stormy water	15

Swimming Underwater

You can swim underwater just like you can above water. If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath (see Hold Breath, page 160).

Swim Speed

Some creatures have a listed swim speed. A creature with a passive swim speed must still make a Swim check to swim through liquid. However, the distance it can move if it succeeds on the Swim check is equal to its listed swim speed, regardless of its size or whether it gets a critical success on the check.

Swim (Str)

The Swim skill represents your ability to swim. A creature that is swimming without a **swim speed** takes a -4 penalty to its **accuracy** and Armor and Reflex defenses. In addition, ranged weapons have difficulty working underwater. All ranged weapons have **range limits** of 5/15 when used by a creature that is underwater, or when used against a target that is underwater, regardless of the attack's normal range limits or any other modifiers.

Swimming

You can make a Swim check as a **move action** while you are in water or some other thick liquid that allows swimming. The **difficulty value** depends on the turbulence of the water, as shown on Table 6.22: Swim Difficulty Values. Since moving in this way is a **move action**, you cannot also use other move actions like the *block* or *follow* abilities.

Success means you can move up to one quarter of the **base speed** for your size. Critical success means that you can instead move up to half the base speed for your size. Failure means your action is wasted and you do not move. Critical failure means you sink five feet deeper into the liquid, which can cause you to start drowning.

If you succeed or critically succeed on a Swim check to move,

Chapter 7

Combat Styles

Combat Style List

Blunt Force: Smash foes with bludgeoning weapons and raw power.

Dirty Fighting: Disable foes using freehanded attacks and tricks.

Ebb and Flow: Fight reactively, shifting your style with the flow of combat.

Flurry of Blows: Attack rapidly at any range.

Herald of War: Demoralize foes and inspire allies with battle-cries and a commanding presence.

Mobile Assault: Move around the battlefield with ease to avoid threats or hunt weak foes.

Penetrating Precision: Stab foes with carefully aimed piercing weapons.

Rip and Tear: Rip foes apart with slashing weapons.

Unbreakable Defense: Guard yourself and your allies with careful attacks and recovery abilities.

Maneuver Lists

Blunt Force

Rank 1: *crushing strike, desperate smash, headshot*

Rank 2: *desperate crush, forceful strike, ground slam, ground stomp, knockdown, press forward*

Rank 3: *resonating strike, stomach-churning strike, stunning smash*

Rank 4: *greater ground slam, greater ground stomp, greater headshot, greater press forward, leap slam, ricochet*

Rank 5: *boneshatter, tenderizing smash*

Rank 6: *supreme ground slam, supreme ground stomp*

Rank 7: *head-spinning smash, supreme headshot*

Dirty Fighting

Rank 1: *anklesprainer, dazing fist, slipstrike*

Rank 2: *disarm weapon, knockback shove, strangle, sunder, sweep the leg, switchstrike*

Rank 3: *battering ram, stunning fist, unbalancing strike*

Rank 4: *alchemical strike, knockback sweep, muzzling grapple, steal weapon*

Rank 5: *eye-averting strike*

Rank 6: *greater battering ram, pin*

Rank 7: *greater steal weapon, quivering palm*

Ebb and Flow

Rank 1: *certain strike, covering strike, dazing feint, followup strike, hunting strike, mighty strike, pursuer's strike, reckless strike*

Rank 2: *counterstrike, momentum strike, tag-team strike*

Rank 3: *greater covering strike, punish inattention, reckless assault*

Rank 4: *back into the fray, counter sweep, mainhand feint*

Rank 5: *counter flurry, greater hunting strike, stunning feint*

Rank 6: *followup flurry, reckless flurry*

Rank 7: *greater reckless assault, mind-fuzzing feint*

Flurry of Blows

Rank 1: *deathseeking flurry, quickdraw, twinstrike, whirlwind*
 Rank 2: *frenzied strike, mind-numbing swiftstrike, power flurry, quickshot, rapid quaff*
 Rank 3: *rebounding flurry, shrapnel burst, static strike*
 Rank 4: *barrage, desperate flurry, distracting twinstrike*
 Rank 5: *greater shrapnel burst, triplestrike, tripping whirlwind, volley fire*
 Rank 6: *greater mind-numbing swiftstrike, strike flurry*
 Rank 7: *greater desperate flurry, whirlwind flurry*

Herald of War

Rank 1: *boastful battlecry, challenging strike, inspiring strike, steadfast battlecry*
 Rank 2: *directed shout, enraging roar, fearsome blow, goading roar*
 Rank 3: *dazing roar, thunderous shout*
 Rank 4: *awe-inspiring strike, fearsome roar, greater directed shout, rally the troops*
 Rank 5: *greater enraging roar, greater goading roar*
 Rank 6: *greater fearsome blow, greater fearsome roar, greater thunderous shout, revitalizing battlecry*
 Rank 7: *stunning roar, supreme directed shout*

Mobile Assault

Rank 1: *prepared sprint, push through, retreating strike, sprinting charge, wanderer's strike*
 Rank 2: *reaping harvest, spring attack, vault over*
 Rank 3: *leaping strike, passing splitstrike*
 Rank 4: *flash charge*
 Rank 5: *flash strike, greater retreating strike, greater wanderer's strike*
 Rank 6: *greater reaping harvest, leaping impact strike*
 Rank 7: *flash flurry*

Penetrating Precision

Rank 1: *arrowguide, deathblow, desperate pierce, eye poke, injection, lunge, penetrating strike*
 Rank 2: *chargebreaker, eye gouge*
 Rank 3: *called shot, distant shot, groundspike, heartpiercing strike, penetrating shot*
 Rank 4: *greater eye poke, greater lunge*
 Rank 5: *penetrating longshot*
 Rank 6: *greater deathblow, greater distant shot*
 Rank 7: *blinding eye gouge, greater called shot, greater groundspike*

Rip and Tear

Rank 1: *brow gash, spinning slash, tear exposed flesh, two-weapon rend*

Rank 2: *hamstring, sweeping strike, sweeping throw*
 Rank 3: *flintspark strike, rend the hide, strip the armor, strip the flesh*
 Rank 4: *agonizing flay, greater two-weapon rend, ricochet*
 Rank 5: *bloodletting strike, greater brow gash, greater spinning slash, greater sweeping throw*
 Rank 6: *greater agonizing flay, greater hamstring, greater tear exposed flesh, twinslash*
 Rank 7: *blinding brow gash, bloodletting sweep, greater rend the hide*

Unbreakable Defense

Rank 1: *guard the pass, parry, prepared defense, shield slam*
 Rank 2: *brace for impact, cleanse, defensive strike, steadfast strike*
 Rank 3: *flamboyant parry, revitalizing strike*
 Rank 4: *cleansing strike, second wind*
 Rank 5: *bracing strike, greater shield slam, redirecting parry*
 Rank 6: *greater prepared defense*
 Rank 7: *greater revitalizing strike, reflective parry*

Blunt Force

Smash foes with bludgeoning weapons and raw power.

Maneuvers

Crushing Strike

Instant
Rank 1

Make a **strike** using a bludgeoning weapon. Your **power** with the strike is halved. The attack is made against each target's Fortitude defense instead of its Armor defense.

Rank 3: You gain a +2 damage bonus with the strike.
 Rank 5: The damage bonus increases to +4.
 Rank 7: The damage bonus increases to +8.

Desperate Smash

Instant
Rank 1

After you use this ability, you increase your **fatigue level** by one.

Make a **strike** with a +4 damage bonus using a bludgeoning weapon. You cannot use the *desperate exertion* ability to affect this strike.

Rank 3: The damage bonus increases to +8.
 Rank 5: The damage bonus increases to +16.
 Rank 7: The damage bonus increases to +24.

Headshot Duration Rank 1

Make a **strike** using a bludgeoning weapon. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly dazed** (*-2 defenses*).

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Desperate Crush Instant Rank 2

After you use this ability, you increase your **fatigue level** by one.

Make a **strike** with a +4 damage bonus using a bludgeoning weapon. The attack is made against each target's Fortitude defense instead of its Armor defense. You cannot use the *desperate exertion* ability to affect this strike.

Rank 4: The damage bonus increases to +8.

Rank 6: The damage bonus increases to +16.

Forceful Strike Instant Rank 2

Make a **strike** using a bludgeoning weapon. The strike gains the **Forceful** weapon tag (see Weapon Tags, page 344). If it already has that weapon tag, the maximum size category of creature that you can **knockback** with that tag increases by one size category.

Rank 4: The distance that you can knockback the target increases by 10 feet.

Rank 6: The distance that you can knockback the target increases by an additional 10 feet.

Ground Slam Instant Rank 2

Make a melee **strike** using a bludgeoning weapon against a stable surface. The strike targets everything supported by that surface in a Small (*15 ft. long*), 5 ft. wide line from you. Your **power** with the strike is halved. All damage dealt by this attack is bludgeoning damage instead of its normal types.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 6: The accuracy bonus increases to +2.

Ground Stomp Instant Rank 2

Make an attack vs. Reflex against everything adjacent to you that is on the same stable surface as you.

Hit: Each target takes 1d8 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 2.

Knockdown Instant Rank 2

Make a **strike** using a bludgeoning weapon. The attack is made against each target's Fortitude defense instead of its Armor defense. Your **power** with the strike is halved. Each creature damaged by the strike falls **prone** (*half speed, -2 accuracy, Armor, and Ref*) if it is no larger than one size category larger than you. A creature knocked prone in this way cannot be knocked prone by this effect again until it takes a **short rest**.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 6: The accuracy bonus increases to +2.

Press Forward Instant Rank 2

Make a melee **strike** using a bludgeoning weapon. After you make the strike, you can move up to 10 feet, **pushing** each creature damaged by the strike as you move. You cannot push creatures two or more size categories larger than you with this ability.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 6: The accuracy bonus increases to +2.

Resonating Strike Instant Rank 3

Make a strike with a +2 damage bonus using a bludgeoning weapon. Damage dealt by the strike is sonic damage in addition to its normal damage types.

Rank 5: The damage bonus increases to +4.

Rank 7: The damage bonus increases to +8.

Stomach-Churning Strike	Instant Rank 3
Make a strike . Your power with the strike is halved. Each creature damaged by the strike briefly takes a -2 penalty to Fortitude defense.	
Rank 5: The penalty increases to -3. Rank 7: The penalty increases to -4.	

Stunning Smash	Duration Rank 3
Make a strike using a bludgeoning weapon. You do not add your power to damage with the strike. Each creature that loses hit points from the strike is stunned (-4 defenses) as a condition .	
Rank 5: You gain a +1 accuracy bonus with the strike. Rank 7: The accuracy bonus increases to +2.	

Greater Ground Slam	Instant Rank 4
Make a melee strike using a bludgeoning weapon against a stable surface. The strike targets everything on that surface in a Medium (30 ft. long), 10 ft. wide line from you. Your power with the strike is halved. All damage dealt by this attack is bludgeoning damage instead of its normal types.	
Rank 6: You gain a +1 accuracy bonus with the strike.	

Greater Ground Stomp	Instant Rank 4
Make an attack vs. Reflex against everything in a Medium (30 ft.) radius from you that is on the same stable surface as you.	
Hit: Each target takes 2d6 + half power bludgeoning damage.	
The damage increases by +1d for each rank beyond 4.	

Greater Headshot	Duration Rank 4
Make a strike using a bludgeoning weapon. Your power with the strike is halved. Each creature damaged by the strike is briefly dazed (-2 defenses).	
Rank 6: You gain a +1 accuracy bonus with the strike.	

Greater Press Forward	Instant Rank 4
Make a melee strike using a bludgeoning weapon. After you make the strike, you can move up to your movement speed, pushing each creature damaged by the strike as you move. You cannot push creatures two or more size categories larger than you with this ability.	
Rank 6: The maximum size category increases to three or more size categories larger than you.	

Leap Slam	Instant Rank 4
You make a Jump check to leap and move as normal for the leap, up to a maximum distance equal to your land speed (see Leap, page 162). When you land, if the vertical distance in feet between the highest point of your leap and your landing point was at least ten feet, you emit a small shockwave. If you do, make an attack vs. Reflex against everything adjacent to you that is on the same stable surface as you.	
Hit: Each target takes 2d6 + half power bludgeoning damage.	
The damage increases by +1d for each rank beyond 4.	

Ricochet	Instant Rank 4
Make a thrown strike using a slashing or bludgeoning weapon against up to three creatures or objects in a Small (15 ft.) radius within Short (30 ft.) range. Your power with the strike is halved. If you choose yourself as one of the subjects, you can catch the weapon instead of taking damage from it.	
Rank 6: The area increases to a Medium (30 ft.) radius within Medium (60 ft.) range.	

Boneshatter	Duration Rank 5
Make a strike using a bludgeoning weapon. Your power with the strike is halved. Each creature damaged by the strike briefly takes half the damage from the strike again at the end of each round.	
Rank 7: You gain a +4 damage bonus with the strike.	

Tenderizing Smash

Duration
Rank 5

Make a **strike** using a bludgeoning weapon. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly stunned** (*-4 defenses*).

Rank 7: You gain a +1 accuracy bonus with the strike.

Supreme Ground Slam

Instant
Rank 6

Make a melee **strike** using a bludgeoning weapon against a stable surface. The strike targets everything on that surface in a Large (*60 ft. long*), 15 ft. wide line from you. Your **power** with the strike is halved. All damage dealt by this attack is bludgeoning damage instead of its normal types.

Supreme Ground Stomp

Instant
Rank 6

Make an attack vs. Reflex against everything in a Medium (*30 ft.*) radius from you that is on the same stable surface as you.
Hit: Each target takes 2d10 + half **power** bludgeoning damage. Each creature that loses **hit points** from this damage is knocked **prone** (*half speed, -2 accuracy, Armor, and Ref*).
The damage increases by +1d for each rank beyond 6.

Head-Spinning Smash

Duration
Rank 7

Make a **strike** using a bludgeoning weapon. You do not add your **power** to damage with the strike. Each creature that loses **hit points** from the strike is **confused** (*-4 defenses, acts randomly*) as a **condition**.

Supreme Headshot

Duration
Rank 7

Make a **strike** using a bludgeoning weapon. Each creature damaged by the strike is **briefly dazed** (*-2 defenses*).

Dirty Fighting

Disable foes using freehanded attacks and tricks.

Maneuvers

Anklesprainer

Instant
Rank 1

Make a melee **strike**. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly slowed** (*half speed, -2 Ref*).

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Dazing Fist

Duration
Rank 1

Make a strike using an **unarmed attack**. Your **power** with the strike is halved. Each creature damaged by the strike is **briefly dazed** (*-2 defenses*).

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Slipstrike

Instant
Rank 1

Make a melee **strike** with a +2 damage bonus. After making the strike, you fall **prone** (*half speed, -2 accuracy, Armor, and Ref*). If you use this ability during the **delayed action phase**, you are also **briefly** unable to stand up.

Rank 3: The damage bonus increases to +4.
Rank 5: The damage bonus increases to +8.
Rank 7: The damage bonus increases to +16.

Disarm WeaponInstant
Rank 2

This maneuver functions like the *disarm* ability, except that you can also knock loose objects held in a single hand. On a critical hit, you can also knock loose an object held in two hands. Any accuracy bonuses you have that apply specifically to the *disarm* ability also apply to this ability.

After you successfully knock an item loose from a creature with this ability, it gains a +5 bonus to its defenses against this ability until it takes a **short rest**.

Rank 4: You gain a +1 accuracy bonus with the attack.

Rank 6: The accuracy bonus increases to +2.

Knockback ShoveInstant
Rank 2

This maneuver functions like the *shove* ability, except that you **knockback** the target up to 15 feet instead of pushing it. On a critical hit, you knockback the target 30 feet instead. Any accuracy bonuses you have that apply specifically to the *shove* ability also apply to this ability.

Rank 4: The distance you knockback the target increases to 30 feet, or 60 feet on a critical hit.

Rank 6: The distance you knockback the target increases to 60 feet, or 120 feet on a critical hit.

StrangleInstant
Rank 2

This maneuver functions like the *grapple* ability, except that the target also takes 1d6 + half **power** bludgeoning damage. Any accuracy bonuses you have that apply specifically to the *grapple* ability also apply to this ability.

The damage increases by +1d for each rank beyond 2.

SunderInstant
Rank 2

This maneuver functions like the *disarm* ability, except that if you disarm an attended item and your attack result also beats the attending creature's Armor defense, you may choose to deal damage to the attending creature in addition to its item. Any accuracy bonuses you have that apply specifically to the *disarm* ability also apply to this ability.

Rank 4: You gain a +2 damage bonus with the strike.

Rank 6: The damage bonus increases to +4.

Sweep the LegInstant
Rank 2

Make a melee **strike**. Your **power** with the strike is halved. Each creature damaged by this strike falls **prone** (*half speed, -2 accuracy, Armor, and Ref*). A creature knocked prone in this way cannot be knocked prone by this effect again until it takes a **short rest**.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 6: The accuracy bonus increases to +2.

SwitchstrikeInstant
Rank 2

Make a melee **strike**. You may switch places with one creature damaged by the strike that is the same **size category** as you or smaller.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 6: The accuracy bonus increases to +2.

Battering RamInstant
Rank 3

This maneuver functions like the *overrun* ability, except that it requires a standard action to use and does not increase your **fatigue level**. In addition, creatures cannot choose to avoid you and each creature that you move through takes 1d8 + half **power** bludgeoning damage. Any accuracy bonuses you have that apply specifically to the *overrun* ability also apply to this ability.

The damage increases by +1d for each rank beyond 3.

Stunning FistDuration
Rank 3

Make a strike penalty using an **unarmed attack**. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **stunned** (*-4 defenses*) as a **condition**.

Rank 5: You gain a +1 accuracy bonus with the strike.

Rank 7: The accuracy bonus increases to +2.

Unbalancing StrikeInstant
Rank 3

Make a **strike**. Your **power** with the strike is halved. Each creature damaged by the strike **briefly** takes a -2 penalty to Reflex defense.

Rank 5: The penalty increases to -3.

Rank 7: The penalty increases to -4.

Alchemical StrikeInstant
Rank 4

Make a melee **strike**. Your **power** with the strike is halved. In addition, you can throw a tanglefoot bag, vial of alchemist's fire, or similar small object at a target of the strike. You must still have a free hand that is not being used to make the strike to throw the object.

Rank 6: You gain a +1 accuracy bonus with the strike.

Knockback SweepInstant
Rank 4

This maneuver functions like the **shove** ability, except that it affects up to three creatures within your **reach** instead of only one. In addition, you **knockback** each target up to 15 feet instead of pushing it. On a critical hit, you knockback each target 30 feet instead. Any accuracy bonuses you have that apply specifically to the **shove** ability also apply to this ability.

Rank 6: The distance you knockback each target increases to 30 feet, or 60 feet on a critical hit.

Muzzling GrappleInstant
Rank 4

This maneuver functions like the **grapple** ability, except that the target also has a 25% **failure chance** with abilities that have **verbal components** as long as it is **grappled** by you. This failure chance increases to 50% with abilities that have both verbal components and **somatic components**. Any accuracy bonuses you have that apply specifically to the **grapple** ability also apply to this ability.

Rank 6: You gain a +1 **accuracy** bonus with the attack.

Steal WeaponInstant
Rank 4

This maneuver functions like the **disarm weapon** maneuver, except that you can immediately grab a disarmed object if you have a **free hand** available, including a hand you used for this ability. Any accuracy bonuses you have that apply specifically to the **disarm** ability also apply to this ability.

Rank 6: You gain a +1 accuracy bonus with the attack.

Eye-Averting StrikeDuration
Rank 5

Make a **strike** with a -2 accuracy penalty. Each creature damaged by the strike **briefly** treats you as being **invisible** (see Invisible, page 421).

Rank 7: The accuracy penalty is reduced to -1.

Greater Battering RamInstant
Rank 6

This maneuver functions like the **battering ram** maneuver, except that you do not treat the space occupied by creatures you move through as difficult terrain. In addition, the damage increases to 2d10 + half **power**. Any accuracy bonuses you have that apply specifically to the **overrun** ability also apply to this ability.

The damage increases by +1d for each rank beyond 6.

PinInstant
Rank 6

This maneuver functions like the **grapple** ability, except that if the target has no remaining **damage resistance**, the target is pinned completely instead of simply grappled. It is **helpless**, and the only physical ability it can use is the **escape grapple** ability (see Escape Grapple, page 54). Any accuracy bonuses you have that apply specifically to the **grapple** ability also apply to this ability.

Greater Steal Weapon

Instant
Rank 7

This maneuver functions like the *disarm weapon* maneuver, except that you can immediately grab a disarmed object if you have a **free hand** available, including a hand you used for this ability. Any accuracy bonuses you have that apply specifically to the *disarm* ability also apply to this ability.

In addition, if you use this ability during the **action phase**, you can make a **strike** with a weapon you stole this way during the **delayed action phase**.

Quivering Palm

Instant
Rank 7

Make a strike using an **unarmed attack**. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike takes additional bludgeoning damage to half of its maximum hit points, to a maximum of 100 extra damage.

Ebb and Flow

Fight reactively, shifting your style with the flow of combat.

Maneuvers

Certain Strike

Instant
Rank 1

Make a **strike** with a +2 accuracy bonus. Your **power** with the strike is halved.

Rank 3: The accuracy bonus increases to +3.
Rank 5: The accuracy bonus increases to +4.
Rank 7: The accuracy bonus increases to +5.

Covering Strike

Duration
Rank 1

Make a melee **strike**. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly goaded** (*-2 accuracy vs. non-goaded creatures*) by you.

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Dazing Feint

Duration
Rank 1

Make a melee **strike**. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly dazed** (*-2 defenses*).

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Followup Strike

Instant
Rank 1

Make a **strike**. You gain a +1 bonus to **accuracy** with the strike against each creature that you missed with a **strike** last round.

Rank 3: The accuracy bonus increases to +2.
Rank 5: The accuracy bonus increases to +3.
Rank 7: The accuracy bonus increases to +4.

Hunting Strike	Duration Rank 1
<p>Make a strike. You do not add your power to damage with the strike. After making the strike, you gain a +1 bonus to accuracy against one target of the strike with future strikes. If the strike had multiple targets, you choose which target you gain the bonus against. This effect stacks with itself, up to a maximum of a +4 bonus. It lasts until you take a short rest or make a strike that does not include that creature as a target.</p>	
<p>Rank 3: You gain a +1 accuracy bonus with the strike. Rank 5: The accuracy bonus increases to +2. Rank 7: The accuracy bonus increases to +3.</p>	

Mighty Strike	Instant Rank 1
<p>Make a strike with a -2 penalty to accuracy. You gain a +4 damage bonus with the strike.</p>	
<p>Rank 3: The damage bonus increases to +8. Rank 5: The damage bonus increases to +16. Rank 7: The damage bonus increases to +24.</p>	

Pursuer's Strike	Duration Rank 1
<p>Make a melee strike. You briefly gain a +4 bonus to contested initiative checks against each creature damaged by the strike.</p>	
<p>Rank 3: The initiative bonus increases to +6. Rank 5: The initiative bonus increases to +8. Rank 7: The initiative bonus increases to +10.</p>	

Reckless Strike	Instant Rank 1
<p>Make a melee strike. You gain a +2 damage bonus with the strike. However, you briefly take a -2 penalty to all defenses. This ability does not have the Swift tag, so it does not affect attacks made against you during the current phase.</p>	
<p>Rank 3: The damage bonus increases to +4. Rank 5: The damage bonus increases to +8. Rank 7: The damage bonus increases to +16.</p>	

Counterstrike	Instant Rank 2
<p>You can only use this ability during the action phase. During that phase, you prepare to retaliate against any incoming attacks.</p> <p>During the delayed action phase, make a melee strike. You gain a +2 bonus to accuracy with the strike against each creature that attacked you during the action phase of this round.</p>	
<p>Rank 4: The accuracy bonus increases to +4. Rank 6: The accuracy bonus increases to +6.</p>	

Momentum Strike	Instant Rank 2
<p>Make a melee strike. If your movement during the movement phase of this round consisted entirely of moving at least 20 feet in a straight line towards your target, you gain a +2 damage bonus with the strike.</p>	
<p>Rank 4: The damage bonus increases to +4. Rank 6: The damage bonus increases to +8.</p>	

Tag-Team Strike	Instant Rank 2
<p>Make a melee strike. You gain a +2 damage bonus with the strike if the target is adjacent to one of your allies.</p>	
<p>Rank 4: The damage bonus increases to +4. Rank 6: The damage bonus increases to +8.</p>	

Greater Covering Strike	Duration Rank 3
<p>Make a melee strike. You do not add your power to damage with the strike. Each creature damaged by the strike is goaded (-2 <i>accuracy vs. non-goading creatures</i>) by you as a condition.</p>	
<p>Rank 5: You gain a +1 accuracy bonus with the strike. Rank 7: The accuracy bonus increases to +2.</p>	

Punish InattentionInstant
Rank 3

You can only use this ability during the **action phase**. During that phase, you prepare to strike against creatures who do not force you back.

During the **delayed action phase**, make a melee **strike**. You gain a +2 bonus to **accuracy** with the strike against each creature that did not attack you during the action phase of this round.

Rank 5: You gain a +4 damage bonus with the strike.

Rank 7: The damage bonus increases to +8.

Reckless AssaultDuration
Rank 3

Make a melee **strike**. Your **power** with the strike is halved. You and each creature damaged by the strike are **briefly dazed** (-2 defenses). This ability does not have the **Swift** tag, so it does not affect attacks made against you or the damaged creatures during the current phase.

Rank 5: You gain a +1 accuracy bonus with the strike.

Rank 7: The accuracy bonus increases to +2.

Back Into the FrayInstant
Rank 4

Make a melee **strike**. You gain a +4 damage bonus with the strike if you used the *recover* ability or a **Healing** ability last round.

Rank 6: The damage bonus increases to +8.

Counter SweepInstant
Rank 4

You can only use this ability during the **action phase**. During that phase, you prepare to retaliate against any incoming attacks.

During the **delayed action phase**, make a melee **strike** with a slashing or bludgeoning weapon. The strike targets one creature or object of your choice, plus each creature within your weapon's **reach** that attacked you during the action phase of this round.

Rank 6: You gain a +4 damage bonus with the strike.

Mainhand FeintDuration
Rank 4

Make a melee **strike**. You do not add your **power** to damage with the strike. However, you **briefly** add your **power** to damage with the *offhand strike* ability. This bonus has the **Swift** tag, so it affects the *offhand strike* ability if you use it during the current phase.

Rank 6: You also gain a +5 damage bonus with the *offhand strike* ability.

Counter FlurryInstant
Rank 5

You can only use this ability during the **action phase**. During that phase, you prepare to retaliate against any incoming attacks.

During the **delayed action phase**, make two melee **strikes**. Your **power** with both strikes is halved. You take a -4 penalty to **accuracy** with the strikes against any target that did not attack you during the action phase of this round.

Rank 6: You gain a +4 damage bonus with the strike.

Greater Hunting StrikeDuration
Rank 5

This maneuver functions like the *hunting strike* maneuver, except that the accuracy bonus from each strike increases to +2. This bonus does not stack with the bonus from the *hunting strike* maneuver.

Rank 7: You gain a +1 accuracy bonus with the strike.

Stunning FeintDuration
Rank 5

Make a melee **strike**. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly dazed** (-2 defenses).

Rank 7: You gain a +1 accuracy bonus with the strike.

Followup FlurryInstant
Rank 6

Make two **strikes**. Your **power** with both strikes is halved. You take a -4 accuracy penalty with the strikes against anything other than creatures that you missed with a **strike** last round.

Reckless Flurry

Instant
Rank 6

Make two melee **strikes**. You do not add your **power** to damage with the strikes. In addition, you **briefly** take a -2 penalty to all defenses. This ability does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Greater Reckless Assault

Duration
Rank 7

Make a melee **strike**. Your **power** with the strike is halved. You and each creature damaged by the strike are **briefly stunned** (-4 defenses). This ability does not have the **Swift** tag, so it does not affect attacks made against you or the damaged creatures during the current phase.

Mind-Fuzzing Feint

Duration
Rank 7

Make a melee **strike**. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly confused** (-4 defenses, acts randomly). After this effect ends, the creature cannot be confused by this effect again until it takes a **short rest**.

Flurry of Blows

Attack rapidly at any range.

Maneuvers

Deathseeking Flurry

Instant
Rank 1

Make a melee **strike**. If you use this ability during the **action phase**, you can make an additional **strike** against each creature that lost hit points from the first strike during the **delayed action phase**. You do not add your **power** to damage with either strike.

Rank 3: You gain a +2 damage bonus with both strikes.
Rank 5: The damage bonus increases to +4.
Rank 7: The damage bonus increases to +8.

Quickdraw

Instant
Rank 1

You draw one or two small or medium weapons into your **free hands**. Then, you can make a **strike**.

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Twinstrike

Instant
Rank 1

Make a **strike**. You may reroll the accuracy roll and take the highest result. However, you do not add your **power** to damage with the strike.

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Whirlwind

Instant
Rank 1

Make a melee **strike** using a light or medium slashing or bludgeoning weapon. The strike targets all **enemies** within your **reach** with that weapon. Your **power** with the strike is halved.

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Frenzied Strike Instant Rank 2

Make a melee **strike**. For each previous consecutive round in which you used this ability, you gain a +2 damage bonus with the strike, up to a maximum of +5.

Rank 4: The damage bonus per round increases to +3, and the maximum damage bonus increases to +8.

Rank 6: The damage bonus per round increases to +6, and the maximum damage bonus increases to +16.

Mind-Numbing Swiftstrike Instant Rank 2

Make a melee **strike** with a +1 accuracy bonus. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly dazed** (*-2 defenses*).

Rank 4: The accuracy bonus increases to +2.

Rank 6: The accuracy bonus increases to +3.

Power Flurry Instant Rank 2

Make two **strikes** with a -3 penalty to **accuracy**. Your **power** is halved with both strikes.

Rank 4: You gain a +2 damage bonus with both strikes.

Rank 6: The damage bonus increases to +4.

Quickshot Instant Rank 2

Make a ranged **strike** using a **projectile** weapon against a creature adjacent to you. You do not suffer the normal -4 accuracy penalty for using a medium or large ranged weapon against a creature adjacent to you on this attack.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 6: The accuracy bonus increases to +2.

Rapid Quaff Instant Rank 2

Make a **strike**. You do not add your **power** to damage with the strike. In addition, you can drink a potion. You must still have a free hand that is not being used to make the strike to hold and drink the potion.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 6: The accuracy bonus increases to +2.

Rebounding Flurry Instant Rank 3

Make a melee **strike**. You can make an additional **strike** against each creature that resisted all damage from the first strike. You do not add your **power** to damage with either strike.

Rank 5: You gain a +1 accuracy bonus with both strikes.

Rank 7: The accuracy bonus increases to +2.

Shrapnel Burst Instant Rank 3

Make a ranged **strike** using a projectile weapon against each creature in a Small (*15 ft.*) cone from you. Your **power** with the strike is halved. This strike costs five projectiles.

Rank 5: You gain a +1 accuracy bonus with the strike.

Rank 7: The accuracy bonus increases to +2.

Static Strike Instant Rank 3

Make a melee strike with a +1 accuracy bonus. Damage dealt by the strike is electricity damage in addition to its normal damage types.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Barrage Instant Rank 4

Make two ranged **strikes** with a -4 penalty to **accuracy**. Your **power** with both strikes is halved. For each previous round that you used this ability without moving, you reduce the accuracy penalty by 1.

Rank 6: You gain a +4 damage bonus with both strikes.

Desperate Flurry Instant Rank 4

After you use this ability, you increase your **fatigue level** by two.

Make two **strikes**. You cannot use the *desperate exertion* ability to affect these strikes.

Rank 6: You gain a +4 damage bonus with both strikes.

Distracting TwinstrikeInstant
Rank 4

Make a **strike**. You may reroll the accuracy roll twice and take the highest result. However, do not add your **power** to damage with the strike. Each creature damaged by the strike **briefly** takes a -4 penalty to **initiative** checks and Awareness checks.

Rank 6: You gain a +1 accuracy bonus with the strike.

Greater Shrapnel BurstInstant
Rank 5

This maneuver functions like the *shrapnel strike* maneuver, except that the area increases to a Large (60 ft.) cone from you.

Rank 7: You gain a +1 accuracy bonus with the strike.

TriplestrikeInstant
Rank 5

Make a **strike**. You may reroll the accuracy roll twice and take the highest result. However, you do not add your **power** to damage with the strike.

Rank 7: You gain a +1 accuracy bonus with the strike.

Tripping WhirlwindInstant
Rank 5

Make a melee **strike** using a light or medium slashing or bludgeoning weapon. You do not add your **power** to damage with the strike. The strike targets all **enemies** within your weapon's **reach**. Each creature damaged by the strike that is no more than one size category larger than you larger than you falls **prone**.

Rank 7: You gain a +1 accuracy bonus with the strike.

Volley FireInstant
Rank 5

Make a ranged **strike** using a projectile weapon against each creature in a Small (15 ft.) radius within Medium (60 ft.) range. Your **power** with the strike is halved. This strike costs five projectiles.

Rank 7: The area increases to a Medium (30 ft.) radius.

Greater Mind-Numbing SwiftstrikeInstant
Rank 6

Make a melee **strike** with a +1 accuracy bonus. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly stunned** (-4 defenses).

Strike FlurryInstant
Rank 6

Make two **strikes**. You do not add your **power** to damage with either strike.

Greater Desperate FlurryInstant
Rank 7

After you use this ability, you increase your **fatigue level** by one.

Make three **strikes**. Your **power** with each strike is halved. You cannot use the *desperate exertion* ability to affect these strikes.

Whirlwind FlurryInstant
Rank 7

Make two melee **strikes** using a light or medium slashing or bludgeoning weapon against all **enemies** within your weapon's **reach**. You take a -2 accuracy penalty with both strikes, and you do not add your **power** to damage with either strike.

Herald of War

Demoralize foes and inspire allies with battlecries and a commanding presence.

Maneuvers

Boastful Battlecry Instant Rank 1

This ability targets all **enemies** within a Large (60 ft.) radius from you. You **briefly** gain a +4 bonus to **accuracy** with **strikes** against each target.

Rank 3: The bonus increases to +5.

Rank 5: The bonus increases to +6.

Rank 7: The bonus increases to +7.

Challenging Strike Duration Rank 1

Make a **strike**. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly goaded** (-2 *accuracy vs. non-goaded creatures*) by you.

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Inspiring Strike Duration Rank 1

Make a melee **strike**. Your **power** with the strike is halved. Your **allies** within a Large (60 ft.) radius from you **briefly** gain a +2 bonus to Mental defense.

Rank 3: You gain a +2 damage bonus with the strike.

Rank 5: The damage bonus increases to +4.

Rank 7: The damage bonus increases to +8.

Steadfast Battlecry Duration Rank 1
Emotion

You and each living **ally** in a Huge (120 ft.) radius from you **briefly** gain a +1 bonus to **vital rolls**.

Rank 3: The bonus increases to +2.

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Directed Shout Instant Rank 2

Make an attack vs. Fortitude against anything within Short (30 ft.) range of you.

Hit: The target takes 1d10 + **power** sonic damage.

The damage increases by +1d for each rank beyond 2.

Enraging Roar Duration Rank 2
Emotion

Make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius from you.

Hit: Each target is **briefly** unable to take any **standard actions** that do not cause it to make an attack. For example, it could make a **strike** or cast an offensive spell, but it could not heal itself or summon a creature.

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Fearsome Blow Duration Rank 2
Emotion

Make a **strike**. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **shaken** (-2 *accuracy and Mental within 60 ft.*) by you as a **condition**.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 6: The accuracy bonus increases to +2.

Goaded Roar Duration Rank 2
Emotion

Make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius from you.

Hit: Each target is **briefly goaded** (-2 *accuracy vs. non-goaded creatures*).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Dazing Roar Duration Rank 3

Make an attack vs. Mental against all **enemies** in a Medium (30 ft.) radius from you.

Hit: Each target is **briefly dazed** (-2 defenses).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Thunderous Shout Instant Rank 3

Make an attack vs. Fortitude against everything in a Small (15 ft.) cone from you.

Hit: Each target takes 1d10 + half **power** sonic damage.

The damage increases by +1d for each rank beyond 3.

Awe-Inspiring Strike Duration Rank 4

Make a melee **strike**. Your **power** with the strike is halved. In addition, make an attack vs. Mental against each **enemy** other than the target of that strike within a Small (15 ft.) radius from you. On a hit, each target is **briefly shaken** (-2 accuracy and Mental within 60 ft.) by you.

Rank 6: You gain a +1 accuracy bonus with both the strike and the area attack.

Fearsome Roar Duration Rank 4 **Emotion**

Make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius from you.

Hit: Each target with remaining **damage resistance** is **briefly shaken** (-2 accuracy and Mental within 60 ft.) by you. Each target without remaining damage resistance is **frightened** (-4 accuracy and Mental within 60 ft.) by you instead of shaken.

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Greater Directed Shout Instant Rank 4

Make an attack vs. Fortitude against anything within Short (30 ft.) range of you.

Hit: The target takes 2d10 + **power** sonic damage.

The damage increases by +1d for each rank beyond 4.

Rally the Troops Duration Rank 4 **Swift**

You and your **allies** within a Large (60 ft.) radius from you can each **briefly** ignore any effects from one **condition** they are already affected by. Because this ability has the **Swift** tag, it removes any relevant penalties from that condition during the current phase.

Rank 6: Each ally can ignore two conditions instead of one.

Greater Enraging Roar Duration Rank 5 **Emotion**

This maneuver functions like the *enraging roar* maneuver, except that the area increases to a Large (60 ft.) radius.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Greater Goadng Roar Duration Rank 5 **Emotion**

This maneuver functions like the *goadng roar* maneuver, except that the area increases to a Large (60 ft.) radius.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Greater Fearsome Blow Duration Rank 6 **Emotion**

Make a **strike**. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **frightened** (-4 accuracy and Mental within 60 ft.) by you as a **condition**.

Greater Fearsome Roar Duration Rank 6 **Emotion**

This maneuver functions like the *fearsome roar* maneuver, except that the area increases to a Large (60 ft.) radius.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Greater Thunderous Shout

Instant
Rank 6

Make an attack vs. Fortitude against everything in a Huge (120 ft.) cone from you.

Hit: Each target takes 2d10 + half **power** sonic damage.

Revitalizing Battlecry

Duration
Rank 6

Emotion, Healing

You and each living **ally** in a Medium (30 ft.) radius from you each regain 4d6 **hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The healing increases by +1d for each rank beyond 6.

Stunning Roar

Duration
Rank 7

Make an attack vs. Mental against all **enemies** in a Medium (30 ft.) radius from you.

Hit: Each target is **briefly stunned** (-4 defenses).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Supreme Directed Shout

Instant
Rank 7

Make an attack vs. Fortitude against anything within Medium (60 ft.) range of you.

Hit: The target takes 5d10 + **power** sonic damage.

The damage increases by +1d for each rank beyond 7.

Mobile Assault

Move around the battlefield with ease to avoid threats or hunt weak foes.

Maneuvers

Prepared Sprint

Duration
Rank 1

Your movement speed is **briefly** doubled. However, you cannot use the *sprint* ability.

Rank 3: You also gain a +2 bonus to Reflex defense.

Rank 5: The defense bonus increases to +3.

Rank 7: The defense bonus increases to +4.

Push Through

Duration
Rank 1

Make a **strike**. Your **power** with the strike is halved. You can **briefly** move through the space of each creature damaged by the strike.

Rank 3: You gain a +2 damage bonus with the strike.

Rank 5: The damage bonus increases to +4.

Rank 7: The damage bonus increases to +8.

Retreating Strike

Instant
Rank 1

Make a **strike**. Your **power** with the strike is halved. In addition, you can move up to half your movement speed in a straight line away from one target of the strike.

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Sprinting Charge

Instant
Rank 1

This maneuver functions like the *charge* ability, except that you can move up to twice your speed instead of up to your speed, and the defense penalty is removed. After you use this ability, you increase your **fatigue level** by 1.

Rank 3: You gain a +2 damage bonus with the strike at the end of the charge.

Rank 5: The damage bonus increases to +4.

Rank 7: The damage bonus increases to +8.

Wanderer's StrikeInstant
Rank 1

You can either move up to half your speed or make a **strike**. Your **power** with the strike is halved. If you use this ability during the **action phase**, you can take the other action during the **delayed action phase**.

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Reaping HarvestInstant
Rank 2

Move up to half your movement speed in a straight line. You can make a melee **strike** using a slashing or bludgeoning weapon. Your **power** with the strike is halved. The strike targets any number of creatures and objects within your **reach** at any point during your movement, except for the space you start in and the space you end in.

Rank 4: You gain a +2 damage bonus with the strike.

Rank 6: The damage bonus increases to +4.

Spring AttackInstant
Rank 2

Move up to half your movement speed and make a **strike**. Your **power** with the strike is halved. If you use this ability during the **action phase**, you may use the other half of your movement during the **delayed action phase**.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 6: The accuracy bonus increases to +2.

Vault OverInstant
Rank 2

Make an attack vs. Reflex against one creature adjacent to you that is no more than one size category larger than you. Your **accuracy** with this attack is equal to your Jump skill. If you hit, you leap up over the target's body, using its body as a springboard if necessary, and land in any space adjacent to it. Your final destination cannot be more distant from your starting location than half your **land speed**. You can make a **strike** from any location you occupy during the leap.

Rank 4: You gain a +2 damage bonus with the strike.

Rank 6: The damage bonus increases to +4.

Leaping StrikeInstant
Rank 3

You make a Jump check to leap and move as normal for the leap, up to a maximum distance equal to half your **land speed** (see Leap, page 162). You can make a melee **strike** from any location you occupy during the motion, including both your initial leap and your fall afterwards (if any).

Rank 5: You gain a +2 damage bonus with the strike.

Rank 7: The damage bonus increases to +4.

Passing SplitstrikeInstant
Rank 3

Make a melee **strike**, then move up to 10 feet and make another melee **strike**. Your **power** with both strikes is halved. You cannot include the same creature or object as a target of both strikes. If your weapon has the Sweeping weapon tag, you ignore that tag on the first strike (see Sweeping, page 344).

Rank 5: You gain a +1 accuracy bonus with both strikes.

Rank 7: The accuracy bonus increases to +2.

Flash ChargeInstant
Rank 4

You **teleport** into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, you can make a melee **strike** at your destination. If you have any **encumbrance**, you take a -2 **accuracy** penalty with the strike.

Rank 6: You gain a +4 damage bonus with the strike.

Flash StrikeInstant
Rank 5

You **teleport** into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, you can make a melee **strike** against any single creature within a 5 ft. wide line between your starting location and your ending location. If you have any **encumbrance**, you take a -2 **accuracy** penalty with the strike.

Rank 7: You gain a +1 accuracy bonus with the strike.

Greater Retreating Strike

Instant
Rank 5

Make a **strike**. In addition, you can either use the *sprint* ability or move up to your movement speed in a straight line away from one target of the strike.

Rank 7: You gain a +1 accuracy bonus with the strike.

Greater Wanderer's Strike

Instant
Rank 5

You can either move up to your speed or make a **strike**. If you use this ability during the **action phase**, you can take the other action during the **delayed action phase**.

Rank 7: You gain a +1 accuracy bonus with the strike.

Greater Reaping Harvest

Instant
Rank 6

This maneuver functions like the *reaping harvest* maneuver, except that you can move up to your full speed instead of up to half your speed, and you do not have to move in a straight line.

Leaping Impact Strike

Instant
Rank 6

You make a Jump check to leap and move as normal for the leap, up to a maximum distance equal to half your **land speed** (see Leap, page 162). You can make a melee **strike** from any location you occupy during the motion, including both your initial leap and your fall afterwards (if any). If you hit with the strike, the target takes half of the **falling damage** that you would normally take based on the height of the jump, ignoring any of your abilities that reduce that damage.

Flash Flurry

Instant
Rank 7

You **teleport** into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, you can make a melee **strike** that targets up to three creatures within a 5 ft. wide line between your starting location and your ending location. If you have any **encumbrance**, you take a -2 **accuracy** penalty with the strike.

Penetrating Precision

Stab foes with carefully aimed piercing weapons.

Maneuvers

Arrowguide

Instant
Rank 1

Make a ranged **strike** using a piercing weapon. Your **power** with the strike is halved. You **briefly** gain a +2 **accuracy** bonus with **strikes** against each creature damaged by that strike.

Rank 3: The accuracy bonus increases to +3.
Rank 5: The accuracy bonus increases to +4.
Rank 7: The accuracy bonus increases to +5.

Deathblow

Instant
Rank 1

Make a **strike** using a piercing weapon. If you get a critical hit with the strike, you gain a damage bonus with the strike equal to your **power**. This bonus applies before applying any multipliers for the critical hit.

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Desperate Pierce

Instant
Rank 1

Make a **strike**. If you miss, you can increase your **fatigue level** by one to reroll the attack with a +3 accuracy bonus. You cannot use the *desperate exertion* ability to affect this strike.

Rank 3: You gain a +2 damage bonus with the strike.
Rank 5: The damage bonus increases to +4.
Rank 7: The damage bonus increases to +8.

Eye Poke

Duration
Rank 1

Make a **strike** using a piercing weapon. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly dazzled** (25% miss chance, no special vision).

InjectionInstant
Rank 1

Make a **strike** using a piercing weapon. Your **power** with the strike is halved. You gain a +4 accuracy bonus with contact-based and injury-based poisons delivered with the strike.

Rank 3: The accuracy bonus increases to +5.

Rank 5: The accuracy bonus increases to +6.

Rank 7: The accuracy bonus increases to +7.

LungeInstant
Rank 1

Make a melee **strike** using a piercing weapon against everything in a 10 ft. long, 5 ft. wide line from you. The line must point directly away from you. Only one of the spaces in the line can be adjacent to you. Your **power** with the strike is halved.

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Penetrating StrikeInstant
Rank 1

Make a **strike** using a piercing weapon. Your **power** with the strike is halved. The attack is made against each target's Reflex defense instead of its Armor defense.

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

ChargebreakerInstant
Rank 2

Make a melee **strike** using a piercing weapon. You gain a +2 damage bonus with the strike if the target moved towards you during the movement phase.

Rank 4: The damage bonus increases to +4.

Rank 6: The damage bonus increases to +8.

Eye GougeDuration
Rank 2

Make a **strike** using a piercing weapon. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **dazzled** (25% miss chance, no special vision) as a **condition**.

Called ShotInstant
Rank 3

Make a **strike** using a piercing weapon. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike suffers your choice of one of the following effects as a **condition**: **shaken** (-2 accuracy and Mental within 60 ft.) by you, **slowed** (half speed, -2 Ref), or **dazed** (-2 defenses).

Rank 5: You gain a +1 accuracy bonus with the strike.

Rank 7: The accuracy bonus increases to +2.

Distant ShotInstant
Rank 3

Make a ranged **strike**. You reduce your **longshot penalty** with the strike by 2.

Rank 5: You gain a +1 accuracy bonus with the strike.

Rank 7: The accuracy bonus increases to +2.

GroundspikeDuration
Rank 3

Make a **strike** using a piercing weapon. You do not add your **power** to damage with the strike. Each creature that loses **hit points** from the strike is **slowed** (half speed, -2 Ref) as a **condition**. This condition must be removed twice before the effect ends.

Heartpiercing StrikeInstant
Rank 3

Make a **strike** with a +4 damage bonus using a piercing weapon. Each target that has any remaining **damage resistance** takes no damage from the strike.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

You strike directly for your foe's heart, hoping its armor is too damaged to effectively deflect the blow.

Penetrating ShotInstant
Rank 3

Make a ranged **strike** against everything in a Medium (30 ft. long), 5 ft. wide line from you. Your **power** with the strike is halved.

Rank 5: You gain a +2 damage bonus with the strike.

Rank 7: The damage bonus increases to +4.

Greater Eye Poke Duration Rank 4

Make a **strike** using a piercing weapon. Your **power** with the strike is halved. Each creature damaged by the strike is **briefly dazzled** (*25% miss chance, no special vision*).

Greater Lunge Instant Rank 4

Make a melee **strike** using a piercing weapon against everything in a 15 ft. long, 5 ft. wide line from you. The line must point directly away from you. Only one of the spaces in the line can be adjacent to you.

Rank 6: You gain a +1 accuracy bonus with the strike.

Penetrating Longshot Instant Rank 5

Make a ranged **strike** against everything in a Huge (*120 ft. long*), 5 ft. wide line from you. Your **power** with the strike is halved.

Rank 7: You gain a +4 damage bonus with the strike.

Greater Deathblow Instant Rank 6

Make a **strike** using a piercing weapon. If you get a critical hit with the strike, you gain a damage bonus with the strike equal to twice your **power**. This bonus applies before applying any multipliers for the critical hit.

Greater Distant Shot Instant Rank 6

Make a ranged **strike**. You reduce your **longshot penalty** with the strike by 4.

Blinding Eye Gouge Duration Rank 7

Make a **strike** using a piercing weapon. You do not add your **power** to damage with the strike. Each creature that loses **hit points** from the strike is **dazzled** (*25% miss chance, no special vision*) as a **condition**.

Greater Called Shot Instant Rank 7

Make a **strike** using a piercing weapon. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike suffers your choice of one of the following effects: **briefly immobilized** (*-4 Ref, cannot use movement speeds*), **frightened** (*-4 accuracy and Mental within 60 ft.*) by you as a **condition**, or **stunned** (*-4 defenses*) as a **condition**.

Greater Groundspike Duration Rank 7

Make a **strike** using a piercing weapon. You do not add your **power** to damage with the strike. Each creature that loses **hit points** from the strike is **immobilized** (*-4 Ref, cannot use movement speeds*) as a **condition**.

Rip and Tear

Rip foes apart with slashing weapons.

Maneuvers

Brow Gash

Duration
Rank 1

Make a **strike** using a slashing weapon. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **briefly dazzled** (25% miss chance, no special vision).

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Spinning Slash

Instant
Rank 1

Make a melee **strike** using a slashing weapon. The strike targets all **enemies** within your **reach** with that weapon. Your **power** with the strike is halved.

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Tear Exposed Flesh

Instant
Rank 1

Make a **strike** using a slashing weapon. If the target does not have any remaining **damage resistance**, your **power** with the strike is doubled.

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +2.

Two-Weapon Rend

Instant
Rank 1

Make a melee strike using a slashing weapon. At the end of this phase, each creature that you hit during this phase with both this strike and the *offhand strike* ability takes slashing damage equal to half your **power** (minimum 1).

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Hamstring

Duration
Rank 2

Make a **strike** using a slashing weapon. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **slowed** (*half speed, -2 Ref*) as a **condition**.

Rank 4: You gain a +1 accuracy bonus with the strike.
Rank 6: The accuracy bonus increases to +2.

Sweeping Strike

Instant
Rank 2

Make a melee **strike** using a slashing weapon. The strike gains the **Sweeping** (1) tag, or you gain a +1 bonus to the Sweeping value if it already had that tag (see Weapon Tags, page 344).

Rank 4: You gain a +2 damage bonus with the strike.
Rank 6: The damage bonus increases to +4.

Sweeping Throw

Instant
Rank 2

Make a thrown **strike** using a slashing weapon. The strike also targets an additional creature or object within 10 feet of the strike's primary target.

Rank 4: You gain a +2 damage bonus with the strike.
Rank 6: The damage bonus increases to +4.

Flintspark Strike

Instant
Rank 3

Make a strike with a +2 damage bonus using a slashing weapon. If the target is wearing metal armor or is significantly composed of metal, damage dealt by the strike is fire damage in addition to its normal damage types.

Rank 5: The damage bonus increases to +4.
Rank 7: The damage bonus increases to +8.

Rend the Hide

Instant
Rank 3

Make a **strike** using a slashing weapon. Your **power** with the strike is halved. Each creature damaged by the strike that is not wearing metal armor **briefly** takes a -2 penalty to Armor defense.

Rank 5: You gain a +1 accuracy bonus with the strike.
Rank 7: The accuracy bonus increases to +2.

Strip the ArmorInstant
Rank 3

Make a **strike** using a slashing weapon. You do not add your **power** to damage with the strike. Each creature that resists all damage from the strike takes the damage from the strike again. This extra damage cannot cause the creature to lose **hit points**.

Rank 5: You gain a +1 accuracy bonus with the strike.
Rank 7: The accuracy bonus increases to +1.

Strip the FleshDuration
Rank 3

Make a **strike** using a slashing weapon. You do not add your **power** to damage with the strike. Each creature that loses **hit points** from the strike becomes **vulnerable** to all damage as a **condition**.

Rank 5: You gain a +1 accuracy bonus with the strike.
Rank 7: The accuracy bonus increases to +2.

Agonizing FlayDuration
Rank 4

Make a **strike** using a slashing weapon. Your **power** with the strike is halved. Each creature damaged by the strike is **briefly dazed** (-2 defenses).

Rank 6: You gain a +1 **accuracy** bonus with the strike.

Greater Two-Weapon RendInstant
Rank 4

Make a melee strike using a slashing weapon. At the end of this phase, each creature that you hit during this phase with both this strike and the *offhand strike* ability takes slashing damage equal to your **power**.

Rank 6: You gain a +1 accuracy bonus with the strike.

RicochetInstant
Rank 4

Make a thrown **strike** using a slashing or bludgeoning weapon against up to three creatures or objects in a Small (15 ft.) radius within Short (30 ft.) range. Your **power** with the strike is halved. If you choose yourself as one of the subjects, you can catch the weapon instead of taking damage from it.

Rank 6: You gain a +4 damage bonus with the strike.

Bloodletting StrikeDuration
Rank 5

Make a **strike** using a slashing weapon. Each creature damaged by the strike **briefly** bleeds from the wound. It takes physical damage equal to half your **power** with that strike at the end of each round. This damage does not stack if you use this strike on the same creature again before it stops bleeding.

Rank 7: You gain a +1 accuracy bonus with the strike.

Greater Brow GashDuration
Rank 5

Make a **strike** using a slashing weapon. You do not add your **power** to damage with the strike. Each creature damaged by the strike is **dazzled** (25% miss chance, no special vision) as a **condition**. This condition must be removed twice before the effect ends.

Rank 7: You gain a +1 accuracy bonus with the strike.

Greater Spinning SlashInstant
Rank 5

Make a melee **strike** using a slashing weapon. The strike targets all **enemies** within your **reach** with that weapon.

Rank 7: You gain a +1 accuracy bonus with the strike.

Greater Sweeping ThrowInstant
Rank 5

Make a thrown **strike** using a slashing weapon. The strike also targets up to two additional creatures or object within 10 feet of the strike's primary target.

Rank 7: You gain a +4 damage bonus with the strike.

Greater Agonizing FlayDuration
Rank 6

Make a **strike** using a slashing weapon. Your **power** with the strike is halved. Each creature damaged by the strike is **briefly stunned** (-4 defenses). A creature stunned in this way cannot be stunned by this effect again until it takes a **short rest**.

Greater Hamstring

Duration
Rank 6

Make a **strike** using a slashing weapon. Your **power** with the strike is halved. Each creature damaged by the strike is **slowed** (*half speed, -2 Ref*) as a **condition**.

Greater Tear Exposed Flesh

Instant
Rank 6

Make a **strike** using a slashing weapon. If the target does not have any remaining **damage resistance**, your **power** with the strike is tripled.

Twinslash

Instant
Rank 6

Make two melee **strikes** using a slashing weapon. You do not add your **power** to damage with either strike.

Blinding Brow Gash

Duration
Rank 7

Make a **strike** using a slashing weapon. You do not add your **power** to damage with the strike. Each creature that loses **hit points** from the strike is **blinded** (*50% miss chance*) as a **condition**.

Bloodletting Sweep

Duration
Rank 7

This maneuver functions like the *bloodletting strike* maneuver, except that the strike gains the **Sweeping** (1) tag, or you gain a +1 bonus to the Sweeping value if it already had that tag (see Weapon Tags, page 344).

Greater Rend the Hide

Instant
Rank 7

Make a **strike** using a slashing weapon. Your **power** with the strike is halved. Each creature damaged by the strike that is not wearing metal armor **briefly** takes a -4 penalty to Armor defense.

Unbreakable Defense

Guard yourself and your allies with careful attacks and recovery abilities.

Maneuvers

Guard the Pass

Duration
Rank 1

Make a melee **strike**. Your **enemies briefly** treat all squares within a Tiny (*5 ft.*) radius **zone** from your location as **difficult terrain**.

Rank 3: The area increases to a Small (*15 ft.*) radius.
Rank 5: The area increases to a Medium (*30 ft.*) radius.
Rank 7: The area increases to a Large (*60 ft.*) radius.

Parry
Swift

Duration
Rank 1

This maneuver functions like the *total defense* ability, except that you gain an additional +2 bonus to Armor defense if you are not using a shield. In addition, choose a creature you can see. Whenever that creature misses you with a melee **strike** this round, it **briefly** takes a -2 penalty to Armor defense. As normal, this bonus does not stack with itself, even if the same creature misses you with multiple melee attacks. The defense bonus from this ability is **Swift**, so it protects you from attacks in the current phase. However, the penalty imposed on attackers is not Swift.

Rank 3: The penalty increases to -3.
Rank 5: The penalty increases to -4.
Rank 7: The penalty increases to -5.

Prepared Defense

Duration
Rank 1

Make a **strike**. Your **power** with the strike is halved. In addition, choose any one defense: Armor, Fortitude, Reflex, or Mental. You **briefly** gain a +2 bonus to that defense. This ability does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Rank 3: The bonus increases to +3.
Rank 5: The bonus increases to +4.
Rank 7: The bonus increases to +5.

Shield Slam Duration Rank 1

Make a **strike** using a shield. Your **power** with the strike is halved. Each creature damaged by the strike is **briefly dazed** (*-2 defenses*).

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Brace for Impact Duration Rank 2 **Swift**

You are **impervious** to **physical damage** this round. Because this is a **Swift** ability, it affects damage you take during the current phase.

Rank 4: You are impervious to all damage, not just physical damage.

Rank 6: You also negate any **conditions** that you would gain this round.

Cleanse Duration Rank 2

When you use this ability, you increase your **fatigue level** by one.

You remove a **brief** effect or **condition** affecting you. This cannot remove an effect applied during the current round.

Rank 4: Using this ability does not increase your fatigue level.

Rank 6: You may remove an additional effect.

Defensive Strike Duration Rank 2 **Swift (see text)**

Make a melee **strike**. You do not add your **power** to damage with the strike. In exchange, you gain a +2 bonus to Armor and Reflex defenses until the end of the round. The defense bonus is a **Swift** effect, so it protects you from attacks in the current phase.

Rank 4: The defense bonuses increase to +3.

Rank 6: The defense bonuses increase to +4.

Steadfast Strike Duration Rank 2 **Swift (see text)**

Make a strike. In addition, you gain a +1 bonus to **vital rolls** until the end of the round. This bonus is a **Swift** effect, so it affects any vital wounds you gain during the current phase.

Rank 4: The bonus increases to +2.

Rank 6: The bonus increases to +3.

Flamboyant Parry Duration Rank 3 **Swift**

This maneuver functions like the *total defense* ability, except that you gain an additional +2 bonus to Armor defense if you are not using a shield. In addition, choose a creature you can see. Whenever that creature misses you with a melee **strike** this round, it becomes **dazzled** (*25% miss chance, no special vision*) as a **condition**. This ability is **Swift**, so it protects you from attacks in the current phase. However, the penalty imposed on attackers is not Swift.

Rank 5: The Armor defense bonus increases to +3.

Rank 7: The Armor defense bonus increases to +4.

Revitalizing Strike Instant Rank 3 **Healing**

Make a strike. Your **power** with the strike is halved. In addition, you regain 1d10 + half **power** hit points. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The healing increases by +1d for each rank beyond 3.

Cleansing Strike Duration Rank 4

When you use this ability, you increase your **fatigue level** by one.

Make a **strike**. In addition, you may remove a **brief** effect or **condition** affecting you. This cannot remove an effect applied during the current round. The penalties from the effect still affect you when you make the strike.

Rank 6: You gain a +1d damage bonus with the strike.

Second Wind

Duration
Rank 4

When you use this ability, you increase your **fatigue level** by two.

You regain hit points equal to your maximum **hit points**. If you take damage in the same phase that you use this ability, the healing and damage offset, which can prevent you from gaining vital wounds from dropping below 0 hit points (see Regaining Hit Points and Resistances, page ??).

After you use this ability, you cannot use it again until you take a **short rest**.

Rank 6: You can also remove a single **brief** effect or condition. This cannot remove an effect applied during the current round.

Bracing Strike

Duration
Rank 5

Make a melee **strike**. You do not add your **power** to damage with the strike.

You are **impervious** to **physical damage** this round. Becoming impervious in this way is a **Swift** ability, so it affects damage you take during the current phase.

Rank 7: You are impervious to all damage, not just physical damage.

Greater Shield Slam

Duration
Rank 5

Make a **strike** using a shield. Your **power** with the strike is halved. Each creature damaged by the strike is **briefly stunned** (*-4 defenses*).

Rank 7: You gain a +1 accuracy bonus with the strike.

Redirecting Parry
Swift

Duration
Rank 5

This maneuver functions like the *total defense* ability, except that you gain an additional +2 bonus to Armor defense if you are not using a shield. In addition, choose a creature you can see. Whenever that creature misses you with a melee **strike** this round, it treats itself as a target of that strike in addition to any other targets. It cannot choose to reduce its accuracy or damage against itself. This ability is **Swift**, so it protects you from attacks in the current phase.

Rank 7: A creature that makes a strike against itself in this way takes a -2 penalty to defenses against that strike.

Greater Prepared Defense

Duration
Rank 6

Make a strike. Your **power** with the strike is halved. After you make the strike, you **briefly** gain a +2 bonus to all defenses. This ability does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Greater Revitalizing Strike
Healing

Instant
Rank 7

Make a strike. Your **power** with the strike is halved. In addition, you regain 4d8 + **power** hit points. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Reflective Parry
Swift

Duration
Rank 7

This maneuver functions like the *total defense* ability, except that you gain an additional +2 bonus to Armor defense if you are not using a shield. In addition, choose a creature you can see. Whenever that creature misses you with a **targeted** attack this round, it treats itself as a target of that attack in addition to any other targets. This ability is **Swift**, so it protects you from attacks in the current phase.

Chapter 8

Mystic Spheres

Magic Sources

Arcane Mystic Spheres

Astromancy: Transport creatures and objects instantly through space.

Barrier: Construct barriers to shield allies and areas from hostile forces.

Chronomancy: Manipulate the passage of time to inhibit foes and aid allies.

Cryomancy: Drain heat to injure and freeze foes.

Electromancy: Create electricity to injure and stun foes.

Enchantment: Enchant the minds of your foes and allies.

Fabrication: Create objects to damage and impair foes.

Photomancy: Create and manipulate light to hinder foes and conceal allies.

Polymorph: Change the physical shape or outward form of objects and creatures.

Pyromancy: Create fire to incinerate foes.

Revelation: Share visions of the present and future, granting insight or combat prowess.

Summoning: Summon creatures to fight with you.

Telekinesis: Manipulate kinetic energy at a distance.

Terramancy: Manipulate earth to crush foes.

Thaumaturgy: Suppress and manipulate magical effects.

Toxicology: Create and manipulate poisons, acids, and fungi.

Umbramancy: Manipulate shadows and darkness to conceal allies and inhibit foes.

Vivimancy: Manipulate life energy to aid allies or harm foes.

Divine Mystic Spheres

Barrier: Construct barriers to shield allies and areas from hostile forces.

Bless: Grant divine blessings to aid allies and improve combat prowess.

Channel Divinity: Invoke divine power to smite foes and gain power.

Enchantment: Enchant the minds of your foes and allies.

Photomancy: Create and manipulate light to hinder foes and

conceal allies.

Revelation: Share visions of the present and future, granting insight or combat prowess.

Summoning: Summon creatures to fight with you.

Vivimancy: Manipulate life energy to aid allies or harm foes.

Domain Spheres

Aeromancy: Command air to protect allies and blast foes.

Aquamancy: Command water to crush and drown foes.

Astromancy: Transport creatures and objects instantly through space.

Pyromancy: Create fire to incinerate foes.

Terramancy: Manipulate earth to crush foes.

Thaumaturgy: Suppress and manipulate magical effects.

Verdamancy: Animate and manipulate plants.

Nature Mystic Spheres

Aeromancy: Command air to protect allies and blast foes.

Aquamancy: Command water to crush and drown foes.

Barrier: Construct barriers to shield allies and areas from hostile forces.

Cryomancy: Drain heat to injure and freeze foes.

Electromancy: Create electricity to injure and stun foes.

Photomancy: Create and manipulate light to hinder foes and conceal allies.

Polymorph: Change the physical shape or outward form of objects and creatures.

Pyromancy: Create fire to incinerate foes.

Revelation: Share visions of the present and future, granting insight or combat prowess.

Summoning: Summon creatures to fight with you.

Terramancy: Manipulate earth to crush foes.

Toxicology: Create and manipulate poisons, acids, and fungi.

Verdamancy: Animate and manipulate plants.

Pact Mystic Spheres

Astromancy: Transport creatures and objects instantly through space.

Chronomancy: Manipulate the passage of time to inhibit foes and aid allies.

Cryomancy: Drain heat to injure and freeze foes.

Electromancy: Create electricity to injure and stun foes.

Enchantment: Enchant the minds of your foes and allies.

Fabrication: Create objects to damage and impair foes.

Photomancy: Create and manipulate light to hinder foes and conceal allies.

Polymorph: Change the physical shape or outward form of objects and creatures.

Pyromancy: Create fire to incinerate foes.

Summoning: Summon creatures to fight with you.

Telekinesis: Manipulate kinetic energy at a distance.

Toxicology: Create and manipulate poisons, acids, and fungi.

Umbramancy: Manipulate shadows and darkness to conceal allies and inhibit foes.

Vivimancy: Manipulate life energy to aid allies or harm foes.

Spell Lists

Aeromancy

Cantrips: *airborne leap, manipulate air, soften landing*

Rank 1: *airborne jumper, buffet, dust cloud, propulsion, wind screen, windstrike*

Rank 2: *curse of arrow attraction, downdraft, gentle descent, gust of wind, windtheft*

Rank 3: *cyclone, mass propulsion, mass wind screen, piercing windstrike, windblade, windseal, windsnipe*

Rank 4: *control weather, flight, greater buffet, mass gentle descent, massive dust cloud, mistform*

Rank 5: *air walk, blinding dust cloud, dustblind, greater gust of wind, mass windblade, retributive winds*

Rank 6: *agile flight, greater curse of arrow attraction, hurricane*

Rank 7: *soaring flight, supreme buffet*

Rituals: *air bubble, detect air, greater detect air, supreme detect air*

Aquamancy

Cantrips: *create water, manipulate water, purify water, slippery escape*

Rank 1: *aquajet propulsion, aquatic freedom, crushing wave, desiccation, fog wall, forceful aquajet, fountain, rainstorm, slippery escapist*

Rank 2: *aqueous tentacle, obscuring mist, raging river, wave of desiccation*

Rank 3: *desiccating curse, fog cloud, geyser, greater aquajet propulsion, greater crushing wave, greater fountain, mass aquatic freedom, personal aquarium, wall of water*

Rank 4: *aqueous form, greater forceful aquajet, misty shroud, octopus tentacles*

Rank 5: *fluid motion, greater desiccation, greater raging river, greater wave of desiccation, sphere of constraint, supreme aquajet propulsion*

Rank 6: *constraining bubble, greater geyser, misty halo, supreme fountain*

Rank 7: *greater desiccating curse, supreme forceful aquajet*

Rituals: *dampen, detect water, greater detect water, supreme detect water, water breathing*

Astromancy

Cantrips: *dimension hop, translocate object*

Rank 1: *blink, dimensional grasp, dimensional jaunt, translocation*

Rank 2: *astral refuge, dimensional jaunt – plane of air, dimensional shuffle, distant spells, flicker*

Rank 3: *astral instability, banishment, mass translocation, phasestep, phasing blade, silent translocation, transposition,*

twinned portals

Rank 4: *banishing grasp, controlled flicker, dimension door, dimension walk, dimensional jaunt – plane of earth, phasing spells*

Rank 5: *dimensional jaunt – myriad, dimensional jitter, mass phasestep, mass phasing blade, massive transposition*

Rank 6: *certain banishment, dimensional jaunt – plane of fire, jittering curse*

Rank 7: *dimensional anchor, dimensional jaunt – deep astral plane*

Rituals: *astral chest, astral projection, distant overland teleportation, homeward shift, interplanar gate, overland teleportation, plane shift, retrieve legacy*

Barrier

Cantrips: *burst ward, minor barrier*

Rank 1: *energy shield, mystic barrier, protective sphere, resilient shield*

Rank 2: *audible barrier, mystic bridge, quickseal, visual barrier*

Rank 3: *forceful barrier, mass resilient shield, wall of energy impedance*

Rank 4: *mirror barrier, repulsion field, wall of magic impedance*

Rank 5: *energy immunity, invulnerable barrier, personal sphere, retributive shield*

Rank 6: *antilife shell, instant barrier*

Rank 7: *entrapping sphere, greater mirror barrier, one-way barrier*

Rituals: *endure elements, explosive runes, greater mystic lock, mystic lock, private sanctum, scryward, tiny hut*

Bless

Cantrips: *boon of competence, boon of protection*

Rank 1: *blessing of proficiency, blessing of wakefulness, boon of precision, boon of shielding*

Rank 2: *blessing of endurance, blessing of potency, blessing of resilience, blessing of swiftness, boon of deadly fortune*

Rank 3: *blessing of mental clarity, blessing of perseverance, blessing of physical prowess, blessing of the purified body, boon of avoidance*

Rank 4: *blessing of freedom, blessing of mastery, blessing of recovery, boon of cleansing*

Rank 5: *blessing of regeneration*

Rank 6: *blessing of divine warning, boon of invulnerability, cleansing benediction*

Rank 7: *blessing of cleansing renewal, blessing of vitality*

Rituals: *bless water, blessing of fortification, blessing of purification, curse water, enduring fortification, enduring greater fortification, greater fortification,*

permanent bless water, permanent curse water, supreme fortification

Channel Divinity

Cantrips: *divine radiance, testament*

Rank 1: *divine authority, divine judgment, divine power, judge unworthy, mantle of faith*

Rank 2: *endurance of the faithful, retributive judgment, word of faith*

Rank 3: *agent of the divine, banish anathema, divine might, divine presence, faithful endurance, glimpse of divinity*

Rank 4: *divine seal, faith rewarded, greater divine judgment, greater word of faith*

Rank 5: *fear of the divine, greater retributive judgment*

Rank 6: *certain banish anathema, divine offering, supreme word of faith*

Rank 7: *greater divine presence, greater glimpse of divinity, supreme divine judgment*

Rituals: *commune, consecration, divine transit, permanent consecration*

Chronomancy

Cantrips: *accelerated reading, accelerated search, rapid aging*

Rank 1: *accelerated draw, accelerated legerdemain, accelerated reaction, accelerated twinstrike, haste, mass slow, slow*

Rank 2: *disjointed slow, expeditious retreat, quickchange, time hop*

Rank 3: *distant slow, instant analysis, mass accelerated reaction, mass haste, slowing curse, timeseal*

Rank 4: *accelerated strike, disjointed expiration, evasion, mental lag, temporal stasis, time lock*

Rank 5: *accelerated triplestrike, curse of temporal dislocation, decelerated timestream, greater slow, temporal duplicate*

Rank 6: *certain timeseal, minor acceleration*

Rank 7: *accelerate aging, stutterstop, time stop*

Rituals: *gentle repose*

Cryomancy

Cantrips: *chill, chill air*

Rank 1: *cone of cold, freeze poison, freezing grasp, frostbite, icecraft, icy shell, skate*

Rank 2: *blizzard, bonechill, ice lance, ice spike, mindchill*

Rank 3: *chillwind dash, frigid aura, frost breath, greater cone of cold, greater freezing grasp, mass skate, skyskate*

Rank 4: *greater frostbite, hailstorm, quickchill*

Rank 5: *frostburn, frozen legs, greater blizzard, greater ice lance, greater ice spike, greater mindchill, mass frozen legs, supreme cone of cold*

Rank 6: *greater bonechill, greater chillwind dash, supreme freezing grasp*

Rank 7: *greater frost breath, greater hailstorm*

Rituals: *cold tolerance, frostfall, froststorm*

Electromancy

Cantrips: *magnetize, spark*

Rank 1: *electric jolt, electroshock, energize, shocking grasp*

Rank 2: *dazing shock, lightning storm, stunning discharge*

Rank 3: *call lightning, greater shocking grasp, lightning bolt, lightning breath, magnetic blade, personal conduction, thunderdash*

Rank 4: *cleansing shock, greater electric jolt, greater lightning storm, lightning rod*

Rank 5: *ball lightning, chain lightning, electrocute, electromagnetic bolt, greater electroshock, shock and awe*

Rank 6: *greater call lightning, greater stunning discharge, greater thunderdash, stunning shock, supreme lightning storm, supreme shocking grasp*

Rank 7: *greater lightning breath, supreme electric jolt*

Enchantment

Cantrips: *cheer, repeat*

Rank 1: *agony, alluring presence, cause fear, dull the senses, enrage, friend to animals, mass fear, mind crush, ominous presence*

Rank 2: *collapse, dance, demotivate, discordant song, friend to foe, mass slow down, monologue, slow down*

Rank 3: *charm, curse of phobia, drop, fearsome aura, greater mind crush, mass repeat*

Rank 4: *calm emotions, confusion, frighten, selfstrike*

Rank 5: *dominate person, dramatic reveal*

Rank 6: *amnesiac charm, greater discordant song, sleep*

Rank 7: *dominate monster, greater fearsome aura, solipsism, supreme mind crush*

Rituals: *animal messenger, antipathy, sympathy, tell the truth*

Fabrication

Cantrips: *fabricate trinket*

Rank 1: *caltrops, forge, grease, instant arrow, instant weapon, personal weapon*

Rank 2: *blade barrier, mystic arrow*

Rank 3: *blade perimeter, bladestorm, hail of arrows, protective cage*

Rank 4: *daggerswarm, missile storm, mystic blast arrow, web*

Rank 5: *daggercloud, greater blade barrier, greater caltrops, greater instant weapon, meteor, oil slick*

Rank 6: *contracting blade perimeter, greater missile storm, mystic artillery*

Rank 7: *greater bladestorm, greater daggerswarm, greater hail of arrows*

Rituals: *ammunition stockpile, copy writing, fabricate feast, fabricate sustenance, fabricate water, greater copy writing, manifest object*

Photomancy

Cantrips: *beautify, illuminate*

Rank 1: *false wound, flash, lightburst, mirror image, searing light, wall of light*

Rank 2: *color spray, disguise image, illusory twin, kaleidoscopic pattern*

Rank 3: *army of twins, chromatic orb, lightbeam dash, searing flash*

Rank 4: *blur, greater searing light, invisibility, malleable disguise, mass disguise image, sunburst*

Rank 5: *blurred motion, greater color spray, greater kaleidoscopic pattern, pillars of light, solar ray*

Rank 6: *blinding flash, greater lightbeam dash, prismatic spray, variegated pattern*

Rank 7: *greater chromatic orb*

Rituals: *continuous light, false decrepify, permanent light*

Polymorph

Cantrips: *alter appearance, alter object, natural weapon*

Rank 1: *camouflage, mighty claw, natural might, organ failure, piercing grasp, runner, stoneskin, twist flesh, twisting claw*

Rank 2: *bleed, brief regeneration, climber, distant claw, eyes of darksight, physical enhancement, reshape appearance, shrink, swimmer*

Rank 3: *absorb object, enlarge, greater piercing grasp, mass stoneskin, scent, spikeform*

Rank 4: *cleansing bodymorph, draconic senses, dragon breath, malleable body, mass mobility enhancement, mass physical enhancement, mass reshape appearance, mass shrink, reforge armor, regeneration*

Rank 5: *baleful polymorph, disintegrate, eyebite, greater bleed, mass enlarge, mass sensory enhancement, vital regeneration*

Rank 6: *extruding spikes, supreme piercing grasp*

Rank 7: *cripple, greater spikeform, sludgeform*

Rituals: *air breathing, awaken, craft huge object, craft large object, craft object, create handholds, enduring fortify, enduring greater fortify, fortify, gills, greater fortify, ironwood, mending, morph exotic weapon, morph weapon, purify sustenance, supreme fortify*

Pyromancy

Cantrips: *extinguish, heat air, kindle, personal torch*

Rank 1: *burning grasp, burning hands, firebolt, ignition, inferno, pyrophobia*

Rank 2: *combustion, eyes of flame, flame blade, heat metal, kindled fireburst, pyrohemia*

Rank 3: *curse of flammability, fireball, flame breath, flame dash, greater burning grasp, greater inferno,*

personal ignition, wall of fire

Rank 4: *cleansing fire, flame serpent, flaming spheres, greater combustion, greater firebolt, greater pyrohemina, mass flame blade*

Rank 5: *greater burning hands, greater ignition, primal pyrophobia, pyroclasm, supreme inferno, wings of the phoenix*

Rank 6: *flame aura, greater flame dash, greater wall of fire, supreme burning grasp, supreme pyrohemina*

Rank 7: *greater fireball, greater flame breath, greater flame serpent, greater flaming spheres, soul of the phoenix, supreme combustion, supreme firebolt*

Rituals: *detect flame, greater detect flame, heat tolerance, heat wave, pyrostorm, supreme detect flame*

Revelation

Cantrips: *reveal sensation, reveal truth*

Rank 1: *armor proficiency, blindsense, enhanced senses, myriad visions, precognitive defense, precognitive offense, reveal weakness, social intuition, true strike, weapon proficiency*

Rank 2: *animal's sight, mystic eye, purge invisibility, reveal vulnerability*

Rank 3: *blindsight, discern lies, longshot, mass blindsense, mass precognitive defense, mass precognitive offense, precognitive competence, reverse scrying, true cast*

Rank 4: *gift of knowledge, sensory chain*

Rank 5: *clairvoyance, foresight, greater reveal weakness, mass blindsight, mass longshot*

Rank 6: *stunning truth*

Rank 7: *blinding visions, mass true strike*

Rituals: *alarm, augury, discern location, distant discern location, distant sending, greater augury, interplanar discern location, interplanar scry creature, interplanar sending, locate creature, locate object, long-distance bond, planar bond, prophetic dream, read magic, reveal true form, scry creature, seek legacy, sending, supreme augury, telepathic bond*

Summoning

Cantrips: *minor summoning*

Rank 1: *ramming summon, summon monster, trampling summon*

Rank 2: *summon defensive monster, summon mount, summon offensive monster, summon water elemental, summon weapon*

Rank 3: *greater trampling summon, summon ballista, summon bear, summon fire elemental*

Rank 4: *aerial weapon, greater ramming summon, greater summon defensive monster, greater summon offensive monster, summon air elemental, summon asp*

Rank 5: *summon earth elemental, summon pegasus*

Rank 6: *summon unicorn, supreme summon defensive monster, supreme summon offensive monster, supreme trampling summon*

Rank 7: *summon wolfpack*

Rituals: *ritual mount*

Telekinesis

Cantrips: *distant hand, gentle force*

Rank 1: *force lance, force slam, kinetic impedance, mass kinetic impedance, reactive deflection, telekinetic lift, toss foe, wall of force*

Rank 2: *interposing force, mind arrow, steal item*

Rank 3: *blastwave, distant shove, force extension, rapid reload, redirect attacks*

Rank 4: *animated weapon, greater force lance, greater force slam, greater toss foe, levitate, mighty mind arrow*

Rank 5: *greater steal item, mass force extension*

Rank 6: *distant grasp, floating shield, greater blastwave, greater distant shove*

Rank 7: *forcecage, greater interposing force, supreme force lance, supreme force slam, supreme toss foe*

Terramancy

Cantrips: *shape earth*

Rank 1: *earthcraft, rock throw, rocky shell, shrapnel blast, tremor*

Rank 2: *earthbind, earthen anchor, personal gravitation, volcano*

Rank 3: *crushing gravity, meld into stone*

Rank 4: *earthen fortification, fissure, greater rock throw, mass earthen anchor, quagmire*

Rank 5: *earthglide, earthspike*

Rank 6: *greater earthbind, greater volcano*

Rank 7: *earthquake, supreme rock throw, swallowed by earth*

Thaumaturgy

Cantrips: *detect magic, sense magical potential*

Rank 1: *enhance magic, magic missile, suppress item*

Rank 2: *dismissal, spellseal, suppress magic*

Rank 3: *cryptic spells, dimensional anchor, magic missile storm, mass enhance magic, reflect magic, teleportation ward*

Rank 4: *delay teleportation, dispel magic, greater magic missile, malign transference, second mind*

Rank 5: *dimensional lock, greater suppress magic, reflect targeted magic, spellward*

Rank 6: *absorb magic, greater magic missile storm*

Rank 7: *antimagic field, greater dispel magic, malign confluence, spellvoid, supreme magic missile*

Rituals: *analyze magic, dispel curse, greater analyze magic, permanent suppress magic aura, suppress magic aura, supreme analyze magic*

Toxicology

Cantrips: *intensify poison, neutralize poison*
 Rank 1: *acid splash, acid spray, corrosive grasp, fungal armor, fungal growth, sickness*
 Rank 2: *healing salve, poison – asp venom, poison transference, sudden rot*
 Rank 3: *acid arrow, acid breath, acid orb, acidic blood, greater corrosive grasp, noxious curse, poison – dragon bile, retributive spores*
 Rank 4: *acid bath, acid rain, cleansing draught, greater acid spray, poison immunity*
 Rank 5: *corrosive splash, greater fungal growth, greater healing salve*
 Rank 6: *greater acid arrow, greater acid orb, supreme corrosive grasp*
 Rank 7: *greater acid bath, greater acid breath, greater acid rain, greater noxious curse, greater retributive spores, supreme acid spray*

Umbramancy

Cantrips: *shadowcloak, suppress light*
 Rank 1: *conceal, dark grasp, dark miasma, darklantern, shadowstep, wall of darkness*
 Rank 2: *bind shadow, chill of darkness, darkvision, fade into darkness, shadow swap*
 Rank 3: *banish light, dark shroud, greater dark grasp*
 Rank 4: *greater dark miasma, mass darkvision, shadowform, shadowstrike*
 Rank 5: *greater chill of darkness, steal shadow*
 Rank 6: *beacon of darkness, greater bind shadow, hidden blade, shadow mantle, supreme dark grasp*
 Rank 7: *blinding shroud, dancing shadow, shadowstrike flurry*
 Rituals: *conceal trail, greater conceal trail, sunlight ward, supreme conceal trail*

Verdamancy

Cantrips: *fertile patch, rapid growth*
 Rank 1: *barkskin, embedded growth, ensnaring grasp, entangle, herbal antidote, poison – sassone leaf, shillelagh, survivalist, verdant armor, vine whip, vinestorm*
 Rank 2: *blight, plant growth, poison – nitharit, vine tentacle*
 Rank 3: *fire seeds, greater ensnaring grasp, mass barkskin, poison – arsenic, thornblade, wall of thorns*
 Rank 4: *flourishing vines, greater vine whip, greater vinestorm*
 Rank 5: *greater blight, greater entangle, mass thornblade, poison – black lotus*
 Rank 6: *greater fire seeds, greater wall of thorns, supreme ensnaring grasp*

Rank 7: *supreme vine whip, supreme vinestorm*
 Rituals: *fertility, infertility, lifeweb transit*

Vivimancy

Cantrips: *ablate vital wound, minor life infusion*
 Rank 1: *drain life, draining grasp, healer's intuition, lifegift, lifesense, retributive lifebond, sapping miasma, withering*
 Rank 2: *corpse explosion, cure wound, death knell, inflict wound, triage, wellspring of life*
 Rank 3: *circle of death, lifesight, lifesteal, lifesteal grasp, mass lifegift, mass lifesense, vital persistence, withering curse*
 Rank 4: *circle of life, greater drain life, greater retributive lifebond, lifeseal*
 Rank 5: *cure vital wound, greater sapping miasma, lifesteal blade, mass lifesight, mass vital persistence, steal vitality*
 Rank 6: *greater circle of death, greater corpse explosion, greater inflict wound, greater lifesteal grasp*
 Rank 7: *avascular, mass lifesteal blade, supreme drain life, supreme retributive lifebond*
 Rituals: *animate dead, complete resurrection, fated reincarnation, purge curse, reincarnation, remove disease, restore senses, resurrection, soul bind, true regeneration, true resurrection*

Aeromancy

Command air to protect allies and blast foes.

Cantrips

Airborne Leap	Duration
You briefly gain a +3 magic bonus to the Jump skill.	
Rank 2: The bonus increases to +4.	
Rank 4: The bonus increases to +5.	
Rank 6: The bonus increases to +6.	
<i>The air rises beneath you and pushes you up, propelling you farther when you leap.</i>	

Manipulate Air Sustain (minor)

You change the wind speed within a Medium (30 ft.) radius **emanation** from you by up to 10 miles per hour. If you decrease the wind's speed to 0, you can increase it again with the remainder of your speed change and choose any direction for it to travel. You choose the speed change and direction when you cast this spell, and that choice persists for the duration of this effect.

Rank 2: The area increases to a Large (60 ft.) radius, and the maximum speed change increases to 20 miles per hour.

Rank 4: The area increases to a Huge (120 ft.) radius, and the maximum speed change increases to 40 miles per hour.

Rank 6: The area increases to a Gargantuan (240 ft.) radius, and the maximum speed change increases to 80 miles per hour.

The wind around you waxes and wanes at your command, softening the force of a tempest or creating one to harass your foes.

Soften Landing Duration

Choose yourself or an **ally** within Long (120 ft.) range. Until the end of the round, that creature treats all falls as if they were 20 feet shorter for the purpose of determining **falling damage**.

Rank 2: The distance reduction increases to 50 feet.

Rank 4: The distance reduction increases to 100 feet.

Rank 6: The distance reduction increases to 200 feet.

The air beneath you suddenly accelerates into a great wind, softening the force of your unexpected fall.

Buffet Instant Rank 1

Make an attack vs. Fortitude against anything Large or smaller within Medium (60 ft.) range.

Hit: The target takes 1d6 bludgeoning damage. If it loses **hit points** from this damage, you **knockback** it up to 30 feet in any direction (see Knockback Effects, page 49). Moving the target upwards costs twice the normal movement cost.

Critical hit: Double damage, and you can knockback the target 60 feet instead of 30 feet.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Dust Cloud Duration Rank 1

Make an attack vs. Reflex against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range from you.

Hit: Each target is **briefly dazzled** (25% miss chance, no special vision).

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Propulsion Instant Rank 1

Choose yourself or one Large or smaller **ally** within Medium (60 ft.) range. You **push** the target up to 60 feet in any direction. You cannot change the direction of the movement partway through. Moving the target upwards costs twice the normal movement cost.

Rank 3: The distance increases to 120 feet.

Rank 5: The distance increases to 240 feet.

Rank 7: The distance increases to 480 feet.

Wind Screen Attune (self) Rank 1

Casting time: One **minor action**

You gain a +2 bonus to your defenses against ranged **strikes** from weapons or projectiles that are Small or smaller. Any effect which increases the size of creature this spell can affect also increases the size of ranged weapon it defends against by the same amount.

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +5.

Spells**Airborne Jumper** Attune (self) Rank 1

If you are **trained** with the Jump skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

WindstrikeInstant
Rank 1

Make an attack vs. Armor against anything within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Curse of Arrow AttractionDuration
Rank 2

Make an attack vs. Mental against anything within Medium (60 ft.) range.

Hit: The target takes a -2 penalty to defenses against ranged **strikes** from weapons or projectiles that are Small or smaller until it takes a **short rest**.

Critical hit: The effect lasts until this curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 2.

The air around your foe ripples with hidden air currents that seem to guide the flight of arrows, ensuring that they strike true.

DowndraftDuration
Rank 2

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: As a **condition**, air buffets the target downward, pushing it towards the ground with great force. It is **slowed** (half speed, -2 Ref) and unable to use any fly speed or glide speed.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Gentle DescentAttune (self)
Rank 2

You gain a 30 foot **glide speed** (see Gliding, page 48).

Rank 4: You are immune to **falling damage** even if you do not glide.

Rank 6: You can reduce your **glide speed** to 20 feet or increase it to 60 feet during each phase that you glide.

Gust of WindInstant
Rank 2

Make an attack vs. Fortitude against everything in a Large (60 ft. long), 5 ft. wide line from you.

Hit: Each target takes 1d8 bludgeoning damage. In addition, each target is **pushed** 15 feet in the direction the line points away from you. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

The damage increases by +1d for each rank beyond 2.

WindtheftInstant
Rank 2

Make an attack vs. Reflex against one Small or smaller object within Medium (60 ft.) range. If the object is attended by a creature, the attack must also beat the attending creature's Reflex defense. If it is held in two hands or well secured, this attack automatically fails.

After you successfully steal an item from a creature with this spell, it gains a +5 bonus to its defenses against this spell until it takes a **short rest**.

Hit: You **knockback** the object up to 60 feet towards you. You can use a **free hand** to catch the object if it reaches you.

The attack's **accuracy** increases by +1 for each rank beyond 2.

CycloneInstant
Rank 3

Make an attack vs. Fortitude against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 1d10 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 3.

Mass PropulsionInstant
Rank 3

Choose up to five creatures from among yourself and your Large or smaller **allies** within Medium (60 ft.) range. You **push** each target up to 60 feet in any direction. Each target must be pushed in the same direction. You cannot change the direction of the movement partway through. Moving a target upwards costs twice the normal movement cost.

Rank 5: The distance increases to 120 feet.

Rank 7: The distance increases to 240 feet.

Mass Wind Screen Attune (target) Rank 3

Casting time: One **minor action**

This spell functions like the *wind screen* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The bonus to Armor defense increases to +2.

Rank 7: The bonus to Armor defense increases to +3.

Piercing Windstrike Instant Rank 3

Make an attack vs. Reflex against anything within Medium (60 ft.) range.

Hit: The target takes 2d6 + **power** piercing damage.

The damage increases by +1d for each rank beyond 3.

A rush of wind flows rapidly through the gaps in your foe's armor to pierce its heart.

Windblade Attune (self) Rank 3

Casting time: One **minor action**

Melee weapons you wield gain a +5 foot **magic bonus** to **reach**. Attacks that hit because of this reach deal bludgeoning damage instead of any other damage types. This has no effect on ranged attacks the target makes.

Rank 5: The bonus to reach increases to +10 feet.

Rank 7: The bonus to reach increases to +15 feet.

Windseal Duration Rank 3

Make an attack vs. Fortitude against one Large or smaller creature within Medium (60 ft.) range.

Hit: As a **condition**, the target is **slowed** (*half speed*, –2 *Ref*) by incredibly fast winds that inhibit movement. At the end of each phase, if it moved voluntarily during that phase, it takes 1d10 bludgeoning damage.

Critical hit: Double damage from movement.

The damage increases by +1d for each rank beyond 3.

Windsnipe Instant Rank 3

Make an attack vs. Armor against anything within Distant (240 ft.) range.

Hit: The target takes 2d6 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 3.

Control Weather Attune (self) Rank 4

When you cast this spell, you choose a new weather pattern. You can only choose weather which would be reasonably probable in the climate and season of the area you are in. For example, you can normally create a thunderstorm, but not if you are in a desert.

When you complete the spell, the weather begins to take effect in a two mile radius cylinder-shaped **zone** from your location. After five minutes, your chosen weather pattern fully takes effect. You cannot change the intensity of the weather beyond what would be possible without magic during this time frame. For example, you can change a clear sky into a light thunderstorm, but you cannot create a hurricane or tornado from untroubled air.

You can control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather, such as the location of lightning strikes. Contradictory weather conditions are not possible simultaneously.

After the spell's effect ends, the weather continues on its natural course, which may cause your chosen weather pattern to end. If another ability would magically manipulate the weather in the same area, the most recently used ability takes precedence.

Rank 6: You can shape the weather for up to fifteen minutes before it takes effect, increasing the intensity of the changes you can make.

Flight Attune (self) Rank 4

You gain a 30 foot **fly speed** with a maximum height of 30 feet (see Flying, page 48). If you are above that height, you gain a 30 foot **glide speed** instead.

Rank 6: The maximum height increases to 60 feet.

Greater BuffetInstant
Rank 4

This spell functions like the *buffet* spell, except that the damage increases to 1d10. In addition, the knockback distance increases to 60 feet, or 120 feet on a critical hit.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Mass Gentle DescentAttune (target)
Rank 4

Casting time: One **minor action**

This spell functions like the *gentle descent* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 6: The target is immune to **falling damage** even if it does not glide.

Massive Dust CloudDuration
Rank 4

Make an attack vs. Reflex against all creatures in a Large (60 ft.) radius within Long (120 ft.) range from you.

Hit: Each target is **briefly dazzled** (25% miss chance, no special vision).

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 4.

MistformAttune (self)
Rank 4

You can move through creatures freely. This does not allow you to move through inanimate objects. In addition, you gain a **glide speed** equal to the **base speed** for your size.

Rank 6: You also ignore all sources of **difficult terrain**.

Air WalkAttune (self)
Rank 5

You can walk on air as if it were solid ground. This only functions as long as you are no more than 60 feet above an object at least two size categories larger than you that is free-standing and capable of supporting your weight.

Rank 7: The maximum height increases to 120 feet.

Blinding Dust CloudDuration
Rank 5

Make an attack vs. Reflex against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range from you.

Hit: Each target with no remaining **damage resistance** is **briefly blinded** (50% miss chance).

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

DustblindDuration
Rank 5

Make an attack vs. Reflex against one creature within Short (30 ft.) range. If there is no dirt, dust, or collection of loose objects of similar size within 30 foot **range** of the target's eyes, this attack automatically fails.

Hit: The target takes 2d6 physical damage. If it loses **hit points** from this damage, it is **blinded** (50% miss chance) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Greater Gust of WindInstant
Rank 5

Make an attack vs. Fortitude against everything in a Huge (120 ft. long), 10 ft. wide line from you.

Hit: Each target takes 2d8 bludgeoning damage. In addition, each target is **pushed** 30 feet in the direction the line points away from you. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

The damage increases by +1d for each rank beyond 5.

Mass WindbladeAttune (target)
Rank 5

Casting time: One **minor action**

This spell functions like the *windblade* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: The bonus to reach increases to +10 feet.

Retributive Winds

Attune (self)
Rank 5

At the end of each phase, make an attack vs. Armor against each creature within Short (30 ft.) range of you that attacked you during that phase. Any effect which increases this spell's range increases the range of this retaliation by the same amount.

Hit: Each target takes 2d8 bludgeoning damage.

The damage increases by +1d for each rank beyond 5.

Agile Flight

Attune (self)
Rank 6

You gain a 30 foot **fly speed** with a maximum height of 30 feet (see Flying, page 48). Your **maneuverability** with this fly speed is perfect (see Flying Maneuverability, page 48).

Greater Curse of Arrow Attraction
Curse

Duration
Rank 6

Make an attack vs. Mental against anything within Medium (60 ft.) range.

Hit: The target takes a -4 penalty to defenses against ranged **strikes** from weapons or projectiles that are Medium or smaller until it takes a **short rest**.

Critical hit: The effect lasts until this curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 6.

The air around your foe ripples with hidden air currents that seem to guide the flight of arrows, ensuring that they strike true.

Hurricane

Instant
Rank 6

Make an attack vs. Fortitude against all **enemies** in a Large (60 ft.) radius from you.

Hit: Each target takes 2d10 + half **power** bludgeoning damage. In addition, each target is **pushed** 30 feet clockwise around you. Each target's final position should be the same distance from you as its starting position.

The damage increases by +1d for each rank beyond 6.

Soaring Flight

Attune (self)
Rank 7

You gain a 30 foot **fly speed** with a maximum height of 120 feet (see Flying, page 48). If you are above that height, you gain a 30 foot **glide speed** instead. Your **maneuverability** with this fly speed is poor (see Flying Maneuverability, page 48).

Supreme Buffet

Instant
Rank 7

This spell functions like the **buffet** spell, except that the damage increases to 2d10. In addition, the knockback distance increases to 120 feet, or 240 feet on a critical hit.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Rituals

Detect Air
Detection

Instant
Rank 1

Casting time: One minute

You learn the approximate distance and direction to any air within Long (120 ft.) **range** of you. Since this is a **Detection** ability, its range can penetrate some solid objects (see Detection, page 418). This ritual can detect air pockets with a minimum size of Fine.

This ritual requires one **fatigue level** from its participants.

Air Bubble

Attune (target)
Rank 3

Casting time: One minute

One ritual participant gains the ability to breathe clear, clean air regardless of its surroundings. This can allow it to breathe underwater and avoid air-based poisons.

This ritual requires one **fatigue level** from its participants.

Greater Detect Air

Instant
Rank 3

Casting time: One minute

This ritual functions like the *detect air* ritual, except that the range increases to Extreme (480 ft.) range.

This ritual requires one **fatigue level** from its participants.

Supreme Detect Air

Instant
Rank 5

Casting time: One minute

This ritual functions like the *detect air* ritual, except that the range increases to 2,000 feet.
This ritual requires one **fatigue level** from its participants.

Aquamancy

Command water to crush and drown foes.

Cantrips

Create Water
Creation

Instant

You create up to two gallons of wholesome, drinkable water divided among any number of locations within Short (30 ft.) range, allowing you to fill multiple small water containers. You must create a minimum of one ounce of water in each location.

Rank 2: The volume created increases to five gallons.
Rank 4: The volume created increases to ten gallons.
Rank 6: The volume created increases to twenty gallons.

The desert air ripples with heat, scorching the group of adventurers. When they finally stop to rest, you conjure water from thin air, giving them all the strength to press on.

Manipulate Water

Sustain (minor)

You change the speed of water within a Medium (30 ft.) radius **emanation** from you by up to 5 miles per hour. If you decrease the water’s speed to 0, you can increase it again with the remainder of your speed change and choose any direction for it to travel. You choose the speed change and direction when you cast this spell, and that choice persists for the duration of this effect.
In addition to allowing you to change the direction of currents within large bodies of water, you can also use this to propel water across surfaces. Generally, moving water uphill costs at least 5 miles per hour of speed for every foot of elevation that you are trying to climb, which can limit your ability to move water up large distances.

Rank 2: The area increases to a Large (60 ft.) radius, and the maximum speed change increases to 10 miles per hour.
Rank 4: The area increases to a Huge (120 ft.) radius, and the maximum speed change increases to 20 miles per hour.
Rank 6: The area increases to a Gargantuan (240 ft.) radius, and the maximum speed change increases to 40 miles per hour.

Purify Water

Instant

You can separate out dirt, sand, salt, and similar minor pollutants from up to five gallons of water within Short (30 ft.) range. The waste material moves to the edge of the water so it falls out or can be easily removed. This does not remove poisons, magical effects, or contaminants heavier than half a pound. Using this on a very large body of water is difficult, since the waste material can easily mix with the water unaffected by a single casting of this spell.

Rank 2: The volume affected increases to ten gallons.
Rank 4: The volume affected increases to twenty gallons.
Rank 6: The volume affected increases to fifty gallons.

Slippery Escape

Duration

Manifestation

You **briefly** gain a +3 **magic bonus** to the Flexibility skill.

Rank 2: The bonus increases to +4.
Rank 4: The bonus increases to +5.
Rank 6: The bonus increases to +6.

A thin layer of water covers you, allowing you to slip through the grasp of your foes more easily.

Aquatic Freedom

Attune (self)

Rank 1

Casting time: One **minor action**

You gain a **swim speed** equal to the **base speed** for your size. If you already have a swim speed, you gain a +5 foot **magic bonus** to your swim speed.

Rank 3: You gain a +5 foot **magic bonus** to your swim speed, or a +10 foot bonus if you already have a swim speed.
Rank 5: The speed bonus increases to +10 feet, or +15 feet if you already have a swim speed.
Rank 7: The speed bonus increases to +15 feet, or +20 feet if you already have a swim speed.

Crushing Wave

Instant

Manifestation

Rank 1

Make an attack vs. Reflex against everything in a Small (15 ft. long), 10 ft. wide line from you.

Hit: Each target takes 1d6 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Desiccation

Duration

Rank 1

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target is **dazed** (-2 defenses) as a **condition**.
Critical hit: The condition must be removed twice before the effect ends.

The damage increases by +1d for each rank beyond 1.

Fog Wall

Sustain (minor)

Manifestation

Rank 1

You create a wall of fog in a 15 ft. high, Medium (30 ft. long) **wall** within Medium (60 ft.) range. The fog makes it difficult to see through the wall, granting **concealment** to anything viewed through the wall (see Concealment, page 55).

Rank 3: The area increases to a 30 foot high, Large (60 ft. long) line.
Rank 5: The area increases to a 60 foot high, Huge (120 ft. long) line.
Rank 7: The area increases to a 120 foot high, 240 foot long line.

Spells

Aquajet Propulsion

Instant

Manifestation

Rank 1

Make an attack vs. Armor against anything within Medium (60 ft.) range. Whether you hit or miss, you may **push** yourself up to 15 feet away from the target as the water propels you backwards. Moving yourself upwards costs twice the normal movement cost. This movement is doubled underwater.

Hit: The target takes 1d6 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Forceful Aquajet Instant Rank 1

Make an attack vs. Armor against anything Large or smaller within Medium (60 ft.) range.

Hit: The target takes 1d4 bludgeoning damage. If it loses **hit points** from this damage, you **knockback** it up to 30 feet in any direction (see Knockback Effects, page 49). Moving the target upwards costs twice the normal movement cost.

Critical hit: Double damage, and you can knockback the target 60 feet instead of 30 feet.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Fountain Instant Rank 1

Manifestation

Make an attack vs. Armor against everything within a Small (15 ft.) radius from you.

Hit: Each target takes 1d6 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Rainstorm Sustain (minor) Rank 1

Manifestation

Torrential rain begins falling out of thin air within a Medium (30 ft.) radius **zone** within Long (120 ft.) range. The rain extinguishes minor fires such as campfires and torches on contact. Everything in the area is **impervious** to fire damage.

Rank 3: The area increases to a Large (60 ft.) radius **zone**.

Rank 5: The range increases to a Distant (240 ft.) range.

Rank 7: The area increases to a Huge (120 ft.) radius **zone**.

Slippery Escapist Attune (self) Rank 1

If you are **trained** with the Flexibility skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Aqueous Tentacle Attune (self) Rank 2

Manifestation

You gain a slam **natural weapon** (see Table 9.6: Natural Weapons, page 351). The natural weapon deals 1d8 damage, as normal for a slam natural weapon. In addition, it has the Long and Sweeping (1) **weapon tags** (see Weapon Tags, page 344). Strikes using it are considered **magical** abilities, which means you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 36).

Rank 4: You gain a +5 foot bonus to **reach** with attacks using the tentacle.

Rank 6: The bonus to reach increases to 10 feet.

You grow a massive watery tentacle that extends from your body.

Obscuring Mist Sustain (minor) Rank 2

Fog fills the air within a Small (15 ft.) radius **zone** from your location. The fog partially obstructs sight, granting **concealment** to anything seen through the fog (see Concealment, page 55).

Rank 4: The area increases to a Medium (30 ft.) radius **zone**.

Rank 6: The area increases to a Large (60 ft.) radius **zone**.

Raging River Instant Rank 2

Manifestation

Make an attack vs. Fortitude against everything in a Medium (30 ft. long), 10 ft. wide line from you.

Hit: Each target takes 1d8 bludgeoning damage. In addition, each target is **pushed** 15 feet in the direction the line points away from you. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

The damage increases by +1d for each rank beyond 2.

Wave of Desiccation

Duration
Rank 2

Make an attack vs. Fortitude against all living creatures in a Large (60 ft. long), 15 ft. wide line from you.

Hit: Each target that has no remaining **damage resistance** is **briefly stunned** (-4 defenses).

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Desiccating Curse

Duration
Rank 3

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **dazed** (-2 defenses). If it immerses itself in or drinks a body of water of minimum size equal to two size categories smaller than itself, the target stops being dazed for 10 minutes. This effect lasts until the target takes a **short rest**.

Critical hit: The effect lasts until this curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Fog Cloud

Sustain (minor)
Rank 3

Manifestation

A cloud of fog appears in a Medium (30 ft.) radius within Long (120 ft.) range. All sight through the area is partially obscured, granting **concealment** to anything in the area and anything viewed through the area (see Concealment, page 55).

Rank 5: The area increases to a Large (60 ft.) radius.

Rank 7: The area increases to a Huge (120 ft.) radius.

Geyser

Instant
Rank 3

Manifestation

Make an attack vs. Reflex against everything in a Medium (30 ft. long), 5 ft. wide vertical line within Long (120 ft.) range. If this spell has its area increased, only the length of the line increases.

Hit: Each target takes 2d6 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 3.

Greater Aquajet Propulsion

Instant
Rank 3

Manifestation

This spell functions like the *aquajet propulsion* spell, except that the damage increases to 1d10 + **power**, and the push distance increases to 30 feet.

The damage increases by +1d for each rank beyond 3.

Greater Crushing Wave

Instant
Rank 3

Manifestation

Make an attack vs. Reflex against everything in a Large (60 ft. long), 10 ft. wide line from you.

Hit: Each target takes 1d10 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 3.

Greater Fountain

Instant
Rank 3

Manifestation

Make an attack vs. Armor against all **enemies** within a Medium (30 ft.) radius from you.

Hit: Each target takes 1d10 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 3.

Mass Aquatic Freedom

Attune (target)
Rank 3

Casting time: One **minor action**

This spell functions like the *aquatic freedom* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: Each target gains a +5 foot **magic bonus** to its swim speed, or a +10 foot bonus if it already has a swim speed.

Rank 7: The speed bonus increases to +10 feet, or +15 feet if the target already has a swim speed.

Personal AquariumAttune (self)
Rank 3

You surround yourself in a bubble of water. This has the following effects:

- Your land speed is halved.
- If you have a swim speed, you can use it to move around on land.
- You are always considered to be **swimming** (*-4 accuracy, defenses*), so you take penalties if you do not have a swim speed.
- The water blocks you from breathing air, but you can poke your head out of the bubble to take a breath as a **move action**.
- You gain a +4 **magic bonus** to your **damage resistance**.
- You gain a +2 bonus to your defenses against ranged **strikes** from weapons or projectiles that are Small or smaller.
- You gain a +4 bonus to your defenses against the *grapple* ability.

Rank 5: The damage resistance bonus increases to +8.

Rank 7: The damage resistance bonus increases to +16.

**Wall of Water
Manifestation**Sustain (minor)
Rank 3

You create a wall of water in a 15 ft. high, Medium (*30 ft. long*) line within Medium (*60 ft.*) range. The wall is four inches thick, and blocks **line of effect** for abilities. Sight through the wall is possible, though distorted. The wall provides both **cover** and **concealment** to targets on the opposite side of the wall, for a total of a +4 bonus to Armor defense. Creatures can pass through the wall unharmed, though it costs five extra feet of movement to move through the wall.

Each five-foot square of wall has **hit points** equal to three times your **power** and all of its defenses are 0.

Rank 5: The area of the wall increases to a Large (*60 ft. long*) line.

Rank 7: The area of the wall increases to a Huge (*120 ft. long*) line.

Aqueous FormAttune (self)
Rank 4

You transform your body and equipment into water, allowing you to compress your body or contort yourself into odd shapes. This has the following effects:

- You gain a **swim speed** equal to the **base speed** for your size. If you already have a swim speed, you gain a +10 foot bonus to your swim speed.
- You gain a +8 **magic bonus** to the Flexibility skill. In addition, the minimum size you can squeeze down to is reduced to one inch, which can dramatically improve your ability to squeeze through tight spaces.
- You are immune to **critical hits** from **strikes**.
- Your **damage resistance** is halved.

Rank 6: The bonus to Flexibility increases to +12.

Greater Forceful AquajetInstant
Rank 4

This spell functions like the *forceful aquajet* spell, except that the damage increases to 1d10. In addition, the knock-back distance increases to 60 feet, or 120 feet on a critical hit.

The damage increases by +1d for each rank beyond 4.

Misty ShroudAttune (self)
Rank 4

At the end of each round, fog **briefly** fills a Medium (*30 ft.*) radius zone from you. This fog does not fully block sight, but it provides **concealment**. There is no time gap between the disappearance of the old fog and the appearance of the new fog, so you can keep continuous fog cover by staying in the same place or moving slowly.

Rank 6: The area increases to a Large (*60 ft.*) radius.

Octopus TentaclesAttune (self)
Rank 4

This spell functions like the *aqueous tentacle* spell, except that you create eight tentacles that extend from your body. Whenever you make a **strike** with the tentacles, you can attack with all of the tentacles at once, with each tentacle attacking a different target. This functions as if your attacks had the **Sweeping** (7) tag, with no limit on how far each secondary target must be from the primary target (see Sweeping, page 344).

Rank 6: You gain a +5 bonus to **reach** with attacks using the tentacles.

Fluid MotionAttune (self)
Rank 5

When you move using one of your movement speeds, you can transform yourself into a rushing flow of water with a volume roughly equal to your normal volume until your movement is complete. You can only transform into water in this way once during your movement, and you regain your normal form at the end of the movement. In this form, you may move wherever water could go, you cannot take other actions, such as jumping, attacking, or casting spells. You may move through squares occupied by enemies without penalty. Being **grappled** or otherwise physically constrained does not prevent you from transforming into water in this way.

Your speed is halved when moving uphill and doubled when moving downhill. Unusually steep inclines may cause greater movement differences while in this form.

If the water is split, you may reform from anywhere the water has reached, to as little as a single ounce of water. If not even an ounce of water exists contiguously, your body reforms from all of the largest available sections of water, cut into pieces of appropriate size. This usually causes you to die.

Rank 7: You can transform to and from water any number of times during a single movement. You must still regain your normal form at the end of the movement.

Greater DesiccationDuration
Rank 5

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target is **stunned** (–4 defenses) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

The damage increases by +1d for each rank beyond 5.

Greater Raging River**Manifestation**Instant
Rank 5

Make an attack vs. Fortitude against everything in a Large (60 ft. long), 15 ft. wide line from you.

Hit: Each target takes 2d8 bludgeoning damage. In addition, each target is **pushed** 30 feet in the direction the line points away from you. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.

The damage increases by +1d for each rank beyond 5.

Greater Wave of DesiccationDuration
Rank 5

Make an attack vs. Fortitude against all living creatures in a Large (60 ft. long), 15 ft. wide line from you.

Hit: Each target is **briefly stunned** (–4 defenses).

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Sphere of Constraint**Manifestation**Duration
Rank 5

Make an attack vs. Reflex against all creatures completely within a Small (15 ft.) radius within Medium (60 ft.) range. This attack automatically fails against creatures whose entire space is not within the area.

Hit: The majority of each target's body is **briefly** surrounded by a layer of water. This does not impede its ability to breathe, but it is treated as **swimming** (–4 accuracy, defenses), which causes it to suffer penalties if it does not have a **swim speed**.

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

A sphere of water appears in midair that adheres to your foes.

Supreme Aquajet Propulsion**Manifestation**Instant
Rank 5

This spell functions like the *aquajet propulsion* spell, except that the damage increases to 2d8 + **power**, and the push distance increases to 60 feet.

The damage increases by +1d for each rank beyond 5.

Constraining Bubble	Duration
Manifestation	Rank 6

Make an attack vs. Reflex against a Huge or smaller creature within Medium (60 ft.) range.

Hit: As a **condition**, the majority of the target's body is surrounded by a layer of water. This does not impede its ability to breathe, but it is treated as **swimming** (-4 *accuracy*, *defenses*), which causes it to suffer penalties if it does not have a **swim speed**.

Critical hit: The water also covers the target's face. This does not meaningfully impede its sight, but it cannot breathe anything other than the water.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Greater Geyser	Instant
Manifestation	Rank 6

Make an attack vs. Reflex against everything in a Large (60 ft. long), 5 ft. wide vertical line within Distant (240 ft.) range. If this spell has its area increased, only the length of the line increases.

Hit: Each target takes 4d8 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 6.

Misty Halo	Sustain (minor)
	Rank 6

Fog fills the air within a Medium (30 ft.) radius **zone** from your location. The fog partially obstructs sight, granting **concealment** to anything seen through the fog (see Concealment, page 55). You can exclude an inner radius of any size from the area, allowing you to create fog that surrounds your location without blocking sight to things near to you.

Supreme Fountain	Instant
Manifestation	Rank 6

Make an attack vs. Armor against all **enemies** within a Large (60 ft.) radius from you.

Hit: Each target takes 4d6 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 6.

Greater Desiccating Curse	Duration
Curse	Rank 7

This spell functions like the *desiccating curse* spell, except that the target is **stunned** (-4 *defenses*) instead of dazed.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Supreme Forceful Aquajet	Instant
	Rank 7

This spell functions like the *forceful aquajet* spell, except that the damage increases to 2d10. In addition, the knock-back distance increases to 120 feet, or 240 feet on a critical hit.

The damage increases by +1d for each rank beyond 7.

Rituals

Detect Water	Instant
Detection	Rank 1

Casting time: One minute

You learn the approximate distance and direction to any bodies of water within Long (120 ft.) **range** of you. Since this is a **Detection** ability, its range can penetrate some solid objects (see Detection, page 418). This spell can detect bodies of water with a minimum size of Fine.

This ritual requires one **fatigue level** from its participants.

Dampen	Attune (ritual)
	Rank 2

Casting time: One minute

Up to five ritual participants each become **impervious** to fire damage.

This ritual requires one **fatigue level** from its participants.

Greater Detect Water	Instant
Detection	Rank 3

Casting time: One minute

This ritual functions like the *detect water* ritual, except that the range increases to Extreme (480 ft.) range.

This ritual requires one **fatigue level** from its participants.

Water Breathing

Attune (ritual)
Rank 3

Casting time: One minute

One ritual participant gains the ability to breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater.
This ritual requires one **fatigue level** from its participants.

**Supreme Detect Water
Detection**

Instant
Rank 5

Casting time: One minute

This ritual functions like the *detect air* ritual, except that the range increases to 2,000 foot range.
This ritual requires one **fatigue level** from its participants.

Astromancy

Transport creatures and objects instantly through space.

Cantrips

Dimension Hop

Instant

You teleport horizontally into an unoccupied location within 5 foot **range** on a stable surface that can support your weight. If the destination is invalid, this spell fails with no effect.

Rank 2: The range increases to 15 feet.
Rank 4: The range increases to Short (30 ft.).
Rank 6: The range increases to Medium (60 ft.).

You disappear with an audible pop, appearing only a few feet away - but now on the other side of the cell bars.

Translocate Object

Instant

Choose one Small or smaller **unattended** object within Short (30 ft.) range. It teleports into your hand or into an unoccupied location within Short (30 ft.) range. If the destination is invalid, this spell fails with no effect.

Rank 2: The range increases to Medium (60 ft.).
Rank 4: The maximum size increases to Medium.
Rank 6: The range increases to Long (120 ft.).

A tankard of ale disappears from the counter, appearing directly in your hand. The barkeep frowns, about to say something, before a gold coin suddenly appears in the tankard's place.

Spells

**Blink
Swift**

Duration
Rank 1

All attacks against you this round have a 50% **failure chance**. This ability has the **Swift** tag, so it protects you from attacks against you during the current phase.

Rank 3: You also gain a +1 bonus to all defenses.
Rank 5: The defense bonus increases to +2.
Rank 7: The defense bonus increases to +3.

You quickly blink into the Astral Plane, leaving a dangerous battlefield behind.

Dimensional GraspInstant
Rank 1

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 1d8 + **power** energy damage.

The damage increases by +1d for each rank beyond 1.

Your touch sends part of your foe's body to the Astral Plane. Although most of its body remains where it was, something important - and painful - was lost.

Dimensional JauntInstant
Rank 1

Make an attack vs. Mental against anything within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** energy damage.

The damage increases by +1d for each rank beyond 1.

You send part of your foe's body to the Astral Plane. Although most of its body remains where it was, something important - and painful - was lost.

TranslocationInstant
Rank 1

Choose either yourself or one unattended object or **ally** within Short (30 ft.) range. If you choose something other than yourself, it must be Medium size or smaller. The target **teleports** into an unoccupied location within range on a stable surface that can support its weight. If the destination is invalid, this spell fails with no effect.

Rank 3: The range increases to Medium (60 ft.).

Rank 5: The range increases to Long (120 ft.).

Rank 7: The range increases to Distant (240 ft.).

One by one, you teleport your allies across the chasm. The orcs tracking you will never be able to follow your trail now.

Astral RefugeDuration
Rank 2

Casting time: One **minor action**

Choose yourself or one Medium or smaller **ally** or unattended object within Medium (60 ft.) range. You send that creature into a random safe location in the Astral Plane, causing it to temporarily disappear. When you cast this spell, you choose how many rounds the target spends in the Astral Plane, up to a maximum of five rounds. At the end of the last round, it reappears in the same location where it disappeared, or in the closest unoccupied space if that location is occupied.

Rank 4: The maximum size of the target increases to Large.

Rank 6: The maximum size of the target increases to Huge.

Dimensional Jaunt – Plane of AirInstant
Rank 2

Make an attack vs. Fortitude against anything within Long (120 ft.) range.

Hit: The target takes 1d6 bludgeoning damage. If it loses **hit points** from this damage, you **knockback** it up to 30 feet in any direction (see Knockback Effects, page 49). Moving the target upwards costs twice the normal movement cost.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Your foe disappears for a second into the Plane of Air, where it is knocked flying by powerful winds.

Dimensional ShuffleInstant
Rank 2

Choose up to five creatures from among you and your **allies** within Long (120 ft.) range. Each target **teleports** into the location of a different target.

Rank 4: The range increases to Distant (240 ft.) range.

Rank 6: The range increases to Extreme (480 ft.) range.

The kobold ambush exploited a weak point in your marching formation, and now everything is out of place. With a rapid succession of pops, you find yourself safely at a distance while the kobolds face the barbarian's whirling greataxe.

Distant Spells

Attune (self)
Rank 2

You gain a +15 foot bonus to the **range** of all of your ranged spells. This does not affect spells that do not have a range listed in feet.

Rank 4: The distance increases to 30 feet.
Rank 6: The distance increases to 60 feet.

By channeling your spells through the Astral Plane, you can reach foes that are farther away than would normally be possible.

Flicker

Attune (self)
Rank 2

You randomly flicker between your current plane and the Astral Plane. All **strikes** against you have a 20% failure chance as you happen to be in the Astral Plane when the attack would hit. However, all of your abilities that affect creatures or objects other than yourself also have the same failure chance. This does not affect abilities you use that only affect yourself.

Rank 4: When you cast this spell, you can choose to increase the failure chance to 30%.
Rank 6: When you cast this spell, you can choose to increase the failure chance to 40%.

It's sometimes annoying to be caught in the Astral Plane while you're trying to banish your foes there. However, watching swords pass through your body as you blink out of existence is worth the risk.

Astral Instability

Attune (self)
Rank 3

At the start of each phase, you may **teleport** into a random unoccupied location in the Astral Plane. At the end of the round, you reappear in the location where you disappeared. If that space is occupied, you reappear in the closest available space. After you teleport in this way, you **briefly** cannot teleport with this ability again.

Rank 5: When you disappear, you can choose where you reappear. You can choose any unoccupied location within Short (30 ft.) range from the location where you disappeared.
Rank 7: The distance you can reappear at increases to Medium (60 ft.) range.

Armor and shields can offer some protection, but true defensive mastery comes from not being hit at all. Few people send themselves to another plane just to avoid danger, but it's a virtually unbeatable defense.

Banishment

Duration
Rank 3

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10 + half **power** energy damage. If it loses **hit points** from this damage, it immediately teleports into a random unoccupied location in the Astral Plane. At the end of the next round, it teleports back to its original location, or into the closest open space if that location is occupied. After it returns, it becomes immune to being teleported in this way until it takes a **short rest**.

The damage increases by +1d for each rank beyond 3.

The dire wolf about to eat your allies disappears with an audible pop. If they run quickly, they can escape before it returns.

Mass Translocation

Instant
Rank 3

Choose up to five creatures from among yourself and your **allies** within Short (30 ft.) range. Each target other than yourself must be Medium size or smaller. Each target **teleports** into an unoccupied location within range on a stable surface that can support its weight. You choose each target's destination independently. If a target's destination is invalid, this spell has no effect on it, but any other subjects still teleport normally.

Rank 5: The range increases to Medium (60 ft.).
Rank 7: The range increases to Long (120 ft.).

You teleport your allies across the chasm all at once. The orcs chasing you can only stand on the other side and shout angrily.

Phasestep

Attune (self)
Rank 3

Casting time: One **minor action**

When you move using one of your movement speeds, you can move through creatures freely. This does not allow you to move through inanimate objects. If you end your movement in spaces occupied by other creatures, both of you are still **squeezing** (-2 accuracy, Armor, and Ref). If you are not able to move normally, such as if you are **grappled**, this spell does not help you.

Rank 5: You also ignore all sources of **difficult terrain**.
Rank 7: You can also move through inanimate objects that are no more than six inches thick.

You augment your body with the ability to travel short distances through the Astral Plane to reach your destination.

Phasing Blade

Attune (self)
Rank 3

Casting time: One **minor action**

Whenever you make a **strike**, your weapon or projectile can pass through a single physical obstacle up to one foot thick on its way to the strike's target. This can allow your attacks to ignore **cover**, or even attack through solid walls. It does not allow you to ignore armor, shields, or or similar items carried or worn by the targets of your attacks.

Rank 5: Your strikes can pass through any number of physical obstacles with a combined thickness of two feet or less.
Rank 7: Your strikes can pass through any number of physical obstacles with a combined thickness of five feet or less.

You augment your weapons with the ability to travel short distances through the Astral Plane to reach their targets.

Silent Translocation

Instant
Rank 3

This spell functions like the **translocation** spell, except that this spell does not have **verbal components**. In addition, the target's departure and arrival with this spell are silent.

Rank 5: The range increases to Medium (60 ft.).
Rank 7: The range increases to Long (120 ft.).

One by one, you teleport your allies into hidden vantage points overlooking your enemies. It took some effort to convince the dwarven paladin to try a surprise attack, but the results will be worth it.

Transposition

Instant
Rank 3

Make an attack vs. Mental against two Large or smaller creatures within Long (120 ft.) range. If either creature is not standing on solid ground, this spell fails.

Hit: If you hit both subjects, they each teleport into each other's locations.

The attack's **accuracy** increases by +1 for each rank beyond 3.

The cultists were confident that they were safe behind their defensive wall of zombies. When one of their number was unexpectedly replaced by a raging barbarian, they briefly discovered how wrong they were.

Twinned PortalsSustain (minor)
Rank 3

Choose two unoccupied squares on stable ground within Medium (60 ft.) range. A shimmering portal appears in each of the two squares. Each portal appears as an opaque colored disc five feet in diameter.

Once per phase, when a creature moves into one of the squares, it can choose to pass through the portal in that square. If it does, it **teleports** to the portal in the other chosen square, regardless of **line of sight** or **line of effect** between the two portal. Objects can pass through the portals freely and maintain their speed, but moving objects have an unpredictable trajectory, so firing projectiles through a portal is ineffective.

If multiple creatures attempt to pass through the portals simultaneously, they roll **initiative** to determine the first person into the portal. A creature that attempts to pass through the portal in a phase where the portal was already activated stops its movement in the square with the portal.

Rank 5: The range increases to Long (120 ft.) range.

Rank 7: The range increases to Distant (240 ft.) range.

You create a pair of portals that allow instant passage from one to the other.

Banishing GraspInstant
Rank 4

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 2d8 + **power** energy damage. If it loses **hit points** from this damage, it immediately disappears. At the end of the next round, it teleports back to its original location, or into the closest open space if that location is occupied. After this effect ends, it becomes immune to this effect until it takes a **short rest**.

The damage increases by +1d for each rank beyond 4.

Your touch banishes the dire wolf that was about to eat you. It should be gone long enough for you to escape to a more comfortable vantage point.

Controlled FlickerAttune (self)
Rank 4

This spell functions like the *flicker* spell, except that you can choose at the start of each round to stop flickering for that round. If you do, your abilities do not have a failure chance, and attacks against you also do not have a failure chance.

Rank 6: When you cast this spell, you can choose to increase the failure chance to 30%.

Some astromancers have researched the mystic arts for decades to avoid accidentally travelling to other planes in combat. Of course, most people take that ability for granted.

Dimension DoorInstant
Rank 4

You teleport to an unoccupied destination on a stable surface within Distant (240 ft.) range of you. You must clearly visualize the destination's appearance and have an approximate knowledge of its direction and distance from you. However, you do not need **line of sight** or **line of effect** to your destination.

Rank 6: The range increases to 900 feet.

You were invited into this throne room once, while the old king still lived. Now, you can return whenever you want, no matter how many guards and locks the usurper tries to deploy against you.

Dimension WalkAttune (self)
Rank 4

Once per round, you can teleport horizontally instead of moving normally. Teleporting a given distance costs movement equal to that distance. If your **line of effect** to your destination is blocked, or if this teleportation would somehow place you inside a solid object, your teleportation is cancelled and you remain where you are that phase. You must be able to use your movement speeds to teleport in this way, so effects like being **immobilized** (–4 Ref, cannot use movement speeds) or **grappled** prevent this movement.

Rank 6: You can teleport in this way any number of times each round, allowing you to break up your teleportation between movements.

Why would you walk when you can teleport?

Dimensional Jaunt – Plane of Earth Duration Rank 4

Make an attack vs. Mental against anything within Short (30 ft.) range.

Hit: The target takes 1d10 bludgeoning damage. If it loses **hit points** from this damage, it is **immobilized** (–4 Ref, cannot use movement speeds) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Your foe disappears for a second into the Plane of Earth, where it is crushed by the weight of stone.

Phasing Spells Attune (self) Rank 4

Casting time: One **minor action**

When determining whether you have **line of effect** to a particular location with spells, you can ignore a single physical obstacle up to one foot thick. This can allow you to cast spells through solid walls, though it does not grant you the ability to see through the wall.

Rank 6: Your spells can pass through any number of physical obstacles with a combined thickness of two feet or less.

You augment your spells with the ability to travel short distances through the Astral Plane to reach their targets.

Dimensional Jaunt – Myriad Instant Rank 5

Make an attack vs. Mental against anything within Short (30 ft.) range.

Hit: The target takes 4d8 + **power** damage of all types.

The damage increases by +1d for each rank beyond 5.

Your foe briefly teleports through a number of planes in a rapid sequence. No matter what its weaknesses are, one of those planes probably held the key.

Dimensional Jitter Attune (self) Rank 5

At the end of each **phase**, you may choose to **teleport** 10 feet horizontally in a random direction. If your **line of effect** to your destination is blocked, or if this teleportation would somehow place you inside a solid object, your teleportation is cancelled and you remain where you are.

Rank 7: You can choose the direction of the teleportation.

The squad of furious orcs rush up to you again, ready to strike, but you teleport away from them just before their greataxes reach you. Will they ever learn?

Mass Phasestep Attune (target) Rank 5

Casting time: One **minor action**

This spell functions like the **phasestep** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: Each target can also ignore all sources of **difficult terrain**.

You augment the bodies of your allies with the ability to travel short distances through the Astral Plane to reach their destinations.

Mass Phasing Blade Attune (target) Rank 5

Casting time: One **minor action**

This spell functions like the **phasing blade** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: Each target's strikes can penetrate through any number of physical obstacles with a combined thickness of two feet or less.

You augment the weapons of your allies with the ability to travel short distances through the Astral Plane to reach their targets.

Massive TranspositionInstant
Rank 5

This spell functions like the *transposition* spell, except that it can affect creatures with a maximum size of Gargantuan.

The attack's **accuracy** increases by +1 for each rank beyond 5.

The storm giant shamans were confident that they were safe behind their defensive wall of giant warriors. When one of their number was unexpectedly replaced by a fire-breathing dragon, they briefly discovered how wrong they were.

Certain BanishmentDuration
Rank 6

This spell functions like the *banishment* spell, except that you gain a +3 accuracy bonus with the attack, and the damage increases to 2d10 + half **power**.

The damage increases by +1d for each rank beyond 6.

The balor about to drag your allies into the Abyss disappears with an audible pop. If they act quickly, they can prepare a trap before it returns.

Dimensional Jaunt – Plane of FireDuration
Rank 6

Make an attack vs. Mental against anything within Long (120 ft.) range.

Hit: The target takes 4d6 + half **power** fire damage. If it loses **hit points** from this damage, it **briefly** catches on fire. At the end of each round, it takes 4d6 + half **power** damage.

Critical hit: Double damage, and the burning effect becomes a **condition**.

The damage of both the initial hit and the subsequent condition increases by +1d for each rank beyond 6.

Your foe disappears for a second into the Plane of fire, where it is - unsurprisingly - set on fire.

Jittering CurseDuration
Rank 6

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target jitters randomly until it takes a **short rest**. At the end of each **movement phase**, if it has no remaining **damage resistance**, it teleports horizontally 10 feet in a random direction. This teleportation only works if it moves the target into an unoccupied location on a stable surface that can support its weight. If the destination is invalid, the teleportation fails with no effect.

Critical hit: The effect lasts until the curse is removed.

The furious troll rushes up to you again, ready to strike, only to be teleported away from you just before its claws reach you. Will it ever learn?

Dimensional AnchorDuration
Rank 7

Make an attack vs. Mental against one creature within Short (30 ft.) range.

Hit: The target is stuck in place as a **condition**. At the end of each round, the target teleports back to the location it was in when this spell was cast.

Critical hit: The condition must be removed twice before the effect ends.

There is no escape. Nothing prevents your foe from moving, yet it is trapped more perfectly than any net could achieve.

Dimensional Jaunt – Deep Astral PlaneDuration
Rank 7

Make an attack vs. Mental against anything within Medium (60 ft.) range.

Hit: The target takes 2d10 energy damage. If it lost **hit points** from this damage, it is **confused** (–4 defenses, acts randomly) as a condition. Otherwise, it is **stunned** (–4 defenses) instead of confused.

Your foe briefly teleports into the Deep Astral Plane. The distance of the journey, combined with the bizarre destination, is deeply unsettling.

Rituals

Retrieve LegacyInstant
Rank 2

Casting time: 24 hours

Choose one ritual participant. If its **legacy item** is on the same plane and **unattended**, it is teleported into the creature's hand.

This ritual requires 8 **fatigue levels** from its participants.

Astral ChestInstant
Rank 3

Casting time: One hour

When you cast this spell, you choose whether to send an object to the Astral Plane or retrieve the object you stored there. If you send an object to the Astral Plane, choose a Medium or smaller **unattended** object within Medium (60 ft.) range of you. That object **teleports** to a random location in the Astral Plane.

If you retrieve an object, choose an unoccupied space on stable ground within Medium (60 ft.) range of you. The object you previously stored in the Astral Plane with this ritual appears at that location. The object normally returns exactly as it was sent away, since the Astral Plane is vast and mostly uninhabited. There is a 1% chance per year that the object spends in the Astral Plane that it has been lost irretrievably.

This ritual requires one **fatigue level** from its participants.

Homeward ShiftInstant
Rank 4

Casting time: 24 hours

This ritual can only be performed on the Astral Plane.

Choose up to five Large or smaller ritual participants. Each creature teleports to the last spaces they occupied on their home planes.

This ritual requires 32 **fatigue levels** from its participants.

Plane ShiftInstant
Rank 4

Casting time: 1 hour

Choose a **planar rift** within Medium (60 ft.) range and up to five Large or smaller ritual participants. Each creature teleports to the unoccupied spaces closest to the other side of the planar rift. For details about **planar rifts**, see Planar Rifts, page 42.

The Astral Plane connects to every plane, but transit from other planes is usually more limited. From the Material Plane, you can only reach the Astral Plane.

This ritual requires one **fatigue level** from its participants.

Astral ProjectionDuration
Rank 5

Casting time: 24 hours

Choose up to five Large or smaller ritual participants. Each creature teleports to a single random location within the Inner Astral Plane (see The Astral Plane, page 44).

In addition, a localized **planar rift** appears at the destination area on the Astral Plane which leads back to the location where this ritual was performed. The rift can only be passed through by the targets of this effect. It lasts for one week before disappearing permanently, potentially stranding the targets in the Astral Plane if they have not yet returned.

This ritual requires 50 **fatigue levels** from its participants.

Overland TeleportationInstant
Rank 5

Casting time: 24 hours

Choose a destination up to 100 miles away from you on your current plane. Up to five Medium or smaller ritual participants are teleported to the chosen destination.

You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails.

This ritual requires 50 **fatigue levels** from its participants.

Distant Overland TeleportationInstant
Rank 7

Casting time: 24 hours

This ritual functions like the *overland teleportation* ritual, except that there is no distance limitation. The destination must simply be on the same plane as you.

This ritual requires 98 **fatigue levels** from its participants.

Interplanar Gate

Sustain (standard)
Rank 7

Casting time: One week

Choose a plane that connects to your current plane, and a location within that plane. This ritual creates an interdimensional connection between your current plane and the location you choose, allowing travel between those two planes in either direction. The gate takes the form of a 15-foot radius circular disk, oriented in a direction you choose (typically vertical). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through it is shunted instantly to the other location. The gate cannot be **sustained** for more than 5 rounds, and is automatically dismissed at the end of that time.

You must specify the gate’s destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the location. Incomplete or incorrect mental images may result in the ritual leading to an unintended destination within the same plane, or simply failing entirely.

The Astral Plane connects to every plane, but transit from other planes is usually more limited. From the Material Plane, you can only reach the Astral Plane.

This ritual requires 98 **fatigue levels** from its participants.

Barrier

Construct barriers to shield allies and areas from hostile forces.

Cantrips

Burst Ward

Duration

Swift

You are **impervious** to **energy damage** this round. Because this is a **Swift** ability, it affects damage you take during the current phase.

Rank 2: You are impervious to all damage, not just energy damage.

Rank 4: You also gain a +1 bonus to all defenses.

Rank 6: The defense bonus increases to +2.

Minor Barrier

Sustain (minor)

Manifestation

This spell functions like the *mystic barrier* spell, except that its **range** is Short (30 ft.) range and the maximum dimensions of the barrier are a 5 ft. by 5 ft. square.

Rank 2: The range increases to Medium (60 ft.) range.

Rank 4: The maximum dimensions of the wall increase to a 5 ft. by 10 ft. rectangle, and the hit points of each square increase to 16.

Rank 6: The maximum dimensions of the wall increase to a 10 ft. by 10 ft. square, and the hit points of each square increase to 32.

Spells

Energy Shield

Attune (self)
Rank 1

Manifestation

You surround yourself with a layer of shielding that reduces the power of energy attacks against you. Whenever you would take energy damage, you take only half of that damage, and one layer of shielding is destroyed. When the last layer is destroyed, this ability provides no further benefit.

If you take simultaneous damage from more sources than you have remaining layers, the remaining layers apply to the largest damage sources, and you take full damage from any lower damage values.

Rank 3: The spell creates two layers of shielding.

Rank 5: The spell creates three layers of shielding.

Rank 7: The spell creates four layers of shielding.

Mystic Barrier Sustain (minor) Rank 1

You create a wall of magical energy within Medium (60 ft.) range. You can choose the dimensions of the wall, up to a maximum of a 15 ft. high, Small (15 ft.) length wall. If you create the wall within a space too small to hold it, it fills as much of the space as possible, starting from the middle of the chosen space. This can allow you to completely block off small tunnels. The wall is visible as a shimmering magical membrane that does not block sight. Nothing can pass through the wall until it is destroyed. Each 5-ft. square of wall has 8 **hit points**, and all of its defenses are 0.

When you cast this spell, you can **attune** to it. If you do, it gains the **Attune** (self) tag and loses the **Sustain** (minor) tag.

Rank 3: The maximum area increases to a Medium (30 ft. long) wall, and the hit points of each square increase to 16.
Rank 5: The maximum area increases to a Large (60 ft. long) wall, and the hit points of each square increase to 32.
Rank 7: The maximum area increases to a Huge (120 ft. long) wall, and the hit points of each square increase to 64.

Protective Sphere Sustain (minor) Rank 1

Choose yourself or one Large or smaller **ally** within Medium (60 ft.) range. You create a sphere of magical energy around the target in its space. The sphere is visible as a shimmering magical membrane that does not block sight. Nothing can pass through the field until it is destroyed. This prevents the target from having **line of effect** to anything outside of the area. Each 5-ft. square of the field has 8 **hit points**.

If another creature is in the target's space when this spell is cast, this spell fails without effect.

Rank 3: The **hit points** of each 5-ft. square increase to 16.
Rank 5: The **hit points** of each 5-ft. square increase to 32.
Rank 7: The **hit points** of each 5-ft. square increase to 64.

Resilient Shield Attune (self) Rank 1

Casting time: One **minor action**

You gain a +4 **magic bonus** to your **damage resistance**.

Rank 3: The bonus increases to +8.
Rank 5: The bonus increases to +16.
Rank 7: The bonus increases to +32.

Audible Barrier Sustain (minor) Rank 2

This spell functions like the *mystic barrier* spell, except that you can choose how much the barrier blocks sound. There are three possibilities: fully sound-permeable, fully sound-blocking like a normal *mystic barrier*, and sound-dampening. You can change how much the barrier blocks sound as part of the action you use to sustain this spell, or as a **minor action** if you attune to this spell.

A sound-dampening barrier increases the **difficulty value** of sound-based Awareness checks by 20. Sound-permeable and sound-dampening barriers do not block **line of effect** for effects that deal **sonic damage**, but a sound-dampening barrier makes everything **impervious** to **sonic damage** that originates from the other side of the barrier.

Rank 4: The maximum area increases to a Medium (30 ft. long) wall, and the hit points of each square increase to 16.
Rank 6: The maximum area increases to a Large (60 ft. long) wall, and the hit points of each square increase to 32.

Mystic Bridge Sustain (minor) Rank 2

This spell functions like the *mystic barrier* spell, except that the wall is aligned horizontally instead of vertically.

Rank 4: The maximum area increases to a Medium (30 ft. long) wall, and the hit points of each square increase to 16.
Rank 6: The maximum area increases to a Large (60 ft. long) wall, and the hit points of each square increase to 32.

Quickseal Sustain (minor) Rank 2

Choose one **unattended** openable object within Medium (60 ft.) range. You create a curved field of magical energy that blocks access to the target's opening mechanism. The opening mechanism must be Medium or smaller in size. Nothing can pass through the field until it is destroyed. The field has 16 **hit points**.

Rank 4: The **hit points** of the field increase to 32.
Rank 6: The **hit points** of the field increase to 64.

Visual Barrier Sustain (minor) Rank 2

This spell functions like the *mystic barrier* spell, except that you can choose the visibility of the barrier. There are three possibilities: fully invisible, barely visible like a normal *mystic barrier*, and visible as a deep black that completely blocks sight. You can change the opacity of the barrier as part of the action you use to sustain this spell, or as a **minor action** if you attune to this spell.

Rank 4: The maximum area increases to a Medium (30 ft. long) wall, and the hit points of each square increase to 16.
Rank 6: The maximum area increases to a Large (60 ft. long) wall, and the hit points of each square increase to 32.

Forceful Barrier Sustain (minor) Rank 3

This spell functions like the *mystic barrier* spell, except that it breaks objects in its area that obstruct its path. Each object in the path of the wall takes energy damage equal to 1d10 plus your **power**. Any object destroyed in this way does not block the barrier's area of effect. This does no damage to creatures, who block the path of the barrier like normal. In addition, the **hit points** of each 5-ft. square increase to 16.

Rank 5: The maximum area increases to a Medium (30 ft. long) wall, and the hit points of each square increase to 32. In addition, the damage increases to 2d6 plus your **power**.
Rank 7: The maximum area increases to a Large (60 ft. long) wall, and the hit points of each square increase to 64. In addition, the damage increases to 2d8 plus your **power**.

Mass Resilient Shield Attune (target) Rank 3

Casting time: One **minor action**

This spell functions like the *resilient shield* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The bonus increases to +8.
Rank 7: The bonus increases to +16.

Wall of Energy Impedance Sustain (minor) Rank 3

You create a wall of magical energy in a 15 ft. high, Small (15 ft. long) wall within Medium (60 ft.) range. The wall is visible as a shimmering magical membrane that does not block sight. It does not impede passage for objects or creatures, but any ability that deals **energy damage** treats the wall as an impassable barrier. Each 5-ft. square of wall has 16 **hit points**.

Rank 5: The **hit points** of each 5-ft. square increase to 32.
Rank 7: The **hit points** of each 5-ft. square increase to 64.

Mirror Barrier Sustain (minor) Rank 4

This spell functions like the *mystic barrier* spell, except that it reflects **mundane** attacks against it. The barrier's defenses become equal to 5 + your level. Whenever a creature misses the barrier with a **mundane** attack, it makes the same attack against itself, rolling a new attack roll against its own defenses. In addition, the **hit points** of each 5-ft. square increase to 16.

Rank 6: The maximum area increases to a Medium (30 ft. long) wall, and the hit points of each square increase to 32.

Repulsion Field Sustain (minor) Rank 4

When you cast this spell, you create a repulsive field in a Small (15 ft.) radius **zone** from your location. Whenever an enemy makes physical contact with the spell's area, you make an attack vs. Mental against it. Creatures in the area at the time that the spell is cast are unaffected by the spell.

Hit: Each target is unable to enter the spell's area with any part of its body for the duration of the spell. The rest of its movement in the current phase is cancelled.

Critical hit: You also **knockback** each target 20 feet in the direction that it tried to enter the area from.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Wall of Magic Impedance

Sustain (minor)

Manifestation

Rank 4

This spell functions like the *mystic barrier* spell, except that the wall only blocks **magical** abilities. Objects, creatures, and **mundane** abilities can pass through the wall freely, but any **magical** ability treats the wall as an impassable barrier. In addition, each 5-ft. square of wall has 16 **hit points**.

Rank 6: The maximum area increases to a Medium (30 ft. long) wall, and the hit points of each square increase to 32.

Energy Immunity

Attune (self)

Rank 5

Choose a subtype of **energy damage**: acid, cold, electricity, fire, or sonic. You become immune to damage of the chosen type. Attacks that deal damage of multiple types still inflict damage normally unless you are immune to all types of damage dealt.

Rank 7: You may attune to this spell any number of times, choosing a different subtype of energy damage each time. If you are immune to all subtypes of energy damage, you also become immune to energy damage without a subtype.

Invulnerable Barrier

Sustain (minor)

Manifestation

Rank 5

This spell functions like the *mystic barrier* spell, except that the wall's defenses are each equal to 5 + your level, and it is **impervious** to physical damage. In addition, each 5-ft. square of wall has 32 **hit points**.

Rank 7: The maximum area increases to a Medium (30 ft. long) wall, and the hit points of each square increase to 64.

Personal Sphere

Sustain (minor)

Manifestation

Rank 5

You create a sphere of magical energy around yourself. The sphere is visible as a shimmering magical membrane that does not block sight. Nothing can pass through the field until it is destroyed. This prevents you from having **line of effect** to anything outside of the area. When you move using one of your movement speeds, the sphere moves with you, though you cannot force it against another creature or object. Each 5-ft. square of the field has 16 **hit points**.

Rank 7: The **hit points** of each 5-ft. square increase to 32.

Retributive Shield

Attune (self)

Rank 5

You can cast this spell as a **minor action**.

You gain a +16 **magic bonus** to **damage resistance**. In addition, whenever you resist damage, the attacker takes energy damage equal to half the damage resisted this way. If the attacker is beyond Short (30 ft.) range of you, this reflection fails. Any effect which increases this spell's range increases the range of this effect by the same amount.

Rank 7: The bonus increases to +32.

Antilife Shell

Sustain (minor)

Rank 6

This spell functions like the *repulsion field* spell, except that you gain a +10 bonus to **accuracy** against living creatures.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Instant Barrier

Duration

Rank 6

Casting time: One **minor action**

This spell functions like the *mystic barrier* spell, except that you only create a single 5-ft. square of wall, and the barrier automatically disappears at the end of the next round. After you cast this spell, you **briefly** cannot cast it again.

Entrapping Sphere

Sustain (standard)

Manifestation

Rank 7

Make an attack vs. Reflex against anything Large or smaller within Medium (60 ft.) range.

Hit: A sphere of magical energy appears around the target in its space. The sphere is visible as a shimmering magical membrane that does not block sight. Nothing can pass through the sphere until it is destroyed. This prevents the target from having **line of effect** to anything outside of the area. Each 5-ft. square of the field has 32 **hit points**.

If another creature is in the target's space when this spell is cast, this spell fails without effect.

Critical hit: The sphere's **hit points** increase to 64.

Greater Mirror Barrier

Sustain (minor)

Manifestation

Rank 7

This spell functions like the *mystic barrier* spell, except that it reflects **mundane** attacks against it. The barrier's defenses become equal to 8 + your level. Whenever a creature misses the barrier with a **mundane** attack, it makes the same attack against itself, rolling a new attack roll against its own defenses. In addition, the **hit points** of each 5-ft. square increase to 32.

One-Way Barrier

Sustain (standard)

Manifestation

Rank 7

This spell functions like the *mystic barrier* spell, except that you choose one side of the barrier when you cast the spell. Whenever an object, creature, or ability passes through the barrier from the chosen side, the barrier parts to allow it through. If it stops halfway, it can return to its side, but once it passes through fully it treats the barrier as impassable from the other side. In addition, each 5-ft. square of wall has 32 **hit points**.

Tiny Hut

Attune (ritual)

Rank 2

Casting time: One minute

You create a permeable barrier around a Small (15 ft.) radius **zone** from your location. The barrier is visible as a shimmering magical membrane that does not block sight. As a standard action, a creature can move five feet from outside the hut to inside the hut, or vice versa. However, the hut blocks **line of effect** for all other purposes. Each 5-ft. square of barrier has 16 **hit points**, and all of its defenses are 0.

If you leave the zone, this effect ends.

This ritual requires one **fatigue level** from its participants.

Scryward

Instant

Rank 3

Casting time: 24 hours

This ritual creates a ward against scrying in a Medium (30 ft.) radius **zone** centered on your location. All **Scrying** effects fail to function in the area. This effect is permanent.

This ritual requires 18 **fatigue levels** from its participants.

Rituals**Endure Elements**

Attune (ritual)

Rank 1

Casting time: One minute

Choose either yourself or an **ally** or unattended object within Medium (60 ft.) range. The target suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit. Its equipment, if any, is also protected. This does not protect the target from fire or cold damage.

This ritual requires one **fatigue level** from its participants.

Mystic Lock

Attune (ritual)

Rank 2

Casting time: One minute

Choose one Large or smaller closable, nonmagical object within Short (30 ft.) range, such as a door or box. In addition, choose a Fine object within Short (30 ft.) range. The primary target becomes magically locked. It can be unlocked with a Devices check with a **difficulty value** of 25. The **difficulty value** to break it open forcibly increases by 10.

When the Fine object touches the sealed object, this ritual is **suppressed** for one minute, allowing the object to be opened normally.

This ritual requires one **fatigue level** from its participants.

Explosive Runes

Attune (ritual)

Rank 4

Casting time: One hour

Choose one Medium or smaller **unattended** object with writing on it within Short (30 ft.) range. The writing on the object is altered by the runes in subtle ways, making it more difficult to read. It becomes a **trap**. To read the writing, a creature must concentrate on reading it, which requires a standard action. If a creature reads the object, the object explodes. You make an attack vs. Reflex against everything within a Small (15 ft.) radius from the object. Your accuracy with this attack is equal to half your level + half your Perception. This accuracy is calculated at the time that you perform this ritual and does not change afterwards. Each struck target takes 2d6 + half **power** energy damage.

After the object explodes in this way, the ritual is **dismissed**. If the object is destroyed or rendered illegible, the ritual is dismissed without exploding.

This ritual requires one **fatigue level** from its participants.

Greater Mystic Lock

Attune (ritual)

Rank 4

Casting time: One hour

This ritual functions like the *mystic lock* ritual, except that the **difficulty value** to unlock the object with a Devices check is instead equal to 35. In addition, the **difficulty value** to break it open increases by 20 instead of by 10.

This ritual requires one **fatigue level** from its participants.

Private Sanctum

Instant
Rank 5

Casting time: 24 hours

This ritual creates a ward against any external perception in a Medium (30 ft.) radius **zone** centered on your location. This effect is permanent. Everything in the area is completely imperceptible from outside the area. Anyone observing the area from outside sees only a dark, silent void, regardless of dark-vision and similar abilities. In addition, all **Scrying** effects fail to function in the area. Creatures inside the area can see within the area and outside of it without any difficulty.

This ritual requires 50 **fatigue levels** from its participants.

Bless

Grant divine blessings to aid allies and improve combat prowess.

Cantrips

Boon of Competence

Duration

Choose one **ally** within your **reach**. The target gains a +1 bonus to **accuracy** this round. Because this ability has the **Swift** tag, this improves the target’s attacks during the current phase.

Rank 2: The range increases to Short (30 ft.) range.

Rank 4: The bonus increases to +2.

Rank 6: The range increases to Medium (60 ft.) range.

Boon of Protection

Duration

Swift
Choose one **ally** within your **reach**. The target gains a +1 bonus to **defenses** this round. Because this ability has the **Swift** tag, this improves the target’s defenses against attacks made against it during the current phase.

Rank 2: The range increases to Short (30 ft.) range.

Rank 4: The bonus increases to +2.

Rank 6: The range increases to Medium (60 ft.) range.

Spells

Blessing of Proficiency

Attune (target)
Rank 1

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target becomes proficient with one additional weapon group. This does not grant proficiency with exotic weapons or improvised weapons.

Rank 3: Each target also gains proficiency with all exotic weapons from weapon groups that it would be proficient with without the effects of this spell.

Rank 5: Each target becomes proficient with all weapon groups.

Rank 7: Each target becomes proficient with all exotic weapons regardless of its prior proficiencies.

Blessing of WakefulnessAttune (target)
Rank 1

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target cannot fall asleep or be knocked unconscious, except by **vital wounds**. If it is already unconscious for any reason, this spell wakes it up before it decides whether to attune to this spell.

Rank 3: This effect also protects each target from being knocked unconscious by vital wounds.

Rank 5: Each target is also immune to being **dazed** (–2 defenses) or **stunned** (–4 defenses).

Rank 7: You can cast this spell as a **minor action**.

Boon of PrecisionDuration
Rank 1**Swift**

Choose yourself or one **ally** within Medium (60 ft.) range. The first time the target makes a **strike** this round, it gains a +2 bonus to **accuracy** and rolls twice and takes the higher result. Because this ability has the **Swift** tag, it can affect an attack the target makes during the current phase. If you cast this spell on yourself, it affects the first strike you make before the end of the next round.

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +5.

Boon of ShieldingDuration
Rank 1**Swift**

Choose yourself or one **ally** within Medium (60 ft.) range. If the target takes the *total defense* action during the current phase, it gains an additional +2 bonus to all defenses this round. Because this ability has the **Swift** tag, it affects attacks against the target during the current phase. If you cast this spell on yourself, it affects the first time you use the *total defense* ability before the end of the next round.

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +5.

Blessing of EnduranceAttune (target)
Rank 2

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target gains a +4 **magic bonus** to its maximum **hit points**. In addition, it immediately gains that many hit points. When this ability ends, each target loses **hit points** equal to the number of hit points it gained this way.

Rank 4: The bonus increases to +8.

Rank 6: The bonus increases to +16.

Blessing of PotencyAttune (target)
Rank 2

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target gains a +2 **magic bonus** to **power**.

Rank 4: The bonus increases to +4.

Rank 6: The bonus increases to +8.

Blessing of ResilienceAttune (target)
Rank 2

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target gains a +4 **magic bonus** to its **damage resistance**.

Rank 4: The bonus increases to +8.

Rank 6: The bonus increases to +16.

Blessing of SwiftessAttune (target)
Rank 2

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target gains a +5 foot **magic bonus** to speed with all its **movement modes**.

Rank 4: The speed bonus increases to +10 feet.

Rank 6: The speed bonus increases to +15 feet.

Boon of Deadly Fortune

Duration

Swift

Rank 2

Choose yourself or one **ally** within Medium (60 ft.) range. The target gains a +4 bonus to **accuracy** this round for the purpose of determining if its attacks get a **critical hit**. Because this ability has the **Swift** tag, it affects attacks the target makes during the current phase.

Rank 4: The accuracy bonus increases to +5.

Rank 6: The accuracy bonus increases to +6.

Blessing of Mental Clarity

Attune (target)

Rank 3

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target gains a +4 bonus to **defenses** against **Compulsion** and **Emotion** effects. In addition, at the end of each round, it automatically removes one **condition** from a Compulsion or Emotion effect that was not applied during that round.

Rank 5: The bonus increases to +6.

Rank 7: The bonus increases to +8.

Blessing of Perseverance

Attune (target)

Rank 3

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Whenever each target would gain a **condition**, it can choose to negate that condition. After a creature negates a condition in this way, this spell ends for that creature.

Rank 5: The spell can negate two conditions before ending.

Rank 7: The spell can negate three conditions before ending.

Blessing of Physical Prowess

Attune (target)

Rank 3

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. When you cast this spell, choose a physical attribute: Strength, Dexterity, or Constitution. Each target gains a +2 **magic bonus** to checks using the chosen attribute. In addition, if you choose Strength, each target gains a +1 **magic bonus** to Strength for the purpose of determining its weight limits (see Weight Limits, page 40).

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Blessing of the Purified Body

Attune (target)

Rank 3

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target gains a +4 bonus to **defenses** against **poisons** and **diseases**. In addition, at the end of each round, it automatically gains one success to resist an active poison or disease affecting it that was not applied during that round.

Rank 5: The bonus increases to +6.

Rank 7: The bonus increases to +8.

Boon of Avoidance

Duration

Swift

Rank 3

Choose yourself or one **ally** within Medium (60 ft.) range. The target gains a +2 bonus to Armor and Reflex defenses this round. Because this ability has the **Swift** tag, this improves the target's defenses against attacks made against it during the current phase.

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Blessing of Freedom

Attune (target)

Rank 4

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target is immune to being **slowed** (half speed, -2 Ref), **immobilized** (-4 Ref, cannot use movement speeds), and **paralyzed** (cannot move).

Rank 6: Each target also gains a +4 bonus to the *escape grapple* ability (see Grapple Actions, page 54).

Blessing of Mastery

Attune (target)

Rank 4

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target gains a +4 **magic bonus** to **hit points** and **damage resistance**. In addition, each target gains a +2 **magic bonus** to **power**.

Rank 6: The bonuses to hit points and damage resistance increase to +8. In addition, the bonus to power increases to +4.

Blessing of Recovery Attune (target) Rank 4

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Whenever each target finishes a **long rest**, it removes an additional **vital wound** (see Removing Vital Wounds, page 38).

Rank 6: The number of vital wounds removed increases to two.

Boon of Cleansing Instant Rank 4

You or one **ally** within Medium (60 ft.) range can remove a **brief** effect or **condition**. This cannot remove an effect applied during the current round.

Rank 6: The target can remove two effects.

Blessing of Regeneration Attune (target) Rank 5

Healing
Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. At the end of each round, each target regains 1d10 **hit points**.

The healing increases by +1d for each rank beyond 5.

Blessing of Divine Warning Attune (target) Rank 6

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target is never **unaware** (–6 *Armor and Ref*) or **partially unaware** (–2 *Armor and Ref*).

Boon of Invulnerability Duration Rank 6

Choose yourself or one **ally** within Medium (60 ft.) range. The target becomes takes half damage from all sources this round. Because this ability has the **Swift** tag, it affects all damage the target takes during the current phase.

Cleansing Benediction Instant Rank 6

You and each **ally** within a Small (15 ft.) radius from you can each remove a **brief** effect or **condition**. This cannot remove effects applied during the current round.

Blessing of Cleansing Renewal Attune (target) Rank 7

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. At the end of each round, each target removes one **condition** of its choice affecting it. This cannot remove a condition applied during the current round.

Blessing of Vitality Attune (target) Rank 7

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Whenever each target would gain a **vital wound**, it can choose to negate that vital wound. After negating a vital wound for a creature in this way, this spell ends for that creature.

Rituals

Bless Water Attune (ritual) Rank 1

Casting time: One minute

One pint of **unattended**, nonmagical water within Short (30 ft.) range becomes holy water. Holy water can be thrown as a splash weapon, dealing 1d8 points of damage to a struck **undead** or an evil **plane-forged**.

This ritual requires one **fatigue level** from its participants.

Blessing of Fortification Attune (ritual) Rank 1

Casting time: One hour

Choose one **unattended**, nonmagical object or part of an object of up to Large size. Unlike most abilities, this ritual can affect individual parts of a whole object.

The target gains a +5 **magic bonus** to its **damage resistance**. If the target is moved, this effect ends. Otherwise, it lasts for one year.

This ritual requires one **fatigue level** from its participants.

Blessing of PurificationInstant
Rank 1

Casting time: One hour

All food and water in a single square within Short (30 ft.) range becomes purified. Spoiled, rotten, poisonous, or otherwise contaminated food and water becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoiling.

This ritual requires one **fatigue level** from its participants.

Curse WaterAttune (ritual)
Rank 1

Casting time: One minute

One pint of **unattended**, nonmagical water within Short (30 ft.) range becomes unholy water. Unholy water can be thrown as a splash weapon, dealing 1d8 points of damage to a struck good **planeforged**.

This ritual requires one **fatigue level** from its participants.

Permanent Bless WaterInstant
Rank 3

Casting time: One hour

This ritual functions like the *bless water* ritual, except that it loses the **Attune** (ritual) tag and the effect lasts permanently.

This ritual requires one **fatigue level** from its participants.

Permanent Curse WaterInstant
Rank 3

Casting time: One hour

This ritual functions like the *curse water* ritual, except that it loses the **Attune** (ritual) tag and the effect lasts permanently.

This ritual requires one **fatigue level** from its participants.

Enduring FortificationInstant
Rank 4

Casting time: 24 hours

This ritual functions like the *blessing of fortification* ritual, except that the effect lasts for one hundred years.

This ritual requires 32 **fatigue levels** from its participants.

Greater FortificationAttune (ritual)
Rank 4

Casting time: One hour

This ritual functions like the *blessing of fortification* ritual, except that the bonus to **damage resistance** increases to 10.

This ritual requires one **fatigue level** from its participants.

Enduring Greater FortificationInstant
Rank 5

Casting time: 24 hours

This ritual functions like the *greater fortification* ritual, except that the effect lasts for one hundred years.

This ritual requires 50 **fatigue levels** from its participants.

Supreme FortificationAttune (ritual)
Rank 7

Casting time: One hour

This ritual functions like the *blessing of fortification* ritual, except that the bonus to **damage resistance** increases to 15.

This ritual requires one **fatigue level** from its participants.

Channel Divinity

Invoke divine power to smite foes and gain power.

Cantrips

Divine Radiance

Sustain (minor)

You emit **bright illumination** in a radius of your choice, up to a maximum of 15 feet, and **shadowy illumination** in twice that radius. The color of the light depends on the nature of your deity or alignment. Each deity has their own color or color combination. Typically, good is yellow, evil is purple, law is white, and chaos is a myriad of ever-changing colors.

Rank 2: The maximum radius of bright illumination increases to 30 feet.

Rank 4: The maximum radius of bright illumination increases to 60 feet.

Rank 6: The maximum radius of bright illumination increases to 120 feet.

You call on the majesty of your deity or alignment to radiate into the world.

Testament

Duration

The magical essence of your deity or alignment is overlaid on your body as an aura. This represents your deity if you are a cleric, or your alignment if you are a paladin. In either case, you gain the ability to see the auras of other creatures using this spell if they are within Short (30 ft.) range. If you see another creature with the same aura as you, this spell grants you the unerring knowledge of that similarity. This can allow you to identify other followers of your deity or alignment with certainty.

This spell lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 2: The range increases to Medium (60 ft.).

Rank 4: If you are a cleric, you can also unerringly see an aura around creatures who worship your deity. If you are a paladin, you can also unerringly see an aura around creatures who share your devoted alignment.

Rank 6: The range increases to Long (120 ft.).

Spells

Divine Authority

Attune (self)
Rank 1

If you are **trained** with the Persuasion skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Divine Judgment

Instant
Rank 1

Make an attack vs. Mental against anything within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** energy damage.

The damage increases by +1d for each rank beyond 1.

Divine Power

Attune (self)
Rank 1

Casting time: One **minor action**

You gain a +2 **magic bonus** to **power**.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Judge Unworthy

Duration
Rank 1

Make an attack vs. Mental with a +2 **accuracy** bonus against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target takes a -2 penalty to Mental defense.

Critical hit: The penalty increases to -5.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Mantle of Faith

Attune (self)
Rank 1

Casting time: One **minor action**

You gain a +4 **magic bonus** to your **damage resistance**.

Rank 3: The bonus increases to +8.

Rank 5: The bonus increases to +16.

Rank 7: The bonus increases to +32.

Endurance of the Faithful
SwiftInstant
Rank 2

You are **impervious** to all damage this round. Because this is a **Swift** ability, it affects damage you take during the current phase.

Rank 4: You also gain a +2 bonus to **vital rolls** this round.
Rank 6: The bonus to vital rolls increases to +4.

Retributive JudgmentDuration
Rank 2

Make an attack vs. Mental against anything within Medium (60 ft.) range. You gain a +2 bonus to accuracy with this attack if the target attacked you or one of your **allies** during the previous round.

Hit: The target takes 1d8 + half **power** energy damage. If it loses **hit points** from this damage, it is **briefly stunned** (-4 defenses). After it stops being stunned, it becomes immune to being stunned in this way until it takes a **short rest**.

The damage increases by +1d for each rank beyond 2.

Word of FaithInstant
Rank 2

Make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius from you.

Hit: Each target takes 1d8 + half **power** energy damage.

The damage increases by +1d for each rank beyond 2.

Agent of the DivineAttune (self)
Rank 3

You gain a +4 **magic bonus** to **hit points** and **damage resistance**. In addition, you gain a +2 **magic bonus** to **power**.

Rank 5: The bonuses to hit points and damage resistance increase to +8. In addition, the bonus to power increases to +4.

Rank 7: The bonuses to hit points and damage resistance increase to +16. In addition, the bonus to power increases to +8.

Banish AnathemaDuration
Rank 3

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10 + half **power** energy damage. If it loses **hit points** from this damage, it immediately teleports into a random unoccupied location in the Astral Plane. At the end of the next round, it teleports back to its original location, or into the closest open space if that location is occupied. After it returns, it becomes immune to being teleported in this way until it takes a **short rest**.

The damage increases by +1d for each rank beyond 3.

Divine MightAttune (self)
Rank 3

Casting time: One **minor action**

Your size increases by one **size category**. Increasing your size gives you a +1 bonus to Strength for the purpose of determining your **weight limits**, a -1 penalty to your Reflex defense, and a -5 penalty to Stealth. It also increases your **base speed** and may increase your **reach** (see Size Categories, page 39).

This spell makes you slightly clumsy in your new size. You take a -10 foot penalty to your speed with all of your **movement modes**.

Rank 5: The speed penalty is reduced to -5 feet.

Rank 7: You can increase your size category by up to two size categories. However, if you do, the movement speed penalty increases to -15 feet.

Divine Presence
EmotionAttune (self)
Rank 3

At the end of each phase, make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius **emanation** from you. After you attack a creature this way, it becomes immune to this attack from you until it takes a **short rest**.

Hit: Each target is **briefly shaken** (-2 accuracy and Mental within 60 ft.) by you.

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Faithful Endurance Attune (self)
Rank 3

Casting time: One **minor action**

You gain a +1 **magic bonus** to **vital rolls** (see Vital Rolls, page 38).

Rank 5: The bonus increases to +2.
Rank 7: The bonus increases to +3.

Glimpse of Divinity Duration
Rank 3

Make an attack vs. Mental against one creature within Distant (240 ft.) range.

Hit: The target is **dazzled** (25% miss chance, no special vision) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Divine Seal Sustain (minor)
Rank 4

Choose a Medium (30 ft.) radius **zone** within Long (120 ft.) range. Whenever a creature casts a divine spell in the area, if that creature does not share your deity (for clerics) or devoted alignment (for paladins), the spell has a 50% chance to fail with no effect.

Rank 6: The area increases to a Large (60 ft.) radius.

Faith Rewarded Duration
Healing Rank 4

At the end of the next round, you become infused with divine power. You remove one **brief** effect or **condition** affecting you and heal 1d10 **hit points**. This cannot remove an effect applied during that round. In addition, you gain a +4 bonus to **accuracy** during the round after you become infused with divine power. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The healing increases by +1d for each rank beyond 4.

Greater Divine Judgment Instant
Rank 4

Make an attack vs. Mental against anything within Long (120 ft.) range.

Hit: The target takes 2d10 + **power** energy damage.

The damage increases by +1d for each rank beyond 4.

Greater Word of Faith Instant
Rank 4

Make an attack vs. Mental against all **enemies** in a Large (60 ft.) radius from you.

Hit: Each target takes 2d6 + half **power** energy damage.

The damage increases by +1d for each rank beyond 4.

Fear of the Divine Duration
Emotion Rank 5

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **frightened** (-4 accuracy and Mental within 60 ft.) by you as a **condition**.

Critical hit: The target is **panicked** (-4 Mental and must flee within 60 ft.) instead of **frightened** (-4 accuracy and Mental within 60 ft.).

The attack's **accuracy** increases by +1 for each rank beyond 5.

Greater Retributive Judgment Duration
Rank 5

Make an attack vs. Mental against anything within Long (120 ft.) range. You gain a +2 bonus to accuracy with this attack if the target attacked you or one of your **allies** during the previous round.

Hit: The target takes 2d8 + half **power** energy damage. If it loses **hit points** from this damage, it is **briefly stunned** (-4 defenses).

The damage increases by +1d for each rank beyond 5.

Certain Banish Anathema Duration
Rank 6

This spell functions like the *banish anathema* spell, except that you gain a +3 accuracy bonus with the attack, and the damage increases to 2d10 + half **power**.

The damage increases by +1d for each rank beyond 6.

Divine Offering

Sustain (free)
Rank 6

Casting time: One **minor action**

When you cast this spell, you gain a **vital wound** that has no vital wound effect. In exchange, you gain a +4 **magic bonus** to **vital rolls** and become immune to **conditions**.

Supreme Word of Faith

Instant
Rank 6

Make an attack vs. Mental against all **enemies** in a Huge (120 ft.) radius from you.

Hit: Each target takes 2d10 + half **power** energy damage.

Greater Divine Presence
Emotion

Attune (self)
Rank 7

This spell functions like the *divine presence* spell, except that each target is **frightened** (−4 *accuracy* and *Mental* within 60 ft.) by you instead of shaken.

Greater Glimpse of Divinity

Duration
Rank 7

This spell functions like the *glimpse of divinity* spell, except that the target is also **dazed** (−2 *defenses*) as part of the same condition.

The attack’s **accuracy** increases by +1 for each rank beyond 7.

Supreme Divine Judgment

Instant
Rank 7

Make an attack vs. Mental against anything within Distant (240 ft.) range.

Hit: The target takes 5d10 + **power** energy damage.

The damage increases by +1d for each rank beyond 7.

Rituals

Consecration

Attune (self)
Rank 3

Casting time: 24 hours

The area within an Medium (30 ft.) radius **zone** from your location becomes sacred to your deity. This has no tangible effects by itself, but some special abilities and monsters behave differently in consecrated areas.

This ritual requires 18 **fatigue levels** from its participants.

Commune

Instant
Rank 5

Casting time: 24 hours

You ask your source of divine power a single yes or no question. You receive a correct answer to that question to the limit of that source’s knowledge, which is usually quite extensive. The answer is typically given as “yes” or “no”, but it may answer “unclear” if the source does not know the answer. In cases where a one-word answer would be misleading or contrary to the source’s interests, a short phrase may be given as an answer instead.

This ritual only yields accurate results once for any given situation. If you perform the ritual again in a situation that has not meaningfully changed, you receive no answer regardless of your question. For example, if you are presented with seven doorways, with one doorway leading to a magnificent treasure and all other doorways leading to certain death, you cannot simply perform this ritual six times to determine the correct doorway.

This ritual requires 50 **fatigue levels** from its participants.

Divine Transit

Instant
Rank 5

Casting time: 24 hours

Choose a destination up to 100 miles away from you on your current plane. Up to five Medium or smaller ritual participants are teleported to the temple or equivalent holy site to your deity that is closest to the chosen destination.

You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails.

This ritual requires 50 **fatigue levels** from its participants.

Permanent Consecration

Duration
Rank 5

Casting time: 24 hours

The area within an Medium (30 ft.) radius **zone** from your location becomes permanently sacred to your deity.

This ritual requires 50 **fatigue levels** from its participants.

Chronomancy

Manipulate the passage of time to inhibit foes and aid allies.

Cantrips

Accelerated Reading

Sustain (free)

You can read at twice your normal speed. However, the mental effort imposes a -4 penalty to Mental defense.

Rank 2: You can read at four times your normal speed.
Rank 4: You can read at six times your normal speed.
Rank 6: You can read at ten times your normal speed.

Accelerated Search

Instant

Make an Awareness check to notice things in a single 10-ft. square within 10 feet of you. You gain a +4 bonus to this check.

Rank 2: The bonus increases to +6.
Rank 4: The bonus increases to +8.
Rank 6: The bonus increases to +10.

Rapid Aging

Sustain (minor)

Choose one Large or smaller **unattended**, nonmagical object within Medium (60 ft.) range. In addition, choose any number of hours, up to 24 hours. The target ages as if that much time had passed. When this spell ends, the object returns to its original state.

Rank 2: You can choose to age the target by up to a week.
Rank 4: You can choose to age the target by up to a month.
Rank 6: You can choose to age the target by up to three months.

Spells

Accelerated Draw

Instant
Rank 1

You draw one or two weapons into your **free hands**. Then, you can make a **mundane strike**.

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

This spell seeks to mimic with time-altering magic what some skilled warriors can do naturally.

Accelerated Legerdemain

Attune (self)
Rank 1

If you are **trained** with the Sleight of Hand skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.
Rank 5: The bonus increases to +5.
Rank 7: The bonus increases to +6.

You speed up your fine motions, allowing you to lift pockets and perform subtle feats with ease.

Accelerated Reaction

Attune (self)
Rank 1

You gain a +3 **magic bonus** to **initiative** checks.

Rank 3: The bonus increases to +4.
Rank 5: The bonus increases to +5.
Rank 7: The bonus increases to +6.

Accelerated Twinstrike

Duration
Rank 1

This spell has no **somatic components**.
Make a **strike**. You may reroll the accuracy roll and take the highest result. However, you do not add your **power** to damage with the strike.

Rank 3: You gain a +1 accuracy bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

Haste

Attune (self)
Rank 1

Casting time: One **minor action**

You gain a +5 foot **magic bonus** to speed with all of your **movement modes**, and a +1 **magic bonus** to **initiative** checks.

Rank 3: The speed bonus increases to +10 feet, and the initiative bonus increases to +2.
Rank 5: The speed bonus increases to +15 feet, and the initiative bonus increases to +3.
Rank 7: The speed bonus increases to +20 feet, and the initiative bonus increases to +4.

Mass Slow

Duration
Rank 1

Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target is **briefly slowed** (half speed, -2 Ref).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Slow

Duration
Rank 1

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **slowed** (half speed, -2 Ref) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Disjointed Slow

Duration
Rank 2

Make an attack vs. Mental against one creature within Short (30 ft.) range.

Hit: The target takes 1d8 + half **power** energy damage. If it loses **hit points** from this damage, it is **briefly slowed** (half speed, -2 Ref). After it stops being slowed, it is immune to being slowed in this way until it takes a **short rest**.

The damage increases by +1d for each rank beyond 2.

This spell was discovered accidentally by an inexperienced chronomancer, but it has since been weaponized to great effect. It creates inconsistent pockets of slowed time at random within a foe's body.

Expeditious Retreat

Instant
Rank 2

You can immediately use the *sprint* ability without increasing your **fatigue level**. After you cast this spell, you **briefly** cannot cast it again.

Rank 4: You also gain a +5 foot bonus to your movement speed while you sprint.

Rank 6: The speed bonus increases to +10 feet.

You accelerate your body to flee from combat with incredible alacrity.

Quickchange

Instant
Rank 2

You can change your appearance or equipment with superhuman speed. This has no effect on any creatures other than yourself. This can have any one of the following effects, which are completed at the end of the current phase regardless of the time they would normally take:

- You can take off your body armor or clothing, along with any weapons or shields you have equipped. You can leave the items on the ground in your square or stow them in an available location, such as in a backpack you wear.
- You can don a new set of body armor or clothing and equip any weapons or shields. All of the items you equip this way must be unattended and in your square, but they can be in a hidden location, such as in a backpack.
- You can use the *disguise creature* ability to affect yourself with a -2 penalty (see Disguise Creature, page 159).

Rank 4: You can perform any two of the listed actions.

Rank 6: You can perform any combination of the listed actions.

You become a blur of motion as you quickly don your armor, readying yourself against an unexpected attack.

<div><div><div><div><div>Time Hop</div><div>Instant Rank 2</div></div><div><div>Casting time: One minor action</div><div>Choose either yourself or one Medium or smaller ally or unattended object within Medium (60 ft.) range. You send the target into the future, causing it to temporarily cease to exist. When you cast this spell, you choose how many rounds the target ceases to exist for, up to a maximum of five rounds. At the end of the last round, it reappears in the same location where it disappeared. The area the target occupied can be physically crossed, but it is treated as an invalid destination for teleportation and other similar magic. When the target reappears, all of its surroundings are adjusted as if the object had retroactively always existed in its space. For example, if the location is occupied by a creature that walked into the area, the creature is relocated to the closest unoccupied space along the path it took to reach the target.</div><div><div>Rank 4: The maximum size of the target increases to Large. Rank 6: The maximum size of the target increases to Huge.</div></div></div></div></div></div>	<div><div><div><div><div>Instant Analysis</div><div>Duration Rank 3</div></div><div><div>You accelerate your mind to incredible speed, allowing you to process information quickly. From your perspective, you freeze time for five rounds. During this time, all creatures and objects are fixed in time, and cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way. Your mind remains active during this time, and you are the only one aware of the stoppage of time. You cannot move or take any actions other than to observe your surroundings. In addition, you can release the time freeze as a free action. When this spell ends, time resumes in the same phase that it was originally frozen. After casting this spell, you cannot cast it again until you take a short rest.</div><div><div>Rank 5: You can cast this spell as a minor action. Rank 7: The length of frozen time increases to five minutes.</div></div></div></div></div></div>
<div><div><div><div><div>Distant Slow</div><div>Duration Rank 3</div></div><div><div>Make an attack vs. Mental against one creature within Distant (240 ft.) range. Hit: The target is slowed (half speed, -2 Ref) as a condition. Critical hit: The condition must be removed twice before the effect ends.</div><div><div>The attack's accuracy increases by +1 for each rank beyond 3.</div></div></div></div></div></div>	<div><div><div><div><div>Mass Accelerated Reaction</div><div>Attune (target) Rank 3</div></div><div><div>Casting time: One minor action</div><div>This spell functions like the <i>accelerated reaction</i> spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.</div><div><div>Rank 5: The bonus increases to +4. Rank 7: The bonus increases to +5.</div></div></div></div></div></div>
	<div><div><div><div><div>Mass Haste</div><div>Attune (target) Rank 3</div></div><div><div>Casting time: One minor action</div><div>This spell functions like the <i>haste</i> spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.</div><div><div>Rank 5: The speed bonus increases to +10 feet, and the initiative bonus increases to +2. Rank 7: The speed bonus increases to +15 feet, and the initiative bonus increases to +3.</div></div></div></div></div></div>

Slowing Curse Curse	Duration Rank 3
Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
Hit: The target is slowed (<i>half speed</i> , -2 Ref) until it takes a short rest .	
Critical hit: The effect lasts until the curse is removed.	
The attack's accuracy increases by +1 for each rank beyond 3.	

Timeseal	Duration Rank 3
Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
Hit: The target takes 1d10 + half power energy damage. If it loses hit points from this damage, it is briefly frozen in time. It becomes completely immune to all damage, attacks, and effects of any kind. In addition, it is unconscious and cannot act in any way. At the end of the next round, it returns to normal, with no awareness of the intervening time. After it returns to normal, it becomes immune to being frozen in time in this way until it takes a short rest .	
The damage increases by +1d for each rank beyond 3.	

Accelerated Strike	Attune (self) Rank 4
As a minor action , you can make a strike with a -3 penalty to accuracy . You take a -2d damage penalty with the strike, and you do not add your power to damage.	
Rank 6: The accuracy penalty is reduced to -2.	

Disjointed Expiration	Instant Rank 4
You or one ally within Medium (60 ft.) range can remove a brief effect or condition . This cannot remove an effect applied during the current round. For each effect removed this way, you deal the target 4 energy damage.	
Rank 6: The target can remove two effects.	
<i>You twist time to let your ally's nausea run its natural course in mere seconds. It is painful to undergo such a selective temporal acceleration, but the consequences of such distraction on the battlefield would be far worse.</i>	

Evasion	Attune (self) Rank 4
You take half damage from abilities that affect an area and attack your Armor or Reflex defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area.	
Rank 6: This effect also protects you from area attacks against your Fortitude and Mental defenses.	

Mental Lag	Duration Rank 4
Make an attack vs. Mental against one creature within Short (30 ft.) range.	
Hit: The target is slowed (<i>half speed</i> , -2 Ref) and dazed (-2 defenses) as a single condition .	
Critical hit: The target stunned (-4 defenses) instead of dazed.	
The attack's accuracy increases by +1 for each rank beyond 4.	

Temporal Stasis	Attune (self) Rank 4
Casting time: One minor action	
Choose yourself or one Medium or smaller ally within Medium (60 ft.) range. The target is placed into stasis, rendering it unconscious. While in stasis, it cannot take any actions and cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way.	
This effect normally lasts as long as you attune to it, and until the end of the round when you release the attunement. If you use this ability on yourself, it instead lasts for a number of rounds you choose when you cast the spell, up to a maximum of five rounds.	
Rank 6: The maximum size of the target increases to Large.	

Time Lock Sustain (minor) Rank 4

Choose yourself or an **ally** within Medium (60 ft.) range. You lock the state of the target's body in time. Note the target's current **hit points**, and **damage resistance**. If the target dies, this effect ends immediately.

As a **standard action**, you can reach through time to restore the target's state. If you do, the target's **hit points** and **damage resistance** become identical to what they were when you cast this spell. This does not affect any other properties of the target, such as any vital wounds gained or resources expended. After you restore the target's state in this way, it increases its **fatigue level** by one, and the spell ends.

Rank 6: When you cast the spell, you may choose to also note the target's current **conditions**. If you do, the restoration effect also resets the target's conditions back to their initial state.

Accelerated Triplestrike Instant Rank 5

This spell has no **somatic components**.

Make a **strike**. You may reroll the accuracy roll twice and take the highest result. However, you do not add your **power** to damage with the strike.

Rank 7: You gain a +1 accuracy bonus with the strike.

Curse of Temporal Dislocation Duration Rank 5

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: At the end of each round, if the target lost hit points that round, it has a 50% chance to be sent forward in time by one round. During the next round, it ceases to exist. At the end of the next round, it returns to its original location, or the closest open space if that location is occupied. This effect lasts until the target takes a **short rest**.

Critical hit: The effect lasts until the curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Decelerated Timestream Duration Rank 5

Make an attack vs. Mental against all creatures within a Small (15 ft.) radius **zone** from your location. In addition, whenever a creature enters the area, you make the same attack against it. A creature that leaves the area and re-enters it uses the original attack result against it.

Hit: Each target acts at half speed within the area. It skips every other round, starting with the round after it becomes affected by this affect.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Greater Slow Duration Rank 5

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **slowed** (*half speed*, -2 Ref) as a **condition**. The condition must be removed twice before the effect ends.

Critical hit: The target is **immobilized** (-4 Ref, *cannot use movement speeds*) instead of slowed.

Temporal Duplicate

Duration
Rank 5

Casting time: One **minor action**

Choose yourself or one **ally** within Medium (60 ft.) range. You reach into a possible future and create a duplicate of the target. The duplicate is identical in all ways to the target when the spell resolves.

The target and its duplicate can act during the next round. At the end of that round, the target and its duplicate cease to exist. During that round, time does not pass for the target. At the end of the following round, the target reappears in the place where it ceased to exist. If that space is occupied, it appears in the closest unoccupied space. When the target reappears, its condition is unchanged from when it left. Its **hit points**, conditions, and all other statistics are unaffected, regardless of any damage or other negative effects suffered by the duplicate.

The duplicate is fragile, and its actions are limited. It cannot use actions that would cause it to increase its **fatigue level**, lose **hit points**, or otherwise suffer negative consequences as a cost of the action. If it loses any **hit points**, it ceases to exist.

Rank 7: If you cast this spell as a standard action, you can choose to have the duplicate persist for two rounds instead of one. If you do, the target disappears for two rounds at the same time as the duplicate.

Certain Timeseal

Duration
Rank 6

This spell functions like the **timeseal** spell, except that you gain a +3 accuracy bonus with the attack, and the damage increases to 2d10 + half **power**.

The damage increases by +1d for each rank beyond 6.

Minor Acceleration

Attune (self)
Rank 6

You can take two **minor actions** each round instead of one. You cannot take the same minor action twice in the same round.

Accelerate Aging

Duration
Rank 7

Make an attack vs. Mental against one creature within Short (30 ft.) range.

Hit: As a **condition**, the target's body temporarily ages to become extremely old. It is **slowed** (*half speed, -2 Ref*) and **stunned** (*-4 defenses*). If it was already suffering age-related penalties, it is also **blinded** (*50% miss chance*).

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Stutterstop

Duration
Rank 7

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target is **slowed** (*half speed, -2 Ref*) and randomly immobilized. At the start of each round, it has a 50% chance to be **immobilized** (*-4 Ref, cannot use movement speeds*) during that round.

Critical hit: The target is immobilized every round.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Time Stop

Duration
Rank 7

You can take two full rounds of actions immediately. During this time, all other creatures and objects are fixed in time, and cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way. You can still affect yourself and create areas or new effects. When this effect ends, you are **stunned** (*-4 defenses*) as a **condition**.

You are still vulnerable to danger, such as from heat or dangerous gases. However, you cannot be detected by any means while you travel.

After you cast this spell, you cannot cast it again until you take a **short rest**.

Rituals

Gentle Repose

Attune (ritual)
Rank 3

Casting time: One minute

Choose one **unattended**, nonmagical object within Short (30 ft.) range. Time does not pass for the target, preventing it from decaying or spoiling. This can extend the time a poison or similar item lasts before becoming inert. If used on a corpse, this effectively extends the time limit for effects that require a fresh or intact body. Additionally, this can make transporting a fallen comrade more pleasant.

This ritual requires one **fatigue level** from its participants.

Cryomancy

Drain heat to injure and freeze foes.

Cantrips

Chill

Instant

Make an attack vs. Fortitude against anything within Short (30 ft.) range.

Hit: The target takes 2 cold damage.

Rank 2: The damage increases to 5.

Rank 4: The damage increases to 10.

Rank 6: The damage increases to 20.

Chill Air

Duration

The temperature of the air within a Medium (30 ft.) radius **emanation** from you is reduced by an amount of your choice, to a maximum reduction of 20 degrees Fahrenheit. You cannot reduce the temperature below 0 degrees in this way. This typically imposes no direct penalties on other creatures, but it may make them more or less comfortable depending on their preferred temperature.

This ability lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 2: The area increases to a Large (60 ft.) radius **emanation**, and the maximum temperature reduction increases to 30 degrees.

Rank 4: The area increases to a Huge (120 ft.) radius **emanation**, and the maximum temperature reduction increases to 40 degrees.

Rank 6: The area increases to a Gargantuan (240 ft.) radius **emanation**, and the maximum temperature reduction increases to 50 degrees.

Spells

Cone of Cold

Instant
Rank 1

Make an attack vs. Fortitude against everything in a Small (15 ft.) cone from you.

Hit: Each target takes 1d6 + half **power** cold damage.

The damage increases by +1d for each rank beyond 1.

Freeze PoisonInstant
Rank 1

Choose yourself or one **ally** within Medium (60 ft.) range. The target takes 1 cold damage. In addition, it gains an additional success to resist a poison currently affecting it (see Poison, page 61).

Rank 3: The number of additional successes increases to two. The target can split these successes among any number of different poisons affecting it.

Rank 5: The number of additional successes increases to three.

Rank 7: The number of additional successes increases to four.

Freezing GraspInstant
Rank 1

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 1d8 + **power** cold damage.

The damage increases by +1d for each rank beyond 1.

FrostbiteDuration
Rank 1

Make an attack vs. Fortitude against anything within Medium (60 ft.) range.

Hit: The target takes 1d4 cold damage. If it loses **hit points** from this damage, it is **slowed** (*half speed*, -2 *Ref*) as a **condition**. This condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 1.

IcecraftAttune (self)
Rank 1

Choose one pool of **unattended**, nonmagical water within Short (30 ft.) range. This spell creates up to three weapons, suits of body armor, or shields from the target pool of water. You can create any weapon, shield, or body armor that you are proficient with, and which would normally be made entirely from metal, except for heavy armor. The pool of water targeted must be at least as large as the largest item you create.

An item created with this spell functions like a normal item of its type, with three exceptions. First, any **strikes** that you make with a weapon created with this ability are **magical** abilities, so you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 36). except that it reacts differently to fire damage. Second, while wearing body armor from this spell, you are **impervious** to fire damage. Third, whenever you lose **hit points** from fire damage, all armor and weapons you made with this ability disappear. They reappear at the end of the round.

Rank 3: You can also create heavy armor. In addition, the items are magically enhanced. A weapon grants a +2 **magic bonus** to **power** with strikes using the weapon, and both shields and body armor grant a +4 **magic bonus** to **damage resistance**.

Rank 5: The bonus to power increases to +4, and the bonus to damage resistance increases to +8.

Rank 7: The bonus to power increases to +8, and the bonus to damage resistance increases to +16.

Icy Shell**Manifestation**Attune (self)
Rank 1

You cover your body with a layer of ice that crumples when it takes damage. The ice does not cover your joints, allowing you to move freely. Whenever you would take physical damage or fire damage, you take only half of that damage, and one layer of ice is destroyed. When the last layer of ice is destroyed, this ability provides no further benefit.

If you take simultaneous damage from more sources than you have remaining layers, the remaining layers apply to the largest damage sources, and you take full damage from any lower damage values.

Rank 3: The spell creates two layers of ice.

Rank 5: The spell creates three layers of ice.

Rank 7: The spell creates four layers of ice.

Skate	Attune (self) Rank 1
Casting time: One minor action	
You can move on top of calm water as if it were land. You treat the water as difficult terrain .	
Rank 3: You can also move on top of rough or stormy water.	
Rank 5: You no longer treat the water as difficult terrain.	
Rank 7: You also gain a +10 foot magic bonus to your land speed.	

Blizzard	Instant Rank 2
Make an attack vs. Fortitude against everything in a Medium (30 ft.) radius from you.	
Hit: Each target takes 1d8 + half power cold damage.	
The damage increases by +1d for each rank beyond 2.	

Bonechill	Duration Rank 2
Make an attack vs. Fortitude against one creature within Short (30 ft.) range.	
Hit: The target takes 1d10 + power cold damage. If it loses hit points from this damage, it is briefly slowed (half speed, -2 Ref).	
The damage increases by +1d for each rank beyond 2.	

Ice Lance Manifestation	Instant Rank 2
Make an attack vs. Armor against everything in a Large (60 ft. long), 5 ft. wide line from you.	
Hit: Each target takes 1d8 + half power piercing and cold damage.	
The damage increases by +1d for each rank beyond 2.	

Ice Spike Manifestation	Instant Rank 2
Make an attack vs. Armor against anything within Short (30 ft.) range.	
Hit: The target takes 2d6 + power piercing and cold damage.	
The damage increases by +1d for each rank beyond 2.	

Mindchill	Duration Rank 2
Make an attack vs. Fortitude against one creature within Short (30 ft.) range.	
Hit: The target takes 1d8 + half power cold damage and is briefly dazed (-2 defenses).	
The damage increases by +1d for each rank beyond 2.	

Chillwind Dash	Instant Rank 3
You teleport into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.	
Hit: Each target takes 1d10 + half power cold damage.	
The damage increases by +1d for each rank beyond 3.	

Frigid Aura	Attune (self) Rank 3
Casting time: One minor action	
At the end of each phase, make an attack vs. Fortitude against each creature that attacked you using a free hand or non- Long melee weapon during that phase.	
Hit: Each target takes 1d10 cold damage.	
The damage increases by +1d for each rank beyond 3.	

Frost Breath	Attune (self) Rank 3
Casting time: One minor action	
For the duration of this spell, you can breathe cold like a dragon as a standard action. When you do, make an attack vs. Fortitude against everything in a Large (60 ft.) cone from you. After you use this ability, you briefly cannot use it again.	
Hit: Each target takes 2d6 + half power cold damage.	
The damage increases by +1d for each rank beyond 3.	

Greater Cone of Cold	Instant Rank 3
Make an attack vs. Fortitude against everything in a Large (60 ft.) cone from you.	
Hit: Each target takes 1d10 + half power cold damage.	
The damage increases by +1d for each rank beyond 3.	

Greater Freezing GraspDuration
Rank 3

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 2d6 + **power** cold damage. If it loses **hit points** from this damage, it is **slowed** (*half speed, -2 Ref*) as a **condition**.

The damage increases by +1d for each rank beyond 3.

Mass SkateAttune (target)
Rank 3

Casting time: One **minor action**

This spell functions like the *skate* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 3: The target can also move on top of rough or stormy water.

Rank 5: The target no longer treats the water as difficult terrain.

SkyskateAttune (self)
Rank 3**Manifestation**

Whenever you move using one of your movement speeds, you can leave a trail of ice behind you. The ice lasts until the end of the round before disappearing.

While you are leaving a trail of ice behind you, you can move into thin air by walking on your own ice trail, just as if it was solid ground. If you are still standing on your own ice trail when it disappears at the end of the round, you fall.

Creatures following closely behind you while you move may also be able to use your ice trail. However, most Large or larger creatures will break the ice trail if they step onto it, which may cause both of you to fall.

Rank 5: Your ice trail collapses more gradually. If you are still standing on your own ice trail when it disappears, you treat your fall as if it were 60 feet shorter than it actually was for the purpose of determining **falling damage**.

Rank 7: Your ice trail lasts **briefly** after your movement.

Greater FrostbiteDuration
Rank 4

This spell functions like the *frostbite* spell, except that the damage increases to 1d10, and the attack gains a +3 **accuracy** bonus.

The attack's **accuracy** increases by +1 for each rank beyond 4.

HailstormInstant
Rank 4

Make an attack vs. Armor against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 2d6 + half **power** bludgeoning and cold damage (see Multiple Damage Types, page 36).

The damage increases by +1d for each rank beyond 4.

QuickchillDuration
Rank 4

Make an attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d8 + **power** cold damage and is **briefly slowed** (*half speed, -2 Ref*). After it stops being slowed, it is immune to being slowed in this way until it takes a **short rest**.

The damage increases by +1d for each rank beyond 4.

FrostburnDuration
Rank 5

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target is seared by painful cold. At the end of each round, it takes 2d8 + half **power** cold damage.

Critical hit: The damage from the condition is doubled.

Frozen LegsDuration
Rank 5

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 2d6 cold damage. If it loses **hit points** from this damage, it is **immobilized** (*-4 Ref, cannot use movement speeds*) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Greater Blizzard Instant Rank 5

Make an attack vs. Fortitude against everything in a Large (60 ft.) radius from you.

Hit: Each target takes 2d10 + half **power** cold damage.

The damage increases by +1d for each rank beyond 5.

Greater Ice Lance Instant Manifestation Rank 5

Make an attack vs. Armor against everything in a Large (60 ft. long), 10 ft. wide line from you.

Hit: Each target takes 2d10 + half **power** piercing and cold damage.

The damage increases by +1d for each rank beyond 5.

Greater Ice Spike Instant Manifestation Rank 5

Make an attack vs. Armor against anything within Medium (60 ft.) range.

Hit: The target takes 4d8 + **power** piercing and cold damage.

The damage increases by +1d for each rank beyond 5.

Greater Mindchill Duration Rank 5

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 2d8 + half **power** cold damage. If it loses **hit points** from this damage, it is **briefly stunned** (-4 defenses). Otherwise, it is briefly **dazed** (-2 defenses).

The damage increases by +1d for each rank beyond 5.

Mass Frozen Legs Duration Rank 5

Make an attack vs. Fortitude against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target that has no remaining **damage resistance** is **briefly immobilized** (-4 Ref, cannot use movement speeds).

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Supreme Cone of Cold Instant Rank 5

Make an attack vs. Fortitude against everything in a Huge (120 ft.) cone from you.

Hit: Each target takes 2d8 + half **power** cold damage.

Greater Bonechill Duration Rank 6

Make an attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 4d6 + **power** cold damage. If it loses **hit points** from this damage, it is **slowed** (half speed, -2 Ref) as a **condition**.

The damage increases by +1d for each rank beyond 6.

Greater Chillwind Dash Instant Rank 6

You teleport into an unoccupied destination on a stable surface within Distant (240 ft.) range. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.

Hit: Each target takes 2d10 + half **power** cold damage.

The damage increases by +1d for each rank beyond 6.

Supreme Freezing Grasp Duration Rank 6

This spell functions like the *greater freezing grasp* spell, except that the damage increases to 4d6 + **power** damage, and the condition must be removed twice before the effect ends.

The damage increases by +1d for each rank beyond 6.

Greater Frost Breath Attune (self) Rank 7

Casting time: One **minor action**

This spell functions like the *frost breath* spell, except that the damage increases to 4d10 + half **power**. In addition, the area increases to a Huge (120 ft.) cone.

The damage increases by +1d for each rank beyond 7.

Greater Hailstorm

Instant
Rank 7

Make an attack vs. Armor against everything in a Medium (30 ft.) radius within Long (120 ft.) range.

Hit: Each target takes 4d8 + half **power** bludgeoning and cold damage (see Multiple Damage Types, page 36).

The damage increases by +1d for each rank beyond 7.

Rituals

Cold Tolerance

Attune (ritual)
Rank 1

Casting time: One minute

Choose either yourself or an **ally** or unattended object within Medium (60 ft.) range. The target suffers no harm from being in a cold environment. It can exist comfortably in conditions as low as -50 degrees Fahrenheit. Its equipment, if any, is also protected. This does not protect the target from cold damage.

This ritual requires one **fatigue level** from its participants.

Frostfall

Attune (self)
Rank 4

Casting time: One hour

The temperature in a two mile radius cylinder-shaped **zone** from your location decreases rapidly. Over the next minute after you finish this ritual, the temperature decreases by 40 degrees Fahrenheit, to a minimum of -30 degrees. Unlike normal, this effect does not require **line of effect** to you. Instead, it affects all outdoor locations within the area. Even a thin barrier, such as a tent, is enough to protect locations from the effect of this ritual.

This ritual requires one **fatigue level** from its participants.

Froststorm

Attune (self)
Rank 7

Casting time: One hour

This ritual functions like the *frostfall* ritual, except that the temperature in the area decreases by 60 degrees, to a minimum of -70 degrees.

This ritual requires one **fatigue level** from its participants.

Electromancy

Create electricity to injure and stun foes.

Cantrips

Magnetize

Sustain (minor)

Choose one Small or smaller unattended metal object within Medium (60 ft.) range. It pulls itself toward metal objects within 1 foot of it. Smaller objects are typically pulled towards the target, while it moves itself towards larger objects. Once it becomes affixed to another metal object, it takes a **difficulty value** 10 Strength check to separate the two objects.

Rank 2: The maximum size increases to Medium.

Rank 4: The maximum size increases to Large.

Rank 6: The maximum size increases to Huge.

Spark

Instant

Make an attack vs. Reflex against anything within Short (30 ft.) range.

Hit: The target takes 2 electricity damage.

Rank 2: The damage increases to 5.

Rank 4: The damage increases to 10.

Rank 6: The damage increases to 20.

Spells

Electric Jolt

Instant
Rank 1

Make an attack vs. Fortitude against anything within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** electricity damage.

The damage increases by +1d for each rank beyond 1.

Electroshock

Duration
Rank 1

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 1d4 electricity damage. If it loses **hit points** from this damage, it is **stunned** (-4 defenses) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Energize Attune (self)
Rank 1

Casting time: One **minor action**

You gain a +5 foot **magic bonus** to speed with all of your **movement modes**.

Rank 3: The speed bonus increases to +10 feet.
Rank 5: The speed bonus increases to +15 feet.
Rank 7: The speed bonus increases to +20 feet.

Shocking Grasp Instant
Rank 1

You must have a **free hand** to cast this spell.
Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 1d8 + **power** electricity damage.

The damage increases by +1d for each rank beyond 1.

Dazing Shock Duration
Rank 2

Make a melee attack vs. Fortitude against anything within Short (30 ft.) range.

Hit: The target takes 1d10 + **power** electricity damage. If it loses **hit points** from this damage, it is **briefly dazed** (-2 defenses).

The damage increases by +1d for each rank beyond 2.

Lightning Storm Instant
Rank 2

Make an attack vs. Reflex against all **enemies** in a Small (15 ft.) radius from you.

Hit: Each target takes 1d8 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 2.

Stunning Discharge Duration
Rank 2

Make an attack vs. Fortitude against **enemies** in a Large (60 ft.) radius from you.

Hit: Each target that has no remaining **damage resistance** is **briefly stunned** (-4 defenses).
Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Call Lightning Instant
Rank 3

Make an attack vs. Reflex against everything in a Medium (30 ft. long), 5 ft. wide vertical line within Long (120 ft.) range. If you are outdoors in cloudy or stormy weather, you gain a +2 bonus to **accuracy** with the attack. If this spell has its area increased, only the length of the line increases.

Hit: Each target takes 2d6 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 3.

Greater Shocking Grasp Duration
Rank 3

You must have a **free hand** to cast this spell.
Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 2d6 + **power** electricity damage. If it loses **hit points** from this damage, it is **dazed** (-2 defenses) as a **condition**.

The damage increases by +1d for each rank beyond 3.

Lightning Bolt Instant
Rank 3

Make an attack vs. Reflex against everything in a Large (60 ft. long), 10 ft. wide line from you.

Hit: Each target takes 1d10 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 3.

Lightning Breath Attune (self)
Rank 3

Casting time: One **minor action**

For the duration of this spell, you can breathe electricity like a dragon as a standard action. When you do, make an attack vs. Reflex against everything within a Large (60 ft.) cone from you. After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes 2d6 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 3.

Magnetic Blade Attune (self)
Rank 3

Casting time: One **minor action**

Metal weapons you wield gain a +1 bonus to **accuracy** against targets wearing metal armor or otherwise carrying or composed of a significant amount of metal.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The bonus applies against targets with any metal on them, even as little as a single ring.

Personal Conduction Attune (self)
Rank 3

Casting time: One **minor action**

At the end of each phase, make an attack vs. Fortitude against each creature that attacked you using a free hand or a metal melee weapon during that phase.

Hit: Each target takes 1d10 electricity damage.

The damage increases by +1d for each rank beyond 3.

Thunderdash Instant
Rank 3

You teleport into an unoccupied destination on a stable surface within Short (30 ft.) range. Both your departure and arrival with this spell sound like a clap of thunder. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.

Hit: Each target takes 1d10 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 3.

Cleansing Shock Instant
Rank 4

You or one **ally** within Medium (60 ft.) range can remove a **brief** effect or **condition**. This cannot remove an effect applied during the current round. For each effect removed this way, you deal the target 4 electricity damage.

Rank 6: The target can remove two effects.

Greater Electric Jolt Instant
Rank 4

Make an attack vs. Fortitude against anything within Long (120 ft.) range.

Hit: The target takes 2d10 + **power** electricity damage.

The damage increases by +1d for each rank beyond 4.

Greater Lightning Storm Instant
Rank 4

Make an attack vs. Reflex against all **enemies** in a Large (60 ft.) radius from you.

Hit: Each target takes 2d6 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 4.

Lightning Rod Duration
Rank 4

Make an attack vs. Reflex against anything within Long (120 ft.) range.

Hit: As a **condition**, the target attracts lightning. As a **minor action**, you can call a bolt of lightning to strike the target. When you do, the target takes 2d6 electricity damage.

Critical hit: Each bolt deals double damage.

The damage increases by +1d for each rank beyond 4.

Ball Lightning Sustain (minor)
Rank 5

You create a Medium size ball of lightning in one space within Long (120 ft.) range. The ball of lightning does not occupy space or block movement, and can move through creatures (but not solid objects) freely. Whenever you sustain this effect, you can move the ball up to 30 feet in any direction, even vertically. At the end of each round, if the ball is more than 120 feet from you, it disappears and this effect ends. Otherwise, make an attack vs. Reflex with a -2 accuracy penalty against everything in its space.

Hit: Each target takes 2d8 electricity damage.

The damage increases by +1d for each rank beyond 5.

Chain LightningInstant
Rank 5

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range. In addition, regardless of whether you hit that creature, make an attack vs. Reflex against all **enemies** within a Small (15 ft.) radius from that creature.

Hit: The primary target takes 2d10 + **power** electricity damage. Each secondary target takes 2d8 + half **power** electricity damage.

The damage to both the primary and secondary subjects increases by +1d for each rank beyond 5.

ElectrocuteInstant
Rank 5

Make an attack vs. Fortitude against anything within Medium (60 ft.) range.

Hit: The target takes 4d8 + **power** electricity damage. In addition, if the target is unconscious from vital wounds at the end of the current **phase**, it dies.

The damage increases by +1d for each rank beyond 5.

Electromagnetic BoltInstant
Rank 5

Make an attack vs. Reflex against everything in a Large (60 ft. long), 10 ft. wide line from you. You gain a +2 accuracy bonus against each target that is wearing metal armor or otherwise carrying or composed of a significant amount of metal.

Hit: Each target takes 2d8 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 5.

Greater ElectroshockDuration
Rank 5

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 2d6 electricity damage. If it loses **hit points** from this damage, it is **confused** (-4 defenses, acts randomly) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Shock and AweDuration
Rank 5

Make an attack vs. Fortitude against all creatures with no remaining **damage resistance** in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target is **briefly confused** (-4 defenses, acts randomly).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Greater Call LightningInstant
Rank 6

Make an attack vs. Reflex against everything in a Large (60 ft. long), 5 ft. wide vertical line within Distant (240 ft.) range. If you are outdoors in cloudy or stormy weather, you gain a +2 bonus to **accuracy** with the attack. If this spell has its area increased, only the length of the line increases.

Hit: Each target takes 4d8 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 6.

Greater Stunning DischargeDuration
Rank 6

This spell functions like the *stunning discharge* spell, except that each target is stunned regardless of whether it has damage resistance remaining.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Greater ThunderdashInstant
Rank 6

You teleport into an unoccupied destination on a stable surface within Distant (240 ft.) range. Both your departure and arrival with this spell sound like a clap of thunder. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.

Hit: Each target takes 2d10 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 6.

Stunning Shock

Duration
Rank 6

Make a melee attack vs. Fortitude against anything within Short (30 ft.) range.

Hit: The target takes 4d6 + **power** electricity damage. If it loses **hit points** from this damage, it is **briefly stunned** (−4 defenses).

The damage increases by +1d for each rank beyond 6.

Supreme Lightning Storm

Instant
Rank 6

Make an attack vs. Reflex against all **enemies** in a Gargantuan (240 ft.) radius from you.

Hit: Each target takes 2d10 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 6.

Supreme Shocking Grasp

Duration
Rank 6

This spell functions like the *greater shocking grasp* spell, except that the damage increases to 4d8 + **power** damage, and the target is **stunned** (−4 defenses) instead of dazed.

The damage increases by +1d for each rank beyond 6.

Greater Lightning Breath

Attune (self)
Rank 7

Casting time: One **minor action**

This spell functions like the *lightning breath* spell, except that the damage increases to 4d10 + half **power**. In addition, the area increases to a Huge (120 ft.) cone.

The damage increases by +1d for each rank beyond 7.

Supreme Electric Jolt

Instant
Rank 7

Make an attack vs. Fortitude against anything within Distant (240 ft.) range.

Hit: The target takes 5d10 + **power** electricity damage.

The damage increases by +1d for each rank beyond 7.

Rituals

Enchantment

Enchant the minds of your foes and allies.

Cantrips

Cheer

Sustain (free)

Emotion

Choose yourself or one **ally** within Medium (60 ft.) range. The target’s mood improves and it feels more cheerful.

Rank 2: You may target an additional ally within range.

Rank 4: You may target an additional ally within range.

Rank 6: You may target an additional ally within range.

Repeat

Instant

Compulsion

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: During the next round, the target must repeat all actions that it took this round. It can choose different targets or otherwise make different decisions about its action, but the action must be the same. If it is unable to take the same action, it is unable to take any action of that action type. For example, if a creature moved during the round that you cast this spell and was **immobilized** (−4 Ref, cannot use movement speeds) or knocked **prone** (half speed, −2 accuracy, Armor, and Ref), it cannot move at all during the following round.

After the target stops repeating its actions, it becomes immune to this effect until it takes a **short rest**.

Critical hit: The target does not become immune to this effect.

The attack’s **accuracy** increases by +1 for each rank beyond 0.

Spells

Agony

Duration

Emotion

Rank 1

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target feels excruciating pain from even minor injuries. As long as it is at less than its maximum **hit points**, it is **stunned** (−4 defenses).

Critical hit: The condition must be removed twice before the effect ends.

The attack’s **accuracy** increases by +1 for each rank beyond 1.

Alluring Presence Attune (self) Rank 1

If you are **trained** with the Persuasion skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Cause Fear Duration Rank 1

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **shaken** (-2 *accuracy and Mental within 60 ft.*) by either you or an **ally** of your choice within range as a **condition**.

Critical hit: The target is **frightened** (-4 *accuracy and Mental within 60 ft.*) by you or your ally instead of shaken.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Dull the Senses Duration Rank 1

This spell has no **verbal components**.

Make an attack vs. Mental with a +3 bonus to **accuracy** against one creature within Long (120 ft.) range.

Hit: The target takes a -4 penalty to Awareness, Social Insight, and **initiative** checks as a **condition**.

Critical hit: The penalty increases to -8.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Enrage Duration Rank 1

Make an attack vs. Mental with a +4 bonus to **accuracy** against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target is unable to take any **standard actions** that do not cause it to make an attack. For example, it could make a **strike** or cast an offensive spell, but it could not heal itself or summon a creature.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Friend to Animals Attune (self) Rank 1

If you are **trained** with the Creature Handling skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Mass Fear Duration Rank 1

Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target is **briefly shaken** (-2 *accuracy and Mental within 60 ft.*) by either you or an **ally** of your choice within range.

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Mind Crush Instant Rank 1

Make an attack vs. Mental against anything within Medium (60 ft.) range.

Hit: The target takes 1d6 + half **power** energy **subdual damage**. If it takes damage, it is **briefly dazed** (-2 *defenses*). After this effect ends, the target becomes immune to being dazed in this way until it takes a **short rest**.

The damage increases by +1d for each rank beyond 1.

Ominous Presence Attune (self) Rank 1

If you are **trained** with the Intimidate skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Collapse Compulsion

Duration
Rank 2

Make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target falls **prone** (*half speed, -2 accuracy, Armor, and Ref*).

Critical hit: Each target is also unable to stand up as a **condition**. If it is somehow brought into a standing position, it will immediately fall and become prone again.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Dance Compulsion

Duration
Rank 2

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target is compelled to dance. It can spend a **move action** to dance, if it is physically capable of dancing. At the end of each round, if the target did not dance during that round, it takes a -2 penalty to **accuracy** and Mental defense as the compulsion intensifies. This penalty stacks each round until the target dances, which resets the penalties to 0.

Critical hit: The target must dance as a **standard action** to reset the penalties, instead of as a move action.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Demotivate Emotion

Duration
Rank 2

Make an attack vs. Mental with a +3 bonus against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target takes a -2 penalty to Mental defense.

Critical hit: The penalty increases to -5.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Discordant Song Compulsion

Duration
Rank 2

Make an attack vs. Mental against all **enemies** in a Large (60 ft.) radius from you.

Hit: Each target is **briefly dazed** (-2 defenses).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Friend to Foe Compulsion

Duration
Rank 2

Make an attack vs. Mental against one creature within Distant (240 ft.) range.

Hit: The target **briefly** sees all creatures as its **enemies**. It is compelled to attack the creature closest to it, choosing randomly between equally close creatures. After this effect ends, the target becomes immune to this spell until it takes a **short rest**.

Critical hit: The target does not become immune to this effect.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Mass Slow Down Compulsion

Duration
Rank 2

Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Long (120 ft.) range.

Hit: Each target is **briefly slowed** (*half speed, -2 Ref*).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Monologue	Duration
Compulsion	Rank 2

Make an attack vs. Mental against one creature within Long (120 ft.) range.

Hit: As a **condition**, the target is forced to speak out loud constantly whenever it can. This does not control what it talks about, so a reasonably savvy creature may be able to avoid revealing anything of great interest. In combat, most creatures with an intelligence of 0 or less will often talk about what they are planning on doing, which can help you predict their actions.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Slow Down	Duration
Compulsion	Rank 2

Make an attack vs. Mental against one creature within Long (120 ft.) range.

Hit: The target is **slowed** (*half speed, -2 Ref*) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Charm	Sustain (minor)
Emotion, Subtle	Rank 3

Make an attack vs. Mental against one creature within Medium (60 ft.) range. You take a -5 penalty to **accuracy** with this attack against creatures who are engaged in combat during the current phase.

Hit: The target is **charmed** (*friendly with charmer*) by you. Any act by you or by creatures that appear to be your allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.

Critical hit: Actions which threaten the charmed person without harming them do not break the effect.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Curse of Phobia	Duration
Curse, Emotion	Rank 3

When you cast this spell, choose one of the following fears: blood (including any creature with a **vital wound**, even the target), darkness (any location that does not have **bright illumination**), heights (any drop more 10 feet high), insects, snakes, or water.

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **shaken** (*-2 accuracy and Mental within 60 ft.*) by all sources of your chosen fear until it takes a **short rest**.

Critical hit: The effect lasts until this curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Drop	Duration
Compulsion	Rank 3

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target immediately drops one object it is holding in a single hand. It is **briefly** unable to pick up that item. It can still hold other items, but if the dropped item is placed in its hand, it will immediately drop it again.

After you successfully make a creature drop an item with this spell, it gains a +5 bonus to its defenses against this spell until it takes a **short rest**.

Critical hit: The inability to hold the item becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Fearsome Aura	Attune (self)
Emotion	Rank 3

At the end of each phase, make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius **emanation** from you. After you attack a creature this way, it becomes immune to this attack from you until it takes a **short rest**.

Hit: Each target is **briefly shaken** (*-2 accuracy and Mental within 60 ft.*) by you.

Critical hit: The target does not become immune to this effect.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Greater Mind CrushInstant
Rank 3

Make an attack vs. Mental against anything within Medium (60 ft.) range.

Hit: The target takes 1d10 + half **power** energy **subdual damage**. If it takes damage, it is **briefly dazed** (-2 defenses).

The damage increases by +1d for each rank beyond 3.

**Mass Repeat
Compulsion**Instant
Rank 3

This spell functions like the *repeat* spell, except that it affects all creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

The attack's **accuracy** increases by +1 for each rank beyond 3.

**Calm Emotions
Emotion**Sustain (standard)
Rank 4

Make an attack vs. Mental against all creatures in a Large (60 ft.) radius from you. You take a -5 penalty to **accuracy** with this attack against creatures who are engaged in combat during the current phase.

Hit: Each target has its emotions calmed. The effects of all other **Emotion** abilities on that target are **suppressed**. It cannot take violent actions (although it can defend itself) or do anything destructive. If the target is harmed or feels that it is in danger, this effect is **dismissed**. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort.

Critical hit: Situations which cause the target to feel that it is in danger without harming it do not break the effect.

The attack's **accuracy** increases by +1 for each rank beyond 4.

**Confusion
Compulsion**Duration
Rank 4

Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target with no remaining **damage resistance** is **briefly confused** (-4 defenses, acts randomly).

Critical hit: The effect becomes a **condition** on each target.

**Frighten
Emotion**Duration
Rank 4

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **frightened** (-4 accuracy and Mental within 60 ft.) by you as a **condition**.

Critical hit: The target is **panicked** (-4 Mental and must flee within 60 ft.) by you instead of frightened.

The attack's **accuracy** increases by +1 for each rank beyond 4.

**Selfstrike
Compulsion**Duration
Rank 4

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: During the next **action phase**, the target is compelled to make a **strike** against itself as a **standard action**. It cannot target any other creatures with the strike, even if it has a Sweeping weapon or similar abilities. If it has any weapons in hand or natural weapons at that time, it must use one of them. Otherwise, it uses its unarmed attack.

After it makes this attack against itself, it becomes **immune** to this effect until it takes a **short rest**.

Critical hit: The target does not become immune to this effect.

The attack's **accuracy** increases by +1 for each rank beyond 4.

**Dominate Person
Compulsion**Duration
Rank 5

Make an attack vs. Mental against one creature within Short (30 ft.) range.

Hit: The target is **stunned** (-4 defenses) as a **condition**.

Critical hit: The target is **confused** (-4 defenses, acts randomly) instead of stunned. In addition, if the target is humanoid and was already confused from a previous casting of this spell, you may **attune** to this ability. If you do, it becomes **dominated** (must obey commands) by you for the duration of that attunement.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Dramatic Reveal	Duration
Emotion	Rank 5

Make an attack vs. Mental against all **enemies** in a Medium (30 ft.) radius from you.

Hit: Each target is **briefly** convinced that they just learned some phenomenal cosmic truth or life-changing revelation, making them **stunned** (-4 defenses).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Amnesiac Charm	Sustain (minor)
Emotion, Subtle	Rank 6

This spell functions like the *charm* spell, except that when the effect ends, the target forgets all events that transpired during the spell's duration. It becomes aware of its surroundings as if waking up from a daydream. The target is not directly aware of any magical influence on its mind, though unusually paranoid or perceptive creatures may deduce that their minds were affected.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Greater Discordant Song	Duration
Compulsion	Rank 6

This spell functions like the *discordant song* spell, except that the area increases to a Gargantuan (240 ft.) radius from you.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Sleep	Duration
Compulsion	Rank 6

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **slowed** as a **condition**. During that condition, if it is not in combat or otherwise exerting itself, it falls asleep. It cannot be awakened while this effect lasts unless it loses **hit points**, which causes it to wake up and ends the effect. After the effect ends by other means, the target can wake up normally, though it continues to sleep until it awakens for any reason.

Critical hit: If the target has no remaining **damage resistance**, it immediately falls asleep even if it is in combat or otherwise exerting itself.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Dominate Monster	Duration
Compulsion	Rank 7

This spell functions like the *dominate person* spell, except that you are also able to dominate non-humanoid creatures with its critical hit effect.

Greater Fearsome Aura	Attune (self)
Emotion	Rank 7

This spell functions like the *fearsome aura* spell, except that each target is **frightened** (-4 accuracy and Mental within 60 ft.) by you instead of shaken.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Solipsism
Emotion, Subtle

Duration
Rank 7

Make an attack vs. Mental against one creature within Short (30 ft.) range. You take a -5 penalty to **accuracy** with this attack against creatures who are engaged in combat during the current phase.

Hit: As a **condition**, the target believes that it is the only real creature, and the rest of the world is an illusion. It may wander aimlessly, but generally takes no action to defend itself and does not perceive itself to be in danger from other creatures. It still avoids obvious environmental hazards, such as cliff edges or fires. If it takes any damage or is otherwise harmed, including significant subjective discomfort, this effect is automatically broken.

After this effect ends, the target becomes immune to it until it takes a **short rest**.

Critical hit: The target does not become immune to this effect.

Supreme Mind Crush

Instant
Rank 7

Make an attack vs. Mental against anything within Medium (60 ft.) range.

Hit: The target takes 4d6 + half **power** energy **subdual damage**. If it takes damage, it is **briefly stunned** (-4 defenses).

The damage increases by +1d for each rank beyond 7.

Rituals

Animal Messenger

Attune (self)
Rank 2

Casting time: One minute

Make an attack vs. Mental against one Small or Tiny animal within Medium (60 ft.) range. You take a -10 penalty to **accuracy** with the attack if the target is currently in combat.

This ritual requires one **fatigue level** from its participants.

Hit: The target is compelled to deliver a message for you. You can give the animal a small piece of parchment or similarly sized item containing up to 25 words. In addition, choose a destination that you can clearly visualize. You must have a general idea of the direction and distance to that location from your current location. You must also visualize what a valid recipient for the message looks like. You can leave this description vague, such as "any humanoid creature", or be more specific, like "a hawk-nosed human wearing a red cloak".

The animal will attempt to travel to that destination to the best of its ability, following the directions you have given it. It will not willingly part with its message until it reaches its destination. Once it reaches its destination, it will wait until it observes a valid recipient, leaving the destination only briefly as necessary to sustain itself. When the animal has delivered its message, this effect ends, allowing you to know that the message has been delivered.

Tell the Truth

Attune (ritual)
Rank 3

Casting time: One minute

Make an attack vs. Mental with a +4 **accuracy** bonus against up to five creatures within Medium (60 ft.) range.

This ritual requires one **fatigue level** from its participants.

Hit: Each target is unable to say things it knows to be untrue.

Antipathy

Emotion

Attune (ritual)

Rank 4

Casting time: 24 hours

Choose a creature type: aberration, animal, animate, dragon, humanoid, magical beast, monstrous humanoid, planeformed, or undead. In addition, choose one Large or smaller object within Medium (60 ft.) range. If the target is moved, this effect ends.

Whenever a creature of the chosen type enters a Large (60 ft.) radius **emanation** from the chosen object, make an attack vs. Mental against it. Your accuracy with this attack is equal to half your level + half your Perception. This accuracy is calculated at the time that you perform this ritual and does not change afterwards. After you make this attack against a particular creature, you do not make this attack against it again until it takes a **short rest**.

This ritual requires 32 **fatigue levels** from its participants.

Hit: The creature is **frightened** (–4 accuracy and Mental within 60 ft.) by the chosen object until it takes a **short rest**.

Critical hit: The creature is **panicked** (–4 Mental and must flee within 60 ft.) instead of frightened.

Sympathy

Emotion

Attune (ritual)

Rank 4

Casting time: 24 hours

Choose a creature type: aberration, animal, animate, dragon, humanoid, magical beast, monstrous humanoid, planeformed, or undead. In addition, choose one Large or smaller object within Medium (60 ft.) range. If the target is moved, this effect ends.

Whenever a creature of the chosen type enters a Large (60 ft.) radius **emanation** from the target, make an attack vs. Mental against it. Your accuracy with this attack is equal to half your level + half your Perception. This accuracy is calculated at the time that you perform this ritual and does not change afterwards. After you make this attack against a particular creature, you do not make this attack against it again until it takes a **short rest**.

This ritual requires 32 **fatigue levels** from its participants.

Hit: The creature is fascinated by the chosen object until it takes a **short rest**. It can take no actions other than staring at the object. It is **unaware** (–6 Armor and Ref) of any attacks against it, and anything else going on its environment. Any act by you or by creatures that appear to be your allies that threatens or harms the creature breaks the effect. Harming the creature is not limited to dealing it damage, but also includes causing it significant subjective discomfort.

Critical hit: The creature is also compelled to get as close as possible to the chosen object to admire it in greater detail.

Fabrication

Create objects to damage and impair foes.

Cantrips

Fabricate Trinket

Manifestation

Duration

You make a Craft check to create an object of Tiny size or smaller. The object appears in your hand or at your feet. It must be made of nonliving, nonmagical, nonreactive vegetable matter, such as wood or cloth. At the end of each round, this spell ends if you are not within Medium (60 ft.) range of the item.

This spell lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 2: The maximum size of the object increases to Small.

Rank 4: The maximum size of the object increases to Medium.

Rank 6: The maximum size of the object increases to Large.

Spells

Caltrops

Manifestation

Sustain (minor)

Rank 1

You create exceptionally sharp caltrops in up to three unoccupied squares on solid ground within Medium (60 ft.) range. Whenever a creature moves into any of the squares, unless the creature moves at one quarter speed to avoid the danger, you make an attack vs. Armor against them. You cannot make this attack against the same creature more than once per **phase**. Unlike most attacks, this attack can happen during the **movement phase**. Caltrops may not be effective against creatures with an unusual anatomy.

Hit: The target takes 1d6 + half **power** piercing damage.

The damage increases by +1d for each rank beyond 1.

Forge
Manifestation

Attune (self)
Rank 1

Choose a type of body armor, weapon, or shield that you are proficient with. The item’s rank cannot exceed your spellcasting rank with this spell. In addition, it cannot be constructed of any magical or extraordinary material.

You create a normal item of that type in your hand or in any unoccupied square on solid ground within Short (30 ft.) range. It is sized appropriately for you, up to a maximum of a Medium size item.

Rank 3: The item created is magically enhanced. A weapon grants a +2 **magic bonus** to the wielder’s **power**, and armor grants a +4 **magic bonus** to **damage resistance**. In addition, body armor can be made from any special material other than dragonhide, dragonscale, cold iron, and the pure or ancient versions of those materials.

Rank 5: The magic bonus for a weapon increases to +4, and the magic bonus for armor increases to +8.

Rank 7: The magic bonus for a weapon increases to +8, and the magic bonus for armor increases to +16.

Grease
Manifestation

Duration
Rank 1

Make an attack vs. Reflex against all Large or smaller creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target falls **prone** (*half speed, -2 accuracy, Armor; and Ref*).

Critical hit: Each target is also unable to stand up as a **condition**. If it is somehow brought into a standing position, it will immediately fall and become prone again.

The attack’s **accuracy** increases by +1 for each rank beyond 1.

Instant Arrow
Manifestation, Swift

Duration
Rank 1

Casting time: One **minor action**

This spell has no **somatic components**.

You create a nonmagical arrow in a bow that you are holding. The ammunition can be blunted, but you cannot create other forms of special ammunition like fire arrows. The object persists until the end of the round, at which point it disappears. Because this spell has the **Swift** tag, you can fire the created projectile from the weapon in the same phase that you cast this spell. Any attack with this ammunition is considered a **magical** attack, so you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 36).

Rank 3: You gain a +2 **magic bonus** to **power** with any **strike** using ammunition created with this spell.

Rank 5: The power bonus increases to +4.

Rank 7: The power bonus increases to +8.

Instant Weapon
Manifestation

Instant
Rank 1

You create a nonmagical weapon that you are proficient with your hand. You can immediately make a **strike** with that weapon. This strike is considered a **magical** attack, so you use your your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 36). If you create a non-crossbow projectile weapon, you also create ammunition necessary for you to attack with. After you make the strike, the weapon disappears.

Rank 3: You gain a +1 bonus to **accuracy** with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Personal Weapon	Duration
Manifestation	Rank 1

Choose a type of weapon that you are proficient with. You create a normal item of that type in your hand. If the item stops touching you, it disappears, and this effect ends.

If you create a non-crossbow projectile weapon, you can fire it without ammunition by creating projectiles as you fire. The projectiles disappear after the attack is complete. Any **strikes** that you make with a weapon created with this ability are **magical** abilities, so you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 36).

This spell lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 3: You gain a +2 **magic bonus** to **power** with **strikes** using the weapon.

Rank 5: The power bonus increases to +4.

Rank 7: The power bonus increases to +8.

Blade Barrier	Sustain (minor)
	Rank 2

A wall of whirling blades appears within Medium (60 ft.) range. The wall takes the form of a 15 ft. high, Medium (30 ft.) wall. The wall provides **cover** against attacks made through it. Whenever anything passes through the wall, make an attack vs. Armor against it. You can only make this attack against a given target once per **phase**.

Hit: The target takes 1d8 + half **power** slashing damage.

The damage increases by +1d for each rank beyond 2.

Mystic Arrow	Instant
Manifestation	Rank 2

Make an attack vs. Armor against anything within Long (120 ft.) range.

Hit: The target takes 1d10 + **power** piercing damage.

The damage increases by +1d for each rank beyond 2.

Blade Perimeter	Sustain (minor)
	Rank 3

A wall of whirling blades appears within Medium (60 ft.) range. The wall takes the form of a 15 ft. high, Small (15 ft.) radius wall. The wall provides **cover** against attacks made through it. Whenever anything passes through the wall, make an attack vs. Armor against it.

Hit: The target takes 1d10 + half **power** slashing damage.

The damage increases by +1d for each rank beyond 3.

Bladestorm	Instant
Manifestation	Rank 3

Make an attack vs. Armor against all **enemies** adjacent to you.

Hit: Each target takes 1d10 + half **power** slashing damage.

The damage increases by +1d for each rank beyond 3.

Hail of Arrows	Instant
Manifestation	Rank 3

Make an attack vs. Armor against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 1d10 + half **power** piercing damage.

The damage increases by +1d for each rank beyond 3.

Protective Cage	Sustain (minor)
Manifestation	Rank 3

Choose yourself or one Large or smaller **ally** within Medium (60 ft.) range. You create a metal cage around the target in its space. The cage has a 2 inch gap between its bars, allowing the target to see and be seen by creatures outside of the cage. This does not block **line of sight** or **line of effect**, but it provides cover, and non-piercing **melee** weapons cannot attack through the cage. Each 5-ft. square of the field has 12 **hit points**.

If another creature is in the target's space when this spell is cast, this spell fails without effect.

Rank 5: The **hit points** of each 5-ft. square increase to 24.

Rank 7: The **hit points** of each 5-ft. square increase to 48.

Daggerswarm Attune (self)
Rank 4

Casting time: One **minor action**

When you cast this spell, a small swarm of daggers appears floating over your head. As a **minor action**, you can fling one dagger at a creature or object within Short (30 ft.) range. When you do, make an attack vs. Armor against that target. After the dagger deals damage, it disappears and another dagger appears in the swarm.

Hit: The target takes 1d10 piercing damage.

The damage increases by +1d for each rank beyond 4.

Missile Storm Instant
Manifestation Rank 4

Make an attack vs. Armor against all **enemies** in a Large (60 ft.) radius from you.

Hit: Each target takes 2d6 + half **power** piercing damage.

The damage increases by +1d for each rank beyond 4.

Mystic Blast Arrow Instant
Manifestation Rank 4

Make an attack vs. Armor against anything within Long (120 ft.) range.

Hit: The target takes 2d8 + **power** piercing damage. If it loses **hit points** from this damage, it is knocked **prone** (half speed, -2 accuracy, Armor, and Ref).

The damage increases by +1d for each rank beyond 4.

Web Sustain (minor)
Manifestation Rank 4

You fill a Small (15 ft.) radius **zone** within Short (30 ft.) range with webs. The webs make the area **difficult terrain**. Each 5-ft. square of webbing has 16 **hit points**, and all of its defenses are 0.

In addition, make an attack vs. Reflex against all Large or smaller creatures in the area.

Hit: Each secondary target is **slowed** (half speed, -2 Ref) as long as it has webbing from this ability in its space.

Critical hit: Each secondary target is **immobilized** (-4 Ref, cannot use movement speeds) instead of slowed.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Daggercloud Sustain (minor)
Manifestation Rank 5

A swarm of daggers appears in a Tiny (5 ft.) radius **zone** within Medium (60 ft.) range. At the end of each round, make an attack vs. Armor with a +2 accuracy bonus against everything in the area.

Hit: Each target takes 2d6 + half **power** piercing damage.

The damage increases by +1d for each rank beyond 5.

Greater Blade Barrier Sustain (minor)
Rank 5

This spell functions like the *blade barrier* spell, except that the damage increases to 2d8 + half **power**. In addition, the area increases to a 20 ft. high, Large (60 ft.) wall.

The damage increases by +1d for each rank beyond 5.

Greater Caltrops Sustain (minor)
Manifestation Rank 5

This spell functions like the *caltrops* spell, except that the damage increases to 2d10 + **power**.

The damage increases by +1d for each rank beyond 5.

Greater Instant Weapon Instant
Manifestation Rank 5
Casting time: One **minor action**

This spell functions like the *instant weapon* spell, except that the weapon you create is magical. You may give it a single magic weapon ability of your choice with rank no higher than your spellcasting rank with this spell.

Rank 7: You gain a +1 bonus to **accuracy** with the strike.

Meteor Instant
Manifestation Rank 5

You create a meteor in midair within Medium (60 ft.) range that falls to the ground, crushing foes in its path. The meteor takes up a Small (15 ft.) radius, and must be created in unoccupied space. After being summoned, it falls up to 100 feet before disappearing. Make an attack vs. Armor against everything in its path.

Hit: Each target takes 2d8 + half **power** bludgeoning and fire damage.

The damage increases by +1d for each rank beyond 5.

Oil Slick Manifestation	Duration Rank 5
Make an attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.	
Hit: Each target falls prone (<i>half speed, -2 accuracy, Armor, and Ref</i>), and is briefly vulnerable to fire damage.	
Critical hit: Each target is also unable to stand up as a condition . If it is somehow brought into a standing position, it will immediately fall and become prone again.	
The attack's accuracy increases by +1 for each rank beyond 5.	

Contracting Blade Perimeter	Sustain (minor) Rank 6
This spell functions like the <i>blade perimeter</i> spell, except that the damage is increased to 2d10 plus half your power . In addition, the wall's radius shrinks by 5 feet at the end of each round, dealing damage to everything it moves through. After the wall shrinks to have no radius, it begins expanding again at a rate of 5 feet per round. Once it expands back to its maximum radius, it begins shrinking again.	
The damage increases by +1d for each rank beyond 6.	

Greater Missile Storm Manifestation	Instant Rank 6
Make an attack vs. Armor against all enemies in a Huge (120 ft.) radius from you.	
Hit: Each target takes 2d10 + half power piercing damage.	
The damage increases by +1d for each rank beyond 6.	

Mystic Artillery Manifestation	Instant Rank 6
Make an attack vs. Armor with a +1 accuracy bonus against anything within Extreme (480 ft.) range.	
Hit: The target takes 4d6 + power piercing damage.	

Greater Bladestorm Manifestation	Instant Rank 7
This spell functions like the <i>bladestorm</i> spell, except that the damage increases to 4d8 + power .	
The damage increases by +1d for each rank beyond 7.	

Greater Daggerswarm	Attune (self) Rank 7
Casting time: One minor action	
This spell functions like the <i>daggerswarm</i> spell, except that the damage increases to 4d6, and the range increases to Medium (60 ft.) range.	
The damage increases by +1d for each rank beyond 7.	

Greater Hail of Arrows Manifestation	Instant Rank 7
This spell functions like the <i>hail of arrows</i> spell, except that the damage increases to 4d8 + power .	
The damage increases by +1d for each rank beyond 7.	

Rituals

Copy Writing	Instant Rank 1
Casting time: Special	
You copy the writing from one Small or smaller written work within Short (30 ft.) range to a Small or smaller set of blank pages within Short (30 ft.) range. The blank pages must have enough room for the original writing. This ritual takes half the time required to copy the writing by hand, to a minimum of one minute, and does not require writing materials. It requires one fatigue level from its participants.	
This ritual requires one fatigue level from its participants.	

Fabricate Water Creation	Instant Rank 1
Casting time: One minute	
You create up to two gallons of wholesome, drinkable water at any number of locations within Short (30 ft.) range, allowing you to fill multiple small water containers. You must create a minimum of one ounce of water in each location.	
This ritual requires one fatigue level from its participants.	

Fabricate Sustenance

Instant

Creation

Rank 2

Casting time: One hour

This ritual creates food and drink in one unoccupied square within Short (30 ft.) range that is sufficient to sustain five Medium creatures for 24 hours. It also creates basic receptacles to hold the food and drink. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland.

This ritual requires one **fatigue level** from its participants.

Greater Copy Writing

Instant

Rank 4

Casting time: Special

This ritual functions like the *copy writing* ritual, except that it can target objects of Medium or smaller size. In addition, the time required to perform this ritual decreases to one tenth of the time required to copy the writing by hand, to a minimum of one minute. It requires one **fatigue level** from its participants.

This ritual requires one **fatigue level** from its participants.

Ammunition Stockpile

Attune (ritual)

Manifestation

Rank 3

Casting time: One hour

You create a Large pile of either nonmagical arrows or cross-bow bolts in any unoccupied location on solid ground adjacent to you. You can choose to create blunted ammunition, but you cannot create other forms of special ammunition like fire arrows or repeating bolts. Any creature may take ammunition from the pile to use.

This ritual requires one **fatigue level** from its participants.

Fabricate Feast

Instant

Creation

Rank 3

Casting time: One hour

This ritual creates food and drink in any number of unoccupied squares within Short (30 ft.) range that is sufficient to sustain twenty Medium creatures for 24 hours. It also creates basic receptacles to hold the food and drink. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland.

This ritual requires one **fatigue level** from its participants.

Manifest Object

Attune (ritual)

Manifestation

Rank 3

Casting time: One hour

Make a Craft check to create an object of Small size or smaller. The object appears out of thin air in your hand or in one unoccupied square on solid ground within Short (30 ft.) range. It must be made of nonliving, nonmagical, nonre-active vegetable matter, such as wood or cloth.

This ritual requires one **fatigue level** from its participants.

Photomancy

Create and manipulate light to hinder foes and conceal allies.

Cantrips

Beautify
Visual

Duration

This spell functions like the *disguise creature* ability, except that you gain a +4 bonus, and you cannot change the appearance of your equipment, species, creature type, or number of limbs (see *Disguise Creature*, page 159). This ability is commonly used to hide blemishes or to appear younger or older than one’s true age.

This ability lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 2: The bonus increases to +6.

Rank 4: The bonus increases to +8.

Rank 6: The bonus increases to +10.

Illuminate
Visual

Duration

A glowing light appears in midair in any location within Medium (60 ft.) range. It creates **bright illumination** in a radius of your choice, up to a maximum of 15 feet, and **shadowy illumination** in twice that radius. You can freely choose the color of the light, but it is unchanging once created. This effect lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 2: The maximum radius of bright illumination increases to 30 feet.

Rank 4: The maximum radius of bright illumination increases to 60 feet.

Rank 6: The maximum radius of bright illumination increases to 120 feet.

Spells

False Wound

Sustain (minor)
Rank 1

Choose yourself or one **ally** within Medium (60 ft.) range. You make a Disguise check to alter the target’s appearance to make it appear wounded (see *Disguise Creature*, page 159). You can choose whether the target appears to be at less than its maximum hit points, whether it appears to have a vital wound, or both. You gain a +10 bonus on the check, and you can freely alter the appearance of the target’s clothes and equipment, regardless of their original form. However, this effect is unable to alter the sound, smell, texture, or temperature of the target or its clothes and equipment.

Rank 3: The bonus increases to +15.

Rank 5: The bonus increases to +20.

Rank 7: The bonus increases to +25.

Flash
Visual

Duration
Rank 1

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range. Whether you hit or miss, **brilliant illumination briefly** fills a 60 foot radius around the target.

Hit: The target is **dazzled** (25% miss chance, no special vision) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

The attack’s **accuracy** increases by +1 for each rank beyond 1.

Lightburst
Visual

Duration
Rank 1

Make an attack vs. Fortitude against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range of you. Whether you hit or miss, **brilliant illumination briefly** fills a 60 foot radius from the center of that area.

Hit: Each target is **briefly dazzled** (25% miss chance, no special vision).

Critical hit: The effect becomes a **condition**.

The attack’s **accuracy** increases by +1 for each rank beyond 1.

Mirror Image

Attune (self)

Visual

Rank 1

Two illusory duplicates appear around you that mirror your every move. The duplicates shift chaotically in your space, making it difficult to identify your real location.

All **targeted** attacks against you have a 50% **miss chance**. Like other miss chances, this miss chance is rolled before determining whether the attack beats your defenses. When an attack misses in this way, it affects an image, destroying it. When the last image is destroyed, this ability provides no further benefit. This ability provides no defensive benefit against creatures immune to **Visual** abilities.

Rank 3: The spell creates three duplicates.

Rank 5: The spell creates four duplicates.

Rank 7: The spell creates five duplicates.

Searing Light

Duration

Visual

Rank 1

Make an attack vs. Reflex against anything within Medium (60 ft.) range. Whether you hit or miss, **brilliant illumination** fills a 60 foot radius around a 5 ft. wide straight line between you and the target. The illumination lasts **briefly**.

Hit: The target takes 1d6 + half **power** energy damage. In addition, it is **briefly dazzled** (25% miss chance, no special vision). After the creature stops being dazzled, it becomes immune to being dazzled in this way until it takes a **short rest**.

The damage increases by +1d for each rank beyond 1.

Wall of Light

Sustain (minor)

Rank 1

You create a wall of light in a 15 ft. high, Medium (30 ft. long) line within Medium (60 ft.) range. If you create the wall within a space too small to hold it, it fills as much of the space as possible, starting from the middle of the chosen space. This can allow you to completely block off small tunnels. The wall is visible as a solid block of light that blocks sight. It does not inhibit the passage of objects or creatures.

Rank 3: The area increases to a Large (60 ft. long) line.

Rank 5: The area increases to a 30 ft. high, Huge (120 ft. long) line.

Rank 7: The area increases to a 60 ft. high, Gargantuan (240 ft. long) line.

Color Spray

Duration

Visual

Rank 2

Make an attack vs. Mental against each creature within a Medium (30 ft.) cone from you.

Hit: Each target with remaining **damage resistance** is **briefly dazed** (-2 defenses). Each target with no remaining damage resistance is **stunned** (-4 defenses) instead of dazed.

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Disguise Image

Attune (self)

Visual

Rank 2

You make a Disguise check to alter your appearance (see Disguise Creature, page 159). You gain a +4 bonus on the check, and you can freely alter the appearance of your clothes and equipment, regardless of their original form. However, this effect is unable to alter your sound, smell, texture, or temperature, or your clothes and equipment.

Rank 4: The bonus increases to +6.

Rank 6: The bonus increases to +8.

Illusory Twin

Sustain (minor)

Rank 2

You create an illusory duplicate of yourself overlaid on your body. Whenever you move using one of your movement speeds, you may also move the illusory duplicate the same distance in any direction. If the duplicate was sharing a space with you before this movement, onlookers cannot tell which is the real you and which is the duplicate. When the duplicate is attacked by a **targeted** attack, it is destroyed. At the end of each round, if the duplicate is outside of Medium (60 ft.) range from you, it is destroyed. This effect ends when there are no duplicates remaining.

Rank 4: The maximum range increases to Long (120 ft.) range.

Rank 6: You can create a second duplicate of yourself.

Kaleidoscopic Pattern
Compulsion, VisualDuration
Rank 2

Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Short (30 ft.) range of you. Whether you hit or miss, **brilliant illumination briefly** fills a 60 foot radius from the center of that area.

Hit: Each target with remaining **damage resistance** is **briefly dazed** (-2 defenses). Each target with no remaining damage resistance is **stunned** (-4 defenses) instead of dazed.

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Army of Twins
VisualSustain (free)
Rank 3

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. In addition, choose one of the targets as the primary target. You make a Disguise check to alter each target's appearance to exactly match the primary target (see Disguise Creature, page 159). You gain a +4 bonus on the check, and you can freely alter the appearance of each target's clothes and equipment, regardless of their original form. However, this effect is unable to alter the sound, smell, texture, or temperature of any target or its clothes and equipment.

Rank 5: The bonus increases to +6.

Rank 7: The bonus increases to +8.

Chromatic OrbDuration
Rank 3

Make an attack vs. Reflex against anything within Medium (60 ft.) range.

Hit: The target takes 1d10 + half **power** energy damage. If it loses **hit points** from this damage, it suffers one of the following effects, chosen randomly: **dazzled** (25% miss chance, no special vision) as a **condition**, **slowed** (half speed, -2 Ref) as a **condition**, **briefly frightened** (-4 accuracy and Mental within 60 ft.) by you, or briefly **stunned** (-4 defenses).

The damage increases by +1d for each rank beyond 3.

Lightbeam DashInstant
Rank 3

You teleport into an unoccupied destination on a stable surface within Short (30 ft.) range. A blast of **brilliant illumination** fills a 60 foot radius around both your starting location and your ending location. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.

Hit: Each target takes 1d10 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 3.

Searing Flash
VisualDuration
Rank 3

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range. Whether you hit or miss, **brilliant illumination briefly** fills a 60 foot radius around the target.

Hit: The target takes 1d10 + half **power** energy damage and is **briefly dazzled** (25% miss chance, no special vision).

The attack's **accuracy** increases by +1 for each rank beyond 3.

Blur
VisualAttune (self)
Rank 4

Casting time: One **minor action**

All **strikes** against you have a 20% **miss chance**. This does not protect you against creatures that can see you without normal vision, such as with the **blindsight** ability.

Rank 6: The miss chance increases to 25%.

Your physical outline is distorted so it appears blurred, shifting, and wavering.

Greater Searing Light
VisualDuration
Rank 4

This spell functions like the *searing light* spell, except that you gain a +3 accuracy bonus with the attack.

The damage increases by +1d for each rank beyond 4.

Invisibility	Duration Rank 4
<p>This spell has no verbal components.</p> <p>You become briefly invisible. This invisibility ends after you take any action.</p>	
Rank 6: Taking actions does not end this invisibility.	

Malleable Disguise	Attune (self) Rank 4
<p>This spell functions like the <i>disguise image</i> spell, except that you can change the nature of the disguise as a standard action.</p>	
Rank 6: The bonus increases to +6.	

Mass Disguise Image	Attune (target) Rank 4
Casting time: Minor ation	
<p>This ritual functions like the <i>disguise image</i> ritual, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.</p> <p>This ritual requires one fatigue level from its participants.</p>	
Rank 6: The bonus increases to +6.	

Sunburst Visual	Duration Rank 4
<p>Make an attack vs. Fortitude against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range of you. Whether you hit or miss, brilliant illumination briefly fills a 120 foot radius from the center of that area.</p> <p>Hit: Each target with no remaining damage resistance is briefly blinded (50% miss chance).</p> <p>Critical hit: The effect becomes a condition on each target. In addition, each target is affected as if it had entered natural sunlight.</p>	

Blurred Motion	Attune (self) Rank 5
<p>If you move at least 15 feet during the movement phase, you gain a +1 bonus to Armor defense until the end of that round.</p>	
Rank 7: The bonus increases to +2.	

Greater Color Spray Visual	Instant Rank 5
<p>This spell functions like the <i>color spray</i> spell, except that the area increases to a Huge (120 ft.) cone from you.</p>	
The attack's accuracy increases by +1 for each rank beyond 5.	

Greater Kaleidoscopic Pattern Compulsion, Visual	Duration Rank 5
<p>This spell functions like the <i>kaleidoscopic pattern</i> spell, except that the area increases to a Medium (30 ft.) radius, and the range increases to Long (120 ft.) range.</p>	
The attack's accuracy increases by +1 for each rank beyond 5.	

Pillars of Light Visual	Duration Rank 5
<p>Choose up to five Tiny (5 ft.) radius areas within Long (120 ft.) range of you. Make an attack vs. Fortitude against all creatures in any of those areas. The areas can overlap, but this does not allow you to make multiple attacks against the same creature. Whether you hit or miss, brilliant illumination briefly fills a 60 foot radius from the center of each area.</p> <p>Hit: Each target takes 2d8 + half power energy damage.</p>	
The damage increases by +1d for each rank beyond 5.	

Solar Ray Visual	Duration Rank 5
<p>Make an attack vs. Reflex against anything within Medium (60 ft.) range. Whether you hit or miss, brilliant illumination fills a 120 foot radius around a 5 ft. wide straight line between you and the target. The illumination lasts briefly.</p> <p>Hit: The target takes 2d8 + half power energy damage. In addition, it is briefly dazzled (25% miss chance, no special vision). If it lost hit points from this damage, it is also briefly dazed (-2 defenses).</p> <p>Critical hit: Double damage, and the target also suffers consequences as if it had been struck by a beam of natural sunlight.</p>	
The damage increases by +1d for each rank beyond 5.	

Blinding Flash Duration Rank 6

Visual

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range. Whether you hit or miss, **brilliant illumination briefly** fills a 60 foot radius around the target.

Hit: The target is **dazzled** (25% miss chance, no special vision) as a **condition**. While it has no remaining **damage resistance**, it is **blinded** (50% miss chance) instead of dazzled.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Greater Lightbeam Dash Instant Rank 6

You teleport into an unoccupied destination on a stable surface within Distant (240 ft.) range. Both your departure and arrival with this spell sound like a clap of thunder. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.

Hit: Each target takes 2d10 + half **power** electricity damage.

The damage increases by +1d for each rank beyond 6.

Prismatic Spray Duration Rank 6

Visual

Make an attack vs. Mental against each creature within a Medium (30 ft.) cone from you.

Hit: Each target with remaining **damage resistance** is **briefly stunned** (-4 defenses). Each target with no remaining damage resistance is **confused** (-4 defenses, acts randomly) instead of stunned.

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Variegated Pattern Duration Rank 6

Compulsion, Visual

Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Short (30 ft.) range of you. Whether you hit or miss, **brilliant illumination briefly** fills a 60 foot radius from the center of that area.

Hit: Each target with remaining **damage resistance** is **briefly stunned** (-4 defenses). Each target with no remaining damage resistance is **confused** (-4 defenses, acts randomly) instead of stunned.

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Greater Chromatic Orb Duration Rank 7

This spell functions like the *chromatic orb* spell, except that the damage increases to 4d6 + half **power**, and the effect becomes a **condition**.

The damage increases by +1d for each rank beyond 7.

Rituals

Continuous Light Attune (ritual) Rank 1

Casting time: One minute

Choose either yourself or one Medium or smaller **ally** or unattended object within Medium (60 ft.) range. The target glows like a torch, emitting **bright illumination** in a Small (15 ft.) radius and shadowy illumination for an additional 15 feet.

This ritual requires one **fatigue level** from its participants.

False Decrepify Attune (ritual) Rank 1

Casting time: One hour

Choose one Medium or smaller **unattended** object within Short (30 ft.) range. The target appears old and worn down. It may appear dusty, have cracks and wrinkles from age, or otherwise appear undesirable and low quality.

This ritual requires one **fatigue level** from its participants.

Permanent Light

Duration
Rank 2

Casting time: 24 hours

This ritual functions like the *continuous light* ritual, except that Choose one Medium or smaller **unattended** object within Medium (60 ft.) range. The target glows like a torch, emitting **bright illumination** in a Small (15 ft.) radius and shadowy illumination for an additional 15 feet. This effect is permanent.

This ritual requires 8 **fatigue levels** from its participants.

Polymorph

Change the physical shape or outward form of objects and creatures.

Cantrips

Alter Appearance

Duration

This spell functions like the *disguise creature* ability, except that that you gain a +4 bonus and you cannot change the appearance of your equipment, species, creature type, or number of limbs (see Disguise Creature, page 159). This ability is commonly used to hide blemishes or to appear younger or older than one’s true age.

This ability lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 2: The bonus increases to +6.

Rank 4: The bonus increases to +8.

Rank 6: The bonus increases to +10.

Alter Object

Instant

Choose one **unattended**, nonmagical object you touch. You make a Craft check to alter it (see Craft, page 153), except that you do not need any special tools to make the check (such as an anvil and furnace). The maximum **damage resistance** of a material you can affect with this ability is equal to your **power**.

Each time you cast this spell, you can accomplish work that would take up to two rounds with a normal Craft check.

Rank 2: The amount of work you accomplish with the spell increases to five rounds.

Rank 4: The amount of work you accomplish with the spell increases to one minute.

Rank 6: The amount of work you accomplish with the spell increases to two minutes.

Natural Weapon

Attune (self)

You gain your choice of one of the following **natural weapons**: bite, claw, gore, ram, slam, or talon. For details, see Table 9.6: Natural Weapons, page 351.

Rank 2: You also gain a +2 **magic bonus** to **power** with **strikes** using natural weapons.

Rank 4: The power bonus increases to +4.

Rank 6: The power bonus increases to +8.

Spells

Camouflage Attune (self) Rank 1

If you are **trained** with the Stealth skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Mighty Claw Instant Rank 1

Make a melee **strike** with a -1 accuracy penalty and a +2 damage bonus using a **natural weapon**. You may use the higher of your Strength and your Willpower to determine your damage with this ability (see Attribute Damage Increments, page ??).

Rank 3: The damage bonus increases to +4.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Natural Might Attune (self) Rank 1

You gain a +3 **magic bonus** to **power** with **strikes** using **unarmed attacks** and **natural weapons**.

Rank 3: The power bonus increases to +6.

Rank 5: The power bonus increases to +12.

Rank 7: The power bonus increases to +24.

Organ Failure Duration Rank 1

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target takes 1d4 physical damage. If it loses **hit points** from this damage, it is **stunned** (-4 defenses) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Piercing Grasp Instant Rank 1

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 1d8 + **power** piercing damage.

The damage increases by +1d for each rank beyond 1.

You twist your hand into a spike that bends past armor to injure your foe.

Runner Attune (self) Rank 1

Casting time: One **minor action**

You gain a +5 foot **magic bonus** to your **land speed**.

Rank 3: The bonus increases to +10 feet.

Rank 5: The bonus increases to +15 feet.

Rank 7: The bonus increases to +20 feet.

Stoneskin Attune (self) Rank 1

Casting time: One **minor action**

You gain a +4 **magic bonus** to your **damage resistance**.

Rank 3: The bonus increases to +8.

Rank 5: The bonus increases to +16.

Rank 7: The bonus increases to +32.

Twist Flesh Instant Rank 1

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** physical damage.

The damage increases by +1d for each rank beyond 1.

Twisting ClawInstant
Rank 1

Make a melee **strike** using a **natural weapon**. Your **power** with the strike is halved. The attack is made against the target's Reflex defense instead of its Armor defense. You may use the higher of your Strength and your Willpower to determine your damage with this ability (see Attribute Damage Increments, page ??).

Rank 3: You gain a +1 **accuracy** bonus with the strike.
Rank 5: The accuracy bonus increases to +2.
Rank 7: The accuracy bonus increases to +3.

BleedDuration
Rank 2

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target begins bleeding as a **condition**. At the end of each round, it takes 1d6 physical damage.

This effect can be removed with the *treat condition* ability from the Medicine skill (see Medicine, page 165). The **difficulty value** of the check is equal to 10.

Critical hit: The damage from the condition is doubled.

The damage increases by +1d for each rank beyond 2.

**Brief Regeneration
Healing**Instant
Rank 2

Choose yourself or one living **ally** within Short (30 ft.) range. The target regains 1d10 + **power hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The healing increases by +1d for each rank beyond 2.

ClimberAttune (self)
Rank 2

Casting time: One **minor action**

You gain a **climb speed** equal to the **base speed** for your size. If you already have a climb speed, you gain a +5 foot **magic bonus** to your climb speed.

Rank 4: You gain a +5 foot **magic bonus** to your climb speed, or a +10 foot bonus if you already have a climb speed.
Rank 6: You gain a +10 foot **magic bonus** to your climb speed, or a +15 foot bonus if you already have a climb speed.

Distant ClawInstant
Rank 2

Make a melee **strike** using a **natural weapon**. You gain a +5 foot bonus to your **reach** with this strike. You may use the higher of your Strength and your Willpower to determine your damage with this ability (see Attribute Damage Increments, page ??).

Rank 4: The reach bonus increases to +10 feet.
Rank 6: The reach bonus increases to +15 feet.

Eyes of DarksightAttune (self)
Rank 2

You gain **darkvision** with a 60 foot radius, allowing you to see in complete darkness (see Darkvision, page 420).

Rank 4: The radius increases to 120 feet.
Rank 6: The radius increases to 240 feet.

Physical EnhancementAttune (self)
Rank 2

Casting time: One **minor action**

When you cast this spell, choose a physical attribute: Strength, Dexterity, or Constitution. You gain a +2 **magic bonus** to checks using the chosen attribute. In addition, if you choose Strength, you gain a +1 **magic bonus** to Strength for the purpose of determining your weight limits (see Weight Limits, page 40).

Rank 4: The bonus increases to +3.
Rank 6: The bonus increases to +4.

Reshape AppearanceAttune (self)
Rank 2

You make a Disguise check to alter your appearance (see Disguise Creature, page 159). This physically changes your body to match the results of your disguise. You gain a +4 bonus on the check, and you ignore penalties for changing your gender, species, subtype, or age. However, this effect is unable to alter your equipment in any way.

Rank 4: The bonus increases to +6.
Rank 6: The bonus increases to +8.

ShrinkAttune (self)
Rank 2Casting time: One **minor action**

Your size decreases by one **size category**, to a minimum of Tiny. Reducing your size gives you a -1 penalty to Strength for the purpose of determining your **weight limits**, a +1 bonus to your Reflex defense, and a +5 bonus to Stealth. It also reduces your **base speed** and may reduce your **reach** (see Size Categories, page 39).

Rank 4: You gain a +1 bonus to Strength for the purpose of determining your **weight limits**, offsetting the penalty from reducing your size.

Rank 6: You can decrease your size category by up to two size categories.

SwimmerAttune (self)
Rank 2Casting time: One **minor action**

You gain a **swim speed** equal to the **base speed** for your size. If you already have a swim speed, you gain a +5 foot **magic bonus** to your swim speed.

Rank 4: You gain a +5 foot **magic bonus** to your swim speed, or a +10 foot magic bonus if you already have a swim speed.

Rank 6: You gain a +10 foot **magic bonus** to your swim speed, or a +15 foot magic bonus if you already have a swim speed.

Absorb ObjectDuration
Rank 3

You absorb Medium or smaller **unattended** object into your body. Your weight is increased by the weight of the object, but the object's presence cannot be otherwise physically detected. You must bear the weight of the object as if you were carrying it, not as if it was part of your body. A reactive object, such as alchemist's fire or poison, continues reacting inside your body, which may be harmful to you. You cannot absorb only part of a larger object.

This effect lasts until you use it again, **dismiss** it as a **free action**, or fall unconscious. When this effect ends, the object appears in a free hand, if you have one available, or drops to the floor.

Rank 5: The maximum size of the object increases to Large.

Rank 7: The maximum size of the object increases to Huge.

EnlargeAttune (self)
Rank 3Casting time: One **minor action**

Your size increases by one **size category**, to a maximum of Huge. Increasing your size gives you a +1 bonus to Strength for the purpose of determining your **weight limits**, a -1 penalty to your Reflex defense, and a -5 penalty to Stealth. It also increases your **base speed** and may increase your **reach** (see Size Categories, page 39).

This spell makes you slightly clumsy in your new size. You take a -10 foot penalty to your speed with all of your **movement modes**.

Rank 5: The speed penalty is reduced to -5 feet.

Rank 7: You can increase your size category by up to two size categories. However, if you do, the movement speed penalty increases to -15 feet.

Greater Piercing GraspDuration
Rank 3

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 2d6 + **power** piercing damage. If it loses **hit points** from this damage, it is **dazed** (-2 defenses) as a **condition**.

The damage increases by +1d for each rank beyond 3.

You twist your hand into a spike that bends past armor to impale your foe.

Mass StoneskinAttune (target)
Rank 3Casting time: One **minor action**

This spell functions like the **stoneskin** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Scent Attune (self)
Rank 3

Casting time: One **minor action**

You gain the **scent** trait, which reduces the **difficulty value** of scent-based Awareness checks by 10 (see Awareness, page 149).

Rank 5: You also gain a +2 **magic bonus** to Awareness.
Rank 7: The bonus increases to +3.

Spikeform Attune (self)
Rank 3

Casting time: One **minor action**

At the end of each phase, make an attack vs. Armor against each creature that attacked you using a free hand or non-**Long** melee weapon during that phase.

Hit: Each target takes 1d10 piercing damage.

The damage increases by +1d for each rank beyond 3.

Your body grows large spikes that impale creatures who attack you.

Cleansing Bodymorph Instant
Rank 4

You or one **ally** within Medium (60 ft.) range can remove a **brief** effect or **condition**. This cannot remove an effect applied during the current round. For each effect removed this way, you deal the target 4 physical damage.

Rank 6: The target can remove two effects.

Draconic Senses Attune (self)
Rank 4

You gain **darkvision** with a 60 foot radius, **low-light vision**, and **blindsense** with a 30 foot radius. If you already have darkvision or blindsense, the range of that ability increases by the given amount instead.

Rank 6: The radius of the darkvision increases by 60 feet, and the radius of the blindsense increases by 30 feet.

Dragon Breath Attune (self)
Rank 4

Casting time: One **minor action**

Choose one of the following damage types: acid, cold, electricity, or fire. For the duration of this spell, you can breath that type of energy like a dragon as a standard action. When you do, make an attack vs. Reflex against everything within a Large (60 ft.) cone from you. After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes 2d8 + half **power** damage of your chosen type.

The damage increases by +1d for each rank beyond 4.

Malleable Body Attune (self)
Rank 4

Your body and equipment becomes highly flexible and malleable, allowing you to compress your body or contort yourself into odd shapes. This has the following effects:

- You gain a **climb speed** equal to the **base speed** for your size.
- You gain a +8 **magic bonus** to the Flexibility skill. In addition, the minimum size you can squeeze down to is reduced to one inch, which can dramatically improve your ability to squeeze through tight spaces.
- You are immune to **critical hits** from **strikes**.
- Your maximum **damage resistance** is halved.

As a **minor action**, you can voluntarily disable this ability and return to your normal form. If you do, you can resume the effect of this ability as a minor action.

Rank 6: Your damage resistance is not reduced.

Mass Mobility Enhancement Attune (target)
Rank 4

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. For each creature, you choose one of the following effects.

Climber: The target gains a **climb speed** equal to its **base speed**.

Runner: The target gains a +5 foot **magic bonus** to its **land speed**.

Swimmer: The target gains a **swim speed** equal to its **base speed**.

Rank 6: The target also gains a +5 foot **magic bonus** to its speed with all movement modes, and a +10 foot **magic bonus** to its land speed.

Mass Physical Enhancement Attune (target) Rank 4

Casting time: One **minor action**

This spell functions like the *physical enhancement* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 6: The bonus increases to +4.

Mass Reshape Appearance Attune (target) Rank 4

Casting time: One **minor action**

This spell functions like the *reshape appearance* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 4: The bonus increases to +6.

Mass Shrink Attune (target) Rank 4

This spell functions like the *shrink* spell, except that it affects up to five creatures of your choice from among yourself and your Small or larger **allies** within Medium (60 ft.) range.

Rank 6: Each target gains a +1 bonus to Strength for the purpose of determining your **weight limits**, offsetting the penalty from reducing its size.

Reforge Armor Attune (self) Rank 4

Choose one nonmagical suit of body armor you touch. In addition, choose one of the following special materials: adamantine, deepforged, diamondsteel, elvenweave, ironwood, mithral, or starmetal. The special material chosen must not cause the item's total rank to exceed your spellcasting rank with this spell. The armor changes to be composed of that material, and gains all properties and benefits of that material instead of its original properties. For details about armor special materials, see Table 9.11: Armor Special Materials, page 363.

You can only change the target into a special material appropriate for its base composition of either leather or metal. For example, you cannot create mithral hide armor with this spell.

Rank 6: You can also choose one of the following special materials: pure adamantine, pure deepforged, pure diamondsteel, pure elvenweave, pure mithral, or pure starmetal.

Regeneration Attune (self) Rank 4

Casting time: One **minor action**

At the end of each round, you regain 1d8 **hit points**.

The healing increases by +1d for each rank beyond 4.

Baleful Polymorph Duration Rank 5

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 2d6 physical damage. If it loses **hit points** from this damage, it is balefully polymorphed as a **condition**. It shrinks by two **size categories** and is **confused** (-4 defenses, acts randomly).

The attack's **accuracy** increases by +1 for each rank beyond 5.

Disintegrate Instant Rank 5

Make an attack vs. Fortitude against anything within Medium (60 ft.) range.

Hit: The target takes 4d8 + **power** physical damage. In addition, if the target is unconscious from vital wounds at the end of the current **phase**, it dies. Its body is completely disintegrated, leaving behind only a pinch of fine dust. Its equipment is unaffected.

The damage increases by +1d for each rank beyond 5.

Eyebite Duration Rank 5

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target takes 2d6 physical damage. If it loses **hit points** from this damage, it is **blinded** (50% miss chance) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Greater BleedDuration
Rank 5

Make an attack vs. Fortitude against the one living creature within Medium (60 ft.) range.

Hit: The target begins bleeding as a **condition**. At the end of each round, it takes 2d8 + half **power** physical damage.

Critical hit: The damage from the condition is doubled.

The damage increases by +1d for each rank beyond 5.

Mass EnlargeAttune (target)
Rank 5

This spell functions like the *enlarge* spell, except that it affects up to five creatures of your choice from among yourself and your Large or smaller **allies** within Medium (60 ft.) range.

Rank 7: The speed penalty is reduced to -5 feet.

Mass Sensory EnhancementAttune (target)
Rank 5

Casting time: One **minor action**

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. For each creature, you choose one of the following effects.

Awareness: The target gains a +3 **magic bonus** to the Awareness skill.

Darkvision: The target gains **darkvision** with a range of 60 feet.

Low-light Vision: The target gains **low-light vision**.

Scent: The target gains the **scent** ability, giving it a +10 bonus to scent-based Awareness checks (see Senses, page 150).

Rank 7: For each target, you can choose any two of the listed enhancements.

Vital RegenerationAttune (target)
Rank 5

Casting time: One **minor action**

At the end of each round, if the target is not **unconscious** due to **fatigue**, it automatically removes one of its **vital wounds**. It can choose to stop this regeneration if you are conscious, but the regeneration happens automatically if it is unconscious due to vital wounds. This cannot remove a vital wound the target gained during the current round. When it removes a vital wound in this way, it increases its **fatigue level** by three.

Rank 7: The target can remove two **vital wounds** instead of one. It increases its **fatigue level** by three per vital wound removed this way.

Extruding SpikesAttune (self)
Rank 6

Casting time: One **minor action**

As a **minor action**, you can extend spikes to make an attack vs. Armor against all **enemies** adjacent to you.

Hit: Each target takes 2d10 piercing damage.

The damage increases by +1d for each rank beyond 6.

Your body grows small spikes that you can consciously extrude to impale nearby foes.

Supreme Piercing GraspDuration
Rank 6

This spell functions like the *greater piercing grasp* spell, except that the damage increases to 4d6 + **power** damage, and the target is **stunned** (-4 defenses) instead of dazed.

The damage increases by +1d for each rank beyond 6.

CrippleDuration
Rank 7

Make an attack vs. Fortitude against one living creature within Long (120 ft.) range.

Hit: The target is **slowed** (half speed, -2 Ref) as a **condition**. While the target has no remaining **damage resistance**, it is **immobilized** (-4 Ref, cannot use movement speeds) instead of slowed.

Critical hit: The condition must be removed twice before the effect ends.

Greater Spikeform Attune (self) Rank 7

Casting time: One **minor action**

At the end of each phase, make an attack vs. Armor against each creature that attacked you using a free hand or non-**Long** melee weapon during that phase.

Hit: Each target takes 4d8 + half **power** piercing damage.

Your body grows large spikes that impale creatures who attack you.

Sludgeform Duration Rank 7

Make an attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d10 physical damage. If it loses **hit points** from this damage, its physical form loses coherence and partially collapses into a sludgelike mass as a **condition**. It is **stunned** (-4 defenses), and it has no **free hands**, causing it to drop anything it is holding and making it unable to take any actions that require free hands. It is also unable to speak normally or use verbal or somatic **casting components**.

Critical hit: The condition must be removed twice before the effect ends.

Mending Healing Instant Rank 1

Casting time: One minute

Choose one **unattended** object within Short (30 ft.) range. The target regains 1d6 + **power** hit points. After you use this ability, you **briefly** cannot use it or any other abilitytagHealing ability.

This ritual requires one **fatigue level** from its participants.

Morph Weapon Attune (ritual) Rank 1

Casting time: One minute

Choose one **unattended** manufactured weapon within Medium (60 ft.) range. The target changes into another weapon from the same weapon group. At least one ritual participant must be proficient with that weapon group. You cannot change it into an exotic weapon in this way. When this effect ends, the target returns to its original shape.

This ritual requires one **fatigue level** from its participants.

Purify Sustenance Instant Rank 1

Casting time: One hour

All food and water in a single square within Short (30 ft.) range is purified. Spoiled, rotten, poisonous, or otherwise contaminated food and water becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoiling.

This ritual requires one **fatigue level** from its participants.

Air Breathing Attune (ritual) Rank 3

Casting time: One minute

Choose one Large or smaller ritual participant. The target can breathe air as easily as a human breathes air, preventing it from suffocating above water if it can normally only breathe water or some other substance.

This ritual requires one **fatigue level** from its participants.

Rituals

Create Handholds Attune (ritual) Rank 1

Casting time: One minute

Choose one **unattended**, nonmagical wall up to 50 feet high and 10 feet wide within Medium (60 ft.) range. You create handholds in the target, making it easier to climb. This reduces the **difficulty value** to climb the object by 10. When this effect ends, the handholds disappear.

This ritual requires one **fatigue level** from its participants.

Fortify Attune (ritual) Rank 1

Casting time: One hour

Choose one **unattended**, nonmagical object or part of an object of up to Large size. Unlike most abilities, this ritual can affect individual parts of a whole object.

The target gains a +5 **magic bonus** to its **damage resistance**. If the target is moved, this effect ends. Otherwise, it lasts for one year.

This ritual requires one **fatigue level** from its participants.

Craft ObjectInstant
Rank 3

Casting time: Special

Choose any number of unattended, nonmagical objects within Short (30 ft.) range. You make a Craft check to transform the subjects into a new item (or items) made of the same materials. You require none of the tools that would normally be necessary, such as an anvil and furnace. The total size of all targets combined must be Medium size or smaller.

This ritual takes time equal to one tenth of the time that would normally be required to craft the object, to a minimum of one hour.

This ritual requires one **fatigue level** from its participants.

GillsAttune (ritual)
Rank 3

Casting time: One minute

Choose one Large or smaller ritual participant. The target can breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater.

This ritual requires one **fatigue level** from its participants.

Morph Exotic WeaponAttune (ritual)
Rank 3

Casting time: One minute

This ritual functions like the *morph weapon* ritual, except that you can also change the target into an exotic weapon.

This ritual requires one **fatigue level** from its participants.

Enduring FortifyInstant
Rank 4

Casting time: 24 hours

This ritual functions like the *fortify* ritual, except that the effect lasts for one hundred years.

This ritual requires 32 **fatigue levels** from its participants.

Greater FortifyAttune (ritual)
Rank 4

Casting time: One hour

This ritual functions like the *fortify* ritual, except that the bonus to **damage resistance** increases to 10.

This ritual requires one **fatigue level** from its participants.

IronwoodInstant
Rank 4

Casting time: 24 hours

One Medium or smaller **unattended**, nonmagical wooden object within Short (30 ft.) range is transformed into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as iron. Metallic armor and weapons, such as full plate, can be crafted from ironwood.

This ritual requires 32 **fatigue levels** from its participants.

Craft Large ObjectInstant
Rank 5

Casting time: Special

This ritual functions like the *craft object* ritual, except that the maximum combined size of all targets increases to Large.

This ritual requires one **fatigue level** from its participants.

Enduring Greater FortifyInstant
Rank 5

Casting time: 24 hours

This ritual functions like the *greater fortify* ritual, except that the effect lasts for one hundred years.

This ritual requires 50 **fatigue levels** from its participants.

AwakenInstant
Rank 6

Casting time: 24 hours

One Large or smaller **ally** within Medium (60 ft.) range becomes sentient. Its Intelligence becomes 1d6 – 5. Its type changes from animal to magical beast. It gains the ability to speak and understand one language that you know of your choice. Its maximum age increases to that of a human (rolled secretly). This effect is permanent.

You can only learn this ritual if you have access to this mystic sphere through the nature **magic source**.

This ritual requires 72 **fatigue levels** from its participants.

Craft Huge ObjectInstant
Rank 7

Casting time: Special

This ritual functions like the *craft object* ritual, except that the maximum combined size of all targets increases to Huge.

This ritual requires one **fatigue level** from its participants.

Supreme Fortify

Attune (ritual)
Rank 7

Casting time: One hour

This ritual functions like the *fortify* ritual, except that the bonus to **damage resistance** increases to 15.

This ritual requires one **fatigue level** from its participants.

Pyromancy

Create fire to incinerate foes.

Cantrips

Extinguish

Instant

Choose one Medium or smaller active flame within Medium (60 ft.) range. If the target is **attended** by a creature, such as a torch being carried, you must make an attack vs. Reflex against the attending creature. Otherwise, the attack automatically hits.

Hit: The flame is extinguished.

Rank 2: The maximum size increases to Large.

Rank 4: The maximum size increases to Huge.

Rank 6: The maximum size increases to Gargantuan.

Heat Air

Duration

The temperature of the air within a Medium (30 ft.) radius **emanation** from you is increased by an amount of your choice, to a maximum increase of 20 degrees Fahrenheit. You cannot increase the temperature above 100 degrees in this way. This typically imposes no direct penalties on other creatures, but it may make them more or less comfortable depending on their preferred temperature.

This ability lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 2: The area increases to a Large (60 ft.) radius **emanation**, and the maximum temperature increase increases to 30 degrees.

Rank 4: The area increases to a Huge (120 ft.) radius **emanation**, and the maximum temperature increase increases to 40 degrees.

Rank 6: The area increases to a Gargantuan (240 ft.) radius **emanation**, and the maximum temperature increase increases to 50 degrees.

Kindle

Instant

Make an attack vs. Fortitude against anything within Short (30 ft.) range.

Hit: The target takes 2 fire damage. If the target is highly flammable, such as a torch or campfire, it ignites.

Rank 2: The damage increases to 5.

Rank 4: The damage increases to 10.

Rank 6: The damage increases to 20.

Personal Torch	Duration
<p>You create a flame in your hand. You can create it at any intensity, up to a maximum heat equivalent to a roaring campfire. At it most intense, it sheds bright illumination in a 30 foot radius and shadowy illumination in an 60 foot radius. As a standard action, you can make a melee attack vs. Reflex against a creature or object. On a hit, the target takes 2 fire damage.</p> <p>This effect lasts until you use it again or until you dismiss it as a free action.</p>	
Rank 2: The damage increases to 5.	
Rank 4: The damage increases to 10.	
Rank 6: The damage increases to 20.	

Ignition	Duration Rank 1
<p>Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.</p> <p>Hit: The target catches on fire as a condition. At the end of each round, it takes 1d4 + half power fire damage.</p> <p>The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action to put out the flames. Dropping prone (<i>half speed, -2 accuracy, Armor, and Ref</i>) as part of this action gives a +5 bonus to this check.</p> <p>Critical hit: The damage from the condition is doubled.</p>	
The damage increases by +1d for each rank beyond 1.	

Spells

Burning Grasp	Instant Rank 1
<p>You must have a free hand to cast this spell.</p> <p>Make a melee attack vs. Reflex against anything within your reach.</p> <p>Hit: The target takes 1d8 + power fire damage.</p>	
The damage increases by +1d for each rank beyond 1.	

Burning Hands	Instant Rank 1
<p>Make an attack vs. Reflex against everything in a Small (15 ft.) cone from you.</p> <p>Hit: Each target takes 1d6 + half power fire damage.</p>	
The damage increases by +1d for each rank beyond 1.	

Firebolt	Instant Rank 1
<p>Make an attack vs. Armor against anything within Medium (60 ft.) range.</p> <p>Hit: The target takes 1d8 + power fire damage.</p>	
The damage increases by +1d for each rank beyond 1.	

Inferno	Instant Rank 1
<p>Make an attack vs. Reflex against everything in a Small (15 ft.) radius from you.</p> <p>Hit: Each target takes 1d6 + half power fire damage.</p>	
The damage increases by +1d for each rank beyond 1.	

Pyrophobia Emotion	Duration Rank 1
<p>Make an attack vs. Mental against one creature within Medium (60 ft.) range.</p> <p>Hit: The target is shaken (-2 <i>accuracy and Mental within 60 ft.</i>) by you and all other sources of fire as a condition.</p> <p>Critical hit: The target is frightened (-4 <i>accuracy and Mental within 60 ft.</i>) instead of shaken.</p>	
The attack's accuracy increases by +1 for each rank beyond 1.	

Combustion	Instant Rank 2
<p>Make an attack vs. Fortitude against one creature within Short (30 ft.) range.</p> <p>Hit: The target takes 2d6 + power fire damage.</p>	
The damage increases by +1d for each rank beyond 2.	
<i>Your foe ignites into flame, burning from the inside out.</i>	

Eyes of Flame Attune (self) Rank 2

Casting time: One **minor action**

For the duration of this spell, you can set things on fire simply by staring at them as a standard action. When you do, make an attack vs. Fortitude against anything within Short (30 ft.) range from you.

Hit: The target takes 2d6 + **power** fire damage.

The damage increases by +1d for each rank beyond 2.

Flame Blade Attune (self) Rank 2

Casting time: One **minor action**

Your weapons shed light like a torch. In addition, all damage you deal with **strikes** becomes fire damage in addition to the attack's normal damage types.

Rank 4: You also gain a +4 **magic bonus** to **power** with strikes.

Rank 8: The bonus increases to +8.

Heat Metal Sustain (minor) Rank 2

Choose one metal object within Medium (60 ft.) range. It must be no smaller than Tiny size and no larger than Large size. If the target is **attended**, make an attack vs. Reflex against the attending creature. Otherwise, this attack automatically hits.

Hit: The object becomes burning hot to the touch. At the end of each round, it and anything touching it takes 1d8 + half **power** fire damage.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Kindled Fireburst Instant Rank 2

Choose one Tiny or larger active fire within Medium (60 ft.) range. Make an attack vs. Reflex against everything within an Small (15 ft.) radius from it.

Hit: Each target takes 1d8 + half **power** fire damage.

The damage increases by +1d for each rank beyond 2.

A small source of fire, such as a torch, erupts into a much larger burst of flame.

Pyrohemia Duration Rank 2

Make an attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 1d8 + half **power** fire damage and is **briefly dazed** (-2 *defenses*).

The damage increases by +1d for each rank beyond 2.

Curse of Flammability Duration Rank 3

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is highly flammable until it takes a **short rest**. Like dry wood or kindling, it catches on fire whenever it takes any fire damage. While ignited in this way, it takes 1d8 fire damage at the end of each round.

It can put out the fire by making a **difficulty value** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** (*half speed*, -2 *accuracy*, *Armor*, and *Ref*) as part of this action gives a +5 bonus to this check. Putting out the flames in this way does not remove this effect.

Critical hit: The effect lasts until the curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Fireball Instant Rank 3

Make an attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 1d10 + half **power** fire damage.

The damage increases by +1d for each rank beyond 3.

Flame Breath Attune (self) Rank 3

Casting time: One **minor action**

For the duration of this spell, you can breathe fire like a dragon as a standard action. When you do, make an attack vs. Reflex against everything within a Large (60 ft.) cone from you. After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes 2d6 + half **power** fire damage.

The damage increases by +1d for each rank beyond 3.

Flame DashInstant
Rank 3

You teleport into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.

Hit: Each target takes 1d10 + half **power** fire damage.

The damage increases by +1d for each rank beyond 3.

Greater Burning GraspDuration
Rank 3

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 2d6 + **power** fire damage. If it loses **hit points** from this damage, it catches on fire as a **condition**. At the end of each round, it takes 1d8 fire damage.

The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** (*half speed, -2 accuracy, Armor, and Ref*) as part of this action gives a +5 bonus to this check.

The damage from both the initial hit and the subsequent burning increases by +1d for each rank beyond 3.

Greater InfernoInstant
Rank 3

Make an attack vs. Reflex against everything in a Large (60 ft.) radius from you.

Hit: Each target takes 1d10 + half **power** fire damage.

The damage increases by +1d for each rank beyond 3.

Personal IgnitionAttune (self)
Rank 3

Casting time: One **minor action**

You catch on fire. This does not cause you any harm, as the flames burn around your body without burning you. At the end of each phase, make an attack vs. Reflex against each creature that attacked you using a free hand or non-**Long** melee weapon during that phase.

Hit: Each target takes 1d10 fire damage.

The damage increases by +1d for each rank beyond 3.

Wall of FireSustain (minor)
Rank 3

You create a wall of fire in a 15 ft. high, Medium (30 ft.) **wall** within Medium (60 ft.) range. The flames and heat make it difficult to see through the wall, granting **concealment** to targets on the opposite side of the wall. Whenever anything passes through the wall, you make an attack vs. Reflex against it. You can only make this attack against a given target once per **phase**.

Each five-foot square of wall has hit points equal to twice your **power**, and all of its defenses are 0. It is immune to most forms of attack, but it can be destroyed by cold damage and similar effects that can destroy water.

Hit: The target takes 1d10 + half **power** fire damage.

The damage increases by +1d for each rank beyond 3.

Cleansing FireInstant
Rank 4

You or one **ally** within Medium (60 ft.) range can remove a **brief** effect or **condition**. This cannot remove an effect applied during the current round. For each effect removed this way, you deal the target 4 fire damage.

Rank 6: The target can remove two effects.

Flame SerpentInstant
Rank 4

Make an attack vs. Reflex against everything in a Medium (30 ft. long), 5 ft. wide shapeable line that starts within Medium (60 ft.) range.

Hit: Each target takes 2d6 + half **power** fire damage.

The damage increases by +1d for each rank beyond 4.

Flaming SpheresAttune (self)
Rank 4

Casting time: One **minor action**

When you cast this spell, a cluster of flaming spheres appears over your head. Each sphere is approximately one foot in diameter. As a **minor action**, you can fire an orb at a creature or object within Short (30 ft.) range. When you do, make an attack vs. Armor against that target. After the sphere deals damage, it disappears and another sphere appears in the cluster.

Hit: The target takes 1d10 fire damage.

The damage increases by +1d for each rank beyond 4.

Greater CombustionInstant
Rank 4

Make an attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 4d6 + **power** fire damage. In addition, if the target is unconscious from vital wounds at the end of the current **phase**, it dies. Its body is completely incinerated, leaving behind only a pinch of fine ash. Its equipment is unaffected.

The damage increases by +1d for each rank beyond 4.

Greater FireboltInstant
Rank 4

Make an attack vs. Armor against anything within Long (120 ft.) range.

Hit: The target takes 2d10 + **power** fire damage.

The damage increases by +1d for each rank beyond 4.

Greater PyrohemiaDuration
Rank 4

Make an attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d6 + half **power** fire damage and is **briefly dazed** (–2 defenses). If it loses **hit points** from this damage, it is **stunned** (–4 defenses) instead of dazed.

The damage increases by +1d for each rank beyond 4.

Mass Flame BladeAttune (target)
Rank 4

Casting time: One **minor action**

This spell functions like the *flame blade* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 6: Each target also gains a +4 **magic bonus** to **power** with strikes.

Greater Burning HandsInstant
Rank 5

Make an attack vs. Reflex against everything in a Small (15 ft.) cone from you.

Hit: Each target takes 2d10 + **power** fire damage.

The damage increases by +1d for each rank beyond 5.

Greater IgnitionDuration
Rank 5

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target catches on fire as a **condition**. At the end of each round, it takes 2d6 + half **power** fire damage.

Critical hit: The damage from the condition is doubled.

The damage increases by +1d for each rank beyond 5.

Primal Pyrophobia**Emotion**Duration
Rank 5

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **frightened** (–4 accuracy and Mental within 60 ft.) by you and all other sources of fire as a **condition**.

Critical hit: The target is **panicked** (–4 Mental and must flee within 60 ft.) instead of frightened.

The attack's **accuracy** increases by +1 for each rank beyond 5.

PyroclasmInstant
Rank 5

Make an attack vs. Reflex against everything in a Medium (30 ft.) radius within Long (120 ft.) range.

Hit: Each target takes 2d8 + half **power** fire damage. In addition, if the target is a flammable object, it catches on fire.

The damage increases by +1d for each rank beyond 5.

Supreme InfernoInstant
Rank 5

Make an attack vs. Reflex against everything in a Huge (120 ft.) radius from you.

Hit: Each target takes 2d8 + half **power** fire damage.

The damage increases by +1d for each rank beyond 5.

Wings of the PhoenixAttune (self)
Rank 5

You gain a 30 foot **fly speed** with a maximum height of 30 feet (see Flying, page 48). If you are above that height, you gain a 30 foot **glide speed** instead.

Rank 7: The maximum height increases to 60 feet.

Flame Aura Attune (self)
Rank 6

Casting time: One **minor action**

Heat constantly radiates in a Small (*15 ft.*) radius emanation from you. As a **minor action**, you can intensify the flames to make an attack vs. Fortitude against everything in the area.

Hit: Each secondary target takes 2d10 fire damage.

The damage increases by +1d for each rank beyond 6.

Greater Flame Dash Instant
Rank 6

You teleport into an unoccupied destination on a stable surface within Distant (*240 ft.*) range. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.

Hit: Each target takes 2d10 + half **power** fire damage.

The damage increases by +1d for each rank beyond 6.

Greater Wall of Fire Sustain (minor)
Rank 6

This spell functions like the *wall of fire* spell, except that the damage increases to 4d6 + half **power**. In addition, the area increases to a 20 ft. high, Large (*60 ft.*) **wall**.

The damage increases by +1d for each rank beyond 6.

Supreme Burning Grasp Duration
Rank 6

This spell functions like the *greater burning grasp* spell, except that the initial damage increases to 4d6 + **power**, and the subsequent damage increases to 2d10 + half **power**.

The damage increases by +1d for each rank beyond 6.

Supreme Pyrohemia Duration
Rank 6

Make an attack vs. Fortitude against one creature within Short (*30 ft.*) range.

Hit: The target takes 2d10 + half **power** fire damage and is **briefly stunned** (*-4 defenses*).

The damage increases by +1d for each rank beyond 6.

Greater Fireball Instant
Rank 7

This spell functions like the *fireball* spell, except that the damage increases to 4d8 + **power**.

The damage increases by +1d for each rank beyond 7.

Greater Flame Breath Attune (self)
Rank 7

Casting time: One **minor action**

This spell functions like the *flame breath* spell, except that the damage increases to 4d10 + half **power**. In addition, the area increases to a Huge (*120 ft.*) cone.

The damage increases by +1d for each rank beyond 7.

Greater Flame Serpent Instant
Rank 7

Make an attack vs. Reflex against everything in a Large (*60 ft. long*), 5 ft. wide shapeable line that starts within Distant (*240 ft.*) range.

Hit: Each target takes 4d6 + half **power** fire damage.

The damage increases by +1d for each rank beyond 7.

Greater Flaming Spheres Attune (self)
Rank 7

Casting time: One **minor action**

This spell functions like the *flaming spheres* spell, except that the damage increases to 4d6. In addition, the range increases to Medium (*60 ft.*) range.

The damage increases by +1d for each rank beyond 7.

Soul of the Phoenix Attune (self)
Rank 7

You embody the soul of the undying phoenix. If you die, your body and equipment catch fire and are instantly burned to ash. At the end of the next round after you died, you return to life with all of your equipment intact. Your return in the same state in which you died, except that all of your **vital rolls** for your vital rolls that were 0 or lower become 1, preventing you from dying again immediately. After you are restored to life this way, this spell ends.

Supreme Combustion

Instant
Rank 7

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 6d10 + **power** fire damage. In addition, if the target is unconscious from vital wounds at the end of the current **phase**, it dies. Its body is completely incinerated, leaving behind only a pinch of fine ash. Its equipment is unaffected.

Supreme Firebolt

Instant
Rank 7

Make an attack vs. Armor against anything within Distant (240 ft.) range.

Hit: The target takes 5d10 + **power** fire damage.

The damage increases by +1d for each rank beyond 7.

Rituals

Detect Flame
Detection

Instant
Rank 1

Casting time: One minute

You learn the approximate distance and direction to any active fires within Long (120 ft.) range **range** of you. Since this is a **Detection** ability, its range can penetrate some solid objects (see Detection, page 418). This spell can sense fires as small as a candle flame, but no smaller.

This ritual requires one **fatigue level** from its participants.

Heat Tolerance

Attune (ritual)
Rank 1

Casting time: One minute

Choose either yourself or an **ally** or unattended object within Medium (60 ft.) range. The target suffers no harm from being in a hot environment. It can exist comfortably in conditions as high as 140 degrees Fahrenheit. Its equipment, if any, is also protected. This does not protect the target from fire damage.

This ritual requires one **fatigue level** from its participants.

Greater Detect Flame
Detection

Instant
Rank 3

Casting time: One minute

This ritual functions like the *detect flame* ritual, except that the range increases to Extreme (480 ft.) range.

This ritual requires one **fatigue level** from its participants.

Heat Wave

Attune (self)
Rank 4

Casting time: One hour

The temperature in a two mile radius cylinder-shaped **zone** from your location increases rapidly. Over the next minute after you finish this ritual, the temperature increases by 40 degrees Fahrenheit, to a maximum of 120 degrees. Unlike normal, this effect does not require **line of effect** to you. Instead, it affects all outdoor locations within the area. Even a thin barrier, such as a tent, is enough to protect locations from the effect of this ritual.

This ritual requires one **fatigue level** from its participants.

Supreme Detect Flame
Detection

Instant
Rank 5

Casting time: One minute

This ritual functions like the *detect flame* ritual, except that the range increases to 2,000 feet.

This ritual requires one **fatigue level** from its participants.

Pyrostorm

Attune (self)
Rank 7

Casting time: One hour

This ritual functions like the *heat wave* ritual, except that the temperature in the area increases by 60 degrees, to a minimum of 160 degrees.

This ritual requires one **fatigue level** from its participants.

Revelation

Share visions of the present and future, granting insight or combat prowess.

Cantrips

Reveal Sensation

Duration

You **briefly** gain a +3 **magic bonus** to Awareness checks.

Rank 2: The bonus increases to +4.
Rank 4: The bonus increases to +5.
Rank 6: The bonus increases to +6.

Reveal Truth

Instant

You may reroll one Knowledge check you made last round. You can only cast this spell once per hour.

Rank 2: You also gain a +2 **magic bonus** to the Knowledge check.
Rank 4: The bonus increases to +3.
Rank 6: The bonus increases to +4.

Spells

Armor Proficiency

Attune (self)
Rank 1

You gain **proficiency** with all armor **usage classes**.

Rank 3: You also gain a +4 **magic bonus** to **damage resistance** while wearing armor.
Rank 5: The bonus increases to +8.
Rank 7: The bonus increases to +16.

Blindsense

Attune (self)
Rank 1

You gain **blindsense** with a 30 foot range, allowing you to sense your surroundings without light (see Blindsense, page 420).

Rank 3: The range increases to 60 feet.
Rank 5: The range increases to 120 feet.
Rank 7: The range increases to 240 feet.

Enhanced Senses

Attune (self)
Rank 1

If you are **trained** with the Awareness skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.
Rank 5: The bonus increases to +5.
Rank 7: The bonus increases to +6.

Myriad Visions

Duration
Rank 1

Make an attack vs. Mental against one creature within Medium (60 ft.) range.
Hit: The target is **dazzled** (25% miss chance, no special vision) as a **condition**.
Critical hit: The condition must be removed twice before the effect ends.

The attack’s **accuracy** increases by +1 for each rank beyond 1.

Your foe sees visions of possible futures that confuse its ability to determine reality.

Precognitive Defense

Attune (self)
Rank 1

You gain a +4 **magic bonus** to **damage resistance**.

Rank 3: The bonus increases to +8.
Rank 5: The bonus increases to +16.
Rank 7: The bonus increases to +32.

Precognitive Offense

Attune (self)
Rank 1

Casting time: One **minor action**

You gain a +2 **magic bonus** to **power**.

Rank 3: The bonus increases to +4.
Rank 5: The bonus increases to +8.
Rank 7: The bonus increases to +16.

You intuitively perceive your foes’ weaknesses.

Reveal Weakness Duration Rank 1

Choose one of the four defenses: Armor, Fortitude, Reflex, or Mental. Make an attack vs. Mental against one creature within Long (120 ft.) range.

Hit: As a **condition**, the target's weaknesses are highlighted, and openings in its defenses are revealed to attackers moments before they exist. It takes a -2 penalty to the chosen defense.

Critical hit: The penalty increases to -4.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Social Intuition Attune (self) Rank 1

If you are **trained** with the Social Insight skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

True Strike Duration Swift Rank 1

Choose yourself or one **ally** within Medium (60 ft.) range. The first time the target makes a **strike** this round, it gains a +2 bonus to **accuracy** and rolls twice and takes the higher result. Because this ability has the **Swift** tag, it can affect an attack the target makes during the current phase. If you cast this spell on yourself, it affects the first strike you make before the end of the next round.

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +5.

Weapon Proficiency Attune (self) Rank 1

You gain **proficiency** with one weapon group of your choice, including exotic weapons from that weapon group.

Rank 3: You also gain a +2 **magic bonus** to **power** with **strikes** using weapons from the chosen weapon group.

Rank 5: The power bonus increases to +4.

Rank 7: The power bonus increases to +8.

Animal's Sight Sustain (standard) Rank 2

Make an attack vs. Mental against one animal within Medium (60 ft.) range. You cannot make this attack against that same creature again until this spell ends.

Hit: As a **condition**, you can see and hear out of the target's eyes and ears instead of your own. If the target stops being within 1 mile from you, ignoring **line of sight** and **line of effect**, this effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Mystic Eye Sustain (minor) Scrying Rank 2

A **scrying sensor** appears floating in the air in any unoccupied square within Medium (60 ft.) range. At the start of each round, you choose whether you see and hear from this sensor or from your body.

While viewing through the sensor, your observation ability is the same as your normal body, except that it does not share the benefits of any **magical** effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you **blinded** (50% miss chance).

If undisturbed, the sensor floats in the air in its position. During each **movement phase**, you can move the sensor up to 30 feet in any direction, even vertically. At the end of each round, if the sensor does not have **line of effect** from you, it is destroyed.

Rank 4: The sensor is not destroyed if you do not have **line of effect** to it.

Rank 6: You constantly receive sensory input from both your body and the sensor.

Purge Invisibility Attune (self) Rank 2

All invisibility effects within a Medium (30 ft.) radius **emanation** from you are **suppressed**.

Rank 4: The area increases to a Large (60 ft.) radius **emanation**.

Rank 6: The area increases to a Huge (120 ft.) radius **emanation**.

Reveal VulnerabilityDuration
Rank 2

Make an attack vs. Mental with a +2 accuracy bonus against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target's vulnerabilities become clear for all to see. Damage against it is treated as damage of all types, which can bypass many forms of immunity and special defenses against specific damage types.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

BlindsightAttune (self)
Rank 3

You gain **blindsight** with a 15 foot range, allowing you to see without light (see Blindsight, page 420). If you already have blindsight, the range of your blindsight increases by 15 feet.

Rank 5: The range increases to 30 feet.

Rank 7: The range increases to 60 feet.

Discern LiesSustain (minor)
Rank 3**Subtle**

This spell has no **verbal components**.

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: When you hear the target deliberately and knowingly speaks a lie, you know that the target was lying. This ability does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

The attack's **accuracy** increases by +1 for each rank beyond 3.

LongshotAttune (self)
Rank 3

You reduce your **longshot penalty** by 1.

Rank 5: The penalty reduction increases to 2.

Rank 7: The penalty reduction increases to 3.

Mass BlindsenseAttune (target)
Rank 3

Casting time: One **minor action**

This spell functions like the *blindsense* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The range increases to 60 feet.

Rank 7: The range increases to 120 feet.

Mass Precognitive DefenseAttune (target)
Rank 3

Casting time: One **minor action**

This spell functions like the *precognitive defense* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Mass Precognitive OffenseAttune (self)
Rank 3

Casting time: One **minor action**

This spell functions like the *precognitive offense* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +8.

Precognitive CompetenceAttune (self)
Rank 3

You gain a +2 **magic bonus** to all skills.

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Reverse Scrying Scrying

Sustain (minor)
Rank 3

Choose one magical sensor within Medium (60 ft.) range. A **scrying sensor** appears at the location of the source of the the ability that created the chosen sensor. At the start of each round, you choose whether you see and hear from this sensor or from your body. While viewing through the sensor, your observation ability is the same as your normal body, except that it does not share the benefits of any **magical** effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you **blinded** (50% miss chance).

If undisturbed, the sensor floats in the air in its position.

Rank 5: The range increases to Long (120 ft.) range.
Rank 7: The range increases to Distant (240 ft.) range.

True Cast Swift

Duration
Rank 3

Choose yourself or one **ally** within Medium (60 ft.) range. The first time the target casts a spell this round, it gains a +2 bonus to **accuracy** and rolls twice and takes the higher result. Because this ability has the **Swift** tag, it can affect an attack the target makes during the current phase. If you cast this spell on yourself, it affects the first spell you cast before the end of the next round.

Rank 5: The bonus increases to +3.
Rank 7: The bonus increases to +4.

Gift of Knowledge

Attune (self)
Rank 4

You gain a +4 **magic bonus** to all Knowledge skills (see Knowledge, page 163). In addition, once per hour you may reroll one Knowledge check you make and take the higher result.

Rank 6: The bonus increases to +5.

Sensory Chain

Sustain (standard)
Rank 4

Make an attack vs. Mental against one creature within Medium (60 ft.) range. You cannot make this attack against that same creature again until this spell ends.

Hit: As a **condition**, you can see and hear out of the target's eyes and ears instead of your own. If the target stops being within 1 mile from you, ignoring **line of sight** and **line of effect**, this effect ends. Whenever the target touches another creature, you can make an attack against the new creature. On a hit, the touched creature becomes the new target of this spell and the condition is transferred to it. On a miss, the condition remains on the previous creature.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Clairvoyance Scrying

Attune (self)
Rank 5

A **scrying sensor** appears floating in the air in any unoccupied square within Medium (60 ft.) range. You do not need **line of sight** or **line of effect** to target a location. You must specify a distance and direction to target a location you cannot see. This can allow you to cast the spell beyond walls and similar obstacles.

At the start of each round, you choose whether you see and hear from this sensor or from your body. While viewing through the sensor, your observation ability is the same as your normal body, except that it does not share the benefits of any **magical** effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you **blinded** (50% miss chance).

If undisturbed, the sensor floats in the air in its position.

Rank 7: You constantly receive sensory input from both your body and the sensor.

Foresight

Attune (self)
Rank 5

You are never **unaware** (-6 Armor and Ref) or **partially unaware** (-2 Armor and Ref).

Rank 7: You also gain a +4 **magic bonus** to **initiative** checks.

Greater Reveal Weakness

Duration
Rank 5

This spell functions like the *reveal weakness* spell, except that the penalty increases to -4, or -8 on a critical hit.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Mass Blindsight

Attune (target)
Rank 5

Casting time: One **minor action**

This spell functions like the *blindsight* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: The range increases to 30 feet.

Mass Longshot

Attune (target)
Rank 5

Casting time: One **minor action**

This spell functions like the *longshot* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: The penalty reduction increases to 2.

Stunning Truth

Duration
Rank 6

Choose a fact that you know and make an attack vs. Mental against one creature within Short (30 ft.) range. If the target does not already know that fact to be true or false, and the target has sufficient cognitive ability to understand the fact, you gain a +1 bonus to **accuracy**. Otherwise, you take a -1 accuracy penalty. The fact does not have to be true to gain this bonus.

Hit: The target's mind is overwhelmed by a total awareness of your chosen fact. It is **stunned** (-4 defenses) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Blinding Visions

Duration
Rank 7

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **dazed** (-2 defenses) and **dazzled** (25% miss chance, no special vision) as a **condition**. While it has no remaining **damage resistance**, it is **blinded** (50% miss chance) instead of dazzled.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Your foe sees an overwhelming barrage of visions of possible futures that make it virtually impossible for it to determine reality.

Mass True Strike

Duration
Rank 7

This spell functions like the *true strike* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rituals

Alarm Scrying

Attune (self)
Rank 1

Casting time: One minute

A **scrying sensor** appears floating in the air in the target location. The sensor passively observes its surroundings. As with other **Scrying** effects, its visual acuity is the same as yours. You can choose the minimum size category that the alarm will notify you for when you cast this spell. If it sees a creature or object of that size or larger moving within 50 feet of it, it will trigger an alarm. When you perform this ritual, you choose whether the alarm causes the sound of a ringing bell or a mental "ping" that only you can notice. You must be within 1 mile of the sensor to receive this mental alarm. This mental sensation is strong enough to wake you from normal sleep, but does not otherwise disturb concentration.

This ritual requires one **fatigue level** from its participants.

Read MagicAttune (ritual)
Rank 1

Casting time: One minute

You gain the ability to decipher magical inscriptions that would otherwise be unintelligible. This can allow you to read ritual books and similar objects created by other creatures. After you have read an inscription in this way, you are able to read that particular writing without the use of this ritual.

This ritual requires one **fatigue level** from its participants.

AuguryInstant
Rank 2

Casting time: One hour

You receive a limited glimpse into your immediate future. When you perform this ritual, you specify a course of action that you could hypothetically take during the next hour. You can be as broad or as detailed as you want in your description of your plan, though more specific and plausible plans generally yield more accurate results. The GM specifies one of four possible outcomes for the augury based on what is most likely to occur if you follow your plan. This is not a guarantee of success or failure, especially for plans that have some intrinsic randomness or chance of failure (such as planning to defeat a monster in combat).

- *Weal*: The plan is likely to yield good outcomes for you.
- *Woe*: The plan is likely to yield bad outcomes for you.
- *Weal and Woe*: The plan is likely to yield a mixture of good and bad outcomes for you.
- *None*: Either plan is unlikely to have any significant outcomes, or the outcomes of the plan are too vague to accurately predict.

This ritual only yields accurate results once for any given situation. If you perform the ritual again in a situation that has not meaningfully changed, the augury always has no outcome regardless of the plan you specify. For example, if you are presented with seven doorways, with one doorway leading to a magnificent treasure and all other doorways leading to certain death, you cannot simply perform this ritual six times to determine the correct doorway.

This ritual requires one **fatigue level** from its participants.

Discern LocationInstant
Rank 2

Casting time: 24 hours

When you perform this ritual, choose a creature or object. You must have seen the chosen creature or object in person and either be able to clearly visualize its appearance or know its proper name to find it with this ritual. A creature or object without a proper name cannot be identified by name in this way. If you specify the chosen creature or object's appearance incorrectly, or if it has significantly changed its appearance, you may accidentally affect a different creature, or the ritual may simply fail.

If the chosen creature or object is within 100 miles of you, you learn the location (place, name, business name, or the like), community, country, and continent where the target was at when you started performing this ritual. If there is no corresponding information about an aspect of the target's location, such as if the target is in a location which is not part of a recognized country, you learn only that that aspect of the information is missing.

This ritual requires 8 **fatigue levels** from its participants.

Seek LegacyInstant
Rank 2

Casting time: One hour

One ritual participant learns the precise distance and direction to their **legacy item**, if it is on the same plane.

This ritual requires one **fatigue level** from its participants.

Locate CreatureInstant
Rank 3

Casting time: One hour

When you perform this ritual, choose a creature. You must have seen the chosen creature in person and either be able to clearly visualize its appearance or know its proper name to find it with this ritual. A creature without a proper name cannot be identified by name in this way. If you specify the chosen creature's appearance incorrectly, or if it has significantly changed its appearance, you may accidentally affect a different creature, or the ritual may simply fail.

If the creature is within 100 miles of your location, you unerringly learn the relative direction from your location to the location it was in when you started performing this ritual.

This ritual requires one **fatigue level** from its participants.

Locate Object

Instant
Rank 3

Casting time: One minute

This ritual functions like the *locate creature* ritual, except that it locates objects instead of creatures. Objects currently being worn or carried by creatures cannot be found by this ritual.

This ritual requires one **fatigue level** from its participants.

Reveal True Form

Attune (self)
Rank 3

Casting time: One hour

Choose one creature within Long (120 ft.) range. You can see the target's true form, regardless of any shapechanging or illusion effects.

This ritual requires one **fatigue level** from its participants.

Sending

Sustain (standard)
Rank 3

Casting time: One hour

You do not need **line of sight** or **line of effect** to the target. However, must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. If you specify its appearance incorrectly, or if the target has changed its appearance, you may accidentally target a different creature, or the ritual may simply fail.

You send the target a short verbal message. The message must be twenty-five words or less, and speaking the message must not take longer than five rounds.

After the the target receives the message, it may reply with a message of the same length as long as the ritual's effect continues. Once it speaks twenty-five words, or you stop sustaining the effect, the ritual is **dismissed**.

This ritual requires one **fatigue level** from its participants.

Telepathic Bond

Attune (ritual)
Rank 3

Casting time: One minute

Each target can communicate mentally through telepathy with each other target. This communication is instantaneous, though it cannot reach more than 100 miles or across planes.

Each target must attune to this ritual independently. If a target breaks its attunement, it stops being able to send and receive mental messages with other targets. However, the effect continues as long as at least one target attunes to it. If you **dismiss** the ritual, the effect ends for all targets.

This ritual requires one **fatigue level** from its participants.

Distant Discern Location

Instant
Rank 4

Casting time: 24 hours

This ritual functions like the *discern location* ritual, except that there is no distance limitation. The creature or object must simply be on the same plane as you.

This ritual requires 32 **fatigue levels** from its participants.

Greater Augury

Instant
Rank 4

Casting time: One hour

This ritual functions like the *augury* ritual, except that the augury considers events up to 4 hours into your future when evaluating the outcomes of your plan.

This ritual requires one **fatigue level** from its participants.

Prophetic Dream
Scrying

Instant
Rank 4

Casting time: One hour

The next time you fall asleep, you have a dream that fore-shadows some important event or decision in your future. The dream may be vague or even self-contradictory, since the future is never certain, but its contents always provide some hint about what may lie ahead of you. Generally, a prophetic dream concerns events no more than a month before they occur, though staggeringly important events can be prophesied years in advance.

Once you have performed this ritual, performing it again always yields the same dream until the prophesied event has happened or is no longer a relevant or likely future. This can happen as if your actions prevent the event from coming to pass.

This ritual requires one **fatigue level** from its participants.

Scry Creature

Instant

Scrying

Rank 4

Casting time: One hour

Make an attack vs. Mental against one creature on the same plane as you. You do not need **line of sight** or **line of effect** to the target. However, must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. If you specify its appearance incorrectly, or if the target has changed its appearance, you may accidentally target a different creature, or the spell may simply fail without effect. This attack roll cannot **explode**.

This ritual requires one **fatigue level** from its participants.

Hit: A scrying sensor appears in the target's space. This sensor functions like the sensor created by the *arcane eye* spell, except that you cannot move the sensor manually. Instead, it automatically tries to follow the target to stay in its space. At the end of each phase, if the sensor is not in the target's space, this effect is **dismissed**.

Distant Sending

Sustain (standard)

Rank 5

Casting time: One hour

This ritual functions like the *sending* ritual, except that there is no distance limitation. The target must simply be on the same plane as you.

This ritual requires one **fatigue level** from its participants.

Long-Distance Bond

Attune (ritual)

Rank 5

Casting time: One minute

This ritual functions like the *telepathic bond* ritual, except that the effect works at any distance. The communication still does not function across planes.

This ritual requires one **fatigue level** from its participants.

Interplanar Discern Location

Instant

Rank 6

Casting time: 24 hours

This ritual functions like the *discern location* ritual, except that the target does not have to be on the same plane as you.

This ritual requires 72 **fatigue levels** from its participants.

Interplanar Scry Creature

Instant

Scrying

Rank 6

Casting time: One hour

This ritual functions like the *scry creature* ritual, except that the target does not have to be on the same plane as you.

This ritual requires one **fatigue level** from its participants.

Supreme Augury

Instant

Rank 6

Casting time: One hour

This ritual functions like the *augury* ritual, except that the augury considers events up to 12 hours into your future when evaluating the outcomes of your plan.

This ritual requires one **fatigue level** from its participants.

Interplanar Sending

Sustain (standard)

Rank 7

Casting time: One hour

This ritual functions like the *distant sending* ritual, except that the target does not have to be on the same plane as you.

This ritual requires one **fatigue level** from its participants.

Planar Bond

Attune (ritual)

Rank 7

Casting time: One minute

This ritual functions like the *telepathic bond* ritual, except that the effect works at any distance and across planes.

This ritual requires one **fatigue level** from its participants.

Summoning

Summon creatures to fight with you.

Cantrips

Minor Summoning

Sustain (standard)

Manifestation

This spell functions like the *summon monster* spell, except that it has the **Sustain** (standard) tag instead of the **Attune** (self) tag.

The damage increases by +1d for each rank beyond 0.

Spells

Ramming Summon

Instant

Manifestation

Rank 1

Make an attack vs. Armor against anything on solid ground within Medium (60 ft.) range. You summon a creature with a large horn or horns, such a moose, that rams into the target with great force before disappearing.

Hit: The target takes 1d8 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Summon Monster

Attune (self)

Manifestation

Rank 1

You summon a creature in an unoccupied square on stable ground within Medium (60 ft.) range. It visually appears to be a common Small or Medium animal of your choice, though in reality it is a manifestation of magical energy. Regardless of the appearance and size chosen, the creature’s statistics use the values below. If a summoned creature gains a **vital wound** or has no hit points remaining at the end of a phase, it disappears.

- Its **fatigue tolerance** is 0, and it cannot choose to take actions that would give it **fatigue levels**. item Its **hit points** are equal to the standard value for your your level (see Table 2.5: Hit Points and Damage Resistance, page 24). item Each of its **defenses** is equal to 5 + half your level.
- It has no **damage resistance**.
- Each of its **defenses** is equal to 4 + half your level.
- Its **accuracy** is equal to half your level + half your Perception – 2.
- Its **land speed** is 30 feet.
- It has no **attunement points**.

Each round, you can choose the creature’s actions by mentally commanding it as a **minor action**. There are only two actions it can take. As a **move action**, it can move as you direct. As a standard action, it can make a melee **strike** against a creature within its **reach**. If it hits, it deals 1d4 physical damage. This damage is improved by your Willpower as normal for magical attacks. The subtypes of damage dealt by this attack depend on the creature’s appearance, but are limited to bludgeoning, piercing, and slashing damage.

If you do not command the creature’s actions, it will continue to obey its last instructions if possible or do nothing otherwise. Summoned creatures have no mind or independent agency, and will not act on their own even if attacked.

The damage increases by +1d for each rank beyond 1.

Trampling Summon

Instant

Manifestation

Rank 1

Make an attack vs. Reflex against everything on solid ground in a Medium (30 ft. long), 5 ft. wide line from you. You summon a Medium creature that tramples through the area before disappearing. The length of this spell’s area is affected by **difficult terrain** and similar movement impediments.

Hit: Each target takes 1d6 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Summon Defensive Monster

Manifestation

Attune (self)
Rank 2

This spell functions like the *summon monster* spell, except that the summoned creature is more defensively inclined. It gains a +1 bonus to all defenses.

The damage increases by +1d for each rank beyond 2.

Summon Mount

Manifestation

Attune (target)
Rank 2

This spell functions like the *summon monster* spell, except that you must also choose yourself or an **ally** within Medium (60 ft.) range to ride the summoned creature. The summoned creature appears to be either a Large horse or a Medium pony. It comes with a bit and bridle and a riding saddle, and will only accept the target as a rider. The creature follows its rider's directions to the extent that a well-trained horse would and it cannot attack.

Rank 4: The creature gains a +1 bonus to its defenses.
Rank 6: The defense bonus increases to +2.

Summon Offensive Monster

Manifestation

Attune (self)
Rank 2

This spell functions like the *summon monster* spell, except that the summoned creature is more offensively inclined. It gains a +1 **accuracy** bonus and a +2d damage bonus with its attacks, but its **hit points** are halved and it takes a -1 penalty to all **defenses**.

The damage increases by +1d for each rank beyond 2.

Summon Water Elemental

Manifestation

Attune (self)
Rank 2

This spell functions like the *summon monster* spell, except that the summoned creature appears to be an water elemental. Its attacks deal 1d6 bludgeoning damage. It has a 30 foot **swim speed**. However, it is **vulnerable** to electricity damage.

The damage increases by +1d for each rank beyond 2.

Summon Weapon

Manifestation

Sustain (minor)
Rank 2

This spell functions like the *summon monster* spell, except that it has the following differences. It has the **Sustain** (minor) tag instead of the **Attune** (self) tag. The summoned creature takes the form of a melee weapon of your choice that you are proficient with. It is sized appropriately to be wielded by a creature of your size. It floats three feet off the ground, and has a 30 foot **fly speed** instead of a **land speed**, with good **maneuverability** and a maximum height of 15 feet (see Flying, page 48). The creature's accuracy and damage are based on your chosen weapon, and it gains the effect of the weapon's normal tags (see Weapon Tags, page 344). Its **power** is 0. The weapon is considered to be held in two hands if possible, which can increase the damage dealt by Versatile Grip weapons (see Weapon Tags, page 344).

You cannot control the summoned weapon's actions. Each round, the weapon automatically moves towards the creature closest to it during the **movement phase**, following that creature to the best of its abilities. During the **action phase**, it makes a melee **strike** against a creature within its **reach**. The weapon prefers to avoid accuracy and damage penalties that would be imposed by cover or special weapon grips. It chooses randomly if all possible targets are equally easy to attack.

The damage increases by +1d for each rank beyond 2.

Greater Trampling Summon

Manifestation

Instant
Rank 3

Make an attack vs. Reflex against everything on solid ground in a Large (60 ft. long), 10 ft. wide line from you. You summon a Large creature that tramples through the area before disappearing. The length of this spell's area is affected by **difficult terrain** and similar movement impediments.

Hit: Each target takes 1d10 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 3.

Summon Ballista Sustain (minor)
Manifestation Rank 3

This spell functions like the *summon weapon* spell, except that it creates a fully functional Large ballista instead of a weapon. The ballista functions like any other weapon, with the following exceptions.

It cannot move, and makes ranged **strikes** instead of melee strikes. Its attacks have a maximum range of 120 feet and deal piercing damage. In addition, the ballista attacks the creature farthest from it, instead of the creature closest to it.

The damage increases by +1d for each rank beyond 3.

Summon Bear Attune (self)
Manifestation Rank 3

This spell functions like the *summon monster* spell, except that the creature appears to be a Medium bear. Its attacks deal 1d8 bludgeoning and slashing damage. In addition, it suffers no penalty for attacking in a grapple. As a standard action, it can make a *grapple* attack against a creature within its **reach**. While grappling, the manifested creature can either make a strike or attempt to escape the grapple.

The damage increases by +1d for each rank beyond 3.

Summon Fire Elemental Attune (self)
Manifestation Rank 3

This spell functions like the *summon monster* spell, except that the summoned creature appears to be a fire elemental. Its attacks deal 1d6 fire damage. In addition, it is immune to fire damage.

The damage increases by +1d for each rank beyond 3.

Aerial Weapon Sustain (minor)
Manifestation Rank 4

This spell functions like the *summon weapon* spell, except that the weapon's maximum height above the ground is increased to 240 feet. This allows the weapon to fly up to fight airborne foes. In addition, the weapon's damage bonus is increased to +3d.

The damage increases by +1d for each rank beyond 4.

Greater Ramming Summon Instant
Manifestation Rank 4

Make an attack vs. Armor against anything on solid ground within Long (120 ft.) range. You summon a large creature with a large horn or horns, such a rhinoceros, that rams into the target with great force before disappearing.

Hit: The target takes 2d10 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 4.

Greater Summon Defensive Monster Attune (self)
Manifestation Rank 4

This spell functions like the *summon monster* spell, except that the summoned creature is more defensively inclined. It gains a +2 bonus to all defenses, and it gains a +2d damage bonus with its attacks.

The damage increases by +1d for each rank beyond 4.

Greater Summon Offensive Monster Attune (self)
Manifestation Rank 4

This spell functions like the *summon monster* spell, except that the summoned creature is more offensively inclined. It gains a +2 **accuracy** bonus and a +4d damage bonus with its attacks, but its **hit points** are halved and it takes a -1 penalty to all **defenses**.

The damage increases by +1d for each rank beyond 4.

Summon Air Elemental Attune (self)
Manifestation Rank 4

This spell functions like the *summon monster* spell, except that the summoned creature appears to be an air elemental. Its attacks deal 1d10 bludgeoning damage. It has a 30 foot **fly speed** with good **maneuverability**.

The damage increases by +1d for each rank beyond 4.

Summon Asp Attune (self) **Manifestation** Rank 4

This spell functions like the *summon monster* spell, except that the summoned creature appears to be a snake. Its attacks deal 1d10 bludgeoning and piercing damage. Whenever its strike causes a living creature to lose **hit points**, the damaged creature becomes **poisoned** with asp venom (see Table ??: Typical Poisons, page ??). It is immediately **dazed** (-2 defenses) while it is poisoned. The poison's third stage causes the target to become **stunned** (-4 defenses) as long as it is poisoned.

The damage increases by +1d for each rank beyond 4.

Summon Earth Elemental Attune (self) **Manifestation** Rank 5

This spell functions like the *summon monster* spell, except that the summoned creature appears to be an earth elemental. Its attacks deal 2d6 bludgeoning damage. It has **damage resistance** equal to half its maximum **hit points**.

The damage increases by +1d for each rank beyond 5.

Summon Pegasus Attune (target) **Manifestation** Rank 5

This spell functions like the *summon mount* spell, except that the summoned creature appears to be either a Large or Medium pegasus. It has a 30 foot **fly speed**, a maximum height of 120 feet, and is trained as a mount (see Flying, page 48).

Rank 7: The creature gains a +1 bonus to its defenses.

Summon Unicorn Attune (self) **Healing, Manifestation** Rank 6

This spell functions like the *summon defensive monster* spell, except that the summoned creature appears to be a unicorn. Its attacks deal 2d6 piercing damage, and you can command it to heal instead of attack. If you do, during each **action phase** it causes one of your **allies** within Short (30 ft.) range of it to regain 2d6 **hit points**. You can tell it which creature to heal. If you do not instruct it to heal a specific creature, it will automatically heal the ally closest to it that has lost at least one hit point.

The damage and healing both increase by +1d for each rank beyond 6.

Supreme Summon Defensive Monster Attune (self) **Manifestation** Rank 6

This spell functions like the *summon monster* spell, except that the summoned creature is more defensively inclined. It gains a +3 bonus to all defenses, and it gains a +4d damage bonus with its attacks.

The damage increases by +1d for each rank beyond 6.

Supreme Summon Offensive Monster Attune (self) **Manifestation** Rank 6

This spell functions like the *summon monster* spell, except that the summoned creature is more offensively inclined. It gains a +3 **accuracy** bonus and a +6d damage bonus with its attacks, but its **hit points** are halved and it takes a -1 penalty to all **defenses**.

The damage increases by +1d for each rank beyond 6.

Supreme Trampling Summon Instant **Manifestation** Rank 6

Make an attack vs. Reflex against everything on solid ground in a Huge (120 ft. long), 20 ft. wide line from you. You summon a horde of creatures that trample through the area before disappearing. The length of this spell's area is affected by **difficult terrain** and similar movement impediments.

Hit: Each target takes 2d10 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 6.

Summon Wolfpack Attune (self) **Manifestation** Rank 7

This spell functions like the *summon monster* spell, except that it summons a pack of four Medium wolf-shaped creatures instead of a single creature. Their attacks deal 2d10 bludgeoning and piercing damage. Each creature has a -2 penalty to **accuracy** and **defenses** compared to a normal summoned creature. In addition, each creature has half the hit points of a normal summoned creature. You must command the creatures as a group, rather than as individuals. Each creature obeys your command to the extent it can.

Rituals

Ritual Mount
Manifestation
Casting time: One minute

Attune (ritual)
Rank 2

Choose yourself or one **ally** within Medium (60 ft.) range. This ritual summons your choice of a Large light horse or a Medium pony to serve as a mount. The creature appears in an unoccupied location on stable ground within Medium (60 ft.) range. It comes with a bit and bridle and a riding saddle, and will only accept the chosen creature as a rider. It has the same statistics as a creature from the *summon monster* spell, except that it follows its rider's directions to the extent that a well-trained horse would and it cannot attack.

This ritual requires one **fatigue level** from its participants.

Telekinesis

Manipulate kinetic energy at a distance.

Cantrips

Distant Hand

Sustain (minor)

Choose one Medium or smaller **unattended** object within Short (30 ft.) range. You can telekinetically control the target object as if you were holding it in an extra hand. Any attacks you make with the object or checks you make to manipulate the object have a maximum bonus equal to your **power**. At the end of each round, if the target is outside of this ability's range, this ability ends.

During the movement phase, you can move the target up to five feet in any direction. You use your **power** instead of your Strength to determine your **carrying capacity** when moving objects in this way (see Weight Limits, page 40).

Rank 2: You can move the target up to ten feet in any direction.

Rank 4: The range increases to Medium (60 ft.) range.

Rank 6: You can move the target up to thirty feet in any direction.

Gentle Force

Sustain (minor)

You can exert minor force on objects and creatures around you. As part of the action you take to sustain this spell, you may choose any object or creature within Short (30 ft.) range of you. That object or creature feels a push in a direction of your choice. The force is sufficient to lift an object with a Diminutive **weight category**, or to push an object with a Tiny weight category across the ground. Generally, the force exerted by this ability is insufficient to physically move or even meaningfully impede any creature, but it can be perceived.

Rank 2: The force increases to lift a Tiny weight object, or to push a Small weight object.

Rank 4: The range increases to Long (120 ft.) range

Rank 6: The force increases to lift a Small weight object, or to push a Medium weight object.

Spells

Force Lance Instant Rank 1

Make an attack vs. Armor against everything in a Medium (30 ft. long), 5 ft. wide line from you.

Hit: Each target takes 1d6 + half **power** piercing damage.

The damage increases by +1d for each rank beyond 1.

Force Slam Instant Rank 1

Make an attack vs. Armor against anything within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Kinetic Impedance Duration Rank 1

Make an attack vs. Mental against one Large or smaller target within Medium (60 ft.) range.

Hit: The target is **slowed** (half speed, -2 Ref) as a **condition**.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Mass Kinetic Impedance Compulsion Duration Rank 1

Make an attack vs. Mental against all Large or smaller creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target is **briefly slowed** (half speed, -2 Ref).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Reactive Deflection Attune (self) Rank 1

Casting time: One **minor action**

You gain a +2 bonus to all defenses against ranged **strikes** from weapons or projectiles that are Small or smaller. Any effect which increases the size of creature this spell can affect also increases the size of ranged weapon it defends against by the same amount.

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +5.

Telekinetic Lift Attune (self) Rank 1

Choose yourself or one Medium or smaller **unattended** object within Medium (60 ft.) range. The target is reduced to half of its normal weight. This gives it a +4 **magic bonus** to the Jump skill, if applicable, and makes it easier to lift and move.

Rank 3: The bonus increases to +6.

Rank 5: The target is reduced to a quarter of its normal weight. In addition, the bonus increases to +8.

Rank 7: The bonus increases to +10.

Toss Foe Instant Rank 1

Make an attack vs. Fortitude against anything Large or smaller within Medium (60 ft.) range.

Hit: The target takes 1d4 bludgeoning damage. If it loses **hit points** from this damage, you **knockback** it up to 30 feet in any direction (see Knockback Effects, page 49). Moving the target upwards costs twice the normal movement cost.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Wall of Force Sustain (minor) Rank 1

You create a wall of magical energy within Medium (60 ft.) range. You can choose the dimensions of the wall, up to a maximum of a 15 ft. high, Small (15 ft.) length line. If you create the wall within a space too small to hold it, it fills as much of the space as possible, starting from the middle of the chosen space. This can allow you to completely block off small tunnels. The wall is visible as a shimmering magical field that does not block sight. Nothing can pass through the wall until it is destroyed. Each 5-ft. square of wall has **hit points** equal to twice your **power**.

Rank 3: The **hit points** of each 5-ft. square increases to be equal to three times your **power**.

Rank 5: The area increases to a Medium (30 ft. long) line.

Rank 7: The **hit points** of each 5-ft. square increases to be equal to four times your **power**.

Interposing Force Duration Rank 2

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target is unable to move closer to you without effort. This does not impede its movement unless its movement would decrease the distance between it and you. As part of movement, it can make a Strength check with a **difficulty value** of 5. If it succeeds, it can move towards you at half speed.

Critical hit: The difficulty value of the Strength check increases by 10.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Mind Arrow Instant Rank 2

Choose one Tiny or smaller **unattended** projectile within Long (120 ft.) range. You make a **strike** using the projectile against anything within Long (120 ft.) range. This strike is considered a **magical** ability, so you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 36). The projectile flies directly toward the target instead of originating from your position, which may allow you to avoid **cover** and similar obstacles.

Rank 4: The range increases to Distant (240 ft.) range.

Rank 6: The range increases to Extreme (480 ft.) range.

Steal Item Instant Rank 2

Make an attack vs. Reflex against one Small or smaller object within Medium (60 ft.) range. If the object is attended by a creature, the attack must also beat the attending creature's Reflex defense. If it is held in two hands or well secured, this attack automatically fails.

After you successfully steal an item from a creature with this spell, it gains a +5 bonus to its defenses against this spell until it takes a **short rest**.

Hit: You **knockback** the object up to 60 feet towards you. You can use a **free hand** to catch the object if it reaches you.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Blastwave Instant Rank 3

Make an attack vs. Fortitude against everything in a Small (15 ft.) radius from you.

Hit: You **knockback** each target up to 15 feet in a straight line away from you. Moving a target upwards costs twice the normal movement cost. If the target impacts a solid object before the maximum distance, it stops moving and both it and the object take bludgeoning damage equal to 1d10 + half **power** instead of the normal knockback damage. Any individual object or creature can only take damage once in this way, even if it is hit by multiple targets that are knocked flying.

The damage increases by +1d for each rank beyond 3.

Distant Shove Instant Rank 3

Make an attack vs. Fortitude against anything Large or smaller within Short (30 ft.) range of you.

Hit: You **push** the target up to 30 feet in a straight line. If the target impacts a solid object before it moves the maximum distance, it stops moving and both it and the object take bludgeoning damage equal to 2d6 + **power**.

Force Extension Attune (self) Rank 3

Casting time: One **minor action**

Melee weapons you wield gain a +5 foot **magic bonus** to **reach**. This has no effect on ranged attacks you make.

Rank 5: The bonus increases to +10 feet.

Rank 7: The bonus increases to +15 feet.

Rapid Reload Attune (self) Rank 3

Casting time: One **minor action**

You can reload weapons from the crossbow weapon group as a **minor action** instead of as a standard action, and without requiring any **free hands**. Each time you reload a crossbow in this way, you **briefly** cannot do so again.

Rank 5: Reloading a crossbow in this way does not prevent you from reloading it again.

Rank 7: You can reload as a **free action** instead of as a minor action. However, you can only reload with this spell once per round.

Redirect Attacks Duration Swift Rank 3

You immediately take the *total defense* action. In addition, whenever a creature within Long (120 ft.) range of you misses you with a **strike** this round, that creature treats itself as a target of that strike in addition to any other targets. It cannot choose to reduce its accuracy or damage against itself.

Rank 5: You gain an additional +1 bonus to all defenses.

Rank 7: The defense bonus increases to +2.

Animated Weapon Attune (self) Rank 4

As a **minor action**, you can make a **strike** with a -3 penalty to **accuracy**. This strike is considered a **magical** ability. You take a -2d damage penalty with the strike, and you do not add your **power** to damage with the strike.

Rank 6: The accuracy penalty is reduced to -2.

Greater Force Lance Instant Rank 4

Make an attack vs. Armor against everything in a Large (60 ft. long), 5 ft. wide line from you.

Hit: Each target takes 2d8 + half **power** piercing damage.

The damage increases by +1d for each rank beyond 4.

Greater Force Slam Instant Rank 4

Make an attack vs. Armor against anything within Long (120 ft.) range.

Hit: The target takes 2d10 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 4.

Greater Toss Foe Instant Rank 4

This spell functions like the *toss foe* spell, except that the damage increases to 1d10. In addition, the knockback distance increases to 60 feet, or 120 feet on a critical hit.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Levitate Attune (self) Rank 4

As long as you remain within 50 feet above a surface that could support your weight, you float in midair, unaffected by gravity. During the movement phase, you can move yourself up to ten feet in any direction as a **move action**.

Rank 6: The maximum height above the surface increases to 100 feet.

Mighty Mind Arrow Instant Rank 4

This spell functions like the *mind arrow* spell, except that you gain a +1d bonus to damage with the strike.

Rank 6: The damage bonus increases to +2d.

Greater Steal Item Instant Rank 5

This spell functions like the *steal item* spell, except that the attack does not automatically fail if the item is held in two hands, and the maximum size increases to Medium.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Mass Force Extension Attune (target)
Rank 5

Casting time: One **minor action**

This spell functions like the *force extension* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: The bonus increases to +10 feet.

Distant Grasp Sustain (minor)
Rank 6

Make an attack vs. Fortitude and Reflex against one Large or smaller creature within Short (30 ft.) range of you.

Hit: The target is **grappled** by telekinetic force. You must use the *maintain grapple* ability each round to maintain the grapple, as normal for grappling. You may not use your Strength to maintain the grapple.

Your **accuracy** with the attack and with maintaining the grapple increases by +1 for each rank beyond 6.

Floating Shield Attune (self)
Rank 6

Casting time: One **minor action**

You can hold a buckler or standard shield without using a free hand. You still suffer the normal penalties if you are not proficient with it.

Greater Blastwave Instant
Rank 6

This spell functions like the *blastwave* spell, except that the damage increases to 2d10 + half **power**, and the area increases to a Large (60 ft.) radius. In addition, the knockback distance increases to 30 feet.

The damage increases by +1d for each rank beyond 6.

Greater Distant Shove Instant
Rank 6

This spell functions like the *distant shove* spell, except that the damage increases to 4d8 + **power**, and the maximum size increases to Huge.

Forcecage Sustain (minor)
Rank 7

You slowly create a 10 ft. cube of telekinetic force within Medium (60 ft.) range. The cage appears at the end of the next round after you cast this spell. Before that time, there is no visible indication of where the cage will appear. Any physical obstacles in the way of the cage at the time that it forms prevent it from appearing. You can create the cube around a sufficiently small creature to trap it inside. Each wall is transparent, but blocks physical passage and **line of effect**. Each five-foot square of wall has hit points equal to twice your **power**, and all of its defenses are 0.

Greater Interposing Force Duration
Rank 7

This spell functions like the *interposing force* spell, except that the **difficulty value** of the Strength check increases to 15.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Supreme Force Lance Instant
Rank 7

Make an attack vs. Armor against everything in a Large (60 ft. long), 10 ft. wide line from you.

Hit: Each target takes 4d10 + half **power** piercing damage.

Supreme Force Slam Instant
Rank 7

Make an attack vs. Armor against anything within Distant (240 ft.) range.

Hit: The target takes 5d10 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 7.

Supreme Toss Foe Instant
Rank 7

This spell functions like the *toss foe* spell, except that the damage increases to 2d10. In addition, the knockback distance increases to 120 feet, or 240 feet on a critical hit.

Rituals

Terramancy

Manipulate earth to crush foes.

Cantrips

Shape Earth

Instant

Choose one unattended, nonmagical body of earth or unworked stone you touch. You make a Craft check to alter the target (see Craft, page 153), except that you do not need any special tools to make the check, such as a shovel or hammer and chisel. The maximum **damage resistance** of a material you can affect with this ability is equal to your **power**.

Each time you cast this spell, you can accomplish work that would take up to five rounds with a normal Craft check.

Rank 2: The amount of work you accomplish with the spell increases to one minute.

Rank 4: The amount of work you accomplish with the spell increases to two minutes.

Rank 6: The amount of work you accomplish with the spell increases to five minutes.

Spells

Earthcraft

Attune (self)
Rank 1

You create up to three weapons, suits of body armor, or shields from a body of earth or stone within 5 feet of you. You can create any weapon, shield, or body armor that you are proficient with, and which could normally be made entirely from metal, except for heavy armor. The body targeted must be at least as large as the largest item you create.

An item created with this spell functions like a normal item of its type, except that any **strikes** that you make with a weapon created with this ability are **magical** abilities, so you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 36).

Rank 3: You can also create heavy armor. In addition, the items is magically enhanced. A weapon grants a +2 **magic bonus** to **power** with strikes using the weapon, and both shields and body armor grant a +4 **magic bonus** to **damage resistance**.

Rank 5: The magic bonus for a weapon increases to +4, and the magic bonus for armor increases to +8.

Rank 7: The magic bonus for a weapon increases to +8, and the magic bonus for armor increases to +16.

Rock Throw

Instant

Manifestation

Rank 1

Make an attack vs. Armor against anything within Medium (60 ft.) range. This attack gains a +2 **accuracy** bonus if you are on a Medium or larger body of stone.

Hit: The target takes 1d8 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Rocky Shell

Attune (self)

Manifestation

Rank 1

You cover your body with a layer of rock that crumples when it takes damage. The rock does not cover your joints, allowing you to move, though the shell increases your **encumbrance** by 2. Whenever you would take damage, you take only half of that damage, and one layer of rock is destroyed. When the last layer is destroyed, this ability provides no further benefit.

If you take simultaneous damage from more sources than you have remaining layers, the remaining layers apply to the largest damage sources, and you take full damage from any lower damage values.

Rank 3: The spell creates two layers of rock.

Rank 5: The spell creates three layers of rock.

Rank 7: The spell creates four layers of rock.

Shrapnel Blast

Instant

Manifestation

Rank 1

Make an attack vs. Reflex against everything in a Small (15 ft.) cone from you. This attack gains a +2 **accuracy** bonus if you are on a Medium or larger body of stone.

Hit: Each target takes 1d6 + half **power** bludgeoning and piercing damage.

The damage increases by +1d for each rank beyond 1.

Tremor Duration Rank 1

Make an attack vs. Reflex against all Large or smaller creatures in a Small (15 ft.) within Medium (60 ft.) range that are on a stable surface. This attack gains a +2 **accuracy** bonus against each target that is on a Medium or larger body of stone.

Hit: Each target is knocked **prone** (*half speed, -2 accuracy, Armor, and Ref*).

Critical hit: Each target is also unable to stand up as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 1.

You create an highly localized tremor that rips through the ground.

Earthbind Duration Rank 2

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range that is no more than 120 feet above a stable surface that could support its weight. This attack gains a +2 **accuracy** bonus if that surface is a Medium or larger body of stone.

Hit: As a **condition**, the target is pulled towards the ground with great force, approximately doubling the gravity it experiences. It is **slowed** (*half speed, -2 Ref*) and unable to use any fly speed or glide speed.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Earthen Anchor Attune (self) Rank 2

You are immune to **knockback** or **push** effects from attacks, unless the effects come from an attack that scores a **critical hit**. This does not make you immune to **teleportation**, and does not affect movement effects used by its **allies**.

Rank 4: You are also immune to **teleport** effects from attacks that are not critical hits.

Rank 6: You are immune to knockback, push, and teleport effects from all attacks, including critical hits.

Personal Gravitation Attune (self) Rank 2

Once per phase, while you are within 5 feet of an **unattended** object at least one size category larger than you, you can take a **free action** to adjust your personal gravity. When you do, gravity pulls you towards that surface instead of in the normal direction. This allows you to walk normally on walls or even ceilings.

Whenever you change the direction that gravity pulls you, you must make a **difficulty value** 10 Balance check to keep your feet. Failure means you fall **prone** (*half speed, -2 accuracy, Armor, and Ref*) and your movement for that phase ends.

Rank 4: The maximum distance increases to 15 feet. This can allow you to pull yourself towards distant objects, though you may take falling damage if you fall too far.

Rank 6: The maximum distance increases to 30 feet.

Volcano Instant Rank 2

Make an attack vs. Reflex against everything in a Small (15 ft.) radius from a point on a stable surface within Short (30 ft.) range. This attack gains a +2 **accuracy** bonus if that point is on a Medium or larger body of stone.

Hit: Each target takes 1d10 + half **power** bludgeoning and fire damage.

The damage increases by +1d for each rank beyond 2.

You create a small volcano that bursts forth, showering nearby creatures in burning shrapnel.

Crushing Gravity Instant Rank 3

Make an attack vs. Armor against anything within Medium (60 ft.) range. This attack gains a +2 **accuracy** bonus if the target is on a Medium or larger body of stone.

Hit: The target takes 1d10 + half **power** bludgeoning damage. In addition, it is **briefly slowed** (*half speed, -2 Ref*).

The damage increases by +1d for each rank beyond 3.

Meld into StoneAttune (self)
Rank 3

You and up to 100 pounds of nonliving equipment meld into one stone object you touch that is at least as large as your body. If you try to bring excess equipment into the stone, the spell fails without effect.

As long as the spell lasts, you can move within the stone as if it was thick water. However, at least part of you must remain within one foot of the place you originally melded with the stone. You gain no special ability to breathe or see while embedded the stone, and you cannot speak if your mouth is within the stone. The stone muffles sound, but very loud noises may reach your ears within it. If you fully exit the stone, this spell ends.

If this spell ends before you exit the stone, or if the stone stops being a valid target for the spell (such as if it is broken into pieces), you are forcibly expelled from the stone. When you are forcibly expelled from the stone, you take 4d8 bludgeoning damage and become **stunned** (*-4 defenses*) as a **condition**.

Rank 5: Exiting the stone does not cause this spell to end. You can repeatedly exit and re-enter the stone as long as you maintain attunement to the spell.

Rank 7: You can leave tiny tunnels carrying air through the stone as you move through it, allowing you to effectively breathe within the stone. These trails disappear when this spell ends.

Earthen Fortification
ManifestationAttune (self)
Rank 4

You construct a fortification made of packed earth within Medium (*60 ft.*) range. This takes the form of up to ten contiguous 5-foot squares, each of which is four inches thick. The squares can be placed at any angle and used to form any structure as long as that structure is stable. Since the fortifications are made of packed earth, their maximum weight is limited, and structures taller than ten feet high are usually impossible.

The fortifications form slowly, rather than instantly. The structure becomes complete at the end of the action phase in the next round after this spell is cast. This makes it difficult to trap creatures within structures formed.

Rank 6: You can also construct fortifications from stone. This makes them more resistant to attack and allows the construction of more complex structures.

FissureInstant
Rank 4

Make an attack vs. Reflex against everything in a Small (*15 ft.*) within Medium (*60 ft.*) range that is on a stable surface. This attack gains a +2 **accuracy** bonus against each target that is on a Medium or larger body of stone.

Hit: Each target takes 2d6 + half **power** bludgeoning damage. Each Large or smaller target that loses **hit points** from this damage is also knocked **prone** (*half speed, -2 accuracy, Armor, and Ref*).

The damage increases by +1d for each rank beyond 4.

You create an intense but highly localized tremor that rips through the ground.

Greater Rock Throw
ManifestationInstant
Rank 4

Make an attack vs. Armor against anything within Long (*120 ft.*) range. This attack gains a +2 **accuracy** bonus if you are on a Medium or larger body of stone.

Hit: The target takes 2d10 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 4.

Mass Earthen AnchorAttune (target)
Rank 4

Casting time: One **minor action**

This spell functions like the *earthen anchor* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (*60 ft.*) range.

Rank 6: Each target is also immune to **teleport** effects from attacks that are not critical hits.

QuagmireSustain (minor)
Rank 4

Choose one Small (*15 ft.*) radius **zone** within Long (*120 ft.*) range. All earth and stone in the area is softened into a thick sludge, creating a quagmire that is difficult to move through. The movement cost required to move out of each affected square within the area is quadrupled. This does not affect objects under structural stress, such as walls and support columns.

Rank 6: The area increases to a Medium (*30 ft.*) radius.

Earthglide Attune (self) Rank 5

You can move through earth and unworked stone at a rate of 5 feet per round. This does not allow you to breathe while inside the earth or stone, so your ability to traverse long distances may be limited.

Rank 7: Your speed increases to be equal to half the **base speed** for your size.

Earthspike Duration Rank 5

Make an attack vs. Armor against anything within Short (30 ft.) range that is on a stable surface. This attack gains a +2 **accuracy** bonus if the target is on a Medium or larger body of stone.

Hit: The target takes 2d6 piercing damage. If it loses **hit points** from this damage, it is **immobilized** (–4 Ref, cannot use movement speeds) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Greater Earthbind Duration Rank 6

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range that is no more than 120 feet above a stable surface that could support its weight. This attack gains a +2 **accuracy** bonus if that surface is a Medium or larger body of stone.

Hit: As a **condition**, the target is pulled towards the ground with great force, approximately doubling the gravity it experiences. It is **slowed** (half speed, –2 Ref) and unable to use any fly speed or glide speed. This condition must be removed twice before the effect ends.

Critical hit: The target is **immobilized** (–4 Ref, cannot use movement speeds) instead of slowed.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Greater Volcano Instant Rank 6

Make an attack vs. Reflex against everything in a Large (60 ft.) radius from a point on a stable surface within Long (120 ft.) range. This attack gains a +2 **accuracy** bonus if that point is on a Medium or larger body of stone.

Hit: Each target takes 4d6 + half **power** bludgeoning and fire damage.

The damage increases by +1d for each rank beyond 6.

You create a large volcano that bursts forth, showering nearby creatures in burning shrapnel.

Earthquake Instant Rank 7

Make an attack vs. Reflex against everything in a Large (60 ft.) radius within Long (120 ft.) range that is on a stable surface. This attack gains a +2 **accuracy** bonus against each target that is on a Medium or larger body of stone.

Hit: Each target takes 4d6 + half **power** bludgeoning damage. Each Huge or smaller target that takes damage this way is also knocked **prone** (half speed, –2 accuracy, Armor, and Ref).

You create an intense tremor that rips through the ground.

Supreme Rock Throw Instant Rank 7

Make an attack vs. Armor against anything within Distant (240 ft.) range. This attack gains a +2 **accuracy** bonus if you are on a Medium or larger body of stone.

Hit: The target takes 5d10 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 7.

Swallowed by Earth

Duration
Rank 7

Make an attack vs. Reflex against one creature within Medium (60 ft.) range that is on a stable surface. This attack gains a +2 **accuracy** bonus if the target is on a Medium or larger body of stone.

Hit: The target takes 2d10 bludgeoning damage. If it is Large or smaller and it loses **hit points** from this damage, it is swallowed by the earth as a **condition**. While it is swallowed by the earth, it is **paralyzed** (*cannot move*) and does not have **line of sight** or **line of effect** to any creature other than itself. At the end of each subsequent round, it takes 2d10 bludgeoning damage as the earth grinds it into paste. If the earth or stone it is swallowed by is destroyed or otherwise rendered unable to contain the creature, this effect ends. Special movement abilities such as teleportation can also remove the target from the fissure.

You open up a rift in the ground that swallows and traps a foe.

Rituals

Thaumaturgy

Suppress and manipulate magical effects.

Cantrips

Detect Magic

Duration
Detection

Choose a Large (60 ft.) **cone** from you. You know whether any **magical** abilities were activated in that area since the start of the last round. This does not provide any information about passive magical effects, such as attuned spells. It also does not provide any information about the number or location of those magical effects.

Rank 2: You also learn if any passive magical effects existed in the area. This is separate from your knowledge of active magical effects.

Rank 4: The area increases to a Huge (120 ft.) cone.

Rank 6: You also learn the number of magical effects in the area.

Sense Magical Potential

Instant

You discern whether one creature within Short (30 ft.) range has any **magical** abilities. This does not give you any information about the nature of those magical abilities.

Rank 2: You can also discern whether the target has the ability to cast spells of any kind.

Rank 4: You can also discern which **magic sources** the target has access to, if they have access to any.

Rank 6: You can also discern which **mystic spheres** the target has access to, if they have access to any.

Spells

Enhance Magic

Attune (self)
Rank 1

Casting time: One **minor action**

You gain a +2 **magic bonus** to your **power**.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Magic MissileInstant
Rank 1

Make an attack vs. Armor against anything within Short (30 ft.) range.

Hit: The target takes 1d4 + **power** energy damage.

Miss: The target suffers a **glancing blow** from this attack, even if you missed by more than 2.

The damage increases by +1d for each rank beyond 1.

An unerring projectile made of pure magical energy streaks towards your foe, inflicting damage unavoidably.

Suppress ItemSustain (minor)
Rank 1

Make an attack vs. Mental with a +2 **accuracy** bonus against one Large or smaller **magical** object within Long (120 ft.) range. If the object is attended by a creature, the attack must also beat the attending creature's Mental defense.

Hit: All magical properties the target has are **suppressed**.

Critical hit: You can sustain this spell as a **free action**.

The attack's **accuracy** increases by +1 for each rank beyond 1.

DismissalInstant
Rank 2

Make an attack against anything within Medium (60 ft.) range. If the target is an effect of an ongoing **magical** ability, such as a summoned monster or created object, its defense against this attack is equal to the **power** of the ability. Otherwise, this spell has no effect.

Hit: The target is treated as if the ability that created it was **dismissed**. This usually causes the target to disappear.

The attack's **accuracy** increases by +1 for each rank beyond 2.

SpellsealDuration
Rank 2

Make an attack vs. Fortitude with a +2 bonus to **accuracy** against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the next time the target tries to cast a spell, the spell automatically fails with no effect instead. When the target fails to cast a spell in this way, this effect ends, and the target becomes immune to this spell until it takes a **short rest**.

Critical hit: The effect ends after the target fails to cast three spells instead of only one.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Suppress MagicSustain (minor)
Rank 2

Choose a single 5-ft. square within Medium (60 ft.) range. Make an attack against a random **magical** effect active in that square, if any exist. This can only target magical effects that are sustained or which have a specific duration. This includes brief effects, conditions, and **Sustain** abilities, but it does not include attuned effects or passive magical abilities on creatures. It also does not include **Curse** effects, which are more difficult to remove. The attack cannot **explode** by any means.

The target's defense against this attack is equal to 5 + its **rank**. For effects that have no specific rank, such as some monster abilities, treat their rank as being equal to one third of their level.

This spell cannot be used to interrupt or negate immediate effects, such as spells being cast. Identifying non-visual magical effects can be difficult, so you may have to guess which area to target.

Hit: The effect is **suppressed** as long as you **sustain** this ability.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Cryptic Spells

Attune (self)
Rank 3

Whenever you cast a spell, you may choose to mimic the identifying characteristics of a different spell you know. If you do, the **verbal components**, **somatic components**, visual effects, and magical aura of the spell you are casting change to match the mimic spell. This affects inspection of the spell itself by any means. However, it does not alter the mechanical effects of the spell in any way. This change cannot fully remove verbal, somatic, or visual components. If the mimic spell does not have an identifying characteristic, the original characteristic of the spell you are casting is unchanged.

An observer who gets a **critical success** to identify the spell's effects can identify the true spell that you are casting (see Identify Magical Effect, page ??).

Rank 5: The **difficulty value** to identify the spell also increases by 10.

Rank 7: The **difficulty value** modifier increases to 20.

Dimensional Anchor

Sustain (minor)
Rank 3

Make an attack vs. Mental with a +2 bonus to **accuracy** against anything within Long (120 ft.) range.

Hit: The target is unable to travel extradimensionally. This prevents all **Manifestation** effects and effects that teleport the target or move it between planes.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Magic Missile Storm

Instant
Rank 3

Make an attack vs. Armor against all **enemies** in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: Each target takes 1d8 + half **power** energy damage.

Miss: Each target suffers a **glancing blow** from this attack, even if you missed by more than 2.

The damage increases by +1d for each rank beyond 3.

A barrage of unerring projectiles made of pure magical energy streak towards an area, inflicting damage unavoidably.

Mass Enhance Magic

Attune (target)
Rank 3

Casting time: One **minor action**

This spell functions like the *enhance magic* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +8.

Reflect Magic

Duration
Rank 3

Swift

You immediately take the *total defense* action. In addition, whenever a creature within Medium (60 ft.) range of you misses you with a **magical** attack this round, that creature treats itself as a target of that strike in addition to any other targets. It cannot choose to reduce its accuracy or damage against itself.

This is a **Swift** ability, so it affects any abilities targeting you in the phase you cast this spell.

Rank 5: You gain an additional +1 bonus to all defenses.

Rank 7: The defense bonus increases to +2.

Teleportation Ward

Attune (self)
Rank 3

Teleportation into and out of a Medium (30 ft.) radius **emanation** from you is impossible. Any abilities which would cause creatures to teleport within the area have no effect.

Rank 5: The area increases to a Large (60 ft.) radius **emanation**.

Rank 7: The area increases to a Huge (120 ft.) radius **emanation**.

Delay TeleportationAttune (self)
Rank 4Casting time: One **minor action**

Whenever a creature or object would teleport into a Large (60 ft.) radius **emanation** from you from outside of that area, that teleportation is delayed by a round. The teleporting creature or object remains stuck in the Astral Plane and can take no actions during that time. Creatures delayed in this way do not experience a delay, though they may be able to deduce that they were delayed based on observable evidence.

Whenever something is delayed in this way, you learn its approximate size and location within the area, allowing you to know which space or spaces it will occupy when it arrives. Creatures and objects delayed by this effect remain delayed even if you move such that their destination is no longer within the area of this effect. This does not affect teleportation away from the area unless that teleportation's destination lies within the area.

Rank 6: The delay increases to two rounds.

Dispel MagicInstant
Rank 4

This spell functions like the *suppress magic* spell, except that on a hit, the effect ends completely instead of being suppressed. However, the target's defense increases to 5 + twice its rank.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Greater Magic MissileInstant
Rank 4

Make an attack vs. Armor against anything within Medium (60 ft.) range.

Hit: The target takes 2d6 + **power** energy damage.

Miss: The target suffers a **glancing blow** from this attack, even if you missed by more than 2.

The damage increases by +1d for each rank beyond 4.

An unerring projectile made of pure magical energy streaks towards your foe, inflicting severe damage unavoidably.

Malign TransferenceInstant
Rank 4

Choose yourself or one **ally** within Medium (60 ft.) range that is currently affected by a **magical condition**. In addition, make an attack vs. Mental against one other creature within Medium (60 ft.) range.

Hit: One magical condition of your choice is removed from yourself or your chosen ally. In addition, the struck creature **briefly** suffers the effect of the removed condition.

Critical hit: The effect becomes a **condition** on the struck creature.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Second MindAttune (self)
Rank 4

Choose a **magical** ability you are currently sustaining that requires either a **free action** or a **minor action** to sustain. That ability is automatically sustained as long as this effect lasts. This can allow you to sustain that ability for longer than 5 minutes. This does not allow you to make any choices as part of sustaining the chosen ability, such as telling summoned creatures how to act. Instead, you always make the same choice you made the last time you manually sustained the effect.

Rank 6: Whenever you sustain an ability with this effect, you can also make any relevant choices as part of sustaining the ability.

Dimensional LockAttune (self)
Rank 5

This spell creates a dimensional lock in a Large (60 ft.) radius **zone** from your location. Extraplanar travel into or out of the area is impossible. This prevents all **Manifestation** effects and effects teleport targets or move them between planes.

Rank 7: The area increases to a Huge (120 ft.) radius **zone**.

Greater Suppress MagicSustain (minor)
Rank 5

This spell functions like the *suppress magic* spell, except that it can also affect **Curse** effects, and the range increases to Distant (240 ft.) range.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Reflect Targeted Magic

Duration

Swift

Rank 5

You immediately take the *total defense* action. In addition, any **targeted magical** abilities that would target you until the end of the round are redirected to target the creature using that ability instead of you. It cannot choose to reduce its accuracy or damage against itself. Any other targets of the ability are affected normally.

This is a **Swift** ability, so it affects any abilities targeting you in the phase you cast this spell.

Rank 7: You gain an additional +1 bonus to all defenses.

Spellward

Sustain (minor)

Rank 5

Choose a **zone** within Long (120 ft.) range. You can choose this spell's radius, up to a maximum of a Large (60 ft.) radius. Whenever a creature casts a spell in the area, that spell has a 50% chance to fail with no effect.

Rank 7: The maximum area increases to a Huge (120 ft.) radius.

You break an area's connection to magic.

Absorb Magic

Attune (self)

Rank 6

You gain a +2 bonus to your defenses against **magical** effects. In addition, the next time a **magical** attack beats your defenses, it has no effect on you. After you negate two attacks in this way, this spell's effect ends.

Greater Magic Missile Storm

Instant

Rank 6

Make an attack vs. Armor against all **enemies** in a Medium (30 ft.) radius within Long (120 ft.) range.

Hit: The target takes 2d8 + half **power** energy damage.

Miss: The target suffers a **glancing blow** from this attack, even if you missed by more than 2.

The damage increases by +1d for each rank beyond 6.

A massive barrage of unerring projectiles made of pure magical energy streak towards your foes, inflicting damage unavoidably.

Antimagic Field

Sustain (standard)

Rank 7

You radiate an antimagic field within a Small (15 ft.) radius **emanation** from you. All **magical** effects within the area that are dismissable or have a duration are **suppressed**. This includes attuned spells and magic items, magical conditions, and sustained magical effects. However, it does not include passive magical abilities on creatures, such as the ability to cast spells. It also does not include **Curse** effects, which are more difficult to remove.

Unlike most emanation spells, you cannot exclude yourself from this **emanation**. However, this spell does not suppress itself.

Greater Dispel Magic

Instant

Rank 7

This spell functions like the *suppress magic* spell, except that on a hit, the effect ends completely instead of being suppressed. In addition, this can also affect **Curse** effects, and the range increases to Distant (240 ft.) range. However, the target's defense increases to 5 + twice its rank.

Malign Confluence

Instant

Rank 7

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each chosen creature must be currently affected by a **magical** condition. In addition, make an attack vs. Mental against one other creature within Medium (60 ft.) range.

Hit: One magical condition of your choice is removed from each of the five chosen creatures. In addition, the struck creature **briefly** suffers the effects of each removed condition.

Critical hit: Each transferred effect becomes a separate **condition** on the struck creature.

Spellvoid

Attune (self)

Rank 7

Whenever you are targeted by a spell cast by another creature, before determining if it hits you, you absorb the spell. It has no effect on you. You cannot voluntarily allow spells cast by other creatures to affect you while this effect lasts. After you absorb three spells in this way, this effect ends.

Supreme Magic Missile

Instant
Rank 7

Make an attack vs. Armor against anything within Long (120 ft.) range.

Hit: The target takes 4d8 + **power** energy damage.

Miss: The target suffers a **glancing blow** from this attack, even if you missed by more than 2.

The damage increases by +1d for each rank beyond 7.

An unerring projectile made of pure magical energy streaks towards your foe, inflicting massive damage unavoidably.

Permanent Suppress Magic Aura

Duration
Rank 4

Casting time: 24 hours

Choose one Large or smaller **unattended** object within Short (30 ft.) range. All magical effects on the target are undetectable with abilities that detect magic. This effect is permanent.

This ritual requires 32 **fatigue levels** from its participants.

Supreme Analyze Magic

Instant
Rank 6

Casting time: One hour

Make a Knowledge check to identify a magical effect with a +15 bonus (see Identify Magical Effect, page ??).

This ritual requires one **fatigue level** from its participants.

Rituals

Analyze Magic

Instant
Rank 2

Casting time: One hour

Make a Knowledge check to identify a magical effect with a +5 bonus (see Identify Magical Effect, page ??).

This ritual requires one **fatigue level** from its participants.

Suppress Magic Aura

Attune (ritual)
Rank 2

Casting time: One minute

Choose one **ally** or **unattended** object within Short (30 ft.) range. All magical effects on the target, including any magic items a target creature wears or carries, are undetectable with abilities that detect magic.

This ritual requires one **fatigue level** from its participants.

Dispel Curse

Instant
Rank 3

Casting time: 24 hours

Choose yourself or one **ally** within Short (30 ft.) range. All curses affecting the target are removed. This ritual cannot remove a curse that is part of the effect of an item the target has equipped. However, it can allow the target to remove any cursed items it has equipped.

This ritual requires 18 **fatigue levels** from its participants.

Greater Analyze Magic

Instant
Rank 4

Casting time: One hour

Make a Knowledge check to identify a magical effect with a +10 bonus (see Identify Magical Effect, page ??).

This ritual requires one **fatigue level** from its participants.

Toxicology

Create and manipulate poisons, acids, and fungi.

Cantrips

Intensify Poison Instant

Make an attack vs. Fortitude with a +4 **accuracy** bonus against one living creature within Medium (60 ft.) range. If the target is not currently poisoned, this ability has no effect.

Hit: Choose a poison affecting the target. The poison progresses by one stage against the target, which can have varying effects depending on the poison (see Poison, page 61).

Critical hit: As above, except that the poison progresses by two stages instead of one.

The attack's **accuracy** increases by +1 for each rank beyond 0.

Neutralize Poison Instant

Choose yourself or one **ally** within Short (30 ft.) range. The target gains an additional success to resist a poison currently affecting it (see Poison, page 61).

Rank 2: The number of additional successes increases to two. The target can split these successes among any number of different poisons affecting it.

Rank 4: The number of additional successes increases to three.

Rank 6: The range increases to Medium (60 ft.) range.

Spells

Acid Splash Instant **Manifestation** Rank 1

Make an attack vs. Fortitude against anything within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** acid damage.

The damage increases by +1d for each rank beyond 1.

Acid Spray Instant **Manifestation** Rank 1

Make an attack vs. Fortitude against everything in a Small (15 ft.) cone from you.

Hit: Each target takes 1d6 + half **power** acid damage.

The damage increases by +1d for each rank beyond 1.

Corrosive Grasp Instant Rank 1

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 1d8 + **power** acid damage.

The damage increases by +1d for each rank beyond 1.

Fungal Armor Attune (self) Rank 1

Casting time: One **minor action**

You gain a +8 **magic bonus** to your **damage resistance**. However, you take a -4 penalty to your **hit points**.

Rank 3: The bonus increases to +16, but the penalty increases to -8.

Rank 5: The bonus increases to +32, but the penalty increases to -16.

Rank 7: The bonus increases to +64, but the penalty increases to -32.

Fungal Growth Duration Rank 1

Make an attack vs. Reflex against one creature within Medium (60 ft.) range.

Hit: The target becomes covered in devouring fungus as a **condition**. At the end of each round, it takes 1d4 + half **power** acid damage.

The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action** to scrape off the fungus. Dropping **prone** (*half speed, -2 accuracy, Armor, and Ref*) as part of this action gives a +5 bonus to this check.

Critical hit: The damage from the condition is doubled.

The damage increases by +1d for each rank beyond 1.

Sickness Duration Rank 1

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target is **dazed** (-2 defenses) as a **condition**.

Critical hit: The target is **stunned** (-4 defenses) instead of dazed.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Healing Salve
HealingInstant
Rank 2

Choose yourself or one **ally** within your **reach**. The target regains 1d8 + **power hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The healing increases by +1d for each rank beyond 2.

Poison – Asp Venom
ManifestationInstant
Rank 2

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target becomes **poisoned** by the first **poison stage** of asp venom. At the end of each subsequent round, you repeat this attack, as normal for poisons (see Poison, page 61). A creature poisoned by asp venom becomes **dazed** (–2 defenses) as long as it is poisoned. Reaching the third **poison stage** causes the target to become **stunned** (–4 defenses) as long as it is poisoned. A third failed attack ends the poison.

Critical hit: The target immediately reaches the second **poison stage**, as normal for poisons.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Poison TransferenceInstant
Rank 2

Choose yourself or one **ally** within Medium (60 ft.) range that is currently affected by a poison. In addition, make an attack vs. Fortitude against one other creature within Medium (60 ft.) range.

Hit: The chosen creature gains an additional success to resist a poison currently affecting it. In addition, the struck creature becomes **poisoned** by that same poison, and immediately suffers the effect of the poison's first **poison stage**.

Critical hit: As above, except that the primary target gains two successes to resist its poison. In addition, the secondary target immediately reaches the poison's second poison stage.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Sudden RotInstant
Rank 2

Make an attack vs. Fortitude against anything within Short (30 ft.) range.

Hit: The target takes 2d6 + **power** acid damage. This damage is doubled if the target is an object that is not primarily made of metal.

The damage increases by +1d for each rank beyond 2.

Acid Arrow
ManifestationInstant
Rank 3

Make an attack vs. Fortitude against anything within Distant (240 ft.) range.

Hit: The target takes 2d6 + **power** acid damage.

The damage increases by +1d for each rank beyond 3.

Acid BreathAttune (self)
Rank 3

Casting time: One **minor action**

For the duration of this spell, you can breathe acid like a dragon as a standard action. When you do, make an attack vs. Reflex against everything in a Large (60 ft.) cone from you. After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes 2d6 + half **power** acid damage.

The damage increases by +1d for each rank beyond 3.

Acid OrbInstant
Rank 3

Make an attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 1d10 + half **power** acid damage.

The damage increases by +1d for each rank beyond 3.

Acidic Blood Attune (self) Rank 3

At the end of each phase, if you lost **hit points** during that phase, make an attack vs. Reflex against everything adjacent to you.

Hit: Each target takes 1d10 acid damage.

The damage increases by +1d for each rank beyond 3.

Your blood becomes acidic. This does not harm you, but your blood can be dangerous to anything nearby when you bleed.

Greater Corrosive Grasp Duration Rank 3

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**.

Hit: The target takes 2d6 + **power** acid damage. If it loses **hit points** from this damage, it is **dazed** (-2 defenses) as a **condition**.

The damage increases by +1d for each rank beyond 3.

Noxious Curse Duration Rank 3

Make an attack vs. Mental against one living creature within Medium (60 ft.) range.

Hit: The target is **dazed** (-2 defenses) until it takes a **short rest**.

Critical hit: The effect lasts until this curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Poison – Dragon Bile Instant Rank 3

Make an attack vs. Fortitude against one living creature within Long (120 ft.) range.

Hit: The target becomes **poisoned** with dragon bile. At the end of each subsequent round, you repeat this attack, as normal for poisons. For each **poison stage**, including the initial stage, the target takes 1d8 physical damage. A third failed attack ends the poison.

Critical hit: The target immediately reaches the second **poison stage**, as normal for poisons.

The hit point loss from the poison increases by +1d for each rank beyond 3.

Retributive Spores Attune (self) Rank 3

Casting time: One **minor action**

At the end of each phase, make an attack vs. Fortitude against each creature that attacked you using a free hand or non-**Long** melee weapon during that phase.

Hit: Each target takes 1d10 acid damage.

The damage increases by +1d for each rank beyond 3.

You constantly shed spores that dissolve creatures who attack you.

Acid Bath Instant Rank 4

Make an attack vs. Fortitude against anything within Short (30 ft.) range.

Hit: The target takes 4d6 + **power** acid damage. In addition, if the target is unconscious from vital wounds at the end of the current **phase**, it dies. Its body is completely dissolved by acid, leaving behind only a splash of black sludge. Its equipment is unaffected.

The damage increases by +1d for each rank beyond 4.

Acid Rain Instant Rank 4

Make an attack vs. Fortitude against everything in a Small (15 ft.) radius, 30 ft. high cylinder within Medium (60 ft.) range.

Hit: Each target takes 2d6 + half **power** acid damage.

The damage increases by +1d for each rank beyond 4.

Cleansing Draught Instant Rank 4

You or one **ally** within your **reach** can remove a **brief** effect or **condition**. This cannot remove an effect applied during the current round.

Rank 6: The target can remove two effects.

Greater Acid Spray Instant
Manifestation Rank 4

Make an attack vs. Fortitude against everything in a Medium (30 ft.) cone from you.

Hit: Each target takes 2d8 + half **power** acid damage.

The damage increases by +1d for each rank beyond 4.

Poison Immunity Attune (self)
 Rank 4

You become immune to all **poisons**. You stop being poisoned by any poisons currently affecting you, and new poisons cannot be applied to you.

Rank 6: You can cast this spell as a **minor action**.

Corrosive Splash Instant
Manifestation Rank 5

Make an attack vs. Fortitude against anything within Medium (60 ft.) range.

Hit: The target takes 2d10 + **power** acid damage. This attack deals double damage to objects.

The damage increases by +1d for each rank beyond 5.

Greater Fungal Growth Duration
 Rank 5

Make an attack vs. Reflex against one creature within Medium (60 ft.) range.

Hit: The target becomes covered in devouring fungus as a **condition**. At the end of each round, it takes 2d6 + half **power** acid damage.

Critical hit: The damage from the condition is doubled.

The damage increases by +1d for each rank beyond 5.

Greater Healing Salve Instant
Healing Rank 5

Choose yourself or one **ally** within Short (30 ft.) range. The target regains 2d10 + **power hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The healing increases by +1d for each rank beyond 5.

Greater Acid Arrow Instant
Manifestation Rank 6

Make an attack vs. Fortitude against anything within Extreme (480 ft.) range.

Hit: The target takes 4d8 + **power** acid damage.

The damage increases by +1d for each rank beyond 6.

Greater Acid Orb Instant
 Rank 6

Make an attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 4d6 + half **power** acid damage.

The damage increases by +1d for each rank beyond 6.

Supreme Corrosive Grasp Duration
 Rank 6

This spell functions like the *greater corrosive grasp* spell, except that the damage increases to 4d6 + **power** damage, and the target is **stunned** (-4 defenses) instead of dazed.

The damage increases by +1d for each rank beyond 6.

Greater Acid Bath Instant
Manifestation Rank 7

Make an attack vs. Fortitude against anything within Medium (60 ft.) range.

Hit: The target takes 6d10 + **power** acid damage. In addition, if the target is unconscious from vital wounds at the end of the current **phase**, it dies. Its body is completely dissolved by acid, leaving behind only a splash of black sludge. Its equipment is unaffected.

Greater Acid Breath Attune (self)
 Rank 7

Casting time: One **minor action**

This spell functions like the *acid breath* spell, except that the damage increases to 4d10 + half **power**. In addition, the area increases to a Huge (120 ft.) cone.

The damage increases by +1d for each rank beyond 7.

Greater Acid Rain
Manifestation

Instant
Rank 7

Make an attack vs. Fortitude against everything in a Large (60 ft.) radius, 30 ft. high cylinder within Long (120 ft.) range.

Hit: Each target takes 4d6 + half **power** acid damage.

Greater Noxious Curse
Curse

Duration
Rank 7

This spell functions like the *noxious curse* spell, except that the target is **stunned** (-4 defenses) instead of dazed.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Greater Retributive Spores

Attune (self)
Rank 7

Casting time: One **minor action**

At the end of each phase, make an attack vs. Fortitude against each creature that attacked you using a free hand or non-**Long** melee weapon during that phase.

Hit: Each target takes 4d8 + half **power** acid damage.

You constantly shed spores that dissolve creatures who attack you.

Supreme Acid Spray
Manifestation

Instant
Rank 7

Make an attack vs. Fortitude against everything in a Large (60 ft.) cone from you.

Hit: Each target takes 4d8 + **power** acid damage.

The damage increases by +1d for each rank beyond 7.

Rituals

Umbramancy

Manipulate shadows and darkness to conceal allies and inhibit foes.

Cantrips

Shadowcloak

Duration

This spell has no **verbal components** or **somatic components**.

You **briefly** gain a +3 **magic bonus** to the Stealth skill.

Rank 2: The bonus increases to +4.

Rank 4: The bonus increases to +5.

Rank 6: The bonus increases to +6.

Suppress Light

Sustain (minor)

This spell has no **verbal components**.

Light within or passing through the one **zone** within Medium (60 ft.) range is dimmed to be no brighter than **shadowy illumination**. You can choose this spell's radius, up to a maximum of a Small (15 ft.) radius. Any object or effect which blocks light also blocks this spell's effect.

Rank 2: The maximum area increases to a Medium (30 ft.) radius.

Rank 4: The range increases to Long (120 ft.) range.

Rank 6: The maximum area increases to a Large (60 ft.) radius.

Spells

Conceal

Attune (self)
Rank 1

If you are **trained** with the Stealth skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Dark Grasp

Instant
Rank 1

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**. You gain a +2 bonus to **accuracy** with the attack if the target is not in **bright illumination**.

Hit: The target takes 1d6 + **power** cold damage.

The damage increases by +1d for each rank beyond 1.

Dark Miasma

Instant
Rank 1

Make an attack vs. Fortitude against all creatures in a Small (15 ft.) radius from you. You gain a +2 bonus to **accuracy** with the attack against each creature that is not in **bright illumination**.

Hit: Each target takes 1d4 + half **power** cold damage.

The damage increases by +1d for each rank beyond 1.

Darklantern

Attune (self)
Rank 1

Choose one Medium or smaller **unattended** object within Short (30 ft.) range. Light within or passing through an **emanation** from that object is dimmed to be no brighter than **shadowy illumination**. You can choose the spell's radius, up to a maximum of a Small (15 ft.) radius. Any object or effect which blocks light also blocks this spell's effect.

Rank 3: The maximum area increases to a Medium (30 ft.) radius **emanation**.

Rank 5: The maximum area increases to a Large (60 ft.) radius **emanation**.

Rank 7: The maximum area increases to a Huge (120 ft.) radius **emanation**.

Shadowstep

Instant
Rank 1

This spell has no **verbal components**.

You teleport into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. Unlike most teleportation effects, both your departure and arrival with this spell are silent. If you are in **bright illumination** and are not touching your shadow, this spell fails without effect.

Rank 3: The teleportation range increases to Medium (60 ft.) range.

Rank 5: The teleportation range increases to Long (120 ft.) range.

Rank 7: The teleportation range increases to Distant (240 ft.) range.

Wall of Darkness

Sustain (minor)
Rank 1

You create a wall of darkness in a 15 ft. high, Medium (30 ft. long) line within Medium (60 ft.) range. If you create the wall within a space too small to hold it, it fills as much of the space as possible, starting from the middle of the chosen space. This can allow you to completely block off small tunnels. The wall is visible as a solid block of darkness that blocks sight. Creatures with **darkvision** can see through the wall normally. It does not inhibit the passage of objects or creatures.

Rank 3: The area increases to a Large (60 ft. long) line.

Rank 5: The area increases to a 30 ft. high Huge (120 ft. long) line.

Rank 7: The area increases to a 60 ft. high, Gargantuan (240 ft. long) line.

Bind Shadow Duration Rank 2

Make an attack vs. Mental against one creature within Long (120 ft.) range that is standing on the ground. If the target is in **bright illumination** and is not touching its shadow, the attack automatically misses.

Hit: The target takes 1d6 cold damage. If it loses **hit points** from this damage, it is **slowed** (*half speed*, -2 Ref) as a **condition**. This condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

You bind your foe's shadow to the ground, dramatically slowing its movement.

Chill of Darkness Instant Rank 2

Make an attack vs. Fortitude against one creature within Long (120 ft.) range. You gain a +2 bonus to **accuracy** with the attack if the target is not in **bright illumination**.

Hit: The target takes 1d8 + **power** cold damage.

The damage increases by +1d for each rank beyond 2.

Darkvision Attune (self) Rank 2

You gain **darkvision** with a 60 foot radius, allowing you to see in complete darkness (see Darkvision, page 420).

Rank 4: The radius increases to 120 feet.

Rank 6: The radius increases to 240 feet.

Fade Into Darkness Attune (self) Rank 2

At the end of each round, if you took no actions that round and are not in **brilliant illumination**, you become **invisible** (see Invisible, page 421). This invisibility ends after you take any action.

Rank 4: Moving during the **movement phase** does not end your invisibility or prevent you from becoming invisible.

Rank 6: Taking a **minor action** does not end your invisibility or prevent you from becoming invisible.

Shadow Swap Duration Rank 2

Make an attack vs. Mental with a +2 accuracy bonus against two creatures within Medium (60 ft.) range that are standing on the ground. If a target is in **bright illumination** and is not touching its shadow, the attack automatically misses.

Hit: If this attack succeeds against both subjects, they swap shadows with each other as a **condition**. As long as the condition lasts on both subjects, each target has total control over the other target's movements during each **movement phase**, and is unable to control its own movement. This does not affect their movements during other phases.

If a target enters **bright illumination** while it is not touching its shadow, the condition automatically ends for both subjects.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Banish Light Sustain (minor) Rank 3

All light within one **zone** within Medium (60 ft.) range is suppressed. You can choose this spell's radius, up to a maximum of a Medium (30 ft.) radius. Light within or passing through the area is snuffed out. Any object or effect which blocks light also blocks this spell's effect. Darkvision and similar abilities which do not require light still function within the area.

Rank 5: The maximum area increases to a Large (60 ft.) radius.

Rank 7: The maximum area increases to a Huge (120 ft.) radius.

Dark Shroud Duration Rank 3

Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Long (120 ft.) range. You gain a +2 bonus to **accuracy** with the attack against each creature that is not in **bright illumination**.

Hit: Each target is **briefly dazzled** (25% miss chance, no special vision).

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Greater Dark GraspDuration
Rank 3

This spell functions like the *dark grasp* spell, except that the damage increases to 1d10 + **power**. In addition, if the target loses **hit points** from this damage, it is **dazzled** (25% miss chance, no special vision) as a **condition**.

The damage increases by +1d for each rank beyond 3.

Greater Dark MiasmaInstant
Rank 4

Make an attack vs. Fortitude against all **enemies** in a Large (60 ft.) radius from you. You gain a +2 bonus to **accuracy** with the attack against each creature that is not in **bright illumination**.

Hit: Each target takes 1d10 + half **power** cold damage.

The damage increases by +1d for each rank beyond 4.

Mass DarkvisionAttune (target)
Rank 4

Casting time: One **minor action**

This spell functions like the *darkvision* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 6: The radius increases to 120 feet.

ShadowformAttune (self)
Rank 4

You collapse to the ground, taking the appearance and shape of a shadow. This has a number of effects, as described below.

- You are nearly flat, allowing you to pass under doors and through other narrow passages. Your horizontal dimensions are unchanged, and you cannot enter spaces that are more narrow than you can normally fit through.
- You can freely move through space occupied by other creatures, and other creatures can freely move through your space.
- You gain a **climb speed** equal to the **base speed** for your size, and you can climb without using any hands.
- You are always treated as being **prone** (half speed, -2 accuracy, Armor, and Ref).
- You gain a +4 **magic bonus** to the Stealth skill.

While you are in **bright illumination**, this effect is **suppressed**, and you return to your normal size and shape. If doing so is impossible, such as if you are in a space too small to contain your body, you gain a **vital wound** and this effect persists for the rest of the round. This form offers you no special immunity to damage, as creatures can simply attack the shadow.

As a **minor action**, you can voluntarily disable this ability and return to your normal form. If you do, you can resume the effect of this ability as a minor action.

Rank 6: You can maintain the form in bright illumination for a full round before it is suppressed.

ShadowstrikeInstant
Rank 4

This spell functions like the *shadowstep* spell, except that you can also make a **strike** at your destination. You take a -2 penalty to **accuracy** with the strike due to its rushed nature.

Rank 6: The teleportation range increases to Medium (60 ft.) range.

Greater Chill of DarknessInstant
Rank 5

Make an attack vs. Fortitude against one creature within Distant (240 ft.) range. You gain a +2 bonus to **accuracy** with the attack if the target is not in **bright illumination**.

Hit: The target takes 2d10 + **power** cold damage.

The damage increases by +1d for each rank beyond 5.

Steal ShadowDuration
Rank 5

Make an attack vs. Mental against one creature within Medium (60 ft.) range that is standing on the ground. If a target is in **bright illumination** and is not touching its shadow, the attack automatically misses.

Hit: The target takes 2d6 cold damage. If it loses **hit points** from this damage, you steal its shadow as a **condition**. You have full control over its movement during each **movement phase**. This does not affect its movements during other phases.

If a target enters **bright illumination** while it is not touching its shadow, the condition automatically ends.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Beacon of DarknessAttune (self)
Rank 6

All light within an **emanation** around you is suppressed. You can choose this spell's radius, up to a maximum of a Large (60 ft.) radius. Light within or passing through the area is snuffed out. Any object or effect which blocks light also blocks this spell's effect. Darkvision and similar abilities which do not require light still function within the area.

Greater Bind ShadowDuration
Rank 6

Make an attack vs. Mental against one creature within Long (120 ft.) range that is standing on the ground. If the target is in **bright illumination** and is not touching its shadow, the attack automatically misses.

Hit: The target takes 2d8 cold damage. If it loses **hit points** from this damage, it is **immobilized** (-4 Ref, cannot use movement speeds) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 6.

You pin your foe's shadow to the ground, preventing it from moving.

Hidden Blade**Visual**Attune (self)
Rank 6

Your weapons become shrouded in darkness, making them virtually impossible to see. Your melee **strikes** are treated as if they came from an invisible creature.

Most creatures are at least **partially unaware** (-2 Armor and Ref) of attacks from invisible creatures, even if they are already actively engaged in combat, causing them to suffer a -2 penalty to Armor and Reflex defenses against the attack. This effect provides no offensive benefit against creatures who can see you without light.

Shadow MantleAttune (self)
Rank 6

All **strikes** against you have a 20% **failure chance**.

Your physical form becomes blurred and shifts in and out of existence. This is not a mere trick of the light, but an alteration of reality to make your existence more ambiguous.

Supreme Dark GraspDuration
Rank 6

This spell functions like the *greater dark grasp* spell, except that the damage increases to 4d8 + **power** damage.

The damage increases by +1d for each rank beyond 6.

Blinding ShroudDuration
Rank 7

Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Long (120 ft.) range. You gain a +2 bonus to **accuracy** with the attack against each creature that is not in **bright illumination**.

Hit: Each target is with no remaining **damage resistance** is **briefly blinded**.

Critical hit: The effect becomes a **condition** on each target.

The attack's **accuracy** increases by +1 for each rank beyond 7.

Dancing Shadow

Duration
Rank 7

Make an attack vs. Mental against one creature within Medium (60 ft.) range that is standing on the ground. If the target is in **bright illumination** and is not touching its shadow, this attack automatically misses.

Hit: The target takes 4d6 + half **power** cold damage. If it loses **hit points** from this damage, it is **briefly confused** (-4 defenses, acts randomly).

You compel a foe's shadow to dance, controlling its movement.

Shadowstrike Flurry

Instant
Rank 7

This spell functions like the *shadowstep* spell, except that you can also make a **strike** at your destination. You take a -2 penalty to **accuracy** with the strike due to its rushed nature. In addition, if you cast this spell during the **action phase**, you can repeat the teleportation and strike during the **delayed action phase**. The second strike takes a -2 accuracy penalty just like the first strike, and it cannot target any of the same creatures as the first strike.

Greater Conceal Trail

Attune (ritual)
Rank 4

Casting time: One minute

This ritual functions like the *conceal trail* ritual, except that the difficulty value increase changes to 20.

This ritual requires one **fatigue level** from its participants.

Supreme Conceal Trail

Attune (ritual)
Rank 6

Casting time: One minute

This ritual functions like the *conceal trail* ritual, except that the difficulty value increase changes to 30.

This ritual requires one **fatigue level** from its participants.

Rituals

Conceal Trail

Attune (ritual)
Rank 2

Casting time: One minute

Choose up to five creatures within Medium (60 ft.) range from among you and your **allies**. At the end of each round, the footprints, scent, and other tracks left by each target during that round are magically concealed. This increases the **difficulty value** to follow the trail by 10, but does not prevent creatures from seeing or smelling each target normally in combat. At the end of each round, if any target is outside of Long (120 ft.) range from you, the effect is broken for that target and its trail is revealed.

This ritual requires one **fatigue level** from its participants.

Sunlight Ward

Attune (target)
Rank 3

Casting time: One hour

One ritual participant is never considered to be in natural sunlight. This does not impair its vision, but protects it if it would otherwise suffer negative consequences for being in natural sunlight.

This ritual requires one **fatigue level** from its participants.

Verdamancy

Animate and manipulate plants.

Cantrips

Fertile Patch

Instant

Choose one **unattended**, nonmagical 1-ft. square of earth. The soil in the target becomes suffused with plant-sustaining nutrients, making it fertile ground for plants. This effect lasts for one year.

Rank 2: The area increases to a 2-ft. square.

Rank 4: The area increases to a 5-ft. square.

Rank 6: The area increases to a 10-ft. square.

Rapid Growth

Sustain (minor)

Choose one Larger or smaller inanimate, **unattended** plant within Short (30 ft.) range. In addition, choose any number of days up to a week. The target grows as if much time had passed, assuming that it received adequate nutrition during that time. When this spell ends, the plant returns to its original state.

Rank 2: You can choose up to a month of time to grow.

Rank 4: You can choose up to three months of time to grow.

Rank 6: You can choose up to a year of time to grow.

Spells

Barkskin

Attune (self)

Rank 1

Casting time: One **minor action**

You gain a +4 **magic bonus** to **damage resistance**.

Rank 3: The bonus increases to +8.

Rank 5: The bonus increases to +16.

Rank 7: The bonus increases to +32.

Embedded Growth

Duration

Rank 1

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target takes 1d4 physical damage at the end of each round. If the target gains a **vital wound** from this damage, the condition ends.

This effect can be removed with the *treat condition* ability from the Medicine skill (see Medicine, page 165). The **difficulty value** of the check is equal to 10.

Critical hit: The damage from the condition is doubled.

The damage increases by +1d for each rank beyond 1.

You throw a seed that embeds itself in a foe and grows painfully.

Ensnaing Grasp

Instant

Rank 1

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.

Hit: The target takes 1d8 + **power** piercing damage.

The damage increases by +1d for each rank beyond 1.

Entangle

Duration

Manifestation

Rank 1

Make an attack vs. Reflex against one Large or smaller creature within Medium (60 ft.) range that is on a stable surface. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.

Hit: The target is **slowed** (*half speed*, -2 Ref) as a **condition**.

Critical hit: The target also cannot move farther than 10 feet from its original location until it ends the effect.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Plants grow from nowhere to trap your foe.

Herbal Antidote Instant Rank 1

Choose yourself or one **ally** within Medium (*60 ft.*) range. The target gains an additional success to resist a poison currently affecting it (see Poison, page 61).

Rank 3: The number of additional successes increases to two. The target can split these successes among any number of different poisons affecting it.

Rank 5: The number of additional successes increases to three.

Rank 7: The number of additional successes increases to four.

Poison – Sassone Leaf Instant Rank 1

Make an attack vs. Fortitude against one living creature within Short (*30 ft.*) range.

Hit: The target becomes **poisoned** with sassone leaf. At the end of each subsequent round, you repeat this attack, as normal for poisons. For each **poison stage**, including the initial stage, the target takes 1d4 physical damage. Reaching the third **poison stage** ends the poison. A third failed attack also ends the poison.

Critical hit: The target immediately reaches the second **poison stage**, as normal for poisons.

The hit point loss from the poison increases by +1d for each rank beyond 1.

Shillelagh Attune (self) Rank 1

Choose one nonmagical, **unattended** stick of wood you touch. You transform the target into a club, greatclub, or quarterstaff, as you choose (see Weapons, page 342). You cannot change the target's size by more than one size category. You gain a +2 **magic bonus** to **power** on attacks with it.

Rank 3: The power bonus increases to +4.

Rank 5: The power bonus increases to +8.

Rank 7: The power bonus increases to +16.

Survivalist Attune (self) Rank 1

If you are **trained** with the Survival skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Verdant Armor Attune (self) Rank 1

When you cast this spell, you choose a type of body armor you are proficient with that is not normally made from metal. Plants grow around your body, functioning like your chosen type of armor for you, except that the **encumbrance** of the armor is reduced by 2. These plants are considered to be normal plants for the purpose of abilities that require plants to be near targets, such as spells from this mystic sphere. This spell has no effect if you are wearing other body armor.

Rank 3: You also gain a +4 **magic bonus** to **damage resistance**.

Rank 5: The damage resistance bonus increases to +8.

Rank 7: The damage resistance bonus increases to +16.

Vine Whip Instant Rank 1

Make an attack vs. Armor against one creature within Medium (*60 ft.*) range. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.

Hit: The target takes 1d8 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Vinestorm Instant Rank 1

Make an attack vs. Armor against everything in a Small (*15 ft.*) radius from you. You gain a +2 bonus to **accuracy** with this attack against targets standing in **undergrowth**.

Hit: Each target takes 1d6 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 1.

Blight Instant Rank 2

Make an attack vs. Fortitude against one living creature or plant within Short (30 ft.) range.

Hit: The target takes 2d6 + **power** acid damage. This damage is doubled if the target is a plant, including plant creatures.

The damage increases by +1d for each rank beyond 2.

Plant Growth Sustain (minor) Rank 2

Choose a Small (15 ft.) radius **zone** within Long (120 ft.) range. In addition, choose whether you want plants within the area to grow or diminish.

If you choose for plants to grow, all earth and unworked stone within the area becomes overrun with **light undergrowth**. Light undergrowth within the area is increased in density to **heavy undergrowth**. If you choose for plants to diminish, all **heavy undergrowth** in the area is reduced to **light undergrowth**, and all **light undergrowth** is removed.

When this spell's duration ends, the plants return to their original size.

Rank 4: The area increases to a Medium (30 ft.) radius.

Rank 6: The area increases to a Large (60 ft.) radius.

Poison – Nitharit Instant Rank 2

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target becomes **poisoned** by the first **poison stage** of nitharit. At the end of each subsequent round, you repeat this attack, as normal for poisons (see Poison, page 61). A creature poisoned by nitharit becomes **dazed** (–2 defenses) as long as it is poisoned. Reaching the third **poison stage** causes the target to become **stunned** (–4 defenses) as long as it is poisoned. A third failed attack ends the poison.

Critical hit: The target immediately reaches the second **poison stage**, as normal for poisons.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Vine Tentacle Attune (self) Rank 2

You gain a slam **natural weapon** (see Table 9.6: Natural Weapons, page 351). The natural weapon deals 1d8 damage, as normal for a slam natural weapon. In addition, it has the Long and Sweeping (1) **weapon tags** (see Weapon Tags, page 344). Strikes using it are considered **magical** abilities, which means you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 36).

Rank 4: You gain a +5 foot bonus to **reach** with attacks using the tentacle.

Rank 6: The bonus to reach increases to 10 feet.

You grow a massive vine tentacle from your body.

Fire Seeds Sustain (free) Rank 3

You transform up to three **unattended** acorns or similar seed structures you touch into small bombs. As a standard action, you or another creature can throw the acorn up to 30 feet. On impact, the acorn detonates, and you make an attack vs. Reflex against everything within a Small (15 ft.) radius of the struck creature or object.

Hit: Each target takes 1d10 + half **power** fire damage.

The damage increases by +1d for each rank beyond 3.

Greater Ensnaing Grasp Instant Rank 3

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything within your **reach**. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.

Hit: The target takes 2d6 + **power** piercing damage. If it loses **hit points** from this damage, it is **slowed** (half speed, –2 Ref) as a **condition**.

The damage increases by +1d for each rank beyond 3.

Mass Barkskin Attune (target)
Rank 3

Casting time: One **minor action**

This spell functions like the *barkskin* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Poison – Arsenic Instant
Manifestation Rank 3

Make an attack vs. Fortitude against one living creature within Long (120 ft.) range.

Hit: The target becomes **poisoned** with arsenic. At the end of each subsequent round, you repeat this attack, as normal for poisons. For each **poison stage**, including the initial stage, the target takes 1d8 physical damage. Reaching the third **poison stage** causes the target to gain a **vital wound** and ends the poison. A third failed attack also ends the poison.

Critical hit: The target immediately reaches the second **poison stage**, as normal for poisons.

The hit point loss from the poison increases by +1d for each rank beyond 3.

Thornblade Attune (self)
Rank 3

Casting time: One **minor action**

All damage you deal with **strikes** becomes piercing damage in addition to the attack's normal damage types. Whenever you cause a creature to lose **hit points** with a **strike**, thorns from the striking weapon enter the target's body. As a **condition**, the target unable to heal the **hit points** lost to the attack.

This effect can be removed with the *treat condition* ability (see Treat Condition, page 165). The **difficulty value** of the check is equal to 5 + your **power**.

Rank 5: The condition cannot be removed with the Medicine skill.

Rank 7: Each creature affected by the condition also takes 2d8 piecing damage at the end of each round.

Wall of Thorns Attune (self)
Rank 3

You create a wall of thorns in 15 ft. high, Small (15 ft.) **wall** within Medium (60 ft.) range. The base of at least half of the wall must be in arable earth. The wall is four inches thick, but permeable. It provides **cover** to attacks made through the wall. Creatures can pass through the wall, though it costs five extra feet of movement to move through the wall. Whenever anything moves through the wall, make an attack vs. Armor against it. You can only make an attack in this way against a given target once per **phase**.

Each five-foot square of wall has hit points equal to three times your **power**, and all of its defenses are 0.

Hit: Each target takes 1d10 + half **power** piercing damage.

The damage increases by +1d for each rank beyond 3.

Flourishing Vines Attune (self)
Rank 4

Long, thin vines continuously grow and writhe on your body. At the end of each round, you may choose to cause the vines to extend out onto the ground in a Small (15 ft.) radius around you. When you do, that area becomes covered in **light undergrowth**. Whenever your location changes by any means, the vines retreat back to your body. That prevents the vines from impeding your movement, though they do impede the movement of any other creatures that move simultaneously.

Rank 6: The area increases to a Medium (30 ft.) radius.

Greater Vine Whip Instant
Manifestation Rank 4

Make an attack vs. Armor against one creature within Long (120 ft.) range. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.

Hit: The target takes 2d10 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 4.

Greater Vinestorm Instant Rank 4

Make an attack vs. Armor against all **enemies** in a Large (60 ft.) radius from you. You gain a +2 bonus to **accuracy** with this attack against targets standing in **undergrowth**.

Hit: Each target takes 1d10 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 4.

Greater Blight Instant Rank 5

Make an attack vs. Fortitude against one living creature or plant within Medium (60 ft.) range.

Hit: The target takes 4d8 + **power** acid damage. This damage is doubled if the target is a plant, including plant creatures.

The damage increases by +1d for each rank beyond 5.

Greater Entangle Duration Rank 5

This spell functions like the *entangle* spell, except that the condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 5.

A flood of plants grow from nowhere to trap your foe.

Mass Thornblade Attune (target) Rank 5

Casting time: One **minor action**

This spell functions like the *thornblade* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: The condition cannot be removed with the Medicine skill.

Poison – Black Lotus Instant Rank 5

Make an attack vs. Fortitude against one living creature within Short (30 ft.) range.

Hit: The target becomes **poisoned** with arsenic. At the end of each subsequent round, you repeat this attack, as normal for poisons. For each **poison stage**, including the initial stage, the target loses 2d8 + half **power hit points**. Reaching the third **poison stage** causes the target to gain a **vital wound**. A third failed attack ends the poison.

Critical hit: The target immediately reaches the second **poison stage**, as normal for poisons.

The hit point loss from the poison increases by +1d for each rank beyond 5.

Greater Fire Seeds Sustain (free) Rank 6

This spell functions like the *fire seeds* spell, except that the damage increases to 4d6 + half **power**, and the range of each acorn increases to Medium (60 ft.) range.

The damage increases by +1d for each rank beyond 6.

Greater Wall of Thorns Attune (self) Rank 6

This spell functions like the *wall of thorns* spell, except that the damage increases to 4d6 + half **power**, and the area increases to a 20 ft. high, Medium (30 ft.) **wall**.

The damage increases by +1d for each rank beyond 6.

Supreme Ensnaing Grasp Duration Rank 6

This spell functions like the *greater ensnaing grasp* spell, except that the damage increases to 4d6 + **power** damage, and the condition must be removed twice before the effect ends.

The damage increases by +1d for each rank beyond 6.

Supreme Vine Whip
Manifestation

Instant
Rank 7

Make an attack vs. Armor against one creature within Distant (240 ft.) range. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.

Hit: The target takes 5d10 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 7.

Supreme Vinestorm
Manifestation

Instant
Rank 7

Make an attack vs. Armor against all **enemies** in a Huge (120 ft.) radius from you. You gain a +2 bonus to **accuracy** with this attack against targets standing in **undergrowth**.

Hit: Each target takes 4d6 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 7.

Lifeweb Transit

Instant
Rank 5

Casting time: 24 hours

Choose up to five Medium or smaller ritual participants. In addition, choose a living plant that all ritual participants touch during the ritual. The plant must be at least one size category larger than the largest chosen ritual participant. In addition, choose a destination up to 100 miles away from you on your current plane. By walking through the chosen plant, each target is teleported to the closest plant to the destination that is at least one size category larger than the largest chosen ritual participant.

You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails.

This ritual requires 50 **fatigue levels** from its participants.

Rituals

Fertility

Instant
Rank 3

Casting time: 24 hours

This ritual creates an area of bountiful growth in a one mile radius **zone** from your location. Normal plants within the area become twice as productive as normal for the next year. This ritual does not stack with itself. If the *infertility* ritual is also applied to the same area, the most recently performed ritual takes precedence.

This ritual requires 18 **fatigue levels** from its participants.

Infertility

Instant
Rank 3

Casting time: 24 hours

This ritual creates an area of death and decay in a one mile radius **zone** from your location. Normal plants within the area become half as productive as normal for the next year. This ritual does not stack with itself. If the *fertility* ritual is also applied to the same area, the most recently performed ritual takes precedence.

This ritual requires 18 **fatigue levels** from its participants.

Vivimancy

Manipulate life energy to aid allies or harm foes.

Special Rules: Undead creatures are affected in unusual ways by the direct manipulation of life energy. They are always considered a **living** creature and an **ally** for spells from the *vivimancy* mystic sphere. Any effect from this mystic sphere that would deal energy damage to an undead creature causes that creature to regain that many lost hit points instead. Likewise, any effect from this mystic sphere that would cause an undead creature to regain lost hit points instead causes it to lose that many hit points instead.

Cantrips

Ablate Vital Wound Instant

Choose a living **ally** within your **reach**. If the target has a **vital wound** with a **vital roll** of 0, it treats that **vital roll** as a 1, preventing it from dying (see Vital Wounds, page 37).

Rank 2: The range increases to Short (30 ft.) range.

Rank 4: The minimum **vital roll** you can mitigate decreases to -1.

Rank 6: The minimum **vital roll** you can mitigate decreases to -2.

Minor Life Infusion Instant **Healing**

You regain two **hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Rank 3: The healing increases to four **hit points**.

Rank 5: The healing increases to eight **hit points**.

Rank 7: The healing increases to sixteen **hit points**.

Spells

Drain Life Instant Rank 1

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** energy damage.

The damage increases by +1d for each rank beyond 1.

Draining Grasp Instant Rank 1

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against one living creature within your **reach**.

Hit: The target takes 1d8 + **power** energy damage.

The damage increases by +1d for each rank beyond 1.

Healer's Intuition Attune (self) Rank 1

If you are **trained** with the Medicine skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Lifegift Attune (self) Rank 1

Casting time: One **minor action**

You gain a +4 **magic bonus** to your maximum **hit points**. In addition, you immediately gain that many hit points. When this ability ends, you lose **hit points** equal to the number of hit points you gained this way.

Rank 3: The bonus increases to +8.

Rank 5: The bonus increases to +16.

Rank 7: The bonus increases to +32.

Lifesense Attune (self) Rank 1

You gain **lifesense** with a 60 foot range, allowing you to sense the location of living creatures without light (see Lifesense, page 421).

Rank 3: The range increases to 120 feet.

Rank 5: The range increases to 240 feet.

Rank 7: The range increases to 480 feet.

Retributive LifebondAttune (self)
Rank 1

At the end of each phase, make an attack vs. Fortitude against each **enemy** within a Small (15 ft.) radius **emanation** from you that caused you to lose **hit points** during that phase.

Hit: Each target takes 1d8 energy damage.

The damage increases by +1d for each rank beyond 1.

Sapping MiasmaDuration
Rank 1

Make an attack vs. Fortitude against all living creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target is **briefly dazed** (-2 defenses).

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 1.

WitheringDuration
Rank 1

Make an attack vs. Fortitude with a +2 bonus to **accuracy** against one living creature within Long (120 ft.) range.

Hit: As a **condition**, the target's body withers. It takes a -2 penalty to Fortitude defense. Whenever it loses one or more **hit points** from a single attack, this penalty increases by 1. This penalty increase stacks, and persists even if the target regains the lost hit points.

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Corpse ExplosionInstant
Rank 2

Choose one Small or larger corpse within Medium (60 ft.) range. Make an attack vs. Reflex against each creature within a Small (15 ft.) radius from the corpse. The corpse is also destroyed.

Hit: Each target takes 1d8 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 2.

You violently discharge the latent magical potential within a corpse, causing it to explode.

**Cure Wound
Healing**Instant
Rank 2

Choose yourself or a living **ally** within Short (30 ft.) range. The target regains 1d8 + **power hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The healing increases by +1d for each rank beyond 2.

Death KnellDuration
Rank 2

Make an attack vs. Fortitude against one living creature within Long (120 ft.) range. This attack gains a +2 **accuracy** bonus against a creature with no remaining **damage resistance**.

Hit: The target takes 1d8 + half **power** energy damage. If it loses **hit points** from this damage, it is marked for death as a **condition**. If it reaches 0 hit points during this effect, it immediately dies.

The damage increases by +1d for each rank beyond 2.

Inflict WoundInstant
Rank 2

Make an attack vs. Fortitude against one living creature within Short (30 ft.) range.

Hit: The target takes 1d10 + half **power** energy damage. If the target would lose **hit points** from this damage, it loses twice that many hit points instead.

The damage increases by +1d for each rank beyond 2.

TriageInstant
Rank 2

Casting time: One **minor action**

Choose a living **ally** within Long (120 ft.) range. If the target has a **vital wound** with a **vital roll** of 0, it treats that **vital roll** as a 1, preventing it from dying (see Vital Wounds, page 37).

Rank 4: The minimum **vital roll** you can mitigate decreases to -1.

Rank 6: The minimum **vital roll** you can mitigate decreases to -2.

Wellspring of LifeAttune (self)
Rank 2

Once per round, when you regain hit points, you may regain 3 additional hit points.

Rank 4: The additional healing increases to 6.
Rank 6: The additional healing increases to 12.

Circle of DeathInstant
Rank 3

Make an attack vs. Fortitude against all living **enemies** in a Medium (30 ft.) radius from you.

Hit: Each target takes 1d10 + half **power** energy damage.

The damage increases by +1d for each rank beyond 3.

LifesightAttune (self)
Rank 3

You gain **lifesight** with a 30 foot range, allowing you to see living creatures without light (see Lifesight, page 421).

Rank 5: The range increases to 60 feet.
Rank 7: The range increases to 120 feet.

Lifesteal**Healing**Instant
Rank 3

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target takes 2d6 + **power** energy damage. If it loses **hit points** from this damage, you regain 2d6 + **power** hit points. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The damage and healing increases by +1d for each rank beyond 3.

Lifesteal Grasp**Healing**Duration
Rank 3

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against one living creature within your **reach**.

Hit: The target takes 2d6 + **power** energy damage. If it loses **hit points** from this damage, you regain 2d6 + **power** hit points. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The damage and healing increases by +1d for each rank beyond 3.

Mass LifegiftAttune (target)
Rank 3

Casting time: One **minor action**

This spell functions like the *lifegift* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The bonus increases to +8.
Rank 7: The bonus increases to +16.

Mass LifesenseAttune (target)
Rank 3

Casting time: One **minor action**

This spell functions like the *lifesense* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The range increases to 120 feet.
Rank 7: The range increases to 240 feet.

Vital PersistenceAttune (self)
Rank 3

Casting time: One **minor action**

Whenever you gain a **vital wound**, you may choose to ignore its vital wound effect (see Vital Wounds, page 37). You are still considered to have the vital wound, and it still provides the normal -1 penalty to future vital rolls.

You can only ignore the effects of one of your vital wounds in this way. If you gain a new vital wound, you can choose to either ignore the new vital wound effect or continue ignoring the old vital wound effect. You can make this choice after learning the **vital roll** for the new vital wound.

Rank 5: You can ignore the vital wound effect of two of your **vital wounds** instead of only one.
Rank 7: Vital wounds you ignore with this spell do not cause you to suffer any penalty to future vital rolls.

Withering Curse Duration Rank 3

Make an attack vs. Mental with a +2 bonus to **accuracy** against one living creature within Long (120 ft.) range.

Hit: The target becomes more vulnerable to injury until it takes a short rest. It takes a -2 penalty to Fortitude defense. Whenever it loses one or more **hit points** from a single attack, this penalty increases by 1. This penalty increase stacks, and persists even if the target regains the lost hit points.

Critical hit: The effect lasts until this curse is removed. The penalty resets to -2 whenever the target takes a short rest.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Circle of Life Instant Rank 4

You and each living **ally** in a Medium (30 ft.) radius from you each regains 2d8 **hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

The healing increases by +1d for each rank beyond 4.

Greater Drain Life Instant Rank 4

Make an attack vs. Fortitude against one living creature within Long (120 ft.) range.

Hit: The target takes 2d10 + **power** energy damage.

The damage increases by +1d for each rank beyond 4.

Greater Retributive Lifebond Attune (self) Rank 4

At the end of each phase, make an attack vs. Fortitude against each **enemy** within a Medium (30 ft.) radius **emanation** from you that caused you to lose **hit points** during that phase.

Hit: Each target takes 2d10 energy damage.

The damage increases by +1d for each rank beyond 4.

Lifeseal Duration Rank 4

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target takes 2d10 + **power** energy damage. If it loses **hit points** from this damage, it is **briefly** unable to regain any hit points.

The damage increases by +1d for each rank beyond 4.

Cure Vital Wound Instant Rank 5

Choose yourself or a living **ally** within Medium (60 ft.) range. The target removes one **vital wound**. It increases its **fatigue level** by three for each vital wound removed this way.

Rank 7: The target can remove two **vital wounds**.

Greater Sapping Miasma Duration Rank 5

Make an attack vs. Fortitude against all living creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target is **briefly stunned** (-4 defenses).

Critical hit: The effect becomes a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Lifesteal Blade Attune (self) Rank 5

Healing
Casting time: One **minor action**

Once per round, when you cause a creature to lose **hit points** with a **strike**, you regain **hit points** equal to 2d6 + half your **power**.

The healing increases by +1d for each rank beyond 5.

Mass Lifesight Attune (target) Rank 5

Casting time: One **minor action**

This spell functions like the *lifesight* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: The range increases to 60 feet.

Mass Vital Persistence Attune (target)
Rank 5

Casting time: One **minor action**

This spell functions like the *vital persistence* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: Each target can ignore the vital wound effect of two of its **vital wounds** instead of only one.

Steal Vitality Instant
Rank 5

Make an attack vs. Fortitude against one living creature within Short (30 ft.) range.

Hit: The target takes 4d8 + **power** energy damage. If it loses **hit points** from this damage, you can remove one of your vital wounds. When you do, you increase your **fatigue level** by three.

The damage increases by +1d for each rank beyond 5.

Greater Circle of Death Instant
Rank 6

Make an attack vs. Fortitude against all living **enemies** in a Large (60 ft.) radius from you.

Hit: Each target takes 4d6 + half **power** energy damage.

The damage increases by +1d for each rank beyond 6.

Greater Corpse Explosion Instant
Rank 6

This spell functions like the *corpse explosion* spell, except that the damage increases to 4d6 + **power**.

The damage increases by +1d for each rank beyond 6.

You violently discharge the latent magical potential within a corpse, causing it to explode in a shower of guts and gore.

Greater Inflict Wound Instant
Rank 6

Make an attack vs. Fortitude against one living creature within Short (30 ft.) range.

Hit: The target takes 4d10 + half **power** energy damage. If the target would lose **hit points** from this damage, it loses twice that many hit points instead.

Critical hit: Double damage. In addition, if the target did not already gain a **vital wound** from that loss of hit points, it gains a **vital wound**.

The damage increases by +1d for each rank beyond 6.

Greater Lifesteal Grasp Duration
Healing Rank 6

This spell functions like the *lifesteal grasp* spell, except that the damage and healing both increase to 5d8 + **power**.

The damage and healing increases by +1d for each rank beyond 6.

Avasculate Instant
Rank 7

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target takes 2d10 energy damage. If it loses **hit points** from this damage, it also loses additional **hit points** equal to half its maximum hit points.

Mass Lifesteal Blade Attune (target)
Rank 7

Casting time: One **minor action**

This spell functions like the *lifesteal blade* spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Supreme Drain Life Instant
Rank 7

Make an attack vs. Fortitude against one living creature within Distant (240 ft.) range.

Hit: The target takes 5d10 + **power** energy damage.

The damage increases by +1d for each rank beyond 7.

Supreme Retributive Lifebond Attune (self) Rank 7

At the end of each phase, make an attack vs. Fortitude against each **enemy** within a Large (60 ft.) radius **emanation** from you that caused you to lose **hit points** during that phase.

Hit: Each target takes 5d10 energy damage.

The damage increases by +1d for each rank beyond 7.

Restore Senses Instant Rank 3

Casting time: One hour

Choose yourself or one **ally** within Medium (60 ft.) range. One of the target's physical senses, such as sight or hearing, is restored to full capacity. This can heal both magical and mundane effects, but it cannot completely replace missing body parts required for a sense to function (such as missing eyes).

This ritual requires one **fatigue level** from its participants.

Rituals

Remove Disease Instant Rank 2

Casting time: One hour

All diseases affecting yourself or one **ally** within Medium (60 ft.) range are removed.

This ritual requires one **fatigue level** from its participants.

True Regeneration Instant Rank 3

Casting time: 24 hours

Choose yourself or one **ally** within Medium (60 ft.) range. All of the target's **vital wounds** are healed. In addition, any of the target's severed body parts or missing organs grow back by the end of the next round.

This ritual requires 18 **fatigue levels** from its participants.

Animate Dead Attune (self) Rank 3

Casting time: One hour

Choose up to four corpses within Short (30 ft.) range. The combined levels of all targets cannot exceed your level. Each target becomes an undead creature that obeys your mental commands.

You choose whether to create a skeleton or a zombie from each corpse. Creating a zombie require a mostly intact corpse, including most of the flesh. Creating a skeleton only requires a mostly intact skeleton. If a skeleton is made from an intact corpse, the flesh quickly falls off the animated bones.

As a **minor action**, you can mentally command your undead. The command must be no more than 10 words, and overly complex commands may cause strange and unintended behavior. It affects any undead you created with this ability that are within Distant (240 ft.) range of you. Undead will obey their most recent command indefinitely.

This ritual requires one **fatigue level** from its participants.

Purge Curse Instant Rank 3

Casting time: 24 hours

All curses affecting yourself or one **ally** within Medium (60 ft.) range are removed. This ritual cannot remove a curse that is part of the effect of an item the target has equipped. However, it can allow the target to remove any cursed items it has equipped.

This ritual requires 18 **fatigue levels** from its participants.

Reincarnation	Duration
Creation	Rank 4
Casting time: 24 hours	
<p>In addition to the normal requirements, this ritual requires and consumes diamond dust worth a total of 2,000 gp.</p> <p>Choose one Diminutive or larger piece of a humanoid corpse. It must have been part of the original creature's body at the time of death. The creature the corpse belongs to returns to life in a new body. It must not have died due to old age.</p> <p>This ritual creates an entirely new body for the creature's soul to inhabit from the natural elements at hand. During the ritual, the body ages to match the age of the original creature at the time it died. The creature has 0 hit points when it returns to life.</p> <p>A reincarnated creature is identical to the original creature in all respects, except for its species. The creature's species is replaced with a random species from Table 8.1: Humanoid Reincarnations, page 338. Its appearance changes as necessary to match its new species, though it retains the general shape and distinguishing features of its original appearance. The creature loses all attribute modifiers and abilities from its old species, and gains those of its new species. However, its languages are unchanged.</p> <p>Coming back from the dead is an ordeal. All of the creature's attunement points and daily abilities are expended when it returns to life. In addition, its maximum attunement points are reduced by 1. This penalty lasts for thirty days, or until the creature gains a level. If this would reduce a creature's maximum attunement points below 0, the creature cannot be resurrected.</p> <p>This ritual can only be learned through the nature magic source.</p> <p>This ritual requires 32 fatigue levels from its participants.</p>	

Table 8.1: Humanoid Reincarnations

d%	Incarnation
01–13	Dwarf
14–26	Elf
27–40	Gnome
41–52	Half-elf
53–62	Half-orc
63–74	Halfling
75–100	Human

Resurrection	Duration
	Rank 4
Casting time: 24 hours	
<p>In addition to the normal requirements, this ritual requires and consumes diamond dust worth a total of 2,000 gp.</p> <p>Choose one intact corpse within Short (30 ft.) range. The corpse returns to life. It must not have died due to old age.</p> <p>The creature has 0 hit points when it returns to life. It is cured of all vital wounds and other negative effects, but the body's shape is unchanged. Any missing or irreparably damaged limbs or organs remain missing or damaged. The creature may therefore die shortly after being resurrected if its body is excessively damaged.</p> <p>Coming back from the dead is an ordeal. All of the creature's attunement points and daily abilities are expended when it returns to life. In addition, its maximum fatigue tolerance is reduced by 1. This penalty lasts for thirty days, or until the creature gains a level. If this would reduce a creature's maximum fatigue tolerance below 0, the creature cannot be resurrected.</p> <p>This ritual can only be learned through the divine magic source.</p> <p>This ritual requires 32 fatigue levels from its participants.</p>	

Complete Resurrection	Instant
Creation	Rank 6
Casting time: 24 hours	
<p>This ritual functions like the <i>resurrection</i> ritual, except that it does not have to target a fully intact corpse. The target must have been part of the original creature's body at the time of death. The resurrected creature's body is fully restored to its healthy state before dying, including regenerating all missing or damaged body parts.</p> <p>This ritual requires 72 fatigue levels from its participants.</p>	

Fated Reincarnation	Instant
Creation	Rank 6
Casting time: 24 hours	
<p>This ritual functions like the <i>reincarnation</i> ritual, except that the target is reincarnated as its original species instead of as a random species.</p> <p>This ritual requires 72 fatigue levels from its participants.</p>	

Soul Bind

Instant

Rank 6

Casting time: One hour

Choose a nonmagical gem you hold that is worth at least 1,000 gp. In addition, choose one intact corpse within Short (30 ft.) range. A fragment of the soul of the creature that the target corpse belongs to is magically imprisoned in the chosen gem. This does not remove the creature from its intended afterlife. However, it prevents the creature from being resurrected, and prevents the corpse from being used to create undead creatures, as long as the gem is intact. A creature holding the gem may still resurrect or animate the creature. If the gem is shattered, the fragment of the creature's soul returns to its body.

This ritual requires one **fatigue level** from its participants.

True Resurrection

Instant

Creation

Rank 7

Casting time: 24 hours

This ritual functions like the *resurrection* ritual, except that it does not require any piece of the corpse. Instead, you must explicitly and unambiguously specify the identity of the creature being resurrected. The resurrected creature's body is fully restored to its healthy state before dying, including regenerating all missing or damaged body parts.

This ritual requires 98 **fatigue levels** from its participants.

Chapter 9

Items and Equipment

This chapter defines the items and equipment that exist in the universe of Rise, including both magical and nonmagical items. Items are divided into five broad categories, described below.

- Weapons are typically used to make **strikes**. Weapons come in many forms, and can have very different uses in combat.
- Armor is worn or wielded to protect yourself. There are two types of armor: body armor and shields.
- Apparel items are worn on the body, but unlike armor they have no intrinsic defensive properties. Rings, cloaks, and all manner of other worn items are considered apparel. The only mechanically significant apparel items are **magical**.
- Implements are typically held while casting spells or using other magical abilities. The only mechanically significant implements are **magical**.
- Tools are used to achieve an effect instead of worn on the body. Potions, traps, and magic bags are all tools.

Wealth And Item Ranks

The worth of an item can be measured with money, or with the more abstract concept of an item’s rank. Both measurements are closely connected. In general, gold pieces are a more useful concept at low levels, and item rank are more useful at high levels. However, both concepts function at any level, so you can use whichever makes more sense in a particular game.

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table 9.1: Coin Exchange Values

		CP	SP	GP	PP
Copper piece (cp)	=	1	1/10	1/100	1/1,000
Silver piece (sp)	=	10	1	1/10	1/100
Gold piece (gp)	=	100	10	1	1/10
Platinum piece (pp)	=	1,000	100	10	1

Item Ranks

Each item has a rank associated with it. An item’s rank is generally correlated with the item’s effectiveness, rarity, and value. These effects are summarized in Table 9.2: Item Ranks. A magic item’s **power** is equal to twice its rank (see Item Power, page 342).

In general, five items of a given rank are worth the same as a single item that is one rank higher. Likewise, one item of a given rank is worth four items that are each one rank lower.

Gear and Consumables: Long-term items that are expected to be worn or otherwise used repeatedly are more expensive than items that are destroyed immediately after being used. Although consumable items are cheaper, they still use their full rank for all other purposes, such as their power and how difficult they are to buy. In general, five consumable items of a given rank are worth as much as a single non-consumable item of that rank.

Table 9.2: Item Ranks

Item Rank	Typical Gear Price	Typical Consumable Price
0	10 gp or less	2 gp or less
1	40 gp	8 gp
2	200 gp	40 gp
3	1,000 gp	200 gp
4	5,000 gp	1,000 gp
5	25,000 gp	5,000 gp
6	125,000 gp	25,000 gp
7	625,000 gp	125,000 gp

Items with a rank of 0 or 1 may be found among common folk, though few commoners would have more than one magic item of any value. Items with a rank of 2 or higher are usually only owned or used by nobility, wealthy merchants, and adventurers.

Buying and Selling Items

Items of any rank can be exchanged for other items based on their rank. In general, items with an rank of 3 or less can be bought or sold in exchange for gold pieces. Items with an rank of 4 or higher are exceptionally rare. The monetary value of such items is so exorbitant that they are almost never purchased or sold with gold pieces. Instead, they are typically exchanged for

similarly rare magic items or gems.

Wandering adventurers typically have a limited time frame to sell their items, and it can be hard to find a buyer for highly valuable items on short notice, so they must accept lower prices than merchants can charge. When selling for gold pieces, you can expect to receive a fifth of the item's typical value according to its rank. When selling for another item, you can expect to receive an item or trade good of one rank lower in exchange. These ratios can be negotiated, and favorably disposed merchants or nobles may give better deals.

Trade Goods

Some items are considered trade goods. Trade goods have a widely agreed upon value, but no intrinsic use. Gold pieces and gems are examples of trade goods. Trade goods differ from other items in that even adventurers can typically receive their full value when selling them to established merchants. Some common trade goods are detailed in Table 9.3: Trade Goods, page 341.

Table 9.3: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour
1 sp	One pound of iron, or one chicken
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Typical Wealth Acquisition

A typical character finds one non-consumable item appropriate for them per level. That item would have a rank equal to that character's highest rank at the time. For example, a typical 5th level character would have five items: two rank 2 items, and 3 rank 1 items. In addition, characters typically find several consumable items per level that are appropriate to their rank.

Over time, lower rank items stop being useful, so most characters use no more than five or six different items at a time, plus various consumables. A typical 20th level character does not carry around 20 different items. However, the lower level items are essentially irrelevant from the perspective of calculating wealth, so the "one item per level" guideline is still useful.

This is a drastic simplification of the sometimes messy process of accumulating wealth and magic items over the course of a typical campaign. Characters will often find additional items that they have no immediate use for. Players may go several sessions without acquiring any particular items until they complete their

current quest, which may reward them with a large number of items at once. This is all fine, and the GM should not feel compelled to keep item acquisition perfectly on rails. Rise is only loosely balanced around this general pace of item acquisition, and it is not hard - or always necessary - to adjust encounters to deal with unusually wealthy or poor characters.

Using Magic Items

Item Activation

Some magic items have to be explicitly activated to have unusual effects. For example, the *seven league boots* can be activated to teleport you across great distances. Other magic items constantly have magical effects. For example, a *ring of protection* passively grants you a defense bonus.

The description of a magic item effect will specify what mechanical actions must be taken, if any, to activate the effects of the item. For example, a belt of healing requires taking a **standard action**. However, the item description will not specify the exact nature of the action. Different items, even if they have the same effect, can have different physical actions that are required to activate the item. These activation actions can come in one of the following forms:

- **Command word:** You must speak a specific word that the item will hear and react to. For example, you may need to say the word "healing" in Elven to activate an item that heals you.
- **Mental command:** You must mentally direct the item to activate, such as by visualizing the item or thinking a particular word. For example, you may need to imagine a warm blanket around you to activate an item that protects you from cold damage or environmental effects.
- **Physical motion:** You must perform a specific physical motion, usually involving the item in some way. For example, you may need to rapidly stomp one foot on the ground to activate an item that allows you to move faster.

Item Limitations

There are three restrictions on your ability to use magic items. First, you cannot equip two apparel items that take up the same physical location on your body. For example, you cannot equip two different gauntlet sets and gain the effects of both, but you could equip several amulets or up to ten rings.

Second, all magic items require you to attune to them to gain their effect unless they indicate otherwise in their description. You can attune to a magic item with the *item attunement* ability, below.

Third, you cannot attune to two items with the same name, or if one is simply a Greater or Lesser version of the other.

Item Attunement

As a standard action, you can use the *item attunement* ability to attune to items.

Item Attunement**Attune** (self)

Choose a magic item you are touching. Any abilities the target has that require attunement become active, allowing you to use its full potential.

Shared Item Attunement: Multiple creatures can attune to the same item simultaneously. Since most items only function while worn or wielded, this does not usually allow multiple creatures to gain the benefits of the item. However, the creatures can swap the item between them without having to reattune to it each time.

Item Power

The **power** of an item is equal to twice its rank. An item's power also affects its defenses. Its Fortitude and Mental defenses are equal to 5 + its **power**. Its Armor defense and Reflex defense are not affected by its **power**, and are solely determined by its size and shape.

Removing Magic Items

Unless otherwise noted, magic items that have effects on the creature using the item must continue to be worn or held as long as the effect lasts. If a magic item has an ability with a duration, removing the item also ends the ability. Items which are consumed when used or which do not affect their user are unaffected by this rule.

Weapons

Each weapon has a **weapon group**, a **usage class**, and any number of **weapon tags**. In addition, each weapon has a particular **accuracy** modifier and defines a base **dice pool** for attacks using that weapon. This section explains each of those concepts and defines the statistics for weapons in Ries.

Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 9.4: Weapon Groups. For example, all axes belong to the “axes” weapon group. Some weapons can be found in multiple weapon groups. For example, a dagger is a simple weapon, a blade, and a thrown weapon.

Exotic Weapons: Some weapons are rare and have unusual fighting styles. These weapons are called exotic weapons. Proficiency with a weapon group does not grant you with exotic weapons from that group. Some class abilities grant proficiency with exotic weapons.

Weapon Proficiency

Each character is proficient with different weapon groups. These indicate the weapons that you can use effectively. You take a -2 accuracy penalty with weapons you are not proficient with.

Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. You can choose to be proficient with the improvised weapons weapon group, which has no specific weapons associated with it but which allows you to pick up and use non-manufactured weapons without taking a nonproficiency penalty (see Weapon Proficiency, page 342).

To determine the appropriate statistics for an improvised weapon, compare its shape and composition to the weapon list to find a reasonable match. An improvised weapon will generally have a -1 accuracy penalty, a -1d damage penalty, or be missing at least one weapon tag relative to a similarly structured manufactured weapon.

Natural Weapons

Natural weapons are weapons that are part of a creature's body instead of being manufactured and wielded. Every creature has a single unarmed strike natural weapon, though most creatures are not proficient with that weapon (see Unarmed Combat, page 63). In addition, many monsters have one or more specific natural weapons like claws. Creatures are automatically proficient with all natural weapons they have other than an unarmed strike. Natural weapons can be used to make offhand attacks just like manufactured weapons (see Offhand Strike, page 52).

Weapon Usage Classes

A weapon's **usage class** is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a creature the weapon is sized for,

Table 9.4: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Armor spikes, standard shield, spiked shield	Armblade, spiked knee
Axes	Battleaxe, broadaxe, greataxe, handaxe, poleaxe, shepherd's axe, throwing axe	Dwarven throwing axe, dwarven waraxe, orcish greataxe
Blades	Broadsword, dagger, estoc, greatsword, rapier, scimitar, smallsword	Boot dagger, falchion, katana, kukri
Bows	Longbow, shortbow	Flatbow, heartseeker arrows, takedown bow
Club-like weapons	Club, greatclub, greatmace, mace, morning star, sap	Culacula, gnomish trick mace, knobkerrie, totokia
Crossbows	Hand crossbow, heavy crossbow	Arbalest, repeating crossbow
Flexible Weapons	Flail, heavy flail, nunchaku, slapjack, whip	Chain whip, meteor hammer, three-section staff
Headed weapons	Light hammer, longhammer, pick, sickle, sledgehammer, warhammer	Dwarven longhammer, dwarven shorthammer, heavy pick, obuch
Improvised weapons	—	—
Monk weapons	Jitte, kama, kunai, nunchaku, quarterstaff, sai, shuriken	Three-section staff
Polearms	Bardiche, glaive, halberd, longhammer, poleaxe, quarterstaff, scythe, swordstaff	Fauchard, war scythe
Simple weapons	Claw sheath, club, dagger, heavy crossbow, quarterstaff, unarmed strike	—
Spears	Greatspear, javelin, lance, ranseur, partisan, spear	Gnomish smallspear, pike
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling, throwing axe	Bolas, dwarven throwing axe, dwarven waraxe, net
Unarmed weapons	Gauntlet, spiked gauntlet, unarmed strike	

is considered a light weapon, a medium weapon, or a heavy weapon.

Light Weapons: Light weapons are easier to use while making attacking with two weapons at once (see Offhand Strike, page 52) or while grappling. They cannot be held in two hands. Light weapons tend to have higher **accuracy** than heavier weapons, but do less damage.

Medium Weapon: A medium weapon can normally be used in one hand. Most medium weapons can also be held in two hands if that is physically plausible. This provides no special benefit unless the weapon has the Versatile Grip tag (see Weapon Tags, page 344). Changing grips to hold it in one hand or two hands can be done as a **free action** that requires both hands.

Heavy Weapon: Two hands are normally required to wield a heavy weapon. Heavy weapons tend to have higher damage than lighter weapons. If you have a Strength of 3 or higher, you can wield a heavy weapon in one hand, but you take a –1 penalty to **accuracy** and a –1d damage penalty with the weapon while doing so. You can change your grip on a heavy weapon as a **free action**. Since this ability does not have the **Swift** tag, changing to a one-handed grip does not give you a **free hand** in the current phase.

Physical Size: Like all objects and creatures, weapons have a size category that represents how physically large they are. In general, light and medium weapons are one size category smaller than the wielder, while heavy weapons are the same size category as the wielder. All weapons are **lightweight** unless otherwise noted.

Inappropriately Sized Weapons: A weapon's **usage class** is altered by one step for each size category of difference between

the wielder's size and the size of the creature for which the weapon was designed. For example, a light weapon sized for a Large creature can be used by a Medium creature as if it had a medium usage class. The weapon's damage die gains a +1d bonus per size category if the weapon is unusually large, or takes a –1d penalty per size category if the weapon is unusually small. In addition, the wielder takes a –2 accuracy penalty with the weapon per size category of difference. If a weapon's usage class would be changed to something other than light, medium, or heavy by this alteration, the creature can't wield the weapon at all.

Melee and Ranged Weapons

Melee weapons are used for making melee attacks against foes within your **reach** with that weapon (see Reach, page 39). Ranged weapons are used to make attacks against distant foes within the **range limits** of your weapon. Any weapon that does not have the Projectile or Thrown **weapon tag** is a melee weapon.

Throwing Other Weapons

It is possible to throw a weapon that is not designed to be thrown. The range limits are 10 feet for close range and 30 feet for long range. You are treated as being nonproficient with the weapon, so you take a –2 accuracy penalty (see Weapon Proficiency, page 342). If the attack hits, the weapon deals its normal damage.

Weapon Range Limits

Attack with ranged weapons become less accurate if the target is far away. Ranged weapons have two **range limits** listed, with a slash between them, such as 120/480. The first number indicates

the maximum range for a weapon's **close range**. The second number indicates the maximum range for a weapon's **long range**. You cannot attack a target that is beyond a weapon's long range limit.

Attacks at close range have no penalty. Attacks at long range have a -4 accuracy penalty. This is called a **longshot penalty**, and some abilities can reduce this penalty.

Drawing and Sheathing Weapons

Drawing and sheathing weapons always requires the hand or hands used to hold the weapon. The time it takes to draw and sheathe a weapon depends on how encumbering the weapon is. As a **free action**, you can draw or sheathe up to two **light weapons**. As a standard action, you can draw or sheathe any of the following equipment combinations: up to two **medium weapons**, a medium weapon and a shield, one **heavy weapon**, or one weapon that is concealed or otherwise difficult to access.

A character can only store a limited number of weapons in locations that are easy to access in combat. Generally, a humanoid creature is limited to four light weapons, two shields or non-heavy weapons, and one weapon of any usage class. For each weapon or shield stored in easily accessible locations in excess of this limit, the character increases their **encumbrance** by 1.

Weapon Tags

Some weapons found on Table 9.5: Weapons have tags that indicate that they have special abilities. The list of abilities that weapons can have is given below.

Ammunition: This weapon is designed to be fired by a projectile weapon or thrown in large quantities. It is cheaper to buy and craft, but it is usually **broken** after being fired or thrown.

Compact: This weapon is unusually small. It is one size category smaller than normal for a light weapon (that is, two size categories smaller than the creature it is intended for), though it is not **lightweight** for that size. This makes it easier to conceal (see Sleight of Hand, page 170). In addition, you can draw or sheathe this weapon so quickly that you can also take another action in the same phase with that hand. For example, you can draw this weapon and attack with it in the same phase.

Disarming: When you use the *disarm* ability with this weapon, you can knock loose objects that are held in a single hand, but not objects that are held in two hands or well secured (see Disarm, page 52).

Forceful: Whenever you deal damage to a target no more than one size category larger than you with a strike using this weapon, you can **knockback** the target up to 10 feet. On a critical hit, this knockback distance is doubled.

Grappling: You gain a +2 bonus to **accuracy** on **melee** attacks with this weapon against creatures who are **grappled** by you.

Impact: When you get a **critical hit** with this weapon, you

roll triple damage dice instead of double damage dice.

Keen: You gain a +2 bonus to **accuracy** with **strikes** using this weapon for the purpose of determining whether you get a **critical hit**.

Long: This weapon can be used to attack at double your natural **reach** (so 10 feet for a typical Medium creature). However, it cannot attack a creature within your natural reach. In addition, you can inflict **critical hits** with melee **strikes** using a Long weapon against creatures up to two size categories larger than you (see Very Large Creatures, page 39).

Long weapons can be held using a different grip to strike nearby foes. This is called "short hafting". While short hafting a Long weapon, you ignore the weapon's Long property. You can change your grip as a **free action** that requires the hand or hands used to hold the weapon. As normal, you cannot combine that action with other actions using the same hands, so you cannot change your grip and attack with the weapon in the same phase. However, you can change your grip during the **movement phase** and then attack with your new grip during the **action phase**.

Mounted: If you are mounted, and your mount moves in the same phase that you make a **strike** with a Mounted weapon, you gain a +2 **accuracy** bonus with the strike.

Parrying: If a creature attacks you with a **strike** while you wield this weapon, you **briefly** gain a +2 bonus to **accuracy** with strikes using this weapon against that creature.

Projectile: This weapon fires ammunition at range to deal damage. The ammunition generally breaks when used. Projectile weapons have two **range limits** listed in their description (see Weapon Range Limits, page 343). They must be reloaded after being fired. The time required to reload a projectile weapon is given in the weapon description. You take a -4 accuracy penalty with Projectile weapons against creatures adjacent to you.

Stealthy: A stealthy weapon is smaller, quieter, or otherwise less noticeable than most weapons. You only take a -5 penalty to Stealth when trying to conceal strikes with a stealthy weapon instead of the normal -10 or -20 penalty for concealing a strike (see Stealth, page 172).

Sweeping: When you make a **melee strike** with this weapon, you may also target one or more secondary creatures or objects within your **reach** with that weapon. Each secondary target must be within 10 feet of a primary target, and must not already be a target of the strike. The strike affects each secondary target in the same way as the primary targets. Sweeping weapons have a number that indicates the number of secondary targets you can affect.

Subdual: This weapon deals **subdual damage** (see Subdual Damage, page 36).

Thrown: This weapon is designed to be thrown to deal damage at range. Thrown weapons have two **range limits** listed in their description (see Weapon Range Limits, page 343). Unless otherwise noted in a weapon's description, a throwing weapon can be used to attack in melee without penalty. Heavy thrown weapons require a standard action to throw, rather being thrown as part of any **strike** like normal. They are not always physically

thrown with two hands, but they require the use of your entire body to propel the weapon, so you are not considered to have any **free hands** while throwing a heavy thrown weapon.

Tripping: When you use the *trip* ability, you can attack with this weapon instead of with a free hand (see Trip, page 53). This allows you to deal damage with the weapon if you successfully trip the target.

Unarmed: This weapon does not prevent you from using the hand it's equipped on as a free hand.

Versatile Grip: This weapon is designed to be held in either one hand or two hands. While holding this weapon in two hands, you gain a +1d damage bonus with the weapon.

Weapon Table

Here is the format for weapon entries in the Weapons table, below.

Usage Class: Describes whether the weapon's **usage class** is light, medium, or heavy (see Weapon Usage Classes, page 342).

Accuracy: This number modifies your **accuracy** with **strikes** using the weapon.

Damage: This **dice pool** indicates the damage dealt by the weapon on a hit.

Damage Type: This indicates the type of the damage dealt by the weapon. Some monsters may be **impervious** or immune to attacks from certain damage types.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon. For details, see Multiple Damage Types, page 36.

In other cases, a weapon can deal either of two types of damage. The wielder chooses which type of damage to deal when they make each **strike** with the weapon.

Item Rank (Cost): The first value indicates the **item rank** of the item (see Item Ranks, page 340). The second value in parentheses indicates the average cost to buy the item. Items crafted for unusually large or small creatures are more expensive. For each size category larger or smaller than Medium, the item's rank increases by one, which increases its price.

Weapon Tags: Some weapons have special properties. See Weapon Tags, page 344 for details.

Table 9.5: Weapons

Name	Usage Class	Accuracy	Damage	Damage Type ¹	Item Rank (Cost) ²	Weapon Tags
Armor weapons						
Armor spikes ³	Medium	—	1d4	Piercing	—	—
Standard shield ³	Medium	+0	1d3	Bludgeoning	0 (10 gp)	Forceful
Spiked shield ³	Medium	+0	1d4	Piercing	1 (50 gp)	Forceful
Axes						
Battleaxe	Medium	+0	1d6	Slashing	0 (10 gp)	Sweeping (1), Versatile Grip
Broadaxe	Medium	+0	1d6	Slashing	0 (10 gp)	Impact, Versatile Grip
Greataxe	Heavy	+0	1d10	Slashing	0 (10 gp)	Sweeping (1)
Handaxe	Light	+2	1d4	Slashing	0 (10 gp)	Thrown (15/60)
Poleaxe	Heavy	+0	1d8	Piercing or slashing	0 (10 gp)	Impact, Tripping
Shepherd's axe	Light	+2	1d4	Bludgeoning or slashing	0 (10 gp)	Long
Throwing axe	Medium	+0	1d6	Slashing	0 (10 gp)	Impact, Thrown (15/60)
Blades						
Broadsword	Medium	+0	1d6	Slashing	0 (10 gp)	Sweeping (1), Versatile Grip
Dagger	Light	+2	1d3	Piercing or slashing	0 (10 gp)	Compact, Thrown (15/60), Stealthy
Estoc	Medium	+0	1d6	Piercing	0 (10 gp)	Long, Versatile Grip
Greatsword	Heavy	+0	1d8	Slashing	0 (10 gp)	Sweeping (2)
Parrying dagger	Light	+2	1d4	Piercing	0 (10 gp)	Parrying
Rapier	Light	+2	1d4	Piercing	0 (10 gp)	Disarming
Scimitar	Medium	+0	1d6	Slashing	0 (10 gp)	Keen, Mounted
Smallsword	Light	+2	1d4	Piercing	0 (10 gp)	Keen
Bows						
Longbow ³	Heavy	+0	1d6	—	1 (40 gp)	Projectile (120/480)
Shortbow ³	Medium	+0	1d4	—	1 (40 gp)	Projectile (90/360), Stealthy
Arrows (20)	—	+0	—	Piercing	0 (2 gp)	Ammunition
Blunted arrows (20)	—	-1	—	Bludgeoning	0 (2 gp)	Ammunition, Subdual
Fire arrows (20) ³	—	-1	—	Piercing and fire	2 (25 gp)	Ammunition
Club-like weapons						
Club	Medium	+0	1d6	Bludgeoning	—	Versatile Grip
Greatclub	Heavy	+0	1d10	Bludgeoning	0 (10 gp)	Forceful
Greatmace	Heavy	+0	1d10	Bludgeoning	0 (10 gp)	Impact
Mace	Medium	+0	1d6	Bludgeoning	0 (10 gp)	Impact, Versatile Grip
Morning star	Medium	+0	1d8	Bludgeoning and piercing	0 (10 gp)	Versatile Grip
Sap	Light	+2	1d4	Bludgeoning	0 (10 gp)	Stealthy, Subdual
Crossbows						
Hand crossbow ³	Light	+0	1d4	—	1 (40 gp)	Projectile (30/120), Stealthy
Heavy crossbow ³	Heavy	+0	1d10	—	1 (40 gp)	Projectile (90/360)
Crossbow bolts (20)	—	+0	—	Piercing	0 (2 gp)	Ammunition
Blunted crossbow bolts (20)	—	-1	—	Piercing	0 (2 gp)	Ammunition, Subdual
Flexible weapons						
Flail	Medium	+0	1d6	Bludgeoning	0 (10 gp)	Tripping, Versatile Grip
Heavy flail	Heavy	+0	1d10	Bludgeoning	0 (10 gp)	Tripping
Two-section staff	Heavy	+0	1d8	Bludgeoning	0 (10 gp)	Disarming, Tripping

Nunchaku	Light	+1	1d4	Bludgeoning	0 (10 gp)	Disarming, Tripping
Slapjack	Light	+2	1d4	Bludgeoning	0 (10 gp)	Subdual
Whip ³	Light	+1	1d3	Bludgeoning	0 (10 gp)	Disarming, Subdual, Tripping
Headed weapons						
Light hammer	Light	+1	1d4	Bludgeoning	0 (10 gp)	Forceful, Thrown (15/60)
Longhammer	Heavy	+0	1d8	Bludgeoning	0 (10 gp)	Forceful, Long
Pick	Medium	+0	1d6	Piercing	0 (10 gp)	Impact, Versatile Grip
Sickle	Light	+2	1d4	Slashing	0 (10 gp)	Tripping
Sledgehammer	Heavy	+0	1d10	Bludgeoning	0 (10 gp)	Forceful
Warhammer	Medium	+0	1d6	Bludgeoning	0 (10 gp)	Forceful, Versatile Grip
Monk weapons						
Jitte	Light	+2	1d4	Piercing	0 (10 gp)	Disarming
Kama	Light	+2	1d4	Slashing	0 (10 gp)	Tripping
Kunai	Light	+2	1d4	Piercing	0 (10 gp)	Thrown (30/120)
Nunchaku	Light	+1	1d4	Bludgeoning	0 (10 gp)	Disarming, Tripping
Quarterstaff	Heavy	+1	1d6	Bludgeoning	0	Long
Sai	Light	+1	1d4	Piercing or bludgeoning	0 (10 gp)	Disarming, Parrying
Shuriken (5)	Light	+2	1d3	Piercing and slashing	0 (10 gp)	Ammunition, Compact, Thrown (15/60), Stealthy
Polearms						
Bardiche	Heavy	+0	1d10	Slashing	0 (10 gp)	Sweeping (1)
Glaive	Heavy	+0	1d8	Slashing	0 (10 gp)	Long, Sweeping (1)
Halberd	Heavy	+0	1d8	Piercing or slashing	0 (10 gp)	Long, Tripping
Longhammer	Heavy	+0	1d8	Bludgeoning	0 (10 gp)	Forceful, Long
Poleaxe	Heavy	+0	1d8	Piercing or slashing	0 (10 gp)	Impact, Tripping
Quarterstaff	Heavy	+1	1d6	Bludgeoning	0	Long
Scythe	Heavy	+0	1d8	Slashing	0 (10 gp)	Sweeping (2)
Swordstaff	Heavy	+0	1d8	Slashing	0 (10 gp)	Keen, Long
Simple weapons						
Claw sheath ³	—	—	—	—	1 (40 gp)	
Club	Medium	+0	1d6	Bludgeoning	0	Versatile Grip
Dagger	Light	+2	1d3	Piercing or slashing	0 (10 gp)	Compact, Stealthy, Thrown (15/60)
Heavy crossbow ³	Heavy	+0	1d10	—	1 (40 gp)	Projectile (90/360)
Crossbow bolts (20)	—	+0	—	Piercing	0 (2 gp)	Ammunition
Quarterstaff	Heavy	+1	1d6	Bludgeoning	0	Long
Spears						
Greatspear	Heavy	+0	1d10	Piercing	0 (10 gp)	Long
Javelin	Medium	+1	1d4	Piercing	0 (10 gp)	Thrown (30/120)
Lance	Heavy	+0	1d8	Piercing	0 (10 gp)	Long, Mounted
Ranseur	Heavy	+0	1d8	Piercing	0 (10 gp)	Disarming, Long
Partisan	Heavy	+0	1d8	Piercing	0 (10 gp)	Parrying, Long
Spear ³	Medium	+0	1d6	Piercing	0 (10 gp)	Thrown (15/60), Versatile Grip
Thrown weapons						
Dagger	Light	+2	1d3	Piercing or slashing	0 (10 gp)	Compact, Stealthy, Thrown (15/60)

Dart (5)	Light	+1	1d3	Piercing	0 (2 gp)	Ammunition, Compact, Thrown (30/120), Stealthy
Handaxe	Light	+2	1d4	Slashing	0 (10 gp)	Thrown (15/60)
Light hammer	Light	+1	1d4	Bludgeoning	0 (10 gp)	Forceful, Thrown (15/60)
Javelin	Medium	+1	1d4	Piercing	0 (10 gp)	Thrown (30/120)
Shuriken (5)	Light	+2	1d3	Piercing and slashing	0 (2 gp)	Ammunition, Compact, Thrown (15/60), Stealthy
Sling ³	Light	+0	1d4	Bludgeoning	0 (10 gp)	Projectile (90/360)
Throwing axe	Medium	+0	1d6	Slashing	0 (10 gp)	Impact, Thrown (15/60)
Bullets, sling (20)	—	—	—	—	0 (2 gp)	Ammunition
Unarmed weapons						
Gauntlet ³	Light	+2	1d2	Bludgeoning	0 (10 gp)	Unarmed
Gauntlet, spiked ³	Light	+2	1d2	Piercing	0 (10 gp)	Unarmed
Unarmed strike ³	Light	+2	1d2	Bludgeoning	—	Subdual, Unarmed
Exotic Weapons	Usage Class	Accuracy	Damage	Damage Type¹	Item Rank (Cost)²	Weapon Tags
Armor						
Armblade ³	Light	+2	1d4	Slashing	1 (40 gp)	Grappling, Keen
Spiked knee ³	Light	+1	1d4	Piercing	1 (40 gp)	Grappling, Impact
Axes						
Dwarven throwing axe	Light	+2	1d4	Slashing	0 (10 gp)	Impact, Thrown (30/120)
Dwarven waraxe	Medium	+0	1d8	Slashing	1 (40 gp)	Thrown (15/60), Versatile Grip
Orcish greataxe	Heavy	+0	1d10	Slashing	1 (40 gp)	Impact, Sweeping (1)
Blades						
Boot dagger ³	Light	+2	1d4	Piercing	0 (10 gp)	Compact, Stealthy
Falchion	Medium	+0	1d6	Slashing	1 (40 gp)	Sweeping (2), Versatile Grip
Katana	Heavy	+1	1d8	Slashing	1 (40 gp)	Keen, Sweeping (1)
Kukri	Light	+2	1d4	Slashing	0 (10 gp)	Keen, Sweeping (1)
Bows						
Flatbow ³	Heavy	+1	1d6	—	1 (40 gp)	Projectile (120/480)
Heartseeker arrows (20)	—	+0	—	Piercing	2 (40 gp)	Ammunition, Impact
Takedown bow ³	Special	+0	1d6	—	2 (200 gp)	Projectile (120/480 or 90/360)
Club-like weapons						
Culacula	Heavy	+0	1d10	Bludgeoning	0 (10 gp)	Forceful, Impact, Parrying
Gnomish trick mace	Light	+2	1d4	Bludgeoning	0 (10 gp)	Impact, Tripping
Knobkerrie	Medium	+1	1d6	Bludgeoning	0 (10 gp)	Impact, Throwing (15/60)
Totokia	Medium	+0	1d8	Bludgeoning and piercing	0 (10 gp)	Impact, Versatile Grip
Crossbows						
Arbalest ³	Heavy	+2	1d10	—	2 (200 gp)	Impact, Projectile (90/360)
Repeating crossbow ³	Medium	+0	1d6	—	2 (200 gp)	Impact, Projectile (90/360)
Repeating bolts (5)	—	+0	—	Piercing	1 (10 gp)	Ammunition
Flexible weapons						
Bladed whip ³	Medium	+1	1d4	Slashing	1 (40 gp)	Keen, Sweeping (1)
Chain whip	Medium	+1	1d6	Bludgeoning	1 (40 gp)	Long, Tripping
Meteor hammer	Heavy	+0	1d10	Bludgeoning	1 (40 gp)	Long, Tripping
Three-section staff	Heavy	+0	1d8	Bludgeoning	1 (40 gp)	Disarming, Long, Tripping
Headed weapons						

Dwarven longhammer	Heavy	+0	1d10	Bludgeoning	1 (40 gp)	Forceful, Long
Dwarven shorthammer	Light	+2	1d4	Bludgeoning	1 (40 gp)	Forceful, Impact
Heavy pick	Heavy	+1	1d8	Piercing	1 (40 gp)	Keen, Impact
Obuch	Medium	+0	1d8	Bludgeoning	1 (40 gp)	Long, Tripping
Monk weapons						
Three-section staff	Heavy	+0	1d8	Bludgeoning	1 (40 gp)	Disarming, Long, Tripping
Polearms						
Fauchard	Heavy	+0	1d8	Slashing	1 (40 gp)	Long, Sweeping (2)
War scythe	Heavy	+0	1d10	Slashing or piercing	1 (40 gp)	Sweeping (2)
Simple weapons						
Spear						
Gnomish spearspear	Light	+2	1d4	Piercing	0 (10 gp)	Impact, Long
Pike ³	Heavy	+0	1d10	Piercing	0 (10 gp)	Long
Thrown weapons						
Bolas	Light	+2	1d3	Bludgeoning	0 (10 gp)	Thrown (15/60), Tripping
Dwarven throwing axe	Light	+2	1d4	Slashing	0 (10 gp)	Impact, Thrown (30/120)
Dwarven waraxe	Medium	+0	1d8	Slashing	1 (40 gp)	Thrown (15/60), Versatile Grip
Net ³	Medium	+0	—	—	0 (10 gp)	Thrown (5/30)
Unarmed weapons						

1 When two types are given, the weapon is both types if the entry specifies “and,” or either type (attacker’s choice) if the entry specifies “or.”

2 See Item Ranks, page 340.

3 This weapon has special rules.

Individual Weapon Descriptions

Some weapons in Table 9.5: Weapons have additional abilities which are described below.

Arbalest: You draw an arbalest back by turning a small winch. Loading an arbalest requires two standard actions. Each standard action requires one **free hand** while holding the arbalest in another hand.

Armblade: This weapon is not held in a hand. Instead, it is affixed to the arm of body armor with a medium or heavy **usage class**. When you attack with an armblade, you cannot use the arm it is attached to for any other combat purpose in the same phase. You can still hold items in that hand, but they have no combat effect. If you are not proficient with this weapon, you increase your **encumbrance** by 2 when wearing armor with an armblade. Armblades cannot be imbued with magic weapon properties.

Armor Spikes: Any **body armor** can be spiked. You cannot normally attack with armor spikes. However, if your armor is spiked and you are proficient with it, you deal damage with it when you make a successful *grapple* or *shove* attack. Your **power** is halved for the purpose of this damage, and this damage is not doubled if you get a critical hit with the grapple or shove attack. If you would already deal damage with that ability from another source, such as with the *wall slam* ability from the Savage feat, you instead gain a +1d bonus to that damage, and that damage becomes piercing damage in addition to its other types. Armor spikes cannot be imbued with magic weapon properties.

Bladed Whip: A bladed whip has a 15 foot reach. You can use a bladed whip against foes anywhere within your reach, including adjacent foes.

Boot Dagger: A boot dagger is a modified boot or boot sole which contains a hidden dagger. The dagger is normally concealed, and requires an Awareness check with a **difficulty value** of 15 to find. Attacking with a boot dagger does not require a **free hand**, but you must make a Balance check with a **difficulty value** of 10 during each phase that you attack with it. If you fail this check, you fall **prone** (*half speed, -2 accuracy, Armor, and Ref*) after the attack.

After you attack with a boot dagger, the dagger remains plainly visible. Concealing the dagger again requires a standard action. A boot dagger cannot be imbued with magic weapon properties.

Claw Sheath: A claw sheath is not a weapon in itself, but a covering over a single claw that a creature can use to make claw attacks. Claw sheaths do not grant a creature without claws a claw attack. Normally, a sheath does not improve the claw attack, but magical claw sheaths can be made which grant bonuses to attacks made with the claw.

It may be possible to find or craft unusual sheaths for natural weapons other than claws. However, such sheaths only exist for natural weapons that require a free hand to use, so “bite sheaths” are impossible.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a **free action** that requires

one **free hand** while holding the crossbow in another hand.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a standard action that requires one **free hand** while holding the crossbow in another hand.

Crossbow, Repeating: The repeating crossbow holds 5 crossbow bolts. As long as it holds bolts, you can reload it as a **free action** by pulling the reloading lever with one **free hand**. Loading a new case of 5 bolts is a **standard action** that requires one **free hand** while holding the crossbow in another hand.

Flatbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires one **free hand** while holding the flatbow in another hand. A flatbow is too unwieldy to use while you are mounted. Unlike a longbow, a flatbow is flat when not under tension and has approximately rectangular limbs. This spreads stress more evenly over the bow’s structure, allowing more precise shots, though the firing technique is different and less commonly known.

Fire Arrows: These arrows are treated with alchemist’s fire so they can be ignited before being shot. The process requires thickening the arrow shaft, reducing the precision of the arrow. It takes a **move action** to ignite a fire arrow assuming you have access to an active flame the size of a torch or larger.

Gauntlet: Gauntlets cannot be imbued with magic weapon properties.

Gauntlet, Spiked: Spiked gauntlets cannot be imbued with magic weapon properties.

Longbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires one **free hand** while holding the bow in the other hand. A longbow is too unwieldy to use while you are mounted.

Net: A net is used to entangle enemies. When you throw a net, you make an attack vs. Reflex against your target. If you hit, the target is **slowed** (*half speed, -2 Ref*). If you control the trailing rope by succeeding on an opposed Strength check while holding it, the netted creature can move only within the limits that the rope allows.

A netted creature can escape with a **difficulty value** 10 Flexibility check (normally a standard action). The net has (2/10) and can be burst with a **difficulty value** 10 Strength check as a standard action.

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 accuracy penalty with it. It takes 2 standard actions for a proficient user to fold a net and twice that many for a nonproficient one to do so.

Pike: A pike’s reach starts 5 feet away from your body, even when it is short hafted. This allows it to reach foes 15 feet away from you while you are not short hafting it, but makes it impossible to attack an adjacent foe regardless of your grip.

Table 9.6: Natural Weapons

Natural Weapons	Usage Class	Accuracy	Damage	Damage Type ¹	Weapon Tags
Bite	Medium	+0	1d6	Physical	Grappling
Claw ²	Light	+2	1d4	Slashing	Grappling
Gore	Medium	+0	1d6	Piercing	Impact
Ram	Medium	+0	1d6	Bludgeoning	Forceful
Slam ²	Medium	+0	1d8	Bludgeoning	—
Stinger	Medium	+1	1d6	Piercing	—
Talon	Light	+2	1d4	Piercing	—
Unarmed Strike	Light	+2	1d2	Bludgeoning	Subdual, Unarmed

¹ When two types are given, the weapon is both types if the entry specifies “and,” or either type (attacker’s choice) if the entry specifies “or”.

² This natural weapon must normally be used with a **free hand**.

Shield, Standard: You can bash with a shield in addition to defending with it. See Armor for details.

Shortbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires one **free hand** while holding the shortbow in another hand.

Sling: You can fire, but not load, a sling with one hand. Loading a sling is a free action that requires both hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. You take a –1d damage penalty with ordinary stones.

Spear: You cannot throw a spear while holding it in two hands.

Spiked Knee: This weapon is not held in a hand. Instead, it is affixed to the leg of body armor with a medium or heavy **usage class** (see Armor Usage Classes, page 360). If you are not proficient with this weapon, you increase your **encumbrance** by 2 when wearing armor with a spiked knee. A spiked knee cannot be imbued with magic weapon properties.

Spiked Shield, Standard: You can bash with a spiked shield in addition to defending with it. See Armor for details.

Takedown Bow: A takedown bow is a bow assembled from multiple independent components that can be reconfigured into two different combinations. In its longbow configuration, it functions like a longbow, and in its shortbow configuration, it functions like a shortbow. In addition, when it is fully disassembled, it takes up space equivalent to a light usage class weapon, making it easier to transport and conceal.

Unarmed Strike: Anyone can use an unarmed strike to attack. However, unless you are proficient with the Unarmed Weapons weapon group, you suffer the normal penalties for attacking with a weapon you are not proficient with (see Weapon Proficiency, page 342).

Whip: A whip has a 15 foot reach. You can use a whip against foes anywhere within your reach, including adjacent foes.

Special Materials

Nonmagical weapons can be made from special materials that can alter the properties of the item. These special materials are

described in Table 9.7: Weapon Special Materials. Depending on the construction of the weapon, it may be entirely composed of the special material, or it may only have its striking surface altered. For example, a dragonfang spear may have a wooden haft and still gain the full benefits of being a dragonfang weapon. An adamantine greatclub would only have a thin layer of adamantine around the outside, rather than being entirely forged from adamantine, because the weight and cost would otherwise be complete

A weapon that is made from a special material cannot have any magic item properties, and cannot be chosen as a **legacy item**. Projectile weapons cannot be made from special materials. However, the ammunition fired by projectile weapons can be made from special materials.

Any individual weapon can only ever gain the combat benefits of a single special material, even if it contains multiple special materials in its construction. That special material is chosen at the time the weapon is crafted and cannot be altered without recrafting it.

Adamantine: An adamantine weapon deals double damage to objects. Golems and other object-like animate creatures are often **vulnerable** to adamantine weapons.

Adamantine, Pure: A pure adamantine weapons deals triple damage to objects. Golems and other object-like animate creatures are often **vulnerable** to adamantine weapons.

Cold Iron: Many fey creatures and some demons are **vulnerable** to cold iron weapons.

Diamondsteel: A diamondsteel weapon grants you a +1 bonus to **accuracy** with **strikes** using it for the purpose of determining whether you get a **critical hit**.

Diamondsteel, Pure: A pure diamondsteel weapon grants you a +2 bonus to **accuracy** with **strikes** using it for the purpose of determining whether you get a **critical hit**.

Dragonfang: Damage dealt by a dragonfang weapon is damage of the type dealt by that dragon’s breath weapon in addition to its normal damage types (see Table C.2: Dragon Types, page 432).

Dragonfang, Pure: Damage dealt by a pure dragonfang weapon is damage of the type dealt by that dragon’s breath

Table 9.7: Weapon Special Materials

Material	Special Effect	Item Rank
Adamantine	Double damage to objects	+4
Adamantine, pure	Triple damage to objects	+6
Cold iron	Common vulnerabilities	+2
Diamondsteel	+1 accuracy with critical hits	+3
Diamondsteel, pure	+2 accuracy with critical hits	+5
Dragonfang	Deals energy damage	+4
Dragonfang, ancient	Deals energy damage, grants breath attack	+6
Mithral	+1 accuracy, -1d damage	+3
Mithral, pure	+2 accuracy, -2d damage	+5
Silvered	Common vulnerabilities	+2

weapon in addition to its normal damage types (see Table C.2: Dragon Types, page 432). In addition, as a standard action, you can make a **strike** using the weapon that takes the form of a breath weapon emitted from the weapon. If the dragon's breath weapon is normally a line, the strike targets everything in a Large (60 ft.), 10 ft. wide line from you. Otherwise, the strike targets everything in a Medium (30 ft.) cone from you. After you use this ability, you **briefly** cannot use it again.

Mithral: A mithral weapon grants you a +1 accuracy bonus and a -1d damage penalty with strikes using the weapon.

Mithral, Pure: A pure mithral weapon grants you a +2 accuracy bonus and a -2d damage penalty with strikes using the weapon.

Silvered: Lycanthropes and some undead are **vulnerable** to silvered weapons.

Magic Weapons

Magic weapons improve a character's combat abilities. They must be wielded to gain their effects.

Ranged Weapons and Ammunition: Any magical properties of a projectile weapon also apply to all ammunition fired from that weapon.

Table 9.8: Weapon Items

Name	Rank (Cost)	Type	Description	Page
Bloodspray	1 (40 gp)	Weapon	Briefly dazzles foes with blood on kill	355
Merciful	1 (40 gp)	Weapon	Deals subdual damage	357
Morphing	1 (40 gp)	Weapon	Can change into similar weapon	357
Onslaught	1 (40 gp)	Weapon	Grants +5 speed after defeating a foe	357
Returning	1 (40 gp)	Weapon	Teleports back to you after being thrown	358
Tireless	1 (40 gp)	Weapon	Ignores 1 fatigue with strikes	360
Bloodfuel	2 (200 gp)	Weapon	Can spend 2 HP for +4 power	355
Concussive	2 (200 gp)	Weapon	Can deal sonic damage and briefly deafen	355
Flaming	2 (200 gp)	Weapon	Can deal fire damage and ignite	356
Freezing	2 (200 gp)	Weapon	Can deal cold damage and briefly slow	356
Iridescent	2 (200 gp)	Weapon	Can dazzle	357
Potency	2 (200 gp)	Weapon	Grants +2 power	358
Routing	2 (200 gp)	Weapon	Grants +1 accuracy vs scared foes	358
Shocking	2 (200 gp)	Weapon	Can deal electricity damage and briefly daze	359
Thieving	2 (200 gp)	Weapon	Can absorb small items	359
Blessed	3 (1,000 gp)	Weapon	Grants +2 bonus with <i>desperate exertion</i>	355
Bloodspray, Greater	3 (1,000 gp)	Weapon	Briefly dazzles foes with widely sprayed blood on kill	355
Boomerang	3 (1,000 gp)	Weapon	Can be thrown to strike multiple foes	355
Dimensional Trace	3 (1,000 gp)	Weapon	Can briefly teleport next to struck creatures	356
Hefty	3 (1,000 gp)	Weapon	Can knockback struck foes	357
Longshot	3 (1,000 gp)	Weapon	Reduces longshot penalty by 1	357
Morphing, Greater	3 (1,000 gp)	Weapon	Can change into any weapon	357
Onslaught, Greater	3 (1,000 gp)	Weapon	Grants +10 speed after defeating a foe	357
Phasing	3 (1,000 gp)	Weapon	Can ignore obstacles when attacking	358
Powerstrike	3 (1,000 gp)	Weapon	Can attack with +5 damage	358
Ricocheting	3 (1,000 gp)	Weapon	Hits an extra foe with ranged strikes	358
Seeking	3 (1,000 gp)	Weapon	Reduces miss chances	359
Soulreaving	3 (1,000 gp)	Weapon	Deals delayed damage	359
Surestrike	3 (1,000 gp)	Weapon	Can attack with +2 accuracy	359
Tireless, Greater	3 (1,000 gp)	Weapon	Ignores 2 fatigue with strikes	360
Banechannel	4 (5,000 gp)	Weapon	Remove a condition to inflict it later	355
Bloodfuel, Greater	4 (5,000 gp)	Weapon	Can spend 4 HP for +8 power	355
Concussive, Greater	4 (5,000 gp)	Weapon	Deals sonic damage and can briefly deafen	355
Fixating	4 (5,000 gp)	Weapon	Grants +1 accuracy bonus against attacked foe	356
Flaming, Greater	4 (5,000 gp)	Weapon	Deals fire damage and can ignite	356
Freezing, Greater	4 (5,000 gp)	Weapon	Deals cold damage and can briefly slow	356
Honed	4 (5,000 gp)	Weapon	Grants the Keen weapon tag	357
Impactful	4 (5,000 gp)	Weapon	Grants the Impact weapon tag	357
Iridescent, Greater	4 (5,000 gp)	Weapon	Can accurately dazzle	357
Potency, Greater	4 (5,000 gp)	Weapon	Grants +4 power	358
Screaming	4 (5,000 gp)	Weapon	Screams, making you and struck foes briefly shaken	358
Shocking, Greater	4 (5,000 gp)	Weapon	Deals electricity damage and can briefly daze	359
Thieving, Greater	4 (5,000 gp)	Weapon	Can absorb large items	359
Vampiric	4 (5,000 gp)	Weapon	Steals 1d8+3 hit points from foes	360
Blessed, Greater	5 (25,000 gp)	Weapon	Grants +3 bonus with <i>desperate exertion</i>	355

Bloodspray, Supreme	5 (25,000 gp)	Weapon	Dazzles foes with widely sprayed blood on kill	355
Dimensional Trace, Greater	5 (25,000 gp)	Weapon	Can teleport next to struck creatures	356
Longshot, Greater	5 (25,000 gp)	Weapon	Reduces longshot penalty by 2	357
Onslaught, Supreme	5 (25,000 gp)	Weapon	Grants +15 speed after defeating a foe	357
Phasing, Greater	5 (25,000 gp)	Weapon	Can ignore many obstacles when attacking	358
Powerstrike, Greater	5 (25,000 gp)	Weapon	Can attack with +10 damage	358
Ricocheting, Greater	5 (25,000 gp)	Weapon	Hits two extra foes with ranged strikes	358
Routing, Greater	5 (25,000 gp)	Weapon	Grants +2 accuracy vs scared foes	358
Surestrike, Greater	5 (25,000 gp)	Weapon	Can attack with +3 accuracy	359
Tireless, Supreme	5 (25,000 gp)	Weapon	Ignores 3 fatigue with strikes	360
Wolfpack	5 (25,000 gp)	Weapon	Imposes -1 defense penalty with ally's help	360
Banechannel, Greater	6 (125,000 gp)	Weapon	Remove conditions to inflict them later	355
Bloodfuel, Supreme	6 (125,000 gp)	Weapon	Can spend 8 HP for +16 power	355
Concussive, Supreme	6 (125,000 gp)	Weapon	Deals sonic damage and can deafen	356
Fixating, Greater	6 (125,000 gp)	Weapon	Grants +2 accuracy bonus against attacked foe	356
Flaming, Supreme	6 (125,000 gp)	Weapon	Deals fire damage and can massively ignite	356
Freezing, Supreme	6 (125,000 gp)	Weapon	Deals cold damage and can slow	357
Iridescent, Supreme	6 (125,000 gp)	Weapon	Can very accurately dazzle	357
Potency, Supreme	6 (125,000 gp)	Weapon	Grants +8 power	358
Screaming, Greater	6 (125,000 gp)	Weapon	Screams, making you and struck foes shaken	358
Seeking, Greater	6 (125,000 gp)	Weapon	Removes miss chances	359
Shocking, Supreme	6 (125,000 gp)	Weapon	Deals electricity damage and can daze	359
Soulreaving, Greater	6 (125,000 gp)	Weapon	Deals delayed damage that can be quickly converted	359
Thieving, Supreme	6 (125,000 gp)	Weapon	Can absorb huge items	360
Vampiric, Greater	6 (125,000 gp)	Weapon	Steals 2d8+7 hit points from foes	400
Blessed, Supreme	7 (625,000 gp)	Weapon	Grants +4 bonus with <i>desperate exertion</i>	355
Dimensional Trace, Supreme	7 (625,000 gp)	Weapon	Can teleport next to struck creatures despite obstacles	356
Fated	7 (625,000 gp)	Weapon	Rolls attacks twice	356
Longshot, Supreme	7 (625,000 gp)	Weapon	Reduces longshot penalty by 3	357
Powerstrike, Supreme	7 (625,000 gp)	Weapon	Can attack with +15 damage	358
Ricocheting, Supreme	7 (625,000 gp)	Weapon	Hits two extra foes at a distance with ranged strikes	358
Surestrike, Supreme	7 (625,000 gp)	Weapon	Can attack with +4 accuracy	359
Vorpal	7 (625,000 gp)	Weapon	Inflicts lethal critical hits	360

Banechannel**Rank 4 (5,000 gp)**

As a standard action, you can activate this weapon. When you do, you remove one **condition** affecting you. This cannot remove an effect applied during the current round. The condition is infused into this weapon. You cannot use this ability while there is a condition infused in the weapon. However, you can release the infusion as a separate standard action.

While this weapon is infused, if you make a creature lose **hit points** with it, the struck creature becomes **briefly** affected by the infused effect. This removes the infusion from this weapon, allowing you to activate it again.

Type: Weapon**Materials:** As weapon**Banechannel, Greater****Rank 6 (125,000 gp)**

This weapon functions like a *banechannel* weapon, except that you can infuse up to two conditions into the weapon. When you make a creature lose **hit points** with the weapon, it gains the oldest condition infused in the weapon. You cannot inflict a condition with this weapon more than once per round.

Type: Weapon**Materials:** As weapon**Blessed****Rank 3 (1,000 gp)**

When you use the *desperate exertion* to affect a strike with this weapon, you gain a +2 bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Type: Weapon**Materials:** As weapon**Blessed, Greater****Rank 5 (25,000 gp)**

When you use the *desperate exertion* to affect a strike with this weapon, you gain a +3 bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Type: Weapon**Materials:** As weapon**Blessed, Supreme****Rank 7 (625,000 gp)**

When you use the *desperate exertion* to affect a strike with this weapon, you gain a +4 bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Type: Weapon**Materials:** As weapon**Bloodfuel****Rank 2 (200 gp)**

As a standard action, you can make a **strike** using this weapon that uses your own blood to fuel its power. You gain a +4 bonus to **power** with the attack. However, you lose 2 **hit points**.

Type: Weapon**Materials:** As weapon**Bloodfuel, Greater****Rank 4 (5,000 gp)**

As a standard action, you can make a **strike** using this weapon that uses your own blood to fuel its power. You gain a +8 bonus to **power** with the attack. However, you lose 4 **hit points**.

Type: Weapon**Materials:** As weapon**Bloodfuel, Supreme****Rank 6 (125,000 gp)**

As a standard action, you can make a **strike** using this weapon that uses your own blood to fuel its power. You gain a +16 bonus to **power** with the attack. However, you lose 8 **hit points**.

Type: Weapon**Materials:** As weapon**Bloodspray****Rank 1 (40 gp)**

Whenever you kill a creature or knock a creature unconscious with a **strike** using this weapon, make an attack vs. Reflex against all **enemies** adjacent to that creature. On a hit, each target is **briefly dazzled** (25% miss chance, no special vision).

Type: Weapon**Materials:** As weapon**Bloodspray, Greater****Rank 3 (1,000 gp)**

This weapon functions like a *bloodspray* weapon, except that the area of the attack increases to a Small (15 ft.) radius from the defeated creature.

Type: Weapon**Materials:** As weapon**Bloodspray, Supreme****Rank 5 (25,000 gp)**

This weapon functions like a *bloodspray* weapon, except that the area of the attack increases to a Small (15 ft.) radius from the defeated creature. In addition, the dazzling effect becomes a **condition**.

Type: Weapon**Materials:** As weapon**Boomerang****Rank 3 (1,000 gp)**

You can throw this weapon as if it was designed to be thrown. In addition, as a standard action, you can throw this weapon in a spinning arc. When you do, make a thrown **strike** against up to two targets within **close range**. After attacking the last target, the weapon flies back to your hand.

Type: Weapon**Materials:** As weapon**Concussive****Rank 2 (200 gp)**

This weapon vibrates slightly in the hand. As a standard action, you can make a **strike** using this weapon that is imbued with concussive force. Damage dealt by that strike is sonic damage in addition to its normal damage types (see Multiple Damage Types, page 36). In addition, each creature that loses **hit points** from the strike is **briefly deafened** (25% verbal spell failure).

Type: Weapon**Materials:** As weapon**Concussive, Greater****Rank 4 (5,000 gp)**

This weapon continuously emits a low-pitched rumbling noise and vibrates in the hand. All damage dealt with it is sonic damage in addition to its normal damage types (see Multiple Damage Types, page 36).

As a standard action, you can make a **strike** using this weapon

that is imbued with concussive force. You gain a +1d damage bonus with the strike. In addition, each creature that loses **hit points** from the strike is **briefly deafened** (25% verbal spell failure).

Type: Weapon

Materials: As weapon

Concussive, Supreme **Rank 6 (125,000 gp)**

This weapon functions like a *greater concussive* weapon, except that the deafening effect becomes a **condition**.

Type: Weapon

Materials: As weapon

Dimensional Trace **Rank 3 (1,000 gp)**

As a standard action, you can make a **strike** with a +1 **accuracy** bonus using this weapon. You can **briefly** apply a dimensional trace on one creature that was dealt damage by that strike. At the start of each **action phase**, if any creature within Distant (240 ft.) range of you has a dimensional trace active from this weapon, you can choose to automatically **teleport** into the closest unoccupied square adjacent to that creature.

Type: Weapon

Materials: As weapon

Dimensional Trace, Greater **Rank 5 (25,000 gp)**

This weapon functions like a *dimensional trace* weapon, except that the dimensional trace becomes a **condition**. In addition, the accuracy bonus with the strike increases to +2.

Type: Weapon

Materials: As weapon

Dimensional Trace, Supreme **Rank 7 (625,000 gp)**

This weapon functions like a *dimensional trace* weapon, except that the dimensional trace becomes a **condition**, and the teleportation no longer requires **line of sight** or **line of effect**. In addition, the accuracy bonus with the strike increases to +3.

Type: Weapon

Materials: As weapon

Fated **Rank 7 (625,000 gp)**

The first time you make a **strike** with this weapon each round, you can roll twice and take the higher result.

Type: Weapon

Materials: As weapon

Fixating **Rank 4 (5,000 gp)**

Once per **phase**, when you make a **strike** with this weapon, you gain a +1 accuracy bonus against one target of the strike with future strikes using this weapon. If the strike had multiple targets, you choose which target you gain the bonus against. This effect lasts until you make a strike with this weapon that does not include that creature as a target. It stacks with itself, up to a maximum of a +4 bonus.

Type: Weapon

Materials: As weapon

Fixating, Greater **Rank 6 (125,000 gp)**

This weapon functions like a *fixating* weapon, except that the bonus increases by +2 with each strike.

Type: Weapon

Materials: As weapon

Flaming **Rank 2 (200 gp)**

This weapon smolders visibly and sheds light as a torch. As a standard action, you can make a **strike** using this weapon that is imbued with fiery energy. Damage dealt by that strike is fire damage in addition to its normal damage types (see Multiple Damage Types, page 36). In addition, each creature that loses **hit points** from the strike takes additional fire damage at the end of the next round equal to half the damage it took from the strike.

Type: Weapon

Materials: As weapon

Flaming, Greater **Rank 4 (5,000 gp)**

This weapon is on fire. It sheds light as a torch, and all damage dealt with it is fire damage in addition to its normal damage types (see Multiple Damage Types, page 36).

As a standard action, you can make a **strike** using this weapon that is imbued with fiery energy. You gain a +1d damage bonus with the strike. In addition, each creature that loses **hit points** from the strike takes additional fire damage at the end of the next round equal to half the damage it took from the strike.

Type: Weapon

Materials: As weapon

Flaming, Supreme **Rank 6 (125,000 gp)**

This weapon functions like a *greater flaming* weapon, except that the extra fire damage increases to be equal to the damage the creature was dealt by the strike.

Type: Weapon

Materials: As weapon

Freezing **Rank 2 (200 gp)**

This weapon is frigid to the touch. As a standard action, you can make a **strike** using this weapon that is imbued with frigid energy. Damage dealt by that strike is cold damage in addition to its normal damage types (see Multiple Damage Types, page 36). In addition, each creature that loses **hit points** from the strike is **briefly slowed** (half speed, -2 Ref).

Type: Weapon

Materials: As weapon

Freezing, Greater **Rank 4 (5,000 gp)**

This weapon is bitterly cold to the touch. All damage dealt with it is cold damage in addition to its normal damage types (see Multiple Damage Types, page 36).

As a standard action, you can make a **strike** using this weapon that is imbued with frigid energy. You gain a +1d damage bonus with the strike. In addition, each creature that loses **hit points** from the strike is **briefly slowed** (half speed, -2 Ref).

Type: Weapon

Materials: As weapon

Freezing, Supreme Rank 6 (125,000 gp)

This weapon functions like a *greater freezing* weapon, except that the slowing effect becomes a **condition**.

Type: Weapon

Materials: As weapon

Hefty Rank 3 (1,000 gp)

This weapon feels heavy in the hand. It gains the **Forceful** weapon tag (see Weapon Tags, page 344). If it already has that weapon tag, the distance that you can **knockback** the target increases by 10 feet.

Type: Weapon

Materials: As weapon

Honed Rank 4 (5,000 gp)

This weapon has the Keen weapon tag. You gain a +2 bonus to **accuracy** with **strikes** using this weapon for the purpose of determining whether you get a **critical hit** (see Weapon Tags, page 344). If the weapon already has the Keen weapon tag, this has no effect.

Type: Weapon

Materials: As weapon

Impactful Rank 4 (5,000 gp)

This weapon has the Impact weapon tag. When you get a **critical hit** with this weapon, you deal triple damage instead of double damage. If the weapon already has the Impact weapon tag, this has no effect.

Type: Weapon

Materials: As weapon

Iridescent Rank 2 (200 gp)

This weapon shimmers with a chaotic pattern of colors. As a standard action, you can make a flashy **strike** using this weapon that accentuates its bewildering effect. Each creature that loses **hit points** from the strike is **dazzled** (25% miss chance, no special vision) as a **condition**.

Type: Weapon

Materials: As weapon

Iridescent, Greater Rank 4 (5,000 gp)

This weapon functions like a *iridescent* weapon, except that you gain a +1 **accuracy** bonus with the strike.

Type: Weapon

Materials: As weapon

Iridescent, Supreme Rank 6 (125,000 gp)

This weapon functions like a *iridescent* weapon, except that you gain a +2 **accuracy** bonus with the strike.

Type: Weapon

Materials: As weapon

Longshot Rank 3 (1,000 gp)

When you make a ranged attack using this weapon, you reduce your **longshot penalty** by 1.

Type: Weapon

Materials: As weapon

Longshot, Greater Rank 5 (25,000 gp)

When you make a ranged attack using this weapon, you reduce your **longshot penalty** by 2.

Type: Weapon

Materials: As weapon

Longshot, Supreme Rank 7 (625,000 gp)

When you make a ranged attack using this weapon, you reduce your **longshot penalty** by 3.

Type: Weapon

Materials: As weapon

Merciful Rank 1 (40 gp)

This weapon deals **subdual damage**. As a **minor action**, you can toggle this effect on or off, allowing you to deal non-subdual damage with this weapon if you desire.

Type: Weapon

Materials: As weapon

Morphing Rank 1 (40 gp)

As a standard action, you can activate this weapon. If you do, it changes shape into a new weapon of your choice from the same weapon group. If you stop attuning to this weapon, it returns to its original form.

Type: Weapon

Materials: As weapon

Morphing, Greater Rank 3 (1,000 gp)

As a standard action, you can activate this weapon. If you do, it changes shape into a new weapon of your choice that you are proficient with. This can only change into existing manufactured weapons, not improvised weapons (see Weapons, page 342). If you stop attuning to this weapon, it returns to its original form.

Type: Weapon

Materials: As weapon

Onslaught Rank 1 (40 gp)

Whenever you **defeat** a creature with a **strike** using this weapon, you gain a +5 foot bonus to your speed with all movement modes during the next round.

Type: Weapon

Materials: As weapon

Onslaught, Greater Rank 3 (1,000 gp)

Whenever you **defeat** a creature with a **strike** using this weapon, you gain a +10 foot bonus to your speed with all movement modes during the next round.

Type: Weapon

Materials: As weapon

Onslaught, Supreme Rank 5 (25,000 gp)

Whenever you **defeat** a creature with a **strike** using this weapon, you gain a +15 foot bonus to your speed with all movement modes during the next round.

Type: Weapon

Materials: As weapon

Phasing Rank 3 (1,000 gp)

All **strikes** with this weapon, including projectiles fired by this weapon, can pass through a single solid obstacle of up to one foot thick on the way to their target. This can allow you to ignore **cover**, or even attack through solid walls. It does not allow you to ignore armor, shields, or or similar items used by the target of your attacks.

Type: Weapon

Materials: As weapon

Phasing, Greater Rank 5 (25,000 gp)

This weapon functions like a *phasing* weapon, except that the strike can penetrate through any number of solid objects with a combined thickness of ten feet or less.

Type: Weapon

Materials: As weapon

Potency Rank 2 (200 gp)

You gain a +2 **magic bonus** to your **power**.

Type: Weapon

Materials: As weapon

Potency, Greater Rank 4 (5,000 gp)

You gain a +4 **magic bonus** to your **power**.

Type: Weapon

Materials: As weapon

Potency, Supreme Rank 6 (125,000 gp)

You gain a +8 **magic bonus** to your **power**.

Type: Weapon

Materials: As weapon

Powerstrike Rank 3 (1,000 gp)

As a standard action, you can make a **strike** with a +5 damage bonus using this weapon.

Type: Weapon

Materials: As weapon

Powerstrike, Greater Rank 5 (25,000 gp)

As a standard action, you can make a **strike** with a +10 damage bonus using this weapon.

Type: Weapon

Materials: As weapon

Powerstrike, Supreme Rank 7 (625,000 gp)

As a standard action, you can make a **strike** with a +15 damage bonus using this weapon.

Type: Weapon

Materials: As weapon

Returning Rank 1 (40 gp)

After being thrown, this weapon teleports back into your hand at the end of the current phase. Catching a returning weapon when it comes back is a free action. If you can't catch it, the weapon drops to the ground in the square from which it was

thrown.

Type: Weapon

Materials: As weapon

Ricocheting Rank 3 (1,000 gp)

When you make a **ranged strike** with this weapon, you may also target one or more secondary creatures or objects. Each secondary target must be within 10 feet of a primary target, and must not already be a target of the strike. The strike affects each secondary target in the same way as the primary target.

Type: Weapon

Materials: As weapon

Ricocheting, Greater Rank 5 (25,000 gp)

This weapon functions like a *ricocheting* weapon, except that you can choose two secondary targets instead of only one.

Type: Weapon

Materials: As weapon

Ricocheting, Supreme Rank 7 (625,000 gp)

This weapon functions like a *ricocheting* weapon, except that you can choose two secondary targets instead of only one. In addition, each secondary target may be up to 15 feet away from a primary target.

Type: Weapon

Materials: As weapon

Routing Rank 2 (200 gp)

You gain a +1 bonus to **accuracy** with **strikes** using this weapon against creatures that are suffering penalties for being **shaken** (*-2 accuracy and Mental within 60 ft.*), **frightened** (*-4 accuracy and Mental within 60 ft.*), or **panicked** (*-4 Mental and must flee within 60 ft.*).

Type: Weapon

Materials: As weapon

Routing, Greater Rank 5 (25,000 gp)

You gain a +2 bonus to **accuracy** with **strikes** using this weapon against creatures that are suffering penalties for being **shaken** (*-2 accuracy and Mental within 60 ft.*), **frightened** (*-4 accuracy and Mental within 60 ft.*), or **panicked** (*-4 Mental and must flee within 60 ft.*).

Type: Weapon

Materials: As weapon

Screaming Rank 4 (5,000 gp)

Whenever you make a creature lose **hit points** with a **strike** using this weapon, this weapons emits a blood-curdling scream. This causes you and that creature to **briefly** become **shaken** (*-2 accuracy and Mental within 60 ft.*) by each other.

Type: Weapon

Materials: As weapon

Screaming, Greater Rank 6 (125,000 gp)

Whenever you make a creature lose **hit points** with a **strike** using this weapon, this weapons emits a nightmarish scream. This causes you and that creature to become **frightened** (*-4*

accuracy and Mental within 60 ft.) by each other as a **condition**.

Type: Weapon

Materials: As weapon

Seeking Rank 3 (1,000 gp)

This weapon automatically veers towards its intended target. Any **miss chance** the strike would normally have is reduced. A 50% miss chance is reduced to a 25% miss chance, and a 25% miss chance is removed entirely.

Type: Weapon

Materials: As weapon

Seeking, Greater Rank 6 (125,000 gp)

This weapon automatically veers towards its intended target. Any **miss chance** the strike would normally have is removed.

Type: Weapon

Materials: As weapon

Shocking Rank 2 (200 gp)

This weapon subtly crackles with electricity. As a standard action, you can make a **strike** using this weapon that is imbued with electrical energy. Damage dealt by that strike is electricity damage in addition to its normal damage types (see Multiple Damage Types, page 36). In addition, each creature that loses **hit points** from the strike is **briefly dazed** (*-2 defenses*).

Type: Weapon

Materials: As weapon

Shocking, Greater Rank 4 (5,000 gp)

This weapon continuously crackles with electricity. All damage dealt with it is electricity damage in addition to its normal damage types (see Multiple Damage Types, page 36).

As a standard action, you can make a **strike** using this weapon that is imbued with electrical energy. You gain a +1 accuracy bonus with the strike. In addition, each creature that loses **hit points** from the strike is **briefly dazed** (*-2 defenses*).

Type: Weapon

Materials: As weapon

Shocking, Supreme Rank 6 (125,000 gp)

This weapon functions like a *greater shocking* weapon, except that the dazing effect becomes a **condition**.

Type: Weapon

Materials: As weapon

Soulreaving Rank 3 (1,000 gp)

This weapon is translucent and has no physical presence for anyone except you. It has no effect on objects or constructs, and creatures do not feel any pain or even notice attacks from it. Attacks with this weapon ignore all **damage resistance**, but the damage is delayed instead of being dealt immediately. Damage that would be dealt by the weapon can be delayed indefinitely. While the damage is delayed, it cannot be removed by any means short of the destruction of this weapon or the creature's death.

As a **standard action**, you can cut yourself with this weapon to activate it. This deals no damage to you. When you do, each

creature hit with the weapon loses **hit points** equal to the total delayed damage built up by the weapon for that target. Creatures farther than one mile away from the weapon are unaffected by this damage. This ability expends all delayed damage built up by the weapon for all targets, including targets farther than one mile from the weapon.

Type: Weapon

Materials: As weapon

Soulreaving, Greater Rank 6 (125,000 gp)

This weapon functions like a *soulreaving* weapon, except that you can activate the weapon as a **minor action** instead of as a **standard action**.

Type: Weapon

Materials: As weapon

Surestrike Rank 3 (1,000 gp)

As a standard action, you can make a **strike** with a +2 accuracy bonus using this weapon.

Type: Weapon

Materials: As weapon

Surestrike, Greater Rank 5 (25,000 gp)

As a standard action, you can make a **strike** with a +3 accuracy bonus using this weapon.

Type: Weapon

Materials: As weapon

Surestrike, Supreme Rank 7 (625,000 gp)

As a standard action, you can make a **strike** with a +4 accuracy bonus using this weapon.

Type: Weapon

Materials: As weapon

Thieving Rank 2 (200 gp)

As a **standard action**, you can activate this weapon. If you do, make a **strike** or use the *disarm* ability. If you successfully knock an object loose with the disarm attempt, or if your strike hit an **unattended** object, this weapon can absorb the struck object. The object's size category must be no larger than the weapon's size category.

An absorbed object leaves no trace that it ever existed. This weapon can hold no more than three objects at once. If you attempt to absorb an object while the weapon is full, the attempt fails. As a standard action, you can retrieve the last item absorbed by the weapon. The item appears in your hand, or falls to the ground if your hand is occupied.

Type: Weapon

Materials: As weapon

Thieving, Greater Rank 4 (5,000 gp)

This weapon functions like a *thieving* weapon, except that the maximum size category of object it can absorb is one size category larger than the weapon. In addition, you gain a +1 bonus to **accuracy** with the *disarm* ability using the weapon.

Type: Weapon

Materials: As weapon

Thieving, Supreme **Rank 6 (125,000 gp)**

This weapon functions like a *thieving* weapon, except that the maximum size category of object it can absorb is two size categories larger than the weapon. In addition, you gain a +2 bonus to **accuracy** with the *disarm* ability using the weapon.

Type: Weapon

Materials: As weapon

Tireless **Rank 1 (40 gp)**

You reduce your **fatigue penalty** by 1 when determining your **accuracy** with **strikes** using this weapon.

Type: Weapon

Materials: As weapon

Tireless, Greater **Rank 3 (1,000 gp)**

You reduce your **fatigue penalty** by 2 when determining your **accuracy** with **strikes** using this weapon.

Type: Weapon

Materials: As weapon

Tireless, Supreme **Rank 5 (25,000 gp)**

You reduce your **fatigue penalty** by 3 when determining your **accuracy** with **strikes** using this weapon.

Type: Weapon

Materials: As weapon

Vampiric **Rank 4 (5,000 gp)**

Once per round, when you cause a creature to lose **hit points** with a **strike** using this weapon, you regain 1d8+3 **hit points**.

Type: Weapon

Tags: **Healing**

Materials: As weapon

Vampiric, Greater **Rank 6 (125,000 gp)**

Once per round, when you cause a creature to lose **hit points** with a **strike** using this weapon, you regain 2d8+7 **hit points**.

Type: Weapon

Tags: **Healing**

Materials: As weapon

Vorpal **Rank 7 (625,000 gp)**

You gain a +2 bonus to **accuracy** with **strikes** using this weapon for the purpose of determining whether you get a **critical hit** (see Weapon Tags, page 344). In addition, critical hits on **strikes** with this weapon deal maximum damage.

Type: Weapon

Materials: As weapon

Wolfpack **Rank 5 (25,000 gp)**

Each creature that is within your **reach** with this weapon and adjacent to one of your **allies** takes a –1 penalty to Armor and Reflex defenses.

Type: Weapon

Materials: As weapon

Armor

Most characters use armor to protect themselves. There are two kinds of armor: **body armor**, such as full plate armor, and **shields**. Body armor is worn on your body. You can only benefit from one body armor at a time. If you somehow wear multiple layers of body armor, the penalties stack and the benefits do not stack. A shield requires a free hand instead of being worn on the body.

Armor Mechanics

Armor Usage Classes

An armor’s **usage class** is a measure of how the armor is used, and how much effort is required to use it. It indicates whether armor, when used by a creature the armor is sized for, is considered light armor, medium armor, or heavy armor.

Armor Proficiency

Proficiency with armor is defined by the armor’s usage class. If you wear or use armor you are not proficient with, it provides half its normal defense bonus. In addition, you apply that armor’s **encumbrance** as a penalty to your **accuracy**. Since standard shields have no **encumbrance**, you can use them without penalizing your attacks.

Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table 9.9: Donning Armor. Donning and removing body armor and shields takes both hands.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is a **free action**.

Remove: This column tells how long it takes to get the armor off.

Table 9.9: Donning Armor

Armor Type	Don	Remove
Light shield	1 free action	1 free action
Medium shield	1 standard action	1 standard action
Tower shield	1 standard action	1 standard action
Light body armor	1 minute	1 minute ¹
Medium body armor	4 minutes ¹	1 minute ¹
Heavy body armor	4 minutes ²	1d4+1 minutes ¹

1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can’t help each other don armor at the same time.

2 The wearer must have help to don this armor.

Weight and Size

The size category of body armor is the same as the size category of the creature it is sized for. Bucklers and standard shields are one size category smaller than the creature they are sized for, while tower shields are the same size category as the creature they are sized for. All armor and shields except for heavy body armor are **lightweight** objects. In general, heavy body armor

weighs so much that only creatures with a Strength of at least 1 can wear it (see Weight Limits, page 40).

Armor Table

Here is the format for armor entries (given as column headings on Table 9.10: Armor and Shields, below).

Defense: This value indicates how much the armor increases your Armor defense.

Damage Resistance: This value indicates how much the armor increases your **damage resistance** (see Damage Resistance, page 24).

Encumbrance: This value indicates how much the armor increases your **encumbrance**. You apply your encumbrance as a penalty to all Strength and Dexterity-based checks and skills. For details, see Encumbrance, page 24.

Speed: This penalty applies to speed with all of your **movement modes** while wearing the armor.

Dex Bonus: This multiplier affects the contribution of your Dexterity to your Armor defense. It does not change any other effects that Dexterity has.

Item Rank (Cost): The first value indicates the **item rank** of the item (see Item Ranks, page 340). The second value in parentheses indicates the average cost to buy the item. Items crafted for unusually large or small creatures are more expensive. For each size category larger or smaller than Medium, the item's rank increases by one, which increases its price.

Individual Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 9.10: Armor and Shields are described below.

Armor Spikes: You can add armor spikes to any **body armor**. Armor spikes are a **weapon** that you can deal damage with (see Table 9.5: Weapons, page 346).

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can treat the hand using a buckler as a **free hand**. However, if you wield weapons or otherwise take actions using the arm bearing the buckler, you do not gain the buckler's defensive bonus during that phase.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner with a day of work and a **difficulty value** 10 Craft (metalworking) check. The new owner must still be of the same size category as the size category that the suit was designed for.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. As a **standard action**, you can lock or unlock the gauntlet with a different free hand.

While the gauntlet is locked, any item held in that hand is extraordinarily well secured. This can prevent you from dropping the item if you are affected by the *disarm* ability or similar effects (see Disarm, page 52). However, you are unable to use that hand for any purpose other than holding the item until you unlock the gauntlet.

The price given is for a single locked gauntlet. If you are wearing armor that normally has gauntlets, you can replace one or both of those gauntlets with a locked gauntlet with no significant weight increase. Unless otherwise specified, all medium and heavy body armor comes with gauntlets. Like a normal gauntlet, a locked gauntlet lets you deal normal damage rather than **subdual damage** with unarmed attacks (see Unarmed Combat, page 63).

Shield, Standard, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A standard shield is so cumbersome that you can't use your shield hand for anything else.

Shield Bash Attacks: You can bash an opponent with a standard shield, using it as a medium bludgeoning weapon. See Table 9.5: Weapons for the damage dealt by a shield bash. Magical abilities on a shield do not affect shield bash attacks made with it, and magic weapon properties cannot be applied to a shield. In addition, you cannot use the *offhand strike* ability to attack with a shield.

Shield, Tower: This massive shield is nearly as tall as an average human. When you take the *total defense* action while wielding a tower shield, you gain a +2 bonus to Armor defense in addition to the normal bonuses from taking that action (see Total Defense, page 53). You cannot attack with a tower shield, and you cannot use your shield hand for anything else.

While wielding a tower shield, you take a -1 penalty to **accuracy** because of the shield's unwieldy nature.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that increases the damage dealt by a shield bash by +1d. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

Studded Leather: The studs on studded leather are made of metal, but this amount of metal is not generally enough to make the item count as being made of metal. Studded leather armor made with studs from special materials does not grant the wearer the properties of the special material.

Special Materials

Nonmagical body armor can be made from special materials that can alter the properties of the item. These special materials are described in Table 9.11: Armor Special Materials. The benefits here only apply to body armor that is fully made from the given special material. If you combine multiple special materials in any way, such as by wearing deepforged gauntlets with a mithral breastplate, you do not gain any benefits for having special materials.

Table 9.10: Armor and Shields

Armor	Defense	Damage Resistance	Encumbrance	Speed	Dex Bonus	Material	Item Rank (Cost)
Light armor							
Leather	+2	+2	+1	—	—	Leather	0 (10 gp)
Studded leather	+2	+3	+2	—	—	Leather	1 (40 gp)
Chain shirt	+2	+3	+2	—	—	Metal	1 (40 gp)
Buckler	+1	—	—	—	—	Metal or wood	0 (10 gp)
Medium armor							
Hide	+3	+3	+3	–5 ft.	x1/2	Leather	1 (40 gp)
Scale mail	+3	+5	+5	–5 ft.	x1/2	Metal	1 (40 gp)
Breastplate	+3	+5	+4	–5 ft.	x1/2	Metal	2 (200 gp)
Standard shield	+2	—	— ¹	—	x1/2	Metal or wood	0 (10 gp)
Spiked shield	+2	—	–1 ¹	—	x1/2	Metal or wood	1 (50 gp)
Heavy armor							
Layered hide	+4	+6	+5	–10 ft.	x0	Leather	1 (40 gp)
Plated mail	+4	+8	+6	–10 ft.	x0	Metal	2 (200 gp)
Full plate	+4	+10	+6	–10 ft.	x0	Metal	3 (1,000 gp)
Tower shield	+3 ²	—	+2 ¹	—	x0	Metal or wood	1 (40 gp)
Extras ³							
Armor spikes	—	–1	+1	—	—	Metal	0 (10 gp)
Locked gauntlet	—	—	Special	—	—	Metal	0 (10 gp)
Shield spikes	—	—	—	—	—	Metal	0 (10 gp)

1 The hand holding the shield is not free, which may limit your actions.

2 Tower shields improve your ability to take the *total defense* action. See the description.

Body armor that is made from a special material cannot have any magic item properties, and cannot be chosen as a **legacy item**.

Adamantine: Adamantine armor increases the **encumbrance** of the armor by 2, but it multiplies the **damage resistance** provided by the armor by 4. The armor's item rank is increased by 3, which increases the typical cost to buy the item (see Item Ranks, page 340).

Adamantine, Pure: Pure adamantite armor increases the **encumbrance** of the armor by 2, but it multiplies the **damage resistance** provided by the armor by 8. The armor's item rank is increased by 5, which increases the typical cost to buy the item (see Item Ranks, page 340).

Cold Iron: Cold iron armor provides half the normal **damage resistance**. In exchange, it grants a +1 bonus to your defenses against **magical** abilities. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 340).

Cold Iron, Pure: Pure cold iron armor provides half the normal **damage resistance**. In exchange, it grants a +2 bonus to your defenses against **magical** abilities. The armor's item rank is increased by 4, which increases the typical cost to buy the item (see Item Ranks, page 340).

Deepforged: Deepforged body armor multiplies the **damage resistance** provided by the armor by 2. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 340).

Deepforged, Pure: Pure deepforged body armor multiplies the **damage resistance** provided by the armor by 4. The armor's item rank is increased by 4, which increases the typical cost to buy the item (see Item Ranks, page 340).

Diamondsteel: Diamondsteel body armor grants you a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit. The armor's

item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 340).

Diamondsteel, Pure: Pure diamondsteel body armor grants you a +4 bonus to your defenses when determining whether any attack gets a **critical hit** against you instead of a normal hit. In addition, it multiplies the **damage resistance** provided by the armor by 2. The armor's item rank is increased by 4, which increases the typical cost to buy the item (see Item Ranks, page 340).

Dragonhide: Dragonhide body armor multiplies the **damage resistance** provided by the armor by 3. In addition, each dragonhide body armor is made from the hide of a particular type of dragon. You are **impervious** to damage of the type dealt by that dragon's breath weapon (see Table C.2: Dragon Types, page 432). The armor's item rank is increased by 3, which increases the typical cost to buy the item (see Item Ranks, page 340).

Dragonhide, Ancient: Ancient dragonhide body armor multiplies the **damage resistance** provided by the armor by 6. In addition, each ancient dragonhide body armor is made from the hide of a particular type of dragon. You are **immune** to damage of the type dealt by that dragon's breath weapon (see Table C.2: Dragon Types, page 432). The armor's item rank is increased by 5, which increases the typical cost to buy the item (see Item Ranks, page 340).

Dragonscale: Dragonscale body armor multiplies the **damage resistance** provided by the armor by 3. It is not considered to be metal, which may affect abilities like the *heat metal* spell. In addition, each dragonscale body armor is made from the scales of a particular type of dragon. You are **impervious** to damage of the type dealt by that dragon's breath weapon (see Table C.2: Dragon Types, page 432). The armor's item rank is increased by 3, which increases the typical cost to buy the item (see Item Ranks, page 340).

Table 9.11: Armor Special Materials

Material	Damage Resistance	Encumbrance	Special Effect	Material	Item Rank
Adamantine	x4	+2	—	Metal	+3
Adamantine, pure	x8	+2	—	Metal	+5
Cold iron	x1/2	—	+1 defense vs magic	Metal	+2
Cold iron, pure	x1/2	—	+2 defense vs magic	Metal	+4
Deepforged	x2	—	—	Metal	+2
Deepforged, pure	x4	—	—	Metal	+4
Diamondsteel	—	—	+4 defense vs strike crits	Metal	+2
Diamondsteel, pure	x2	—	+4 defense vs crits	Metal	+4
Dragonhide	x3	—	Impervious to specific energy type	Leather	+3
Dragonhide, ancient	x6	—	Immune to specific damage type	Leather	+5
Dragonscale	x3	—	Impervious to specific energy type	Metal	+3
Dragonscale, ancient	x6	—	Immune to specific energy type	Metal	+5
Elvenweave	x2	—	—	Leather	+2
Elvenweave, pure	x4	—	—	Leather	+4
Ironwood	—	—	—	Metal	+1
Mithral	—	-2	—	Metal	+2
Mithral, pure	x2	-3	Improve Dex multiplier	Metal	+4
Starmetal	x2	+2	Recover resistances	Metal	+2
Starmetal, pure	x4	+2	Recover resistances	Metal	+4

Dragonscale, Ancient: Ancient dragonscale body armor multiplies the **damage resistance** provided by the armor by 6. It is not considered to be metal, which may affect abilities like the *heat metal* spell. In addition, each ancient dragonscale body armor is made from the scales of a particular type of dragon. You are **immune** to damage of the type dealt by that dragon's breath weapon (see Table C.2: Dragon Types, page 432). The armor's item rank is increased by 5, which increases the typical cost to buy the item (see Item Ranks, page 340).

Elvenweave: Elvenweave body armor multiplies the **damage resistance** provided by the armor by 2. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 340).

Ironwood: The most common special material is ironwood, which is made from wood magically treated using the *ironwood* ritual to be as strong as steel. Ironwood armor functions exactly like armor of the same type, except that it is made of wood. The armor's item rank is increased by 1, which increases the typical cost to buy the item (see Item Ranks, page 340).

Mithral: Mithral body armor reduces the **encumbrance** of the armor by 2. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 340).

Mithral, Pure: Pure mithral body armor multiplies the **damage resistance** provided by the armor by 2. In addition, it reduces the **encumbrance** of the armor by 3, and it increases the contribution of your Dexterity to your Armor defense relative to the normal limit for that type of armor. A multiplier of x1/2 becomes x1, and a multiplier of x0 becomes a x1/2. The armor's item rank is increased by 4, which increases the typical cost to buy the item (see Item Ranks, page 340).

Starmetal: Starmetal body armor multiplies the **damage resistance** provided by the armor by 2. In addition, it increases the **encumbrance** of the armor by 2. When you use the *recover* ability while wearing starmetal body armor, you also regain an amount of **damage resistance** equal half to the damage resistance provided by the armor, ignoring magical

enhancements. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 340).

Starmetal, Pure: Pure starmetal body armor multiplies the **damage resistance** provided by the armor by 4. In addition, it increases the **encumbrance** of the armor by 2. When you use the *recover* ability while wearing starmetal body armor, you also regain an amount of **damage resistance** equal to half the damage resistance provided by the armor, ignoring magical enhancements. The armor's item rank is increased by 4, which increases the typical cost to buy the item (see Item Ranks, page 340).

Magic Armor

Magic body armor must be worn to gain its effects, while magic shields must be wielded.

Magic Armor and Damage Resistance

While you are attuned to magical body armor, that armor gains a multiplier to the damage resistance it provides. This multiplier does not apply to any special properties the armor might have, such as a magic bonus to your damage resistance. It only applies to the normal damage resistance normally provided by body armor of that type. The magnitude of the multiplier is based on the magic item's rank, as listed below.

- Rank 0–3: x1
- Rank 4: x2
- Rank 5: x3
- Rank 6: x4
- Rank 7: x6

Table 9.12: Armor Items

Name	Rank (Cost)	Type	Description	Page
Hidden Armor	1 (40 gp)	Body armor	Can look like normal clothing	368
Agile Burst Armor	2 (200 gp)	Body armor	Grants +1 Reflex whenever you sprint	367
Armor of Health	2 (200 gp)	Body armor	Grants +4 hit points	367
Covering Shield	2 (200 gp)	Shield	Grants +1 Armor defense during total defense	367
Featherlight Armor	2 (200 gp)	Body armor	Reduces encumbrance by 1	368
Lifebond Retribution Armor	2 (200 gp)	Body armor	Damages adjacent attackers when you lose HP	368
Lifeweave Armor	2 (200 gp)	Body armor	Grants +8 damage resistance, but -4 hit points	368
Resistant Armor	2 (200 gp)	Body armor	Grants +4 damage resistance	368
Shield of Arrow Catching	2 (200 gp)	Shield	Redirects small nearby projectiles to hit you	369
Shield of Arrow Deflection	2 (200 gp)	Shield	Grants +2 defenses vs small projectiles	369
Shield of Bashing	2 (200 gp)	Shield	Grants +3 power with strikes	369
Soulweave Armor	2 (200 gp)	Body armor	Grants +6 damage resistance, but -2 power	370
Stonebody Armor	2 (200 gp)	Body armor	Grants +4 hit points and damage resistance, but -5 speed	370
Armor of Fortification	3 (1,000 gp)	Body armor	Reduces critical hits from strikes	367
Crumpling Armor	3 (1,000 gp)	Body armor	Halves damage from a single attack	367
Hidden Armor, Greater	3 (1,000 gp)	Body armor	Can look and sound like normal clothing	368
Shield of Boulder Catching	3 (1,000 gp)	Shield	Redirects large nearby projectiles to hit you	369
Shield of Boulder Deflection	3 (1,000 gp)	Shield	Grants +2 defenses vs projectiles	369
Shield of Medusa	3 (1,000 gp)	Shield	Can briefly stun nearby foes	369
Swiftstep Armor	3 (1,000 gp)	Body armor	Reduces armor speed penalty by 5 feet	370
Armor of Health, Greater	4 (5,000 gp)	Body armor	Grants +8 hit points	367
Armor of Retribution	4 (5,000 gp)	Body armor	Damages adjacent attackers	367
Covering Shield, Greater	4 (5,000 gp)	Shield	Grants +2 Armor defense during total defense	367
Featherlight Armor, Greater	4 (5,000 gp)	Body armor	Reduces encumbrance by 2	368
Hardblock Shield	4 (5,000 gp)	Shield	Imposes -1 Armor penalty when creatures miss you	368
Lifebond Retribution Armor, Greater	4 (5,000 gp)	Body armor	Damages nearby attackers when you lose HP	368
Lifeweave Armor, Greater	4 (5,000 gp)	Body armor	Grants +16 damage resistance, but -8 hit points	368
Lithe Armor	4 (5,000 gp)	Body armor	Grants +1 Armor if you have 3 Dex	368
Resistant Armor, Greater	4 (5,000 gp)	Body armor	Grants +8 damage resistance	369
Shield of Arrow Catching, Greater	4 (5,000 gp)	Shield	Redirects small projectiles to hit you	369
Shield of Arrow Deflection, Greater	4 (5,000 gp)	Shield	Grants +3 defenses vs small projectiles	369
Shield of Bashing, Greater	4 (5,000 gp)	Shield	Grants +6 power with strikes	369
Soulweave Armor, Greater	4 (5,000 gp)	Body armor	Grants +12 damage resistance, but -4 power	370
Stonebody Armor, Greater	4 (5,000 gp)	Body armor	Grants +8 hit points and damage resistance, but -5 speed	370
Agile Burst Armor, Greater	5 (25,000 gp)	Body armor	Grants +1 Armor and Reflex whenever you sprint	367
Armor of Fortification, Mystic	5 (25,000 gp)	Body armor	Reduces critical hits from magical attacks	367
Crumpling Armor, Greater	5 (25,000 gp)	Body armor	Halves damage from two attacks	367
Shield of Boulder Catching, Greater	5 (25,000 gp)	Shield	Redirects large projectiles to hit you	369
Shield of Boulder Deflection, Greater	5 (25,000 gp)	Shield	Grants +3 defenses vs projectiles	369
Swiftstep Armor, Greater	5 (25,000 gp)	Body armor	Reduces armor speed penalty by 10 feet	370
Armor of Emptiness	6 (125,000 gp)	Body armor	Immune to conditions, but maximum hit points are halved	367
Armor of Fortification, Greater	6 (125,000 gp)	Body armor	Drastically reduces critical hits from strikes	367
Armor of Health, Supreme	6 (125,000 gp)	Body armor	Grants +16 hit points	367

Armor of Retribution, Supreme	6 (125,000 gp)	Body armor	Damages nearby attackers	367
Covering Shield, Supreme	6 (125,000 gp)	Shield	Grants +3 Armor defense during total defense	367
Featherlight Armor, Supreme	6 (125,000 gp)	Body armor	Reduces encumbrance by 3	368
Hardblock Shield, Greater	6 (125,000 gp)	Shield	Imposes -2 Armor penalty when creatures miss you	368
Lifebond Retribution Armor, Supreme	6 (125,000 gp)	Body armor	Damages attackers when you lose HP	368
Lifeweave Armor, Supreme	6 (125,000 gp)	Body armor	Grants +32 damage resistance, but -16 hit points	368
Resistant Armor, Supreme	6 (125,000 gp)	Body armor	Grants +16 damage resistance	369
Shield of Arrow Deflection, Supreme	6 (125,000 gp)	Shield	Grants +4 defenses vs small projectiles	369
Shield of Bashing, Supreme	6 (125,000 gp)	Shield	Grants +12 power with strikes	369
Shield of Mystic Reflection	6 (125,000 gp)	Shield	React to reflect magical attacks	369
Soulweave Armor, Supreme	6 (125,000 gp)	Body armor	Grants +24 damage resistance, but -8 power	370
Stonebody Armor, Supreme	6 (125,000 gp)	Body armor	Grants +16 hit points and damage resistance, but -5 speed	370
Crumpling Armor, Supreme	7 (625,000 gp)	Body armor	Halves damage from three attacks	368
Lithe Armor, Greater	7 (625,000 gp)	Body armor	Grants +2 Armor if you have 3 Dex	368
Shield of Boulder Deflection, Supreme	7 (625,000 gp)	Shield	Grants +4 defenses vs projectiles	369

Agile Burst Armor Rank 2 (200 gp)

Whenever you use the *sprint* ability, you gain a +1 bonus to Reflex defense until the end of the round. This effect has the **Swift** tag, so it affects attacks against you during the current phase.

Type: Body armor **Tags:** **Swift**

Materials: Bone, leather, metal

Agile Burst Armor, Greater Rank 5 (25,000 gp)

This armor functions like *agile burst armor*, except that the bonus also applies to Armor defense.

Type: Body armor **Tags:** **Swift**

Materials: Bone, leather, metal

Armor of Emptiness Rank 6 (125,000 gp)

Your maximum **hit points** are halved. However, you are immune to **conditions**.

Type: Body armor

Materials: Bone, leather, metal

Armor of Fortification Rank 3 (1,000 gp)

You gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

Type: Body armor

Materials: Bone, leather, metal

Armor of Fortification, Greater Rank 6 (125,000 gp)

You gain a +8 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

Type: Body armor

Materials: Bone, leather, metal

Armor of Fortification, Mystic Rank 5 (25,000 gp)

You gain a +4 bonus to your defenses when determining whether any attack gets a **critical hit** against you instead of a normal hit.

Type: Body armor

Materials: Bone, leather, metal

Armor of Health Rank 2 (200 gp)

You gain a +4 **magic bonus** to your **hit points**.

Type: Body armor

Materials: Bone, leather, metal

Armor of Health, Greater Rank 4 (5,000 gp)

You gain a +8 **magic bonus** to your **hit points**.

Type: Body armor

Materials: Bone, leather, metal

Armor of Health, Supreme Rank 6 (125,000 gp)

You gain a +16 **magic bonus** to your **hit points**.

Type: Body armor

Materials: Bone, leather, metal

Armor of Retribution Rank 4 (5,000 gp)

At the end of each phase, make an attack vs. Fortitude against each creature adjacent to you that attacked you during that phase.

Hit: Each target takes 2d6 energy damage.

Type: Body armor

Materials: Bone, leather, metal

Armor of Retribution, Supreme Rank 6 (125,000 gp)

At the end of each phase, make an attack vs. Fortitude against each creature adjacent to you that attacked you during that phase.

Hit: Each target takes 4d6 energy damage.

Type: Body armor

Materials: Bone, leather, metal

Covering Shield Rank 2 (200 gp)

When you take the *total defense* action, you gain a +1 bonus to Armor defense in addition to the normal bonuses from taking that action (see Total Defense, page 53). This property cannot be applied to tower shields.

Type: Shield

Materials: Bone, metal, wood

Covering Shield, Greater Rank 4 (5,000 gp)

When you take the *total defense* action, you gain a +2 bonus to Armor defense in addition to the normal bonuses from taking that action (see Total Defense, page 53). This property cannot be applied to tower shields.

Type: Shield

Materials: Bone, metal, wood

Covering Shield, Supreme Rank 6 (125,000 gp)

When you take the *total defense* action, you gain a +3 bonus to Armor defense in addition to the normal bonuses from taking that action (see Total Defense, page 53). This property cannot be applied to tower shields.

Type: Shield

Materials: Bone, metal, wood

Crumpling Armor Rank 3 (1,000 gp)

Whenever you take damage, you can choose to have your armor crumple under the attack, cushioning the blow. If you do, you only take half of that damage. You can learn the amount of damage that you would take from all attacks in a given phase before you decide whether to apply this effect. After you reduce damage in this way, you cannot do so again until you take a **short rest**.

Type: Body armor

Materials: Bone, leather, metal

Crumpling Armor, Greater Rank 5 (25,000 gp)

This armor functions like *crumpling armor*, except that you can use it twice between short rests.

Type: Body armor

Materials: Bone, leather, metal

Crumpling Armor, Supreme Rank 7 (625,000 gp)

This armor functions like *crumpling armor*, except that you can use it three times between short rests.

Type: Body armor

Materials: Bone, leather, metal

Featherlight Armor Rank 2 (200 gp)

This armor's **encumbrance** is reduced by 1.

Type: Body armor

Materials: Bone, leather, metal

Featherlight Armor, Greater Rank 4 (5,000 gp)

This armor's **encumbrance** is reduced by 2.

Type: Body armor

Materials: Bone, leather, metal

Featherlight Armor, Supreme Rank 6 (125,000 gp)

This armor's **encumbrance** is reduced by 3.

Type: Body armor

Materials: Bone, leather, metal

Hardblock Shield Rank 4 (5,000 gp)

Whenever a creature misses you with a melee **strike**, it **briefly** takes a -1 penalty to Armor defense. As normal, this bonus does not stack with itself, even if the same creature misses you with multiple melee attacks.

Type: Shield

Materials: Bone, metal, wood

Hardblock Shield, Greater Rank 6 (125,000 gp)

This shield functions like a *hardblock shield*, except that the penalty increases to -2.

Type: Shield

Materials: Bone, metal, wood

Hidden Armor Rank 1 (40 gp)

As a standard action, you can use this item. If you do, it appears to change shape and form to assume the shape of a normal set of clothing. You may choose the design of the clothing. The item retains all of its properties, including weight and sound, while disguised in this way. Only its visual appearance is altered.

Alternately, you may return the armor to its original appearance.

Type: Body armor

Tags: **Sensation**

Materials: Bone, leather, metal

Hidden Armor, Greater Rank 3 (1,000 gp)

This item functions like *hidden armor*, except that the item also makes sound appropriate to its disguised form while disguised.

Type: Body armor

Tags: **Sensation**

Materials: Bone, leather, metal

Lifebond Retribution Armor Rank 2 (200 gp)

At the end of each phase, make an attack vs. Fortitude against each creature within a Small (15 ft.) radius from you that caused

you to lose **hit points** during that phase.

Hit: Each target takes 2d6 energy damage.

Type: Body armor

Materials: Bone, leather, metal

Lifebond Retribution Armor, Greater Rank 4 (5,000 gp)

At the end of each phase, make an attack vs. Fortitude against each creature within a Small (15 ft.) radius from you that caused you to lose **hit points** during that phase.

Hit: Each target takes 4d6 energy damage.

Type: Body armor

Materials: Bone, leather, metal

Lifebond Retribution Armor, Supreme Rank 6 (125,000 gp)

At the end of each phase, make an attack vs. Fortitude against each creature within a Small (15 ft.) radius from you that caused you to lose **hit points** during that phase.

Hit: Each target takes 5d10 energy damage.

Type: Body armor

Materials: Bone, leather, metal

Lifeweave Armor Rank 2 (200 gp)

You gain a +8 **magic bonus** to your **damage resistance**. However, you take a -4 penalty to your **hit points**.

Type: Body armor

Tags: **Swift**

Materials: Bone, leather, metal

Lifeweave Armor, Greater Rank 4 (5,000 gp)

You gain a +16 **magic bonus** to your **damage resistance**. However, you take a -8 penalty to your **hit points**.

Type: Body armor

Tags: **Swift**

Materials: Bone, leather, metal

Lifeweave Armor, Supreme Rank 6 (125,000 gp)

You gain a +32 **magic bonus** to your **damage resistance**. However, you take a -16 penalty to your **hit points**.

Type: Body armor

Tags: **Swift**

Materials: Bone, leather, metal

Lithe Armor Rank 4 (5,000 gp)

If your Dexterity is at least 3, you gain a +1 bonus to Armor defense.

Type: Body armor

Materials: Bone, leather, metal

Lithe Armor, Greater Rank 7 (625,000 gp)

If your Dexterity is at least 3, you gain a +2 bonus to Armor defense.

Type: Body armor

Materials: Bone, leather, metal

Resistant Armor Rank 2 (200 gp)

You gain a +4 **magic bonus** to your **damage resistance**.

Type: Body armor

Materials: Bone, leather, metal

Resistant Armor, Greater Rank 4 (5,000 gp)

You gain a +8 **magic bonus** to your **damage resistance**.

Type: Body armor

Materials: Bone, leather, metal

Resistant Armor, Supreme Rank 6 (125,000 gp)

You gain a +16 **magic bonus** to your **damage resistance**.

Type: Body armor

Materials: Bone, leather, metal

Shield of Arrow Catching Rank 2 (200 gp)

When an **ally** within a Small (15 ft.) radius emanation from you would be attacked by a ranged weapon, the attack is redirected to target you instead. Resolve the attack as if it had initially targeted you, except that the attack is not affected by cover or concealment. This item can only affect projectiles and thrown objects that are Small or smaller.

Type: Shield

Materials: Bone, metal, wood

Shield of Arrow Catching, Greater Rank 4 (5,000 gp)

This item functions like a *shield of arrow catching*, except that it affects a Large (60 ft.) radius from you.

Type: Shield

Materials: Bone, metal, wood

Shield of Arrow Deflection Rank 2 (200 gp)

You gain a +2 bonus to your defenses against ranged **strikes** from weapons or projectiles that are Small or smaller.

Type: Shield

Materials: Bone, metal, wood

Shield of Arrow Deflection, Greater Rank 4 (5,000 gp)

You gain a +3 bonus to your defenses against ranged **strikes** from weapons or projectiles that are Small or smaller.

Type: Shield

Materials: Bone, metal, wood

Shield of Arrow Deflection, Supreme Rank 6 (125,000 gp)

You gain a +4 bonus to your defenses against ranged **strikes** from weapons or projectiles that are Small or smaller.

Type: Shield

Materials: Bone, metal, wood

Shield of Bashing Rank 2 (200 gp)

You gain a +3 **magic bonus** to **power** with **strikes** using this shield.

Type: Shield

Materials: Bone, metal, wood

Shield of Bashing, Greater Rank 4 (5,000 gp)

You gain a +6 **magic bonus** to **power** with **strikes** using this shield.

Type: Shield

Materials: Bone, metal, wood

Shield of Bashing, Supreme Rank 6 (125,000 gp)

You gain a +12 **magic bonus** to **power** with **strikes** using this shield.

Type: Shield

Materials: Bone, metal, wood

Shield of Boulder Catching Rank 3 (1,000 gp)

This item functions like a *shield of arrow catching*, except that it can affect projectile and thrown objects of up to Large size.

Type: Shield

Materials: Bone, metal, wood

Shield of Boulder Catching, Greater Rank 5 (25,000 gp)

This item functions like a *greater shield of arrow catching*, except that it can affect projectile and thrown objects of up to Large size.

Type: Shield

Materials: Bone, metal, wood

Shield of Boulder Deflection Rank 3 (1,000 gp)

You gain a +2 bonus to your defenses against ranged **strikes** from weapons or projectiles that are Large or smaller.

Type: Shield

Materials: Bone, metal, wood

Shield of Boulder Deflection, Greater Rank 5 (25,000 gp)

You gain a +3 bonus to your defenses against ranged **strikes** from weapons or projectiles that are Large or smaller.

Type: Shield

Materials: Bone, metal, wood

Shield of Boulder Deflection, Supreme Rank 7 (625,000 gp)

You gain a +4 bonus to your defenses against ranged **strikes** from weapons or projectiles that are Large or smaller.

Type: Shield

Materials: Bone, metal, wood

Shield of Medusa Rank 3 (1,000 gp)

This shield normally has a cloth covering its face. As a standard action, you can pull the cloth back and reveal the horrifying face emblazoned on the shield. When you do, make an attack vs. Fortitude against each creature within a Small (15 ft.) cone. On a hit, each target with no remaining **damage resistance** is **briefly stunned** (–4 defenses). On a **critical hit**, each target with no remaining **damage resistance** is **briefly paralyzed**. In either case, each target is immune to this ability until it takes a **short rest**.

If the cloth is prematurely pulled back, allowing creatures to see the shield without a dramatic reveal, the shield has no effect.

Type: Shield

Tags: Visual

Materials: Bone, metal, wood

Shield of Mystic Reflection Rank 6 (125,000 gp)

Whenever you use the *total defense* ability, any **targeted magical** abilities that would target you until the end of the round are redirected to target the creature using that ability instead of

you. It cannot choose to reduce its accuracy or damage against itself. Any other targets of the ability are affected normally.

This is a **Swift** ability, so it affects any abilities targeting you in the phase you take the total defense action.

Type: Shield

Materials: Bone, metal, wood

Soulweave Armor Rank 2 (200 gp)

You gain a +6 **magic bonus** to your **damage resistance**. However, you take a -2 penalty to your **power**.

Type: Body armor

Tags: **Swift**

Materials: Bone, leather, metal

Soulweave Armor, Greater Rank 4 (5,000 gp)

You gain a +12 **magic bonus** to your **damage resistance**. However, you take a -4 penalty to your **power**.

Type: Body armor

Tags: **Swift**

Materials: Bone, leather, metal

Soulweave Armor, Supreme Rank 6 (125,000 gp)

You gain a +24 **magic bonus** to your **damage resistance**. However, you take a -8 penalty to your **power**.

Type: Body armor

Tags: **Swift**

Materials: Bone, leather, metal

Stonebody Armor Rank 2 (200 gp)

You gain a +4 **magic bonus** to your **hit points** and **damage resistance**. However, you take a -5 foot penalty to your **movement speed** with all movement modes.

Type: Body armor

Materials: Bone, leather, metal

Stonebody Armor, Greater Rank 4 (5,000 gp)

You gain a +8 **magic bonus** to your **hit points** and **damage resistance**. However, you take a -5 foot penalty to your **movement speed** with all movement modes.

Type: Body armor

Materials: Bone, leather, metal

Stonebody Armor, Supreme Rank 6 (125,000 gp)

You gain a +16 **magic bonus** to your **hit points** and **damage resistance**. However, you take a -5 foot penalty to your **movement speed** with all movement modes.

Type: Body armor

Materials: Bone, leather, metal

Swiftstep Armor Rank 3 (1,000 gp)

The penalty to your speed from this armor is reduced by 5 feet. If the armor does not reduce your speed, this has no effect.

Type: Body armor

Tags: **Swift**

Materials: Bone, leather, metal

Swiftstep Armor, Greater Rank 5 (25,000 gp)

The penalty to your speed from this armor is reduced by 10 feet. If the armor does not reduce your speed, this has no effect.

Type: Body armor

Tags: **Swift**

Materials: Bone, leather, metal

Magic Apparel

Magic apparel items must be worn to gain their effects.

Body Slots

The main limiting factor on how many items you can have equipped is your attunement points, not the physical location of your items on your body. However, there are limits to how many items you can wear of the same type, as described below. For item types not listed here, use reasonable judgment about what would be plausible.

- Amulet: Up to 3
- Belt: Up to 3
- Boots: Up to 1
- Circlet: Up to 1
- Cloak: Up to 3
- Gauntlets: Up to 1 (separate from gloves)
- Gloves: Up to 1 (separate from gauntlets)
- Rings: Up to 5 per hand

Table 9.13: Apparel Items

Name	Rank (Cost)	Type	Description	Page
Belt of Vital Persistence	1 (40 gp)	Belt	Can exert for +1 to a vital roll	380
Boots of Elvenkind	1 (40 gp)	Boots	Grants +2 Stealth	380
Boots of Reliable Motion	1 (40 gp)	Boots	Can reroll 1s with movement-based skills	381
Boots of the Desertlands	1 (40 gp)	Boots	Eases travel in deserts	382
Boots of the Fearful	1 (40 gp)	Boots	Grants +10 foot speed and +2 defenses while afraid	382
Boots of the Winterlands	1 (40 gp)	Boots	Eases travel in cold areas	382
Bracers of Archery	1 (40 gp)	Bracers	Grants bow proficiency	382
Circlet of Foresight	1 (40 gp)	Circlet	Grants +2 initiative	384
Circlet of Persuasion	1 (40 gp)	Circlet	Grants +2 Persuasion	384
Circlet of Reliable Observation	1 (40 gp)	Circlet	Can reroll 1s with observation-based skills	384
Dabbler's Amulet	1 (40 gp)	Amulet	Increase bonus from <i>skill exemplar</i> to untrained skills by 1	386
Gauntlets of Improvisation	1 (40 gp)	Gauntlet	Grants +2 power with improvised weapons	386
Gloves of Reliable Finesse	1 (40 gp)	Gloves	Can reroll 1s with finesse-based skills	387
Ocular Circlet	1 (40 gp)	Circlet	Can allow you to see at a distance	388
Poisonbane Ring	1 (40 gp)	Ring	Grants +2 defenses vs poisons	388
Ring of Breath	1 (40 gp)	Ring	Can exert to breathe briefly	389
Ring of Elemental Endurance	1 (40 gp)	Ring	Grants tolerance of temperature extremes	389
Ring of Nourishment	1 (40 gp)	Ring	Provides food and water	389
Ring of the True Form	1 (40 gp)	Ring	Grants +4 defenses vs form-altering attacks	390
Shieldburst Bracers	1 (40 gp)	Bracers	Can exert to gain instant +2 Armor defense	390
Torchlight Gloves	1 (40 gp)	Gloves	Sheds light as a torch	391
Amulet of Blessed Oration	2 (200 gp)	Amulet	Doubles area of <i>denounce the heathens</i>	377
Amulet of Distant Blood	2 (200 gp)	Amulet	Increases range with shark <i>totem animal</i>	377
Amulet of Distant Stealth	2 (200 gp)	Amulet	Increases range with <i>sneak attack</i>	377
Amulet of Divine Healing	2 (200 gp)	Amulet	Grants +4 power with <i>restoration</i> and <i>lay on hands</i>	377
Amulet of Sturdy Companionship	2 (200 gp)	Amulet	Grants +8 damage resistance to animal allies	378
Amulet of Wild Control	2 (200 gp)	Amulet	Mitigates total failure with <i>wild magic</i>	378
Anchoring Belt	2 (200 gp)	Belt	Protects you from most forced movement attacks	379
Belt of Healing	2 (200 gp)	Belt	Heals 1d10+4 hit points	379
Belt of Health	2 (200 gp)	Belt	Grants +4 hit points	379
Belt of Scuttling	2 (200 gp)	Belt	Move at full speed while prone	380
Boots of Desperate Flight	2 (200 gp)	Boots	Can move when you recover	380
Boots of Levitation	2 (200 gp)	Boots	Can exert to briefly levitate in midair	381
Boots of Speed	2 (200 gp)	Boots	Increases speed by 5 feet	381
Bracers of Armor	2 (200 gp)	Bracers	Grants encumbrance-free +2 armor	382
Bracers of Mighty Fists	2 (200 gp)	Bracers	Grants +3 power with natural and unarmed attacks	383
Charging Boots	2 (200 gp)	Boots	Reduces penalties for charging by 1	383
Cleansing Belt	2 (200 gp)	Belt	Can exert to remove a debuff	384
Cloak of Nondetection	2 (200 gp)	Cloak	Grants +4 to defenses against detection	385
Cloak of Translocation	2 (200 gp)	Cloak	Can teleport up to 30 feet	385
Cloak of the Noble Rider	2 (200 gp)	Cloak	Can exert to save your mount from a vital wound	385
Dazeshare Ring	2 (200 gp)	Ring	Dazes enemies when you are dazed or worse	386
Gauntlet of the Ram	2 (200 gp)	Gauntlet	Knocks back foe when used to strike	386
Gloves of Infused Force	2 (200 gp)	Gloves	Grants +4 power to next strike	386
Gloves of Potency	2 (200 gp)	Glove	Grants +2 power	387
Lifesaver Ring	2 (200 gp)	Ring	Regains 1d6 hit points while below half hit points	387

Mask of Water Breathing	2 (200 gp)	Mask	Allows breathing water like air	388
Phasestep Boots	2 (200 gp)	Boots	Can exert to briefly move through creatures	388
Protector's Amulet	2 (200 gp)	Amulet	Increases range of the <i>protect</i> ability	388
Quilled Cloak	2 (200 gp)	Cloak	Deals damage to creatures that grapple you	389
Ring of Blessed Protection	2 (200 gp)	Ring	Can exert to protect against critical strikes	389
Ring of Honeyed Words	2 (200 gp)	Ring	Grants +2 to social skills	389
Ring of Protection	2 (200 gp)	Ring	Grants +4 damage resistance	390
Ring of Spell Investment	2 (200 gp)	Ring	Can invest a spell to gain its effect later	390
Spellfeeding Amulet	2 (200 gp)	Amulet	Heals 1d8+4 when you use <i>spell absorption</i>	391
Throwing Gloves	2 (200 gp)	Gloves	Allows throwing any item 60 feet	391
Utility Belt	2 (200 gp)	Belt	Contains five large pockets	392
Amulet of Abyssal Rebuke	3 (1,000 gp)	Amulet	Grants +1 accuracy with <i>abyssal blast</i> against attackers	377
Amulet of Shared Clarity	3 (1,000 gp)	Amulet	Using <i>clear the mind</i> also helps a nearby ally	378
Amulet of Undead Turning	3 (1,000 gp)	Amulet	Increases area of <i>turn undead</i>	378
Amulet of the Avenger	3 (1,000 gp)	Amulet	Grants +1 accuracy with <i>smite</i> when avenging allies	378
Assassin's Cloak	3 (1,000 gp)	Cloak	Grants invisibility while inactive	379
Avian Cloak	3 (1,000 gp)	Cloak	Grants a glide speed	379
Belt of Hill Giant's Strength	3 (1,000 gp)	Belt	Grants +1 Strength for specific purposes	379
Belt of Vital Persistence, Greater	3 (1,000 gp)	Belt	Can exert for +2 to a vital roll	380
Blind Seer's Circlet	3 (1,000 gp)	Circlet	Increases range of blindsense and blindsight	380
Blindfold of the Third Eye	3 (1,000 gp)	Fabric	Grants blindsight, blindsense, and blindness	380
Boots of Elvenkind, Greater	3 (1,000 gp)	Boots	Grants +3 Stealth	381
Boots of Gravitation	3 (1,000 gp)	Boots	Redirects personal gravity to adjacent objects	381
Boots of Reliable Motion, Greater	3 (1,000 gp)	Boots	Can reroll 1s and exert more easily with movement-based skills	381
Boots of Water Walking	3 (1,000 gp)	Boots	Allows walking on liquids	382
Boots of the Fearful, Greater	3 (1,000 gp)	Boots	Grants +15 foot speed and +3 defenses while afraid	382
Boots of the Skydancer	3 (1,000 gp)	Boots	Can very briefly walk on air	382
Bracers of Archery, Greater	3 (1,000 gp)	Bracers	Grants exotic bow proficiency	382
Bracers of Repulsion	3 (1,000 gp)	Bracers	Can knock nearby creatures back	383
Circlet of Blasting	3 (1,000 gp)	Circlet	Can blast foe with fire	383
Circlet of Foresight, Greater	3 (1,000 gp)	Circlet	Grants +3 initiative	384
Circlet of Persuasion, Greater	3 (1,000 gp)	Circlet	Grants +3 Persuasion	384
Circlet of Reliable Observation, Greater	3 (1,000 gp)	Circlet	Can reroll 1s and exert more easily with observation-based skills	384
Crown of Lightning	3 (1,000 gp)	Crown	Can deal 2d6+2 damage to nearby foes	385
Dabbler's Amulet, Greater	3 (1,000 gp)	Amulet	Increase bonus from <i>skill exemplar</i> to untrained skills by 2	386
Gauntlets of Improvisation, Greater	3 (1,000 gp)	Gauntlet	Grants +4 power with improvised weapons	386
Gloves of Reliable Finesse, Greater	3 (1,000 gp)	Gloves	Can reroll 1s and exert more easily with finesse-based skills	387
Guardian's Amulet	3 (1,000 gp)	Amulet	Grants +1 accuracy with <i>guarding strike</i>	387
Lifekeping Belt	3 (1,000 gp)	Belt	Grants +1 bonus to vital rolls	387
Mask of Air	3 (1,000 gp)	Mask	Allows breathing in any environment	388
Ocular Circlet, Greater	3 (1,000 gp)	Circlet	Can allow you to see at a greater distance	388
Poisonbane Ring, Greater	3 (1,000 gp)	Ring	Grants +4 defenses vs poisons	388
Ring of Sustenance	3 (1,000 gp)	Ring	Provides food, water, and rest	390
Ring of the True Form, Greater	3 (1,000 gp)	Ring	Grants +8 defenses vs form-altering attacks	390
Shieldburst Bracers, Greater	3 (1,000 gp)	Bracers	Can exert to gain instant +3 Armor defense	391

Shrinking Belt	3 (1,000 gp)	Belt	Reduces your size	391
Amulet of Blessed Oration, Greater	4 (5,000 gp)	Amulet	Triples area of <i>denounce the heathens</i> and <i>bless the worthy</i>	377
Amulet of Distant Blood, Greater	4 (5,000 gp)	Amulet	Greatly increases range with shark <i>totem animal</i>	377
Amulet of Distant Stealth, Greater	4 (5,000 gp)	Amulet	Greatly increases range with <i>sneak attack</i>	377
Amulet of Divine Healing, Greater	4 (5,000 gp)	Amulet	Grants +8 power with <i>restoration</i> and <i>lay on hands</i>	377
Amulet of Divine Vitality	4 (5,000 gp)	Amulet	Reduces fatigue required to use <i>divine healing</i> and <i>lay on hands</i>	377
Amulet of Possession	4 (5,000 gp)	Amulet	Reduces defense penalties from <i>possession</i> .	377
Amulet of Rage	4 (5,000 gp)	Amulet	Reduces defense penalties from <i>rage</i> .	378
Amulet of Shared Discipline	4 (5,000 gp)	Amulet	Using discipline also helps an adjacent ally	378
Amulet of Sturdy Companionship, Greater	4 (5,000 gp)	Amulet	Grants +16 damage resistance to animal allies	378
Anchoring Belt, Greater	4 (5,000 gp)	Belt	Protects you from most forced movement and teleportation attacks	379
Belt of Healing, Greater	4 (5,000 gp)	Belt	Heals 2d10+7 hit points	379
Belt of Health, Greater	4 (5,000 gp)	Belt	Grants +8 hit points	379
Belt of Scuttling, Greater	4 (5,000 gp)	Belt	Move at full speed and defend normally while prone	380
Boots of Desperate Flight, Greater	4 (5,000 gp)	Boots	Can sprint when you recover	380
Boots of Freedom	4 (5,000 gp)	Boots	Grants immunity to common mobility restrictions	381
Boots of Levitation, Greater	4 (5,000 gp)	Boots	Can briefly levitate in midair	381
Boots of Speed, Greater	4 (5,000 gp)	Boots	Increases speed by 10 feet	382
Bracers of Armor, Greater	4 (5,000 gp)	Bracers	Grants encumbrance-free +3 armor	382
Bracers of Mighty Fists, Greater	4 (5,000 gp)	Bracers	Grants +6 power with natural and unarmed attacks	383
Charging Boots, Greater	4 (5,000 gp)	Boots	Removes penalties for charging	383
Cleansing Belt, Greater	4 (5,000 gp)	Belt	Can remove a debuff	384
Cloak of Astral Ease	4 (5,000 gp)	Cloak	Doubles distance you can teleport	384
Cloak of Mist	4 (5,000 gp)	Cloak	Fills nearby area with fog	384
Cloak of Translocation, Greater	4 (5,000 gp)	Cloak	Can teleport up to 60 feet	385
Cloak of the Noble Rider, Greater	4 (5,000 gp)	Cloak	Can save your mount from vital wounds	385
Crater Boots	4 (5,000 gp)	Boots	Deals your falling damage to enemies	385
Darkstalker's Amulet	4 (5,000 gp)	Amulet	Hide from more senses with <i>darkstalker</i>	386
Enlarging Belt	4 (5,000 gp)	Belt	Increases your size	386
Gauntlet of the Ram, Greater	4 (5,000 gp)	Gauntlet	Knocks back foe 30 feet when use to strike	386
Gloves of Infused Force, Greater	4 (5,000 gp)	Gloves	Grants +8 power to next strike	386
Gloves of Potency, Greater	4 (5,000 gp)	Gauntlet	Grants +4 power	387
Greatreach Bracers	4 (5,000 gp)	Bracers	Increases reach by five feet	387
Hexward Ring	4 (5,000 gp)	Ring	Grants +1 defenses against targeted spells	387
Lifesaver Ring, Greater	4 (5,000 gp)	Ring	Regains 2d6 hit points while below half hit points	388
Phasestep Boots, Greater	4 (5,000 gp)	Boots	Can move through creatures	388
Protector's Amulet, Greater	4 (5,000 gp)	Amulet	Greatly increases range of the <i>protect</i> ability	388
Quilled Cloak, Greater	4 (5,000 gp)	Cloak	Deals more damage to creatures that grapple you	389
Ring of Blessed Protection, Greater	4 (5,000 gp)	Ring	Can exert to protect against critical mundane attacks	389
Ring of Honeyed Words, Greater	4 (5,000 gp)	Ring	Grants +3 to social skills	389
Ring of Mastery	4 (5,000 gp)	Ring	Grants many small bonuses	389
Ring of Protection, Greater	4 (5,000 gp)	Ring	Grants +8 damage resistance	390
Ring of Spell Investment, Greater	4 (5,000 gp)	Ring	Can invest three spells to gain their effects later	390
Ring of the Planes	4 (5,000 gp)	Ring	Aids travel with <i>plane shift</i>	390
Seven League Boots	4 (5,000 gp)	Boots	Can exert to teleport seven leagues	390

Spellfeeding Amulet, Greater	4 (5,000 gp)	Amulet	Heals 2d8+7 when you use <i>spell absorption</i>	391
Swarmhunter Amulet	4 (5,000 gp)	Amulet	Adds an additional target with <i>quarry</i>	391
Throwing Gloves, Greater	4 (5,000 gp)	Gloves	Allows throwing any item up to 120 feet	391
Amulet of Shared Clarity, Greater	5 (25,000 gp)	Amulet	Using clear the mind also helps two nearby allies	378
Amulet of Undead Turning, Greater	5 (25,000 gp)	Amulet	Greatly increases area of <i>turn undead</i>	378
Amulet of Wild Control, Greater	5 (25,000 gp)	Amulet	Prevents total failure with <i>wild magic</i>	378
Assassin's Cloak, Greater	5 (25,000 gp)	Cloak	Grants invisibility while mostly inactive	379
Belt of Stone Giant's Strength	5 (25,000 gp)	Belt	Grants +2 Strength for specific purposes	380
Belt of Vital Persistence, Supreme	5 (25,000 gp)	Belt	Can exert for +3 to a vital roll	380
Blind Seer's Circlet, Greater	5 (25,000 gp)	Circlet	Greatly increases range of blindsense and blind-sight	380
Blindfold of the Third Eye, Greater	5 (25,000 gp)	Fabric	Grants distant blindsight, blindsense, and blindness	380
Boots of Elvenkind, Supreme	5 (25,000 gp)	Boots	Grants +4 Stealth	381
Boots of Gravitation, Greater	5 (25,000 gp)	Boots	Redirects personal gravity to nearby objects	381
Boots of Reliable Motion, Supreme	5 (25,000 gp)	Boots	Can reroll 1s and 2s and exert more easily with movement-based skills	381
Boots of the Fearful, Supreme	5 (25,000 gp)	Boots	Grants +20 foot speed and +4 defenses while afraid	382
Boots of the Skydancer, Greater	5 (25,000 gp)	Boots	Can briefly walk on air	382
Bracers of Repulsion, Greater	5 (25,000 gp)	Bracers	Can knock enemies back	383
Challenger's Cloak	5 (25,000 gp)	Cloak	Increases accuracy penalty on goaded foes by 1	383
Circlet of Blasting, Greater	5 (25,000 gp)	Circlet	Can blast foe with intense fire	383
Circlet of Foresight, Supreme	5 (25,000 gp)	Circlet	Grants +4 initiative	384
Circlet of Persuasion, Supreme	5 (25,000 gp)	Circlet	Grants +4 Persuasion	384
Circlet of Reliable Observation, Supreme	5 (25,000 gp)	Circlet	Can reroll 1s and 2s and exert more easily with observation-based skills	384
Cloak of Nondetection, Greater	5 (25,000 gp)	Cloak	Grants +8 to defenses against detection	385
Crown of Lightning, Greater	5 (25,000 gp)	Crown	Can deal 4d6+5 damage to nearby foes	385
Crown of Thunder	5 (25,000 gp)	Crown	Continuously deafens nearby enemies	385
Dabbler's Amulet, Supreme	5 (25,000 gp)	Amulet	Increase bonus from <i>skill exemplar</i> to untrained skills by 3	386
Gauntlets of Improvisation, Supreme	5 (25,000 gp)	Gauntlet	Grants +8 power with improvised weapons	386
Gloves of Reliable Finesse, Supreme	5 (25,000 gp)	Gloves	Can reroll 1s and 2s and exert more easily with finesse-based skills	387
Lifekeeping Belt, Greater	5 (25,000 gp)	Belt	Grants +2 bonus to vital rolls	387
Poisonbane Ring, Supreme	5 (25,000 gp)	Ring	Grants immunity to poisons	388
Quickcleanse Belt	5 (25,000 gp)	Belt	Can exert to quickly remove a debuff	388
Quickshift Amulet	5 (25,000 gp)	Amulet	Allows using <i>shifting defense</i> more quickly	389
Ring of Vital Regeneration	5 (25,000 gp)	Ring	Automatically exert to remove vital wounds	390
Ring of the True Form, Supreme	5 (25,000 gp)	Ring	Grants immunity to form-altering attacks	390
Shieldburst Bracers, Supreme	5 (25,000 gp)	Bracers	Can exert to gain instant +4 Armor defense	391
Shrinking Belt, Greater	5 (25,000 gp)	Belt	Reduces your size without reducing weight limits	391
Sprinting Boots	5 (25,000 gp)	Boots	Can sprint without exertion	391
Stunshare Ring	5 (25,000 gp)	Ring	Stuns enemies when you are dazed or worse	391
Utility Belt, Greater	5 (25,000 gp)	Belt	Contains ten very large pockets	392
Vanishing Cloak	5 (25,000 gp)	Cloak	Can teleport silently	392
Winged Boots	5 (25,000 gp)	Boots	Grants flight up to 15 feet high	392
Amulet of Abyssal Rebuke, Greater	6 (125,000 gp)	Amulet	Grants +2 accuracy with <i>abyssal blast</i> against attackers	377
Amulet of Blessed Oration, Supreme	6 (125,000 gp)	Amulet	Quadruples area of preacher abilities	377
Amulet of Distant Blood, Supreme	6 (125,000 gp)	Amulet	Drastically increases range with shark <i>totem animal</i>	377

Amulet of Distant Stealth, Supreme	6 (125,000 gp)	Amulet	Drastically increases range with <i>sneak attack</i>	377
Amulet of Divine Healing, Supreme	6 (125,000 gp)	Amulet	Grants +16 power with <i>restoration</i> and <i>lay on hands</i>	377
Amulet of Equality and Perfection	6 (125,000 gp)	Amulet	Improves <i>perfect body</i> on your lowest attribute	377
Amulet of Shared Discipline, Greater	6 (125,000 gp)	Amulet	Using the <i>discipline</i> ability also helps a nearby ally	378
Amulet of Sturdy Companionship, Supreme	6 (125,000 gp)	Amulet	Grants +32 damage resistance to animal allies	378
Amulet of the Avenger, Greater	6 (125,000 gp)	Amulet	Grants +2 accuracy with <i>smite</i> when avenging allies	378
Anchoring Belt, Supreme	6 (125,000 gp)	Belt	Protects you from all forced movement and teleportation attacks	379
Astral Boots	6 (125,000 gp)	Boots	Allows teleporting instead of moving	379
Belt of Healing, Supreme	6 (125,000 gp)	Belt	Heals 4d10+14 hit points	379
Belt of Health, Supreme	6 (125,000 gp)	Belt	Grants +16 hit points	379
Belt of Scuttling, Supreme	6 (125,000 gp)	Belt	Act normally while prone	380
Boots of Levitation, Supreme	6 (125,000 gp)	Boots	Can briefly levitate twice in midair	381
Boots of Speed, Supreme	6 (125,000 gp)	Boots	Increases speed by 15 feet	382
Bracers of Armor, Supreme	6 (125,000 gp)	Bracers	Grants encumbrance-free +4 armor	383
Bracers of Mighty Fists, Supreme	6 (125,000 gp)	Bracers	Grants +12 power with natural and unarmed attacks	383
Cleansing Belt, Supreme	6 (125,000 gp)	Belt	Can remove two debuffs	384
Cloak of Astral Ease, Greater	6 (125,000 gp)	Cloak	Triples distance you can teleport	384
Cloak of Translocation, Supreme	6 (125,000 gp)	Cloak	Can teleport up to 120 feet	385
Cloak of the Unseen Hunter	6 (125,000 gp)	Cloak	Grants +1 accuracy while you have concealment	385
Enlarging Belt, Greater	6 (125,000 gp)	Belt	Increases your size and speed	386
Frenzied Gloves	6 (125,000 gp)	Gloves	Grants +1 accuracy to continuous strikes	386
Gauntlet of the Ram, Supreme	6 (125,000 gp)	Gauntlet	Knocks back foe 60 feet when use to strike	386
Gloves of Infused Force, Supreme	6 (125,000 gp)	Gloves	Grants +16 power to next strike	387
Gloves of Potency, Supreme	6 (125,000 gp)	Gauntlet	Grants +8 power	387
Guardian's Amulet, Greater	6 (125,000 gp)	Amulet	Grants +2 accuracy with <i>guarding strike</i>	387
Lifesaver Ring, Supreme	6 (125,000 gp)	Ring	Regains 4d6 hit points while below half hit points	388
Phasestep Boots, Supreme	6 (125,000 gp)	Boots	Can move through creatures and some terrain	388
Protector's Amulet, Supreme	6 (125,000 gp)	Amulet	Drastically increases range of the <i>protect</i> ability	388
Quilled Cloak, Supreme	6 (125,000 gp)	Cloak	Deals even more damage to creatures that grapple you	389
Ring of Blessed Protection, Supreme	6 (125,000 gp)	Ring	Can exert to protect against critical attacks	389
Ring of Honeyed Words, Supreme	6 (125,000 gp)	Ring	Grants +4 to social skills	389
Ring of Mastery, Greater	6 (125,000 gp)	Ring	Grants many bonuses	389
Ring of Protection, Supreme	6 (125,000 gp)	Ring	Grants +16 damage resistance	390
Spellfeeding Amulet, Supreme	6 (125,000 gp)	Amulet	Heals 4d8+14 when you use <i>spell absorption</i>	391
Swarmhunter Amulet, Greater	6 (125,000 gp)	Amulet	Adds two additional targets with <i>quarry</i>	391
Amulet of Possession, Greater	7 (625,000 gp)	Amulet	Removes defense penalties from <i>possession</i> .	377
Amulet of Rage, Greater	7 (625,000 gp)	Amulet	Removes defense penalties from <i>rage</i> .	378
Amulet of Revivification	7 (625,000 gp)	Amulet	Reduces fatigue required to use <i>revivify</i>	378
Amulet of Undead Turning, Supreme	7 (625,000 gp)	Amulet	Massively increases area of <i>turn undead</i>	378
Assassin's Cloak, Supreme	7 (625,000 gp)	Cloak	Grants invisibility while slightly active	379
Belt of Epic Constitution	7 (625,000 gp)	Belt	Grants +1 Constitution	379
Belt of Storm Giant's Strength	7 (625,000 gp)	Belt	Grants +3 Strength for specific purposes	380
Blind Seer's Circlet, Supreme	7 (625,000 gp)	Circlet	Drastically increases range of blindsense and blindsight	380
Blindfold of the Third Eye, Supreme	7 (625,000 gp)	Fabric	Grants very distant blindsight, blindsense, and blindness	380

Boots of Freedom, Greater	7 (625,000 gp)	Boots	Grants immunity to almost all mobility restrictions	381
Boots of Gravitation, Supreme	7 (625,000 gp)	Boots	Redirects personal gravity to distant objects	381
Bracers of Epic Strength	7 (625,000 gp)	Bracers	Grants +1 Strength	383
Bracers of Repulsion, Supreme	7 (625,000 gp)	Bracers	Can knock enemies back a great distance	383
Challenger's Cloak, Greater	7 (625,000 gp)	Cloak	Increases accuracy penalty on goaded foes by 2	383
Circlet of Blasting, Supreme	7 (625,000 gp)	Circlet	Can blast foe with supremely intense fire	383
Circlet of Epic Willpower	7 (625,000 gp)	Circlet	Grants +1 Willpower	383
Cloak of Epic Dexterity	7 (625,000 gp)	Cloak	Grants +1 Dexterity	384
Cloak of Mist, Greater	7 (625,000 gp)	Cloak	Fills a large area with fog	385
Crown of Lightning, Supreme	7 (625,000 gp)	Crown	Can deal 4d10+10 damage to nearby foes	385
Glasses of Epic Perception	7 (625,000 gp)	Glasses	Grants +1 Perception	386
Greatreach Bracers, Greater	7 (625,000 gp)	Bracers	Increases reach by ten feet	387
Hexward Ring, Greater	7 (625,000 gp)	Ring	Grants +2 defenses against targeted spells	387
Lifekeeping Belt, Supreme	7 (625,000 gp)	Belt	Grants +3 bonus to vital rolls	387
Quickcleanse Belt, Greater	7 (625,000 gp)	Belt	Can exert more easily to remove a debuff	389
Shrinking Belt, Supreme	7 (625,000 gp)	Belt	Greatly reduces your size	391
Vanishing Cloak, Greater	7 (625,000 gp)	Cloak	Can teleport silently and grant brief invisibility	392
Winged Boots, Greater	7 (625,000 gp)	Boots	Grants flight up to 30 feet high	392

Amulet of Abyssal Rebuke Rank 3 (1,000 gp)

When you use the *abyssal blast* warlock ability, you gain a +1 **accuracy** bonus against each creature that dealt damage to you during the previous round.

Type: Amulet

Materials: Jewelry

Amulet of Abyssal Rebuke, Greater Rank 6 (125,000 gp)

When you use the *abyssal blast* warlock ability, you gain a +2 **accuracy** bonus against each creature that dealt damage to you during the previous round.

Type: Amulet

Materials: Jewelry

Amulet of Blessed Oration Rank 2 (200 gp)

When you use the *denounce the heathens* cleric ability, its area is doubled.

Type: Amulet

Materials: Jewelry

Amulet of Blessed Oration, Greater Rank 4 (5,000 gp)

When you use the *denounce the heathens* or *bless the worthy* cleric abilities, their area is tripled.

Type: Amulet

Materials: Jewelry

Amulet of Blessed Oration, Supreme Rank 6 (125,000 gp)

When you use the *denounce the heathens*, *condemn the fearful*, or *condemn the fearful* cleric abilities, their area is quadrupled.

Type: Amulet

Materials: Jewelry

Amulet of Distant Blood Rank 2 (200 gp)

If you have the shark *totem animal* barbarian ability, you gain its accuracy bonus against creatures within Medium (60 ft.) range instead of Short (30 ft.) range.

Type: Amulet

Materials: Jewelry

Amulet of Distant Blood, Greater Rank 4 (5,000 gp)

If you have the shark *totem animal* barbarian ability, you gain its accuracy bonus against creatures within Long (120 ft.) range instead of Short (30 ft.) range.

Type: Amulet

Materials: Jewelry

Amulet of Distant Blood, Supreme Rank 6 (125,000 gp)

If you have the shark *totem animal* barbarian ability, you gain its accuracy bonus against creatures within Distant (240 ft.) range instead of Short (30 ft.) range.

Type: Amulet

Materials: Jewelry

Amulet of Distant Stealth Rank 2 (200 gp)

When you use the *sneak attack* rogue ability, you may target a creature within Medium (60 ft.) range instead of Short (30 ft.)

range.

Type: Amulet

Materials: Jewelry

Amulet of Distant Stealth, Greater Rank 4 (5,000 gp)

When you use the *sneak attack* rogue ability, you may target a creature within Long (120 ft.) range instead of Short (30 ft.) range.

Type: Amulet

Materials: Jewelry

Amulet of Distant Stealth, Supreme Rank 6 (125,000 gp)

When you use the *sneak attack* rogue ability, you may target a creature within Distant (240 ft.) range instead of Short (30 ft.) range.

Type: Amulet

Materials: Jewelry

Amulet of Divine Healing Rank 2 (200 gp)

When you use the *restoration* cleric ability or the *lay on hands* paladin ability, you gain a +4 **magic bonus** to your **power**.

Type: Amulet

Materials: Jewelry

Amulet of Divine Healing, Greater Rank 4 (5,000 gp)

When you use the *restoration* cleric ability or the *lay on hands* paladin ability, you gain a +8 **magic bonus** to your **power**.

Type: Amulet

Materials: Jewelry

Amulet of Divine Healing, Supreme Rank 6 (125,000 gp)

When you use the *restoration* cleric ability or the *lay on hands* paladin ability, you gain a +16 **magic bonus** to your **power**.

Type: Amulet

Materials: Jewelry

Amulet of Divine Vitality Rank 4 (5,000 gp)

When you use the *divine healing* cleric ability or the *lay on hands* paladin ability to remove a vital wound, you only increase your **fatigue level** by two instead of by three.

Type: Amulet

Materials: Jewelry

Amulet of Equality and Perfection Rank 6 (125,000 gp)

If you have the *perfect body* ability, you gain a +1 bonus to your lowest physical attribute.

Type: Amulet

Materials: Jewelry

Amulet of Possession Rank 4 (5,000 gp)

When you use the *possession* warlock ability, its penalties to Fortitude and Mental defense are reduced by 1.

Type: Amulet

Materials: Jewelry

Amulet of Possession, Greater Rank 7 (625,000 gp)

When you use the *possession* warlock ability, its penalties to Fortitude and Mental defense are removed.

Type: Amulet

Materials: Jewelry

Amulet of Rage Rank 4 (5,000 gp)

When you use the *rage* barbarian ability, its penalties to Armor and Reflex defense are reduced by 1.

Type: Amulet

Materials: Jewelry

Amulet of Rage, Greater Rank 7 (625,000 gp)

When you use the *rage* barbarian ability, its penalties to Armor and Reflex defense are removed.

Type: Amulet

Materials: Jewelry

Amulet of Revivification Rank 7 (625,000 gp)

When you use the *revivify* cleric ability, you only increase your **fatigue level** by three instead of by four.

Type: Amulet

Materials: Jewelry

Amulet of Shared Clarity Rank 3 (1,000 gp)

Whenever you use the *clear the mind* monk ability, one **ally** within Medium (60 ft.) range of you can also remove a **brief** effect or **condition**. If they do, they increase their **fatigue level** by one. This is not a **Swift** effect, even if your *clear the mind* ability is a **Swift** effect.

Type: Amulet

Materials: Jewelry

Amulet of Shared Clarity, Greater Rank 5 (25,000 gp)

This item functions like a *amulet of shared clarity*, except that you can target an additional **ally** within range.

Type: Amulet

Materials: Jewelry

Amulet of Shared Discipline Rank 4 (5,000 gp)

Whenever you use the *discipline* fighter ability, one **ally** adjacent to you can also remove a **brief** effect or **condition**. This is not a **Swift** effect, even if your *discipline* ability is a **Swift** effect.

Type: Amulet

Materials: Jewelry

Amulet of Shared Discipline, Greater Rank 6 (125,000 gp)

This item functions like a *amulet of shared discipline*, except that the range increases to Medium (60 ft.) range.

Type: Amulet

Materials: Jewelry

Amulet of Sturdy Companionship Rank 2 (200 gp)

Each creature you command with the *natural servant* druid ability or the *animal companion* ranger ability gains a +8 **magic bonus** to its **damage resistance**.

Type: Amulet

Materials: Jewelry

Amulet of Sturdy Companionship, Greater Rank 4 (5,000 gp)

Each creature you command with the *natural servant* druid ability or the *animal companion* ranger ability gains a +16 **magic bonus** to its **damage resistance**.

Type: Amulet

Materials: Jewelry

Amulet of Sturdy Companionship, Supreme Rank 6 (125,000 gp)

Each creature you command with the *natural servant* druid ability or the *animal companion* ranger ability gains a +32 **magic bonus** to its **damage resistance**.

Type: Amulet

Materials: Jewelry

Amulet of Undead Turning Rank 3 (1,000 gp)

When you use the *turn undead* cleric ability, its area increases to a Large (60 ft.) radius.

Type: Amulet

Materials: Jewelry

Amulet of Undead Turning, Greater Rank 5 (25,000 gp)

When you use the *turn undead* cleric ability, its area increases to a Huge (120 ft.) radius.

Type: Amulet

Materials: Jewelry

Amulet of Undead Turning, Supreme Rank 7 (625,000 gp)

When you use the *turn undead* cleric ability, its area increases to a Gargantuan (240 ft.) radius.

Type: Amulet

Materials: Jewelry

Amulet of Wild Control Rank 2 (200 gp)

When you use the *wild magic* sorcerer ability and roll a 1 for its wildspell effect, you can treat the result as a 2 instead.

Type: Amulet

Materials: Jewelry

Amulet of Wild Control, Greater Rank 5 (25,000 gp)

When you use the *wild magic* sorcerer ability and roll a 1 for its wildspell effect, you can treat the result as a 4 instead.

Type: Amulet

Materials: Jewelry

Amulet of the Avenger Rank 3 (1,000 gp)

When you use the *smite* paladin ability, you gain a +1 **accuracy** bonus against each creature that dealt damage to one of your **allies** during the previous round.

Type: Amulet

Materials: Jewelry

Amulet of the Avenger, Greater Rank 6 (125,000 gp)

When you use the *smite* paladin ability, you gain a +2 **accuracy** bonus against each creature that dealt damage to one of your **allies** during the previous round.

Type: Amulet

Materials: Jewelry

Anchoring Belt Rank 2 (200 gp)

You are immune to **knockback** or **push** effects from attacks, unless the effects come from an attack that scores a **critical hit**. This does not make you immune to **teleportation**, and does not affect movement effects used by your **allies**.

Type: Belt

Materials: Leather, textiles

Anchoring Belt, Greater Rank 4 (5,000 gp)

This belt functions like an *anchoring belt*, except that you are also immune to **teleport** effects from attacks that are not critical hits.

Type: Belt

Materials: Leather, textiles

Anchoring Belt, Supreme Rank 6 (125,000 gp)

This belt functions like an *anchoring belt*, except that the immunities apply even against critical hits.

Type: Belt

Materials: Leather, textiles

Assassin's Cloak Rank 3 (1,000 gp)

At the end of each round, if you took no actions that round, you become **invisible** (see Invisible, page 421). This invisibility ends after you take any action.

Type: Cloak

Tags: **Sensation**

Materials: Textiles

Assassin's Cloak, Greater Rank 5 (25,000 gp)

At the end of each round, if you took no actions that round except for moving during the **movement phase**, you become **invisible** (see Invisible, page 421). This invisibility ends after you take any action other than moving during the **movement phase**.

Type: Cloak

Tags: **Sensation**

Materials: Textiles

Assassin's Cloak, Supreme Rank 7 (625,000 gp)

At the end of each round, if you took no actions that round except for moving during the **movement phase** and taking **minor actions**, you become **invisible** (see Invisible, page 421). This invisibility ends after you take any action other than moving during the movement phase and taking **minor actions**.

Type: Cloak

Tags: **Sensation**

Materials: Textiles

Astral Boots Rank 6 (125,000 gp)

When you move using one of your movement speeds, you can teleport the same distance instead. This does not change the total distance you can move, but you can teleport in any direction, even vertically. You must teleport into an unoccupied location onto a stable surface that can support your weight. You cannot teleport to locations you do not have **line of sight** and **line of effect** to.

Type: Boots

Materials: Bone, leather, metal

Avian Cloak Rank 3 (1,000 gp)

You gain a **glide speed** equal to the **base speed** for your size.

Type: Cloak

Materials: Textiles

Belt of Epic Constitution Rank 7 (625,000 gp)

You gain a +1 **magic bonus** to your Constitution.

Type: Belt

Materials: Leather, textiles

Belt of Healing Rank 2 (200 gp)

As a standard action, you can use this belt to regain 1d10+4 hit points. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Type: Belt

Tags: **Healing**

Materials: Leather, textiles

Belt of Healing, Greater Rank 4 (5,000 gp)

As a standard action, you can use this belt to regain 2d10+7 hit points. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Type: Belt

Tags: **Healing**

Materials: Leather, textiles

Belt of Healing, Supreme Rank 6 (125,000 gp)

As a standard action, you can use this belt to regain 4d10+14 hit points. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Type: Belt

Tags: **Healing**

Materials: Leather, textiles

Belt of Health Rank 2 (200 gp)

You gain a +4 **magic bonus** to your **hit points**.

Type: Belt

Materials: Leather, textiles

Belt of Health, Greater Rank 4 (5,000 gp)

You gain a +8 **magic bonus** to your **hit points**.

Type: Belt

Materials: Leather, textiles

Belt of Health, Supreme Rank 6 (125,000 gp)

You gain a +16 **magic bonus** to your **hit points**.

Type: Belt

Materials: Leather, textiles

Belt of Hill Giant's Strength Rank 3 (1,000 gp)

You gain a +1 bonus to Strength-based **checks**, and you gain a +1 bonus to Strength for the purpose of determining your **carrying capacity** (see Carrying Capacity, page ??). In addition, you reduce your **encumbrance** by 1.

Type: Belt

Materials: Leather, textiles

Belt of Scuttling Rank 2 (200 gp)

Being **prone** (*half speed, -2 accuracy, Armor, and Ref*) does not reduce your movement speed.

Type: Belt

Materials: Leather, textiles

Belt of Scuttling, Greater Rank 4 (5,000 gp)

Being **prone** (*half speed, -2 accuracy, Armor, and Ref*) does not reduce your movement speed or your defenses.

Type: Belt

Materials: Leather, textiles

Belt of Scuttling, Supreme Rank 6 (125,000 gp)

Being **prone** (*half speed, -2 accuracy, Armor, and Ref*) does not reduce your movement speed, defenses, or accuracy.

Type: Belt

Materials: Leather, textiles

Belt of Stone Giant's Strength Rank 5 (25,000 gp)

You gain a +2 bonus to Strength-based **checks**, and you gain a +2 bonus to Strength for the purpose of determining your **carrying capacity** (see Carrying Capacity, page ??). In addition, you reduce your **encumbrance** by 2.

Type: Belt

Materials: Leather, textiles

Belt of Storm Giant's Strength Rank 7 (625,000 gp)

You gain a +3 bonus to Strength-based **checks**, and you gain a +3 bonus to Strength for the purpose of determining your **carrying capacity** (see Carrying Capacity, page ??). In addition, you reduce your **encumbrance** by 3.

Type: Belt

Materials: Leather, textiles

Belt of Vital Persistence Rank 1 (40 gp)

When you make a **vital roll**, you can activate this item. When you do, you increase your **fatigue level** by one, and you gain a +1 bonus to the vital roll. You can use this ability after you see the result of the vital roll.

Type: Belt

Materials: Leather, textiles

Belt of Vital Persistence, Greater Rank 3 (1,000 gp)

This item functions like a *belt of vital persistence*, except that the bonus it grants increases to +2.

Type: Belt

Materials: Leather, textiles

Belt of Vital Persistence, Supreme Rank 5 (25,000 gp)

This item functions like a *belt of vital persistence*, except that the bonus it grants increases to +3.

Type: Belt

Materials: Leather, textiles

Blind Seer's Circlet Rank 3 (1,000 gp)

If you have **blindsight**, you increase its range by 30 feet. If

you have **blindsight**, you increase its range by 15 feet.

Type: Circlet

Materials: Bone, metal

Blind Seer's Circlet, Greater Rank 5 (25,000 gp)

If you have **blindsight**, you increase its range by 60 feet. If you have **blindsight**, you increase its range by 30 feet.

Type: Circlet

Materials: Bone, metal

Blind Seer's Circlet, Supreme Rank 7 (625,000 gp)

If you have **blindsight**, you increase its range by 120 feet. If you have **blindsight**, you increase its range by 60 feet.

Type: Circlet

Materials: Bone, metal

Blindfold of the Third Eye Rank 3 (1,000 gp)

While you wear this blindfold covering your eyes, you gain **blindsight** with a 15 foot range and **blindsight** with a 60 foot range. You are also blind, as normal for wearing a blindfold. Shifting this blindfold to cover or stop covering your eyes is a **free action** that requires a **free hand**.

Type: Fabric

Materials: Textiles

Blindfold of the Third Eye, Greater Rank 5 (25,000 gp)

This blindfold functions like the *blindfold of the third eye*, except that the range of the **blindsight** increases to 30 feet and the range of the **blindsight** increases to 120 feet.

Type: Fabric

Materials: Textiles

Blindfold of the Third Eye, Supreme Rank 7 (625,000 gp)

This blindfold functions like the *blindfold of the third eye*, except that the range of the **blindsight** increases to 60 feet and the range of the **blindsight** increases to 240 feet.

Type: Fabric

Materials: Textiles

Boots of Desperate Flight Rank 2 (200 gp)

When you use the *recover* action, you can also move up to your normal movement speed.

Type: Boots

Materials: Bone, leather, metal

Boots of Desperate Flight, Greater Rank 4 (5,000 gp)

When you use the *recover* action, you can also move up to twice your normal movement speed.

Type: Boots

Materials: Bone, leather, metal

Boots of Elvenkind Rank 1 (40 gp)

You gain a +2 **magic bonus** to the Stealth skill (see Stealth, page 172).

Type: Boots

Materials: Bone, leather, metal

Boots of Elvenkind, Greater Rank 3 (1,000 gp)

You gain a +3 **magic bonus** to the Stealth skill (see Stealth, page 172).

Type: Boots

Materials: Bone, leather, metal

Boots of Elvenkind, Supreme Rank 5 (25,000 gp)

You gain a +4 **magic bonus** to the Stealth skill (see Stealth, page 172).

Type: Boots

Materials: Bone, leather, metal

Boots of Freedom Rank 4 (5,000 gp)

You are immune to being **slowed** (*half speed, -2 Ref*), **immobilized** (*-4 Ref, cannot use movement speeds*), and **paralyzed** (*cannot move*).

Type: Boots

Materials: Bone, leather, metal

Boots of Freedom, Greater Rank 7 (625,000 gp)

You are immune to all effects that reduce your movement speed or prevent you from moving, including nonmagical effects such as **difficult terrain**. This removes all penalties you would suffer for **swimming** (*-4 accuracy, defenses*). This does not prevent you from being **grappled**, but you gain a +4 bonus to your defenses against the *grapple* ability (see Grapple, page 52).

Type: Boots

Materials: Bone, leather, metal

Boots of Gravitation Rank 3 (1,000 gp)

Once per phase, while you are within 5 feet of an **unattended** object at least one size category larger than you, you can take a **free action** to adjust your personal gravity. When you do, gravity pulls you towards that surface instead of in the normal direction. This allows you to walk normally on walls or even ceilings.

Whenever you change the direction that gravity pulls you, you must make a **difficulty value** 10 Balance check to keep your feet. Failure means you fall **prone** (*half speed, -2 accuracy, Armor, and Ref*) and your movement for that phase ends.

Type: Boots

Materials: Bone, leather, metal

Boots of Gravitation, Greater Rank 5 (25,000 gp)

These boots function like *boots of gravitation*, except that the maximum distance increases to 15 feet. This can allow you to pull yourself towards distant objects, though you may take falling damage if you fall too far.

Type: Boots

Materials: Bone, leather, metal

Boots of Gravitation, Supreme Rank 7 (625,000 gp)

These boots function like *boots of gravitation*, except that the maximum distance increases to 30 feet. This can allow you to pull yourself towards distant objects, though you may take falling damage if you fall too far.

Type: Boots

Materials: Bone, leather, metal

Boots of Levitation Rank 2 (200 gp)

Whenever you make a Jump check, you can activate these boots. When you do, you increase your **fatigue level** by one. In addition, you double your maximum vertical height from the jump, and you can land in midair at any point during your jump. You can **briefly** levitate in that location as if you were standing on solid ground. These boots cannot be activated again until you land on a solid surface capable of supporting your weight.

Type: Boots

Materials: Bone, leather, metal

Boots of Levitation, Greater Rank 4 (5,000 gp)

These boots function like *boots of levitation*, except that you do not increase your fatigue level when you activate them.

Type: Boots

Materials: Bone, leather, metal

Boots of Levitation, Supreme Rank 6 (125,000 gp)

These boots function like *boots of levitation*, except that you do not increase your fatigue level when you activate them. In addition, you can activate them twice before you land on a solid surface capable of supporting your weight.

Type: Boots

Materials: Bone, leather, metal

Boots of Reliable Motion Rank 1 (40 gp)

Whenever you roll a 1 on an attack or check using the Balance, Climb, Jump, or Swim skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way.

Type: Boots

Materials: Bone, leather, metal

Boots of Reliable Motion, Greater Rank 3 (1,000 gp)

Whenever you roll a 1 on an attack or check using the Balance, Climb, Jump, or Swim skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see desperate exertion, page ??).

Type: Boots

Materials: Bone, leather, metal

Boots of Reliable Motion, Supreme Rank 5 (25,000 gp)

Whenever you roll a 1 or 2 on an attack or check using the Balance, Climb, Jump, or Swim skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see desperate exertion, page ??).

Type: Boots

Materials: Bone, leather, metal

Boots of Speed Rank 2 (200 gp)

You gain a +5 foot **magic bonus** to your land speed.

Type: Boots

Materials: Bone, leather, metal

Boots of Speed, Greater Rank 4 (5,000 gp)

You gain a +10 foot **magic bonus** to your land speed.

Type: Boots

Materials: Bone, leather, metal

Boots of Speed, Supreme Rank 6 (125,000 gp)

You gain a +15 foot **magic bonus** to your land speed.

Type: Boots

Materials: Bone, leather, metal

Boots of Water Walking Rank 3 (1,000 gp)

You treat the surface of all liquids as if they were firm ground. Your feet hover about an inch above the liquid's surface, allowing you to traverse dangerous liquids without harm as long as the surface is calm.

If you are below the surface of the liquid, you rise towards the surface at a rate of 60 feet per round. Thick liquids, such as mud and lava, may cause you to rise more slowly.

Type: Boots

Materials: Bone, leather, metal

Boots of the Desertlands Rank 1 (40 gp)

You can travel across sand, including quicksand, without slipping or suffering movement penalties for the terrain. In addition, the boots keep you cool, protecting you in environments as warm as 100 degrees Fahrenheit.

Type: Boots

Materials: Bone, leather, metal

Boots of the Fearful Rank 1 (40 gp)

Whenever you become **shaken** (*-2 accuracy and Mental within 60 ft.*), **frightened** (*-4 accuracy and Mental within 60 ft.*), or **panicked** (*-4 Mental and must flee within 60 ft.*), if you were not already suffering any of those effects, you **briefly** gain a +2 bonus to your Armor defense and Reflex defense, as well as a +10 foot bonus to your speed with all movement modes.

Type: Boots

Materials: Bone, leather, metal

Boots of the Fearful, Greater Rank 3 (1,000 gp)

Whenever you become **shaken** (*-2 accuracy and Mental within 60 ft.*), **frightened** (*-4 accuracy and Mental within 60 ft.*), or **panicked** (*-4 Mental and must flee within 60 ft.*), if you were not already suffering any of those effects, you **briefly** gain a +3 bonus to your Armor defense and Reflex defense, as well as a +15 foot bonus to your speed with all movement modes.

Type: Boots

Materials: Bone, leather, metal

Boots of the Fearful, Supreme Rank 5 (25,000 gp)

Whenever you become **shaken** (*-2 accuracy and Mental within 60 ft.*), **frightened** (*-4 accuracy and Mental within 60 ft.*), or **panicked** (*-4 Mental and must flee within 60 ft.*), if you were not already suffering any of those effects, you **briefly** gain a +4

bonus to your Armor defense and Reflex defense, as well as a +20 foot bonus to your speed with all movement modes.

Type: Boots

Materials: Bone, leather, metal

Boots of the Skydancer Rank 3 (1,000 gp)

As a **free action**, you can activate these boots. When you do, you may treat air as if it were solid ground to your feet for the rest of the current phase. You may selectively choose when to treat the air as solid ground, allowing you to walk or jump on air freely. These boots cannot be activated again until you land on a solid surface capable of supporting your weight.

Type: Boots

Tags: **Swift**

Materials: Bone, leather, metal

Boots of the Skydancer, Greater Rank 5 (25,000 gp)

These boots function like *boots of the skydancer*, except that the ability lasts **briefly**.

Type: Boots

Tags: **Swift**

Materials: Bone, leather, metal

Boots of the Winterlands Rank 1 (40 gp)

You can travel across snow and ice without slipping or suffering movement penalties for the terrain. In addition, the boots keep you warm, protecting you in environments as cold as -50 degrees Fahrenheit.

Type: Boots

Materials: Bone, leather, metal

Bracers of Archery Rank 1 (40 gp)

You are proficient with bows.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Archery, Greater Rank 3 (1,000 gp)

You are proficient with bows, including exotic bows.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Armor Rank 2 (200 gp)

You have a translucent suit of magical armor on your body and over your hands. This functions like body armor that provides a +2 bonus to Armor defense and has no **encumbrance**. It also provides a +4 bonus to **damage resistance**.

As long as you have a free hand, the barrier also manifests as a shield that provides a +1 bonus to Armor defense. This bonus is considered to come from a shield, and does not stack with the benefits of using any other shield.

The armor and shield provided from this ability are dismissed if you have other body armor of any kind.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Armor, Greater Rank 4 (5,000 gp)

These bracers function like *bracers of armor*, except that the defense bonus from the body armor increases to +3. In addition, its bonus to **damage resistance** increases to +8.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Armor, Supreme Rank 6 (125,000 gp)

These bracers function like *bracers of armor*, except that the defense bonus from the body armor increases to +4. In addition, its bonus to **damage resistance** increases to +16.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Epic Strength Rank 7 (625,000 gp)

You gain a +1 **magic bonus** to your Strength.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Mighty Fists Rank 2 (200 gp)

You gain a +3 **magic bonus** to **power** with **strikes** using **unarmed attacks** and natural weapons.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Mighty Fists, Greater Rank 4 (5,000 gp)

You gain a +6 **magic bonus** to **power** with **strikes** using **unarmed attacks** and natural weapons.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Mighty Fists, Supreme Rank 6 (125,000 gp)

You gain a +12 **magic bonus** to **power** with **strikes** using **unarmed attacks** and natural weapons.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Repulsion Rank 3 (1,000 gp)

As a standard action, you can activate these bracers. When you do, they emit a telekinetic burst of force. Make an attack vs. Fortitude against everything within a Small (15 ft.) radius burst from you. If you use this item during the **delayed action phase**, you gain a +4 bonus to **accuracy** with this attack against any creature that attacked you during the **action phase**. On a hit, you **knockback** each target up to 15 feet in a straight line directly away from you.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Repulsion, Greater Rank 5 (25,000 gp)

These bracers function like *bracers of repulsion*, except that they target your **enemies** within a Medium (30 ft.) radius burst.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Repulsion, Supreme Rank 7 (625,000 gp)

These bracers function like *bracers of repulsion*, except that they target your **enemies** within a Medium (30 ft.) radius burst. In addition, the knockback distance increases to 30 feet.

Type: Bracers

Materials: Bone, leather, metal, wood

Challenger's Cloak Rank 5 (25,000 gp)

Each creature suffering penalties for being **goaded** (–2 *accuracy vs. non-goaded creatures*) by you takes an additional –1 **accuracy** penalty against creatures other than you.

Type: Cloak

Materials: Textiles

Challenger's Cloak, Greater Rank 7 (625,000 gp)

Each creature suffering penalties for being **goaded** (–2 *accuracy vs. non-goaded creatures*) by you takes an additional –2 **accuracy** penalty against creatures other than you.

Type: Cloak

Materials: Textiles

Charging Boots Rank 2 (200 gp)

You reduce your defense penalties from using the *charge* action by 1.

Type: Boots

Materials: Bone, leather, metal

Charging Boots, Greater Rank 4 (5,000 gp)

You do not take defense penalties from using the *charge* action.

Type: Boots

Materials: Bone, leather, metal

Circlet of Blasting Rank 3 (1,000 gp)

As a standard action, you can activate this circlet. If you do, make an attack vs. Armor against a creature or object within Short (30 ft.) range.

Hit: The target takes 2d10+5 fire damage.

Type: Circlet

Materials: Bone, metal

Circlet of Blasting, Greater Rank 5 (25,000 gp)

As a standard action, you can activate this circlet. If you do, make an attack vs. Armor against a creature or object within Short (30 ft.) range.

Hit: The target takes 4d10+10 fire damage.

Type: Circlet

Materials: Bone, metal

Circlet of Blasting, Supreme Rank 7 (625,000 gp)

As a standard action, you can activate this circlet. If you do, make an attack vs. Armor against a creature or object within Medium (60 ft.) range.

Hit: The target takes 7d10+20 fire damage.

Type: Circlet

Materials: Bone, metal

Circlet of Epic Willpower Rank 7 (625,000 gp)

You gain a +1 **magic bonus** to your Willpower.

Type: Circlet

Materials: Bone, metal

Circlet of Foresight Rank 1 (40 gp)

You gain a +2 **magic bonus** to **initiative** checks.

Type: Circlet

Materials: Bone, metal

Circlet of Foresight, Greater Rank 3 (1,000 gp)

You gain a +3 **magic bonus** to **initiative** checks.

Type: Circlet

Materials: Bone, metal

Circlet of Foresight, Supreme Rank 5 (25,000 gp)

You gain a +4 **magic bonus** to **initiative** checks.

Type: Circlet

Materials: Bone, metal

Circlet of Persuasion Rank 1 (40 gp)

You gain a +2 **magic bonus** to the Persuasion skill (see Persuasion, page 167).

Type: Circlet

Materials: Bone, metal

Circlet of Persuasion, Greater Rank 3 (1,000 gp)

You gain a +3 **magic bonus** to the Persuasion skill (see Persuasion, page 167).

Type: Circlet

Materials: Bone, metal

Circlet of Persuasion, Supreme Rank 5 (25,000 gp)

You gain a +4 **magic bonus** to the Persuasion skill (see Persuasion, page 167).

Type: Circlet

Materials: Bone, metal

Circlet of Reliable Observation Rank 1 (40 gp)

Whenever you roll a 1 on an attack or check using the Awareness, Deduction, Social Insight, or Survival skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way.

Type: Circlet

Materials: Bone, metal

Circlet of Reliable Observation, Greater Rank 3 (1,000 gp)

Whenever you roll a 1 on an attack or check using the Awareness, Deduction, Social Insight, or Survival skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see desperate exertion, page ??).

Type: Circlet

Materials: Bone, metal

Circlet of Reliable Observation, Supreme Rank 5 (25,000 gp)

Whenever you roll a 1 or 2 on an attack or check using the Awareness, Deduction, Social Insight, or Survival skills, you may reroll and take the higher result. You can only reroll any

individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see desperate exertion, page ??).

Type: Circlet

Materials: Bone, metal

Cleansing Belt Rank 2 (200 gp)

As a standard action, you can activate this belt. When you do, you remove one **brief** effect or **condition** affecting you. This cannot remove an effect applied during the current round.

After you use this ability, you increase your **fatigue level** by one.

Type: Belt

Materials: Leather, textiles

Cleansing Belt, Greater Rank 4 (5,000 gp)

As a standard action, you can activate this belt. When you do, you remove one **brief** effect or **condition** affecting you. This cannot remove an effect applied during the current round.

Type: Belt

Materials: Leather, textiles

Cleansing Belt, Supreme Rank 6 (125,000 gp)

As a standard action, you can activate this belt. When you do, you remove up to two **brief** effects or **conditions** affecting you. This cannot remove an effects applied during the current round.

Type: Belt

Materials: Leather, textiles

Cloak of Astral Ease Rank 4 (5,000 gp)

All **magical** abilities that **teleport** you have the maximum distance they can teleport you doubled.

Type: Cloak

Materials: Textiles

Cloak of Astral Ease, Greater Rank 6 (125,000 gp)

All **magical** abilities that **teleport** you have the maximum distance they can teleport you tripled.

Type: Cloak

Materials: Textiles

Cloak of Epic Dexterity Rank 7 (625,000 gp)

You gain a +1 **magic bonus** to your Dexterity.

Type: Cloak

Materials: Textiles

Cloak of Mist Rank 4 (5,000 gp)

At the end of each round, fog **briefly** fills a Small (15 ft.) radius zone from you. This fog does not fully block sight, but it provides **concealment**. There is no time gap between the disappearance of the old fog and the appearance of the new fog, so you can keep continuous fog cover by staying in the same place or moving slowly.

Type: Cloak

Tags: **Manifestation**

Materials: Textiles

Cloak of Mist, Greater Rank 7 (625,000 gp)

This cloak functions like a *cloak of mist*, except that the fog fills a Large (60 ft.) radius.

Type: Cloak **Tags:** **Manifestation**

Materials: Textiles

Cloak of Nondetection Rank 2 (200 gp)

You gain a +4 bonus to your defenses against attacks with the **Detection** or **Scrying** tags.

Type: Cloak

Materials: Textiles

Cloak of Nondetection, Greater Rank 5 (25,000 gp)

You gain a +8 bonus to your defenses against attacks with the **Detection** or **Scrying** tags.

Type: Cloak

Materials: Textiles

Cloak of Translocation Rank 2 (200 gp)

As a standard action, you can **teleport** yourself into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. If the destination is invalid, this ability has no effect.

Type: Cloak

Materials: Textiles

Cloak of Translocation, Greater Rank 4 (5,000 gp)

This cloak functions like a *cloak of translocation*, except that the range increases to Medium (60 ft.).

Type: Cloak

Materials: Textiles

Cloak of Translocation, Supreme Rank 6 (125,000 gp)

This cloak functions like a *cloak of translocation*, except that the range increases to Long (120 ft.).

Type: Cloak

Materials: Textiles

Cloak of the Noble Rider Rank 2 (200 gp)

Whenever a mount that you are riding would gain a **vital wound**, you may activate this cloak. When you do, the mount does not gain a vital wound. However, it immediately falls unconscious until it finishes a **short rest**, and you increase your **fatigue level** by one.

Type: Cloak

Materials: Textiles

Cloak of the Noble Rider, Greater Rank 4 (5,000 gp)

Whenever a mount that you are riding would gain a **vital wound**, you may activate this cloak. When you do, the mount does not gain a vital wound. However, it immediately falls unconscious until it finishes a **short rest**.

Type: Cloak

Materials: Textiles

Cloak of the Unseen Hunter Rank 6 (125,000 gp)

You gain a +1 **accuracy** bonus against creatures that you have **concealment** from.

Type: Cloak

Materials: Textiles

Crater Boots Rank 4 (5,000 gp)

When you take **falling damage**, make an attack vs Reflex against everything within a Small (15 ft.) radius from you.

Hit: Each target takes bludgeoning damage equal to the damage you took from falling.

Critical hit: As above, and each target is knocked **prone**. This does not deal double damage on a critical hit.

Type: Boots

Materials: Bone, leather, metal

Crown of Lightning Rank 3 (1,000 gp)

This crown continuously crackles with electricity. The constant sparks shed light as a torch.

As a standard action, you can intensify the crown's energy to shock nearby enemies. When you do, make an attack vs. Fortitude against your **enemies** within a Small (15 ft.) radius from you. On a hit, each target takes 2d6+2 electricity damage.

Type: Crown

Materials: Bone, metal

Crown of Lightning, Greater Rank 5 (25,000 gp)

This crown continuously crackles with electricity. The constant sparks shed light as a torch.

As a standard action, you can intensify the crown's energy to shock nearby enemies. When you do, make an attack vs. Fortitude against your **enemies** within a Medium (30 ft.) radius from you. On a hit, each target takes 4d6+5 electricity damage.

Type: Crown

Materials: Bone, metal

Crown of Lightning, Supreme Rank 7 (625,000 gp)

This crown continuously crackles with electricity. The constant sparks shed light as a torch.

As a standard action, you can intensify the crown's energy to shock nearby enemies. When you do, make an attack vs. Fortitude against your **enemies** within a Huge (120 ft.) radius from you. On a hit, each target takes 4d10+10 electricity damage.

Type: Crown

Materials: Bone, metal

Crown of Thunder Rank 5 (25,000 gp)

The crown constantly emits a low-pitched rumbling. To you and your **allies**, the sound is barely perceptible. However, all other creatures within a Large (60 ft.) radius emanation from you hear the sound as a deafening, continuous roll of thunder. The noise blocks out all other sounds quieter than thunder, causing them to be **deafened** (25% verbal spell failure) while they remain in the area.

Type: Crown

Materials: Bone, metal

Dabbler's Amulet Rank 1 (40 gp)

If you have the *skill exemplar* ability, you gain a +1 **magic bonus** to all **untrained** skills.

Type: Amulet

Materials: Jewelry

Dabbler's Amulet, Greater Rank 3 (1,000 gp)

If you have the *skill exemplar* ability, you gain a +2 **magic bonus** to all **untrained** skills.

Type: Amulet

Materials: Jewelry

Dabbler's Amulet, Supreme Rank 5 (25,000 gp)

If you have the *skill exemplar* ability, you gain a +3 **magic bonus** to all **untrained** skills.

Type: Amulet

Materials: Jewelry

Darkstalker's Amulet Rank 4 (5,000 gp)

When you use the *darkstalker* rogue ability, you may choose an additional sense group to hide from.

Type: Amulet

Materials: Jewelry

Dazeshare Ring Rank 2 (200 gp)

Whenever you become **dazed** (–2 *defenses*), **stunned** (–4 *defenses*), or **confused** (–4 *defenses, acts randomly*), make an attack vs. Mental against all **enemies** adjacent to you. On a hit, each target becomes **briefly** dazed.

Type: Ring

Tags: **Healing**

Materials: Bone, jewelry, metal, wood

Enlarging Belt Rank 4 (5,000 gp)

As a standard action, you can activate this belt. If you do, your size increases by one **size category**, to a maximum of Huge. This effect lasts until you activate the belt again, which returns you to your original size.

Increasing your size gives you a +1 bonus to Strength for the purpose of determining your **weight limits**, a –1 penalty to your Reflex defense, and a –5 penalty to Stealth. It also increases your **base speed** and may increase your **reach** (see Size Categories, page 39). This item makes you slightly clumsy in your new size. You take a –10 foot penalty to your speed with all of your **movement modes**.

Type: Belt

Materials: Leather, textiles

Enlarging Belt, Greater Rank 6 (125,000 gp)

This belt functions like an *enlarging belt*, except that the movement speed penalty is reduced to –5.

Type: Belt

Materials: Leather, textiles

Frenzied Gloves Rank 6 (125,000 gp)

Whenever you make a **strike**, you **briefly** gain a +1 bonus to

accuracy with **strikes**. As normal, this bonus does not stack with itself.

Type: Gloves

Materials: Leather

Gauntlet of the Ram Rank 2 (200 gp)

This item has the Forceful **weapon tag** (see Weapon Tags, page 344).

Type: Gauntlet

Materials: Bone, metal, wood

Gauntlet of the Ram, Greater Rank 4 (5,000 gp)

This item has the Forceful **weapon tag** (see Weapon Tags, page 344). In addition, the **knockback** distance from that tag increases to 30 feet.

Type: Gauntlet

Materials: Bone, metal, wood

Gauntlet of the Ram, Supreme Rank 6 (125,000 gp)

This item has the Forceful **weapon tag** (see Weapon Tags, page 344). In addition, the **knockback** distance from that tag increases to 60 feet.

Type: Gauntlet

Materials: Bone, metal, wood

Gauntlets of Improvisation Rank 1 (40 gp)

You gain a +2 **magic bonus** to **power** with **strikes** using **improvised weapons**.

Type: Gauntlet

Materials: Bone, metal, wood

Gauntlets of Improvisation, Greater Rank 3 (1,000 gp)

You gain a +4 **magic bonus** to **power** with **strikes** using **improvised weapons**.

Type: Gauntlet

Materials: Bone, metal, wood

Gauntlets of Improvisation, Supreme Rank 5 (25,000 gp)

You gain a +8 **magic bonus** to **power** with **strikes** using **improvised weapons**.

Type: Gauntlet

Materials: Bone, metal, wood

Glasses of Epic Perception Rank 7 (625,000 gp)

You gain a +1 **magic bonus** to your Perception.

Type: Glasses

Materials: Ceramics

Gloves of Infused Force Rank 2 (200 gp)

As a standard action, you can activate these gloves to infuse them with power. When you hit with a **strike** while these gloves are infused, you gain a +4 bonus to **power** with the strike and the gloves stop being infused.

Type: Gloves

Materials: Leather

Gloves of Infused Force, Greater Rank 4 (5,000 gp)

These gloves function like *gloves of infused force*, except that

the power bonus increases to +8.

Type: Gloves

Materials: Leather

Gloves of Infused Force, Supreme Rank 6 (125,000 gp)

These gloves function like *gloves of infused force*, except that the power bonus increases to +16.

Type: Gloves

Materials: Leather

Gloves of Potency Rank 2 (200 gp)

You gain a +2 **magic bonus** to your **power**.

Type: Glove

Materials: Leather

Gloves of Potency, Greater Rank 4 (5,000 gp)

You gain a +4 **magic bonus** to your **power**.

Type: Gauntlet

Materials: Bone, metal, wood

Gloves of Potency, Supreme Rank 6 (125,000 gp)

You gain a +8 **magic bonus** to your **power**.

Type: Gauntlet

Materials: Bone, metal, wood

Gloves of Reliable Finesse Rank 1 (40 gp)

Whenever you roll a 1 on an attack or check using the Craft, Devices, Flexibility, or Sleight of Hand skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way.

Type: Gloves

Materials: Leather

Gloves of Reliable Finesse, Greater Rank 3 (1,000 gp)

Whenever you roll a 1 on an attack or check using the Craft, Devices, Flexibility, or Sleight of Hand skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see *desperate exertion*, page ??).

Type: Gloves

Materials: Leather

Gloves of Reliable Finesse, Supreme Rank 5 (25,000 gp)

Whenever you roll a 1 or 2 on an attack or check using the Craft, Devices, Medicine, or Sleight of Hand skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see *desperate exertion*, page ??).

Type: Gloves

Materials: Leather

Greatreach Bracers Rank 4 (5,000 gp)

You gain a +5 foot **magic bonus** to your **reach** with melee

weapons.

Type: Bracers

Materials: Bone, leather, metal, wood

Greatreach Bracers, Greater Rank 7 (625,000 gp)

You gain a +10 foot **magic bonus** to your **reach** with melee weapons.

Type: Bracers

Materials: Bone, leather, metal, wood

Guardian's Amulet Rank 3 (1,000 gp)

You gain a +1 **accuracy** bonus with the *guarding strike* fighter ability.

Type: Amulet

Materials: Jewelry

Guardian's Amulet, Greater Rank 6 (125,000 gp)

You gain a +2 **accuracy** bonus with the *guarding strike* fighter ability.

Type: Amulet

Materials: Jewelry

Hexward Ring Rank 4 (5,000 gp)

You gain a +1 bonus to your defenses against spells that target you directly. This does not protect you from abilities that affect an area, or from magical abilities that are not spells.

Type: Ring

Materials: Bone, jewelry, metal, wood

Hexward Ring, Greater Rank 7 (625,000 gp)

You gain a +2 bonus to your defenses against spells that target you directly. This does not protect you from abilities that affect an area, or from magical abilities that are not spells.

Type: Ring

Materials: Bone, jewelry, metal, wood

Lifekeeping Belt Rank 3 (1,000 gp)

You gain a +1 **magic bonus** to **vital rolls**.

Type: Belt

Materials: Leather, textiles

Lifekeeping Belt, Greater Rank 5 (25,000 gp)

You gain a +2 **magic bonus** to **vital rolls**.

Type: Belt

Materials: Leather, textiles

Lifekeeping Belt, Supreme Rank 7 (625,000 gp)

You gain a +3 **magic bonus** to **vital rolls**.

Type: Belt

Materials: Leather, textiles

Lifesaver Ring Rank 2 (200 gp)

At the end of each round, if you are below half your maximum **hit points**, you regain 1d6 hit points. This effect cannot heal you above half your maximum hit points.

Type: Ring

Tags: Healing

Materials: Bone, jewelry, metal, wood

Lifesaver Ring, Greater Rank 4 (5,000 gp)

At the end of each round, if you are below half your maximum **hit points**, you regain 2d6 hit points. This effect cannot heal you above half your maximum hit points.

Type: Ring **Tags:** **Healing**

Materials: Bone, jewelry, metal, wood

Lifesaver Ring, Supreme Rank 6 (125,000 gp)

At the end of each round, if you are below half your maximum **hit points**, you regain 4d6 hit points. This effect cannot heal you above half your maximum hit points.

Type: Ring **Tags:** **Healing**

Materials: Bone, jewelry, metal, wood

Mask of Air Rank 3 (1,000 gp)

If you breathe through this mask, you breathe in clean, fresh air, regardless of your environment. This can protect you from inhaled poisons and similar effects.

Type: Mask

Materials: Textiles

Mask of Water Breathing Rank 2 (200 gp)

You can breathe water through this mask as easily as a human breaths air. This does not grant you the ability to breathe other liquids.

Type: Mask

Materials: Textiles

Ocular Circlet Rank 1 (40 gp)

As a **standard action**, you can concentrate to use this item. If you do, a **scrying sensor** appears floating in the air in an unoccupied square within Short (30 ft.) range. As long as you **sustain** the effect as a standard action, you see through the sensor instead of from your body.

While viewing through the sensor, your visual acuity is the same as your normal body, except that it does not share the benefits of any **magical** effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you **blinded** (50% miss chance).

Type: Circlet **Tags:** **Scrying**

Materials: Bone, metal

Ocular Circlet, Greater Rank 3 (1,000 gp)

This item functions like a *ocular circlet*, except that it only takes a **minor action** to activate and sustain the item's effect. In addition, the sensor appears anywhere within Medium (60 ft.) range.

Type: Circlet **Tags:** **Scrying**

Materials: Bone, metal

Phasestep Boots Rank 2 (200 gp)

As a **free action**, you can activate these boots. When you do, you increase your **fatigue level** by one, and you may move

through creatures freely when you move using one of your movement speeds until the end of the round. This does not allow you to move through inanimate objects. If you end your movement in spaces occupied by other creatures, both of you are still **squeezing** (-2 *accuracy*, *Armor*, and *Ref*). If you are not able to move normally, such as if you are **grappled**, these boots do not help you.

Type: Boots **Tags:** **Swift**

Materials: Bone, leather, metal

Phasestep Boots, Greater Rank 4 (5,000 gp)

These boots function like *phasestep boots*, except that their effect is always active.

Type: Boots **Tags:** **Swift**

Materials: Bone, leather, metal

Phasestep Boots, Supreme Rank 6 (125,000 gp)

These boots function like *phasestep boots*, except that their effect is always active. In addition, you ignore all sources of **difficult terrain**.

Type: Boots **Tags:** **Swift**

Materials: Bone, leather, metal

Poisonbane Ring Rank 1 (40 gp)

You gain a +2 bonus to defenses against **poisons**.

Type: Ring

Materials: Bone, jewelry, metal, wood

Poisonbane Ring, Greater Rank 3 (1,000 gp)

You gain a +4 bonus to your defenses against **poisons**.

Type: Ring

Materials: Bone, jewelry, metal, wood

Poisonbane Ring, Supreme Rank 5 (25,000 gp)

You are immune to **poisons**.

Type: Ring

Materials: Bone, jewelry, metal, wood

Protector's Amulet Rank 2 (200 gp)

When you use the **protect** fighter ability, you can target an ally within Short (30 ft.) range of you.

Type: Amulet

Materials: Jewelry

Protector's Amulet, Greater Rank 4 (5,000 gp)

When you use the **protect** fighter ability, you can target an ally within Medium (60 ft.) range of you.

Type: Amulet

Materials: Jewelry

Protector's Amulet, Supreme Rank 6 (125,000 gp)

When you use the **protect** fighter ability, you can target an ally within Long (120 ft.) range of you.

Type: Amulet

Materials: Jewelry

Quickcleanse Belt Rank 5 (25,000 gp)

As a **minor action**, you can activate this belt. When you do,

you remove one **brief** effect or **condition** affecting you. This cannot remove an effect applied during the current round.

After you use this belt, you increase your **fatigue level** by two.

Type: Belt

Materials: Leather, textiles

Quickcleanse Belt, Greater **Rank 7 (625,000 gp)**

This belt functions like a *quickcleanse belt*, except that you only increase your **fatigue level** by one instead of two.

Type: Belt

Materials: Leather, textiles

Quickshift Amulet **Rank 5 (25,000 gp)**

If you have the *shifting defense* druid ability, you can use it as a **minor action** instead of as a standard action.

Type: Amulet

Materials: Jewelry

Quilled Cloak **Rank 2 (200 gp)**

Whenever a creature grapples you, you immediately deal it 2d6+4 piercing damage. This does not affect creatures that you initiate a grapple with.

Type: Cloak

Materials: Textiles

Quilled Cloak, Greater **Rank 4 (5,000 gp)**

Whenever a creature grapples you, you immediately deal it 4d6+7 piercing damage. This does not affect creatures that you initiate a grapple with.

Type: Cloak

Materials: Textiles

Quilled Cloak, Supreme **Rank 6 (125,000 gp)**

Whenever a creature grapples you, you immediately deal it 5d10+14 piercing damage. This does not affect creatures that you initiate a grapple with.

Type: Cloak

Materials: Textiles

Ring of Blessed Protection **Rank 2 (200 gp)**

Whenever you are hit by a **critical hit** from a **strike**, you may activate this item. When you do, you increase your **fatigue level** by two, and the attacker rerolls the attack against you, which may prevent the attack from getting a critical hit against you. This does not protect any other targets of the attack. You can choose to use this item after you learn the effects that the critical hit would have, but you must do so during the phase that the attack was made.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Blessed Protection, Greater **Rank 4 (5,000 gp)**

This item functions like a *ring of blessed protection*, except that it also protects against any **mundane** attack, not just strikes.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Blessed Protection, Supreme **Rank 6 (125,000 gp)**

This item functions like a *ring of blessed protection*, except that it protects against any attack, not just strikes.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Breath **Rank 1 (40 gp)**

As a **free action**, you can activate this item. When you do, you increase your **fatigue level** by one, and you can **briefly** breathe in clean, fresh air regardless of your environment. This can be used in emergencies to save yourself from drowning or other perils.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Elemental Endurance **Rank 1 (40 gp)**

You can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without any ill effects. You suffer the normal penalties in temperatures outside of that range.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Honeyed Words **Rank 2 (200 gp)**

You gain a +2 **magic bonus** to the Deception, Intimidate and Persuasion skills.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Honeyed Words, Greater **Rank 4 (5,000 gp)**

You gain a +3 **magic bonus** to the Deception, Intimidate and Persuasion skills.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Honeyed Words, Supreme **Rank 6 (125,000 gp)**

You gain a +4 **magic bonus** to the Deception, Intimidate and Persuasion skills.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Mastery **Rank 4 (5,000 gp)**

You gain a +4 **magic bonus** to **hit points** and **damage resistance**. In addition, you gain a +2 **magic bonus** to **power**.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Mastery, Greater **Rank 6 (125,000 gp)**

You gain a +8 **magic bonus** to **hit points** and **damage resistance**. In addition, you gain a +4 **magic bonus** to **power**.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Nourishment **Rank 1 (40 gp)**

You continuously gain nourishment, and no longer need to eat

or drink. This ring must be worn for 24 hours before it begins to work.

Type: Ring

Tags: **Creation**

Materials: Bone, jewelry, metal, wood

Ring of Protection **Rank 2 (200 gp)**

You gain a +4 **magic bonus** to **damage resistance**.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Protection, Greater **Rank 4 (5,000 gp)**

You gain a +8 **magic bonus** to **damage resistance**.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Protection, Supreme **Rank 6 (125,000 gp)**

You gain a +16 **magic bonus** to **damage resistance**.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Spell Investment **Rank 2 (200 gp)**

When you or an adjacent **ally** casts a spell that does not have the **Attune** or **Sustain** tags, you can invest the magic of the spell in the ring. If you do, the spell does not have its normal effect. All decisions about the spell's effect must be made at the time that the spell is invested in this way. Only one spell can be stored this way.

As a standard action, you can activate this ring. When you do, you cause the effect of the last spell invested in the ring. This does not require **casting components**, even if they would normally be required to cast the spell. The spell's effect is determined based on the **power** and other abilities of the original caster who invested the spell into the ring, not yours. You do not have to have the ability to cast the spell to activate a spell in this way. The *desperate exertion* ability cannot be used to affect the spell, either at the time it is invested or when it is activated. After you use a spell in this way, the energy in the ring is spent, and you must invest a new spell to activate the ring again.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Spell Investment, Greater **Rank 4 (5,000 gp)**

This item functions like a *ring of spell investment*, except that you can store up to three spells in the gloves. When you activate the ring, you choose which spell to use.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of Sustenance **Rank 3 (1,000 gp)**

You continuously gain nourishment, and no longer need to eat or drink. The ring must be worn for 24 hours before it begins to work.

In addition, you need only one-quarter your normal amount of sleep (or similar activity, such as elven trance) each day.

Type: Ring

Tags: **Creation**

Materials: Bone, jewelry, metal, wood

Ring of Vital Regeneration **Rank 5 (25,000 gp)**

At the end of each round, if you are not **unconscious** due to **fatigue**, you automatically remove one of your **vital wounds**. You can choose to stop this regeneration if you are conscious, but it happens automatically if you are unconscious due to vital wounds. This cannot remove a vital wound you gained during the current round. When you remove a vital wound in this way, you increase your **fatigue level** by three.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of the Planes **Rank 4 (5,000 gp)**

When you perform the *plane shift* ritual, this ring provides all **fatigue levels** required. This does not grant you the ability to perform the *plane shift* ritual if you could not already.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of the True Form **Rank 1 (40 gp)**

You gain a +4 bonus to your defenses against attacks from the *polymorph* sphere. This bonus also applies against other attacks that significantly alter your physical form, such as an aboleth's slime.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of the True Form, Greater **Rank 3 (1,000 gp)**

You gain a +8 bonus to your defenses against attacks from the *polymorph* sphere. This bonus also applies against other attacks that significantly alter your physical form, such as an aboleth's slime.

Type: Ring

Materials: Bone, jewelry, metal, wood

Ring of the True Form, Supreme **Rank 5 (25,000 gp)**

You are immune to attacks from the *polymorph* sphere. This immunity also applies against other attacks that significantly alter your physical form, such as an aboleth's slime.

Type: Ring

Materials: Bone, jewelry, metal, wood

Seven League Boots **Rank 4 (5,000 gp)**

As a standard action, you can activate these boots. When you do, you increase your **fatigue level** by one and teleport horizontally exactly 25 miles in a direction you specify. If this would place you within a solid object or otherwise impossible space, the boots will shunt you up to 1,000 feet in any direction to the closest available space. If there is no available space within 1,000 feet of your intended destination, the effect fails and you take 4d6 energy damage.

Type: Boots

Materials: Bone, leather, metal

Shieldburst Bracers **Rank 1 (40 gp)**

As a **free action**, you activate these bracers. When you do,

you increase your **fatigue level** by one and gain a +2 bonus to Armor defense until the end of the round. This ability has the **Swift** tag, so it protects you against attacks against you during the current phase.

Type: Bracers

Tags: **Swift**

Materials: Bone, leather, metal, wood

Shieldburst Bracers, Greater

Rank 3 (1,000 gp)

These bracers function like *shieldburst bracers*, except that the defense bonus increases to +3.

Type: Bracers

Materials: Bone, leather, metal, wood

Shieldburst Bracers, Supreme

Rank 5 (25,000 gp)

These bracers function like *shieldburst bracers*, except that the defense bonus increases to +4.

Type: Bracers

Materials: Bone, leather, metal, wood

Shrinking Belt

Rank 3 (1,000 gp)

As a standard action, you can activate this belt. If you do, your size decreases by one **size category**, to a minimum of Tiny. This effect lasts until you activate the belt again, which returns you to your original size.

Reducing your size gives you a –1 penalty to Strength for the purpose of determining your **weight limits**, a +1 bonus to your Reflex defense, and a +5 bonus to Stealth. It also reduces your **base speed** and may reduce your **reach** (see Size Categories, page 39).

Type: Belt

Materials: Leather, textiles

Shrinking Belt, Greater

Rank 5 (25,000 gp)

This belt functions like a *shrinking belt*, except that you also gain a +1 bonus to Strength for the purpose of determining your **weight limits**, offsetting the penalty from reducing your size.

Type: Belt

Materials: Leather, textiles

Shrinking Belt, Supreme

Rank 7 (625,000 gp)

This belt functions like a *greater shrinking belt*, except that you can choose to decrease your size by either one size category or two size categories.

Type: Belt

Materials: Leather, textiles

Spellfeeding Amulet

Rank 2 (200 gp)

Once per round, when you absorb a spell with the *spell absorption* sorcerer ability, you may regain 1d8+4 **hit points**. After you heal in this way, you **briefly** gain no benefit from it or any other **Healing** effect.

Type: Amulet

Tags: **Healing**

Materials: Jewelry

Spellfeeding Amulet, Greater

Rank 4 (5,000 gp)

Once per round, when you absorb a spell with the *spell absorption* sorcerer ability, you may regain 2d8+7

hit points. After you heal in this way, you **briefly** gain no benefit from it or any other **Healing** effect.

Type: Amulet

Tags: **Healing**

Materials: Jewelry

Spellfeeding Amulet, Supreme

Rank 6 (125,000 gp)

Once per round, when you absorb a spell with the *spell absorption* sorcerer ability, you may regain 4d8+14 **hit points**. After you heal in this way, you **briefly** gain no benefit from it or any other **Healing** effect.

Type: Amulet

Tags: **Healing**

Materials: Jewelry

Sprinting Boots

Rank 5 (25,000 gp)

You can use these boots when you take the *sprint* action to avoid increasing your **fatigue level** (see Sprint, page 53). After you use this boots in this way, you **briefly** cannot use them again.

Type: Boots

Materials: Bone, leather, metal

Stunshare Ring

Rank 5 (25,000 gp)

Whenever you become **dazed** (–2 defenses), **stunned** (–4 defenses), or **confused** (–4 defenses, *acts randomly*), make an attack vs. Mental against all **enemies** adjacent to you. On a hit, each target becomes **briefly** stunned.

Type: Ring

Tags: **Healing**

Materials: Bone, jewelry, metal, wood

Swarmhunter Amulet

Rank 4 (5,000 gp)

When you use the *quarry* ranger ability, you may target an additional creature.

Type: Amulet

Materials: Jewelry

Swarmhunter Amulet, Greater

Rank 6 (125,000 gp)

When you use the *quarry* ranger ability, you may target two additional creatures.

Type: Amulet

Materials: Jewelry

Throwing Gloves

Rank 2 (200 gp)

You can throw any item as if it had the Thrown (15/60) **weapon tag** (see Weapon Tags, page 344). This does not improve your ability to throw items designed to be thrown, such as darts.

Type: Gloves

Materials: Leather

Throwing Gloves, Greater

Rank 4 (5,000 gp)

You can throw any item as if it had the Thrown (30/120) **weapon tag** (see Weapon Tags, page 344). This can improve your ability to throw items designed to be thrown, such as darts.

Type: Gloves

Materials: Leather

Torchlight Gloves

Rank 1 (40 gp)

These gloves shed light as a torch. As a **standard action**, you

may snap your fingers to suppress or resume the light from either or both gloves.

Type: Gloves

Materials: Leather

Utility Belt **Rank 2 (200 gp)**

This belt contains five pockets, each of which is larger on the inside than the outside. The inside of each pocket is a six inch cube. You can put anything you want in each pocket, but you still carry the weight of anything in the pockets. If you put reactive objects in a pocket, such as acid or burning alchemist's fire, it may destroy the pocket until the belt is repaired.

As long as each pocket is no more than half full, or is full of completely interchangeable items, you can reach into any pocket just as easily as you can reach into a nonmagical pocket. Overstuffed pockets may take more time to sift through to find the specific item you want, just like rummaging through a backpack.

If you take off this belt or stop attuning to it, the items in the belt become inaccessible. If this belt is destroyed, the items within it become lost in the Astral Plane.

Type: Belt

Materials: Leather, textiles

Utility Belt, Greater **Rank 5 (25,000 gp)**

This belt functions like a *utility belt*, except that the belt has ten pockets, each of which is a one foot cube on the inside.

Type: Belt

Materials: Leather, textiles

Vanishing Cloak **Rank 5 (25,000 gp)**

As a standard action, you can activate this cloak. When you do, you **teleport** to an unoccupied location within Medium (60 ft.) range of your original location. As normal for teleportation, you can immediately hide when you reach your destination (see Hide, page 172). Unlike most teleportation, this teleportation does not make any noise.

Type: Cloak

Tags: **Sensation**

Materials: Textiles

Vanishing Cloak, Greater **Rank 7 (625,000 gp)**

This cloak functions like a *vanishing cloak*, except that you also **briefly** become **invisible** (see Invisible, page 421). This invisibility ends after you take any action.

If your intended destination is invalid, or if your teleportation otherwise fails, you still become invisible.

Type: Cloak

Tags: **Sensation**

Materials: Textiles

Winged Boots **Rank 5 (25,000 gp)**

You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 15 feet (see Flying, page 48). If you are above that height, you gain a **glide speed** equal to the base speed for your size instead.

Type: Boots

Materials: Bone, leather, metal

Winged Boots, Greater **Rank 7 (625,000 gp)**

These boots function like *winged boots*, except that the **height limit** increases to 30 feet.

Type: Boots

Materials: Bone, leather, metal

Magic Implements

Implements can take many forms: staves, wands, holy symbols, and more. Like magic weapons, magic implements must be wielded to gain their effects. However, while weapons are used to deal damage to enemies, implements are used to cast spells.

Somatic Components: While wielding an implement, you may gesture with it and channel magic through it. These qualify as somatic components for the purpose of casting spells. This does not remove the possibility of **somatic component failure**.

Implement Types

Holy Symbols

Physical Description: A typical holy symbol is a no larger than 4 inches in each dimension and can be easily held in the palm of a hand. Most holy symbols are metal, but they can be made from wood, bone, or even more exotic materials, depending on the deity they symbolize.

Special Rules: All holy symbols are implements for divine spells. Most holy symbols are designed to be worn as an amulet in addition to being held in the hand. A magical holy symbol grants its magical abilities if it is either worn as an amulet or held in the hand.

Staves

Physical Description: A typical staff is 3 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staves are wood, but a rare few are bone, metal, or even glass. Staves often have a gem or some device at their tip or are shod in metal at one or both ends.

Staves are often decorated with carvings or runes. Long staves are quarterstaves. They must be held in two hands, and can be used to attack like any other quarterstaff. Short staves resemble thin clubs. They can be held in one hand, but are not suitable for combat and are treated as **improvised weapons** if used to attack. A typical staff has 20 **hit points** and a sunder **difficulty value** of 10.

Wands

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and usually weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has 5 **hit points** and a sunder **difficulty value** of 5.

Table 9.14: Implement Items

Name	Rank (Cost)	Type	Description	Page
Fearsome Staff	1 (40 gp)	Staff	Increases range of fear effects	396
Merciful Staff	1 (40 gp)	Staff	Allows dealing subdual damage	397
Onslaught Staff	1 (40 gp)	Staff	Grants +5 speed after defeating a foe	397
Selective Staff	1 (40 gp)	Staff	Allows excluding a single square from an area	397
Spell Wand, 1st	1 (40 gp)	Wand	Grants knowledge of a rank 1 spell	397
Staff of Focus	1 (40 gp)	Staff	Grants +1 accuracy, but –2 defenses	398
Staff of Silence	1 (40 gp)	Staff	Can exert to cast spells without verbal components	399
Staff of Stillness	1 (40 gp)	Staff	Can exert to cast spells without somatic components	399
Baneswallow Staff	2 (200 gp)	Staff	Can exert and remove a condition to gain power	396
Extending Staff	2 (200 gp)	Staff	Grants +15 foot range	396
Hexbite Staff	2 (200 gp)	Staff	Deals 1d10+4 damage when foes remove conditions	397
Spell Wand, 2nd	2 (200 gp)	Wand	Grants knowledge of a rank 2 spell	397
Staff of Potency	2 (200 gp)	Staff	Grants +2 power	399
Staff of Stored Attunement	2 (200 gp)	Staff	Change easily between two stored attunements	399
Staff of Transit	2 (200 gp)	Staff	Doubles your teleportation distance	400
Blessed Staff	3 (1,000 gp)	Staff	Grants +2 bonus with <i>desperate exertion</i>	396
Fearsome Staff, Greater	3 (1,000 gp)	Staff	Greatly increases range of fear effects	396
Onslaught Staff, Greater	3 (1,000 gp)	Staff	Grants +10 speed after defeating a foe	397
Reaching Staff	3 (1,000 gp)	Staff	Can exert to use abilities from a short distance away	397
Selective Staff, Greater	3 (1,000 gp)	Staff	Allows excluding areas	397
Spell Wand, 3rd	3 (1,000 gp)	Wand	Grants knowledge of a rank 3 spell	398
Staff of Discordance	3 (1,000 gp)	Staff	Makes dazed creatures briefly stunned	398
Staff of Giants	3 (1,000 gp)	Staff	Increases maximum size category of abilities	398
Staff of Hindrance	3 (1,000 gp)	Staff	Your slowing effects last longer	398
Staff of Shared Healing	3 (1,000 gp)	Staff	Heals you when you heal others	399
Baneswallow Staff, Greater	4 (5,000 gp)	Staff	Can remove a condition to gain power	396
Bushwalker's Staff	4 (5,000 gp)	Staff	Grants +1 accuracy vs foes in undergrowth	396
Extending Staff, Greater	4 (5,000 gp)	Staff	Grants +30 foot range	396
Hexbite Staff, Greater	4 (5,000 gp)	Staff	Deals 2d10+7 damage when foes remove conditions	397
Spell Wand, 4th	4 (5,000 gp)	Wand	Grants knowledge of a rank 4 spell	398
Splitting Staff	4 (5,000 gp)	Staff	Can exert to add an extra target	398
Staff of Healing Rhythm	4 (5,000 gp)	Staff	Grants +1 accuracy after healing	398
Staff of Potency, Greater	4 (5,000 gp)	Staff	Grants +4 power	399
Staff of Radiance	4 (5,000 gp)	Staff	Grants +1 accuracy vs foes in brilliant light	399
Staff of Silence, Greater	4 (5,000 gp)	Staff	Can cast spells without verbal components	399
Staff of Stillness, Greater	4 (5,000 gp)	Staff	Can cast spells without somatic components	399
Staff of Stored Attunement, Greater	4 (5,000 gp)	Staff	Change easily between three stored attunements	399
Staff of Transit, Greater	4 (5,000 gp)	Staff	Triples your teleportation distance	400
Staff of the Martyr	4 (5,000 gp)	Staff	Heal others more frequently, but not yourself	400
Vampiric Staff	4 (5,000 gp)	Staff	Steals 1d8+3 hit points from foes	400
Widening Staff	4 (5,000 gp)	Staff	Can exert to double area size	400
Blessed Staff, Greater	5 (25,000 gp)	Staff	Grants +3 bonus with <i>desperate exertion</i>	396
Fearsome Staff, Greater	5 (25,000 gp)	Staff	Your fear effects work at any range	396
Onslaught Staff, Supreme	5 (25,000 gp)	Staff	Grants +15 speed after defeating a foe	397

Reaching Staff, Greater	5 (25,000 gp)	Staff	Can use abilities from a short distance away	397
Selective Staff, Supreme	5 (25,000 gp)	Staff	Allows excluding and splitting areas	397
Spell Wand, 5th	5 (25,000 gp)	Wand	Grants knowledge of a rank 5 spell	398
Staff of Focus, Greater	5 (25,000 gp)	Staff	Grants +2 accuracy, but –2 defenses	398
Staff of Hindrance, Greater	5 (25,000 gp)	Staff	Your slowing effects last much longer	399
Baneswallow Staff, Supreme	6 (125,000 gp)	Staff	Can remove conditions to gain power	396
Extending Staff, Supreme	6 (125,000 gp)	Staff	Grants +60 foot range	396
Hexbite Staff, Supreme	6 (125,000 gp)	Staff	Deals 4d10+14 damage when foes remove conditions	397
Spell Wand, 6th	6 (125,000 gp)	Wand	Grants knowledge of a rank 6 spell	398
Splitting Staff, Greater	6 (125,000 gp)	Staff	Can add an extra target	398
Staff of Discordance, Greater	6 (125,000 gp)	Staff	Makes stunned creatures briefly confused	398
Staff of Giants, Greater	6 (125,000 gp)	Staff	Significantly increases maximum size category of abilities	398
Staff of Potency, Supreme	6 (125,000 gp)	Staff	Grants +8 power	399
Staff of Shared Healing, Greater	6 (125,000 gp)	Staff	Significantly heals you when you heal others	399
Staff of Stored Attunement, Supreme	6 (125,000 gp)	Staff	Change easily between four stored attunements	399
Staff of Tranquility	6 (125,000 gp)	Staff	Can cast spells without components	400
Staff of Transit, Supreme	6 (125,000 gp)	Staff	Quadruples your teleportation distance	400
Vampiric, Greater	6 (125,000 gp)	Staff	Steals 2d8+7 hit points from foes	400
Widening Staff, Greater	6 (125,000 gp)	Staff	Can double area size	400
Blessed Staff, Supreme	7 (625,000 gp)	Staff	Grants +4 bonus with <i>desperate exertion</i>	396
Bushwalker's Staff, Greater	7 (625,000 gp)	Staff	Grants +2 accuracy vs foes in undergrowth	396
Echoing Staff	7 (625,000 gp)	Staff	Can exert to repeat effect	396
Spell Wand, 7th	7 (625,000 gp)	Wand	Grants knowledge of a rank 7 spell	398
Staff of Healing Rhythm, Greater	7 (625,000 gp)	Staff	Grants +2 accuracy after healing	398
Staff of Radiance, Greater	7 (625,000 gp)	Staff	Grants +2 accuracy vs foes in brilliant light	399

Baneswallow Staff**Rank 2 (200 gp)**

As a standard action, you can activate this staff. When you do, you remove one **condition** affecting you. This cannot remove an effect applied during the current round. If you remove a condition in this way, you **briefly** gain a +2 bonus to your **power**.

After you use this ability, you increase your **fatigue level** by one.

Type: Staff**Materials:** Bone, wood**Baneswallow Staff, Greater****Rank 4 (5,000 gp)**

As a standard action, you can activate this staff. When you do, you remove one **condition** affecting you. This cannot remove an effect applied during the current round. If you remove a condition in this way, you **briefly** gain a +4 bonus to your **power**.

Type: Staff**Materials:** Bone, wood**Baneswallow Staff, Supreme****Rank 6 (125,000 gp)**

As a standard action, you can activate this staff. When you do, you remove one or two **conditions** affecting you. This cannot remove effects applied during the current round. If you remove at least one condition in this way, you **briefly** gain a +8 bonus to your **power**.

Type: Staff**Materials:** Bone, wood**Blessed Staff****Rank 3 (1,000 gp)**

When you use the *desperate exertion* ability to affect a **magical** ability, you gain a +2 bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Type: Staff**Materials:** Bone, wood**Blessed Staff, Greater****Rank 5 (25,000 gp)**

When you use the *desperate exertion* ability to affect a **magical** ability, you gain a +3 bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Type: Staff**Materials:** Bone, wood**Blessed Staff, Supreme****Rank 7 (625,000 gp)**

When you use the *desperate exertion* ability to affect a **magical** ability, you gain a +4 bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Type: Staff**Materials:** Bone, wood**Bushwalker's Staff****Rank 4 (5,000 gp)**

You gain a +1 **accuracy** bonus against creatures that are in **undergrowth**. In addition, as a standard action, you can **briefly** create **light undergrowth** in a Small (15 ft.) radius **zone** from you.

Type: Staff**Materials:** Bone, wood**Bushwalker's Staff, Greater****Rank 7 (625,000 gp)**

You gain a +2 **accuracy** bonus against creatures that are in **undergrowth**. In addition, as a standard action, you can **briefly** create **light undergrowth** in a Medium (30 ft.) radius **zone** from you.

Type: Staff**Materials:** Bone, wood**Echoing Staff****Rank 7 (625,000 gp)**

Whenever you use a **magical** ability that does not have the **Sustain** or **Attune** tags, you may activate this staff. When you do, you increase your **fatigue level** by one. In addition, during the **action phase** of the next round, the spell takes effect again with the same choices for all decisions, such as targets.

Type: Staff**Materials:** Bone, wood**Extending Staff****Rank 2 (200 gp)**

You gain a +15 foot bonus to the **range** of all of your ranged **magical** abilities. This does not affect abilities that do not have a range listed in feet.

Type: Staff**Materials:** Bone, wood**Extending Staff, Greater****Rank 4 (5,000 gp)**

You gain a +30 foot bonus to the **range** of all of your ranged **magical** abilities. This does not affect abilities that do not have a range listed in feet.

Type: Staff**Materials:** Bone, wood**Extending Staff, Supreme****Rank 6 (125,000 gp)**

You gain a +60 foot bonus to the **range** of all of your ranged **magical** abilities. This does not affect abilities that do not have a range listed in feet.

Type: Staff**Materials:** Bone, wood**Fearsome Staff****Rank 1 (40 gp)**

Creatures that are shaken, frightened or panicked by you suffer penalties from those effects at up to Long (120 ft.) range of you instead of Medium (60 ft.) range.

Type: Staff**Tags:** **Emotion****Materials:** Bone, wood**Fearsome Staff, Greater****Rank 3 (1,000 gp)**

Creatures that are shaken, frightened or panicked by you suffer penalties from those effects at up to Distant (240 ft.) range of you instead of Medium (60 ft.) range.

Type: Staff**Tags:** **Emotion****Materials:** Bone, wood**Fearsome Staff, Greater****Rank 5 (25,000 gp)**

Creatures that are shaken, frightened or panicked by you suffer penalties from those effects at any distance. They must still have **line of sight** and **line of effect** to you.

Type: Staff	Tags: Emotion	targets outside your normal range. For example, a cone that normally bursts out from you would instead originate from your chosen location, potentially avoiding an obstacle between you and your target.
Materials: Bone, wood		Type: Staff
Hexbite Staff	Rank 2 (200 gp)	Materials: Bone, wood
Whenever a creature removes a condition that you inflicted on it, it takes 1d10+4 energy damage .		Reaching Staff, Greater
Type: Staff		Rank 5 (25,000 gp)
Materials: Bone, wood		This implement functions like a <i>reaching staff</i> , except that activating it does not increase your fatigue level .
Hexbite Staff, Greater	Rank 4 (5,000 gp)	Type: Staff
Whenever a creature removes a condition that you inflicted on it, it takes 2d10+7 energy damage .		Materials: Bone, wood
Type: Staff		Selective Staff
Materials: Bone, wood		Rank 1 (40 gp)
Hexbite Staff, Supreme	Rank 6 (125,000 gp)	Whenever you use a magical ability that affects an area and does not have the Sustain or Attune tags, you can freely exclude a single 5-ft. square from the spell's effect. All squares in the final area of the spell must be contiguous. You cannot create split a spell's area into multiple completely separate areas.
Whenever a creature removes a condition that you inflicted on it, it takes 4d10+14 energy damage .		Type: Staff
Type: Staff		Materials: Bone, wood
Materials: Bone, wood		Selective Staff, Greater
Merciful Staff	Rank 1 (40 gp)	Rank 3 (1,000 gp)
Whenever you use a magical ability that deals damage, you may activate this staff. If you do, that ability deals subdual damage .		This implement functions like a <i>selective staff</i> , except that you can exclude any number of squares rather than only one.
Type: Staff		Type: Staff
Materials: Bone, wood		Materials: Bone, wood
Onslaught Staff	Rank 1 (40 gp)	Selective Staff, Supreme
Whenever you defeat a creature within Medium (60 ft.) range of you with a magical ability, you gain a +5 foot bonus to your speed with all movement modes during the next round.		Rank 5 (25,000 gp)
Type: Staff		This implement functions like a <i>selective staff</i> , except that you can split the spell's area into two completely separate areas. If you do, each of those two areas must be independently contiguous.
Materials: Bone, wood		Type: Staff
Onslaught Staff, Greater	Rank 3 (1,000 gp)	Materials: Bone, wood
Whenever you defeat a creature within Medium (60 ft.) range of you with a magical ability, you gain a +10 foot bonus to your speed with all movement modes during the next round.		Spell Wand, 1st
Type: Staff		Rank 1 (40 gp)
Materials: Bone, wood		This wand grants you knowledge of a single rank 1 spell that does not have the Attune or Sustain tags. Each wand is associated with a specific spell, and a single magic source that can grant access to that spell. You must have the ability to cast spells of the given rank from the same magic source as the wand. However, you do not need to have access to the mystic sphere that the spell belongs to. Spells you know because of a spell wand gain any rank upgrades appropriate to your rank with that form of spellcasting.
Onslaught Staff, Supreme	Rank 5 (25,000 gp)	If you stop wielding this wand, deattune from it, or otherwise lose access to its magical effects, the effects of any active spells that you know because of the wand also end, regardless of their normal duration.
Whenever you defeat a creature within Medium (60 ft.) range of you with a magical ability, you gain a +15 foot bonus to your speed with all movement modes during the next round.		Type: Wand
Type: Staff		Materials: Bone, wood
Materials: Bone, wood		Spell Wand, 2nd
Reaching Staff	Rank 3 (1,000 gp)	Rank 2 (200 gp)
Whenever you use a magical ability that does not have the Sustain or Attune tags, you may activate this staff. When you do, choose a location within Short (30 ft.) range. The ability takes effect as if you were in the chosen location. In addition, you increase your fatigue level by one. This affects your line of effect for the ability, but not your line of sight (since you still see from your normal location). Since an ability's range is measured from your location, this item can allow you to affect		This item functions like a <i>spell wand</i> , except that it grants knowledge of a single rank 2 spell.

Type: Wand

Materials: Bone, wood

Spell Wand, 3rd Rank 3 (1,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 3 spell.

Type: Wand

Materials: Bone, wood

Spell Wand, 4th Rank 4 (5,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 4 spell.

Type: Wand

Materials: Bone, wood

Spell Wand, 5th Rank 5 (25,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 5 spell.

Type: Wand

Materials: Bone, wood

Spell Wand, 6th Rank 6 (125,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 6 spell.

Type: Wand

Materials: Bone, wood

Spell Wand, 7th Rank 7 (625,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 7 spell.

Type: Wand

Materials: Bone, wood

Splitting Staff Rank 4 (5,000 gp)

Whenever you use a **magical** ability that targets a single creature or object and which does not have the **Sustain** tag, you may activate this staff. When you do, increase the number of targets that the spell affects by one. In addition, you increase your **fatigue level** by one. If the spell does not have a defined range, this staff has no effect on it.

Type: Staff

Materials: Bone, wood

Splitting Staff, Greater Rank 6 (125,000 gp)

This staff functions like a *splitting staff*, except that activating it does not increase your **fatigue level**.

Type: Staff

Materials: Bone, wood

Staff of Discordance Rank 3 (1,000 gp)

Whenever you cause an enemy to be **dazed** (-2 defenses) as a **condition**, it is also **briefly stunned** (-4 defenses).

Type: Staff

Materials: Bone, wood

Staff of Discordance, Greater Rank 6 (125,000 gp)

Whenever you cause an enemy to be **stunned** (-4 defenses) as a **condition**, it is also **briefly confused** (-4 defenses, acts

randomly).

Type: Staff

Materials: Bone, wood

Staff of Focus Rank 1 (40 gp)

Whenever you cast a spell, you can activate this staff to intensify your focus on your spell. If you do, you gain a +1 **accuracy** bonus with the spell. However, you take a -2 penalty to Armor and Reflex defenses until the end of the round. You cannot activate this staff if you already took damage during the current round.

These bonuses and penalties have the **Swift** tag, so they affect you during the current phase.

Type: Staff

Materials: Bone, wood

Staff of Focus, Greater Rank 5 (25,000 gp)

This implement functions like a *staff of focus*, except that the accuracy bonus increases to +2.

Type: Staff

Materials: Bone, wood

Staff of Giants Rank 3 (1,000 gp)

Whenever you use a **magical** ability that has a maximum size category for its targets or any objects it creates, you increase that maximum by one size category, to a maximum of Colossal. This does not affect abilities that create creatures of a particular size.

Type: Staff

Materials: Bone, wood

Staff of Giants, Greater Rank 6 (125,000 gp)

This implement functions like a *staff of giants*, except that the maximum size category increases by two size categories.

Type: Staff

Materials: Bone, wood

Staff of Healing Rhythm Rank 4 (5,000 gp)

Whenever you use a **Healing** ability, you gain a +1 **accuracy** bonus during the next round.

In addition, as a standard action, you can regain 2d10+7 hit points. This ability has the **Healing** tag. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Type: Staff

Materials: Bone, wood

Staff of Healing Rhythm, Greater Rank 7 (625,000 gp)

Whenever you use a **Healing** ability, you gain a +2 **accuracy** bonus during the next round.

In addition, as a standard action, you can regain 5d10+20 hit points. This ability has the **Healing** tag. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Type: Staff

Materials: Bone, wood

Staff of Hindrance Rank 3 (1,000 gp)

Whenever you cause an enemy to be **slowed** (*half speed*, -2 Ref) as a **condition**, you can make that condition **briefly** impos-

sible to remove.

Type: Staff

Materials: Bone, wood

Staff of Hindrance, Greater Rank 5 (25,000 gp)

Whenever you cause an enemy to be **slowed** (*half speed, -2 Ref*) as a **condition**, that condition must be removed an additional time before the effect ends.

Type: Staff

Materials: Bone, wood

Staff of Potency Rank 2 (200 gp)

You gain a +2 **magic bonus** to your **power**.

Type: Staff

Materials: Bone, wood

Staff of Potency, Greater Rank 4 (5,000 gp)

You gain a +4 **magic bonus** to your **power**.

Type: Staff

Materials: Bone, wood

Staff of Potency, Supreme Rank 6 (125,000 gp)

You gain a +8 **magic bonus** to your **power**.

Type: Staff

Materials: Bone, wood

Staff of Radiance Rank 4 (5,000 gp)

You gain a +1 **accuracy** bonus against creatures that are in **brilliant illumination**. In addition, as a standard action, you can **briefly** create **brilliant illumination** in a Large (60 ft.) radius **zone** from you.

Type: Staff

Materials: Bone, wood

Staff of Radiance, Greater Rank 7 (625,000 gp)

You gain a +2 **accuracy** bonus against creatures that are in **brilliant illumination**. In addition, as a standard action, you can **briefly** create **brilliant illumination** in a Huge (120 ft.) radius **zone** from you.

Type: Staff

Materials: Bone, wood

Staff of Shared Healing Rank 3 (1,000 gp)

Once per round, when you cause a creature other yourself to regain **hit points** using a **magical** ability, you can activate this item as a **free action**. When you do, you also regain half that many hit points.

Type: Staff

Materials: Bone, wood

Staff of Shared Healing, Greater Rank 6 (125,000 gp)

Once per round, when you cause a creature other yourself to regain **hit points** using a **magical** ability, you can activate this item as a **free action**. When you do, you also regain that many hit points.

Type: Staff

Materials: Bone, wood

Staff of Silence Rank 1 (40 gp)

As a **free action**, you can activate this staff. When you do, you increase your **fatigue level** by one and **briefly** gain the ability to cast spells without using **verbal components**. This ability has the **Swift** tag, so it allows you to cast a spell without verbal components in the same phase that you activate this staff.

Type: Staff

Tags: **Swift**

Materials: Bone, wood

Staff of Silence, Greater Rank 4 (5,000 gp)

You can cast spells without using **verbal components**.

Type: Staff

Materials: Bone, wood

Staff of Stillness Rank 1 (40 gp)

As a **free action**, you can activate this staff. When you do, you increase your **fatigue level** by one and **briefly** gain the ability to cast spells without using **somatic components**. This ability has the **Swift** tag, so it allows you to cast a spell without somatic components in the same phase that you activate this staff.

Type: Staff

Tags: **Swift**

Materials: Bone, wood

Staff of Stillness, Greater Rank 4 (5,000 gp)

You can cast spells without using **somatic components**.

Type: Staff

Materials: Bone, wood

Staff of Stored Attunement Rank 2 (200 gp)

When you cast a **targeted** spell that has the **Attune** tag, you can invest the magic of the spell in this staff. If you do, the spell does not have its normal effect. Up to two spells can be stored this way. If there are already spells invested in the staff, you can choose which spell to replace to make room for the new spell.

As a **minor action**, you can activate this staff. When you do, you choose one of the spells that you personally stored in the staff and gain its effects, with yourself as the only target. As long as you are attuned to this staff, you do not have to invest an additional attunement point to gain the benefit of a spell in this way, and this does not remove the spell from the staff's storage. This effect lasts until you activate the staff again, which can allow you to easily change which benefit you gain.

Type: Staff

Materials: Bone, wood

Staff of Stored Attunement, Greater Rank 4 (5,000 gp)

This staff functions like a *staff of stored attunement*, except that you can store up to three spells in the staff.

Type: Staff

Materials: Bone, wood

Staff of Stored Attunement, Supreme Rank 6 (125,000 gp)

This staff functions like a *staff of stored attunement*, except that you can store up to four spells in the staff.

Type: Staff

Materials: Bone, wood

Staff of Tranquility **Rank 6 (125,000 gp)**

You can cast spells without using **verbal components** or **somatic components**.

Type: Staff

Materials: Bone, wood

Staff of Transit **Rank 2 (200 gp)**

Your **magical** abilities have the maximum distance they can **teleport** targets doubled.

Type: Staff

Materials: Bone, wood

Staff of Transit, Greater **Rank 4 (5,000 gp)**

Your **magical** abilities have the maximum distance they can **teleport** targets tripled.

Type: Staff

Materials: Bone, wood

Staff of Transit, Supreme **Rank 6 (125,000 gp)**

Your **magical** abilities have the maximum distance they can **teleport** targets quadrupled.

Type: Staff

Materials: Bone, wood

Staff of the Martyr **Rank 4 (5,000 gp)**

You can use **Healing** abilities even if you used a Healing ability during the previous round. However, **Healing** abilities cannot cause you to regain any hit points.

Type: Staff

Materials: Bone, wood

Vampiric Staff **Rank 4 (5,000 gp)**

Once per round, when you cause a creature to lose **hit points** with a **magical** ability, you regain 1d8+3 **hit points**.

Type: Staff

Tags: **Healing**

Materials: Bone, wood

Vampiric, Greater **Rank 6 (125,000 gp)**

Once per round, when you cause a creature to lose **hit points** with a **magical** ability, you regain 2d8+7 **hit points**.

Type: Staff

Tags: **Healing**

Materials: Bone, wood

Widening Staff **Rank 4 (5,000 gp)**

Whenever you use a **magical** ability that affects an area and does not have the **Attune** or **Sustain** tags, you may activate this staff. When you do, you double the spell's area. In addition, you increase your **fatigue level** by one.

Type: Staff

Materials: Bone, wood

Widening Staff, Greater **Rank 6 (125,000 gp)**

This implement functions like a *widening staff*, except that activating it does not increase your **fatigue level**.

Type: Staff

Materials: Bone, wood

Tools, Goods, and Mounts

The world of Rise has a wide range of minor items like backpacks, blankets, and ten-foot poles. In general, the cost of those items is so insignificant from the perspective of an adventuring party that it's not worth the effort to track their cost in detail. A subset of particularly expensive items is included in Table 9.15: Tools, Goods, and Mounts, page 401.

Standard Adventuring Kit

A standard adventuring kit costs 10 gp, weighs 50 pounds, and contains the following items:

- Backpack
- Bedroll
- Flint and steel
- Rations, trail (8 days)
- Rope, hempen (60 ft.)
- Sack (empty)
- Tent
- Torch
- Waterskin

Table 9.15: Tools, Goods, and Mounts

Name	Rank (Cost)	Type	Description	Page
Artisan's Tools	0 (10 gp)		Required for Craft checks	403
Battering Ram, Portable	0 (10 gp)		Grants +2 bonus to Strength checks to break objects	404
Caltrops	0 (10 gp)		Deals 1d6 damage when walked on	404
Chain, 5 ft.	0 (10 gp)		Heavy iron chain that is difficult to break	404
Flash Powder	0 (2 gp)	Alchemical	Emits burst of bright light	405
Lock, simple	0 (10 gp)		Devices difficulty value of 15 to unlock	405
Manacles, simple	0 (10 gp)		Flexibility difficulty value of 15 to escape	406
Tindertwig	0 (2 gp)	Alchemical	Quickly activated flame	408
Acid Flask	1 (8 gp)	Alchemical	Throw to deal 1d10+3 acid damage	403
Alchemist's Fire	1 (8 gp)	Alchemical	Throw to deal 1d10 fire damage	403
Antitoxin Elixir	1 (8 gp)	Alchemical	Grants +2 defenses against poisons	403
Bag of Shrinking	1 (40 gp)		Shrinks items by one size category	403
Bear Trap	1 (40 gp)		Damages and briefly immobilizes	404
Carriage	1 (40 gp)		Fancy carriage that carries up to four people	404
Disguise Kit	1 (40 gp)		Required for Disguise checks	404
Dog, Guard	1 (40 gp)		Small dog trained to guard areas	404
Dog, Riding	1 (40 gp)		Medium dog trained for battle	405
Everburning Torch	1 (8 gp)	Alchemical	Emits light like a torch for a week	405
Horse	1 (40 gp)		Large horse not trained for battle	405
Lock, quality	1 (40 gp)		Devices difficulty value of 20 to unlock	405
Manacles, quality	1 (40 gp)		Flexibility difficulty value of 20 to escape	405
Outfit, Courtier's	1 (40 gp)		Typical attire for courtiers in noble society	406
Poison, Nitharit	1 (8 gp)	Poison	Dazes and eventually stuns	406
Pony	1 (40 gp)		Medium pony not trained for battle	406
Potion of Healing	1 (8 gp)	Potion	Restores 1d8 hit points	406
Potion of Strength	1 (8 gp)	Alchemical	Briefly increases carrying capacity	407
Potion of Wound Closure	1 (8 gp)	Potion	Prevents death from barely lethal vital wounds	407
Rowboat	1 (40 gp)		Simple boat for short journeys	407
Smokestick	1 (8 gp)	Alchemical	Creates a cloud of smoke	407
Sunrod	1 (8 gp)	Alchemical	Emits bright illumination	408
Tanglefoot Bag	1 (8 gp)	Alchemical	Slows a foe, though it is easily removable	408
Thieves' Tools	1 (40 gp)		Required for Devices checks	408
Thunderstone	1 (8 gp)	Alchemical	Throw to deal 1d6+1 sonic damage and deafen	408
Universal Artisan's Tools	1 (8 gp)		Use to craft almost item	408
Wagon	1 (40 gp)		Simple wagon for transporting heavy loads	409
Warpony	1 (40 gp)		Medium pony trained for battle	409
Alchemist's Lab	2 (200 gp)		Required for Craft (alchemy) checks	403
Corrosive Flask	2 (40 gp)	Alchemical	Throw to deal 1d8+2 acid damage and daze	404
Firebomb	2 (40 gp)	Alchemical	Throw to deal 1d10+2 fire damage in an area	405
Fireburst Trap	2 (200 gp)		Deals fire damage in a small area	405
Lock, masterwork	2 (200 gp)		Devices difficulty value of 25 to unlock	405
Manacles, masterwork	2 (200 gp)		Flexibility difficulty value of 25 to escape	405
Outfit, Noble's	2 (200 gp)		Typical attire for nobility	406
Poison, Asp Venom	2 (40 gp)	Poison	Dazes and eventually stuns	406
Poison, Sassone Leaf	2 (40 gp)	Poison	Deals 1d8 damage per stage	406
Potion of Healing, Greater	2 (40 gp)	Potion	Restores 2d8+4 hit points	406
Snowball	2 (40 gp)	Alchemical	Throw to deal 1d8+2 cold damage and slow	407

Sunrod, Greater	2 (40 gp)	Alchemical	Emits bright illumination for 8 hours	408
Tanglefoot Bag, Greater	2 (40 gp)	Alchemical	Slows a foe	408
Telepath's Bane	2 (40 gp)	Potion	Imposes –2 Intelligence penalty	408
Warhorse	2 (200 gp)		Large horse trained for battle	409
Acid Flask, Greater	3 (200 gp)	Alchemical	Throw to deal 2d10+5 acid damage	403
Alchemist's Fire, Greater	3 (200 gp)	Alchemical	Throw to deal 2d10+5 fire damage	403
Antitoxin Elixir, Greater	3 (200 gp)	Alchemical	Grants +4 defenses against poisons	403
Bag of Shrinking, Greater	3 (1,000 gp)		Shrinks items by two size categories	404
Cleansing Potion	3 (200 gp)	Potion	Removes a brief effect or condition	404
Outfit, Royal	3 (1,000 gp)		Typical attire for royalty	406
Poison, Arsenic	3 (200 gp)	Poison	Deals 2d6 damage per stage, can vitally wound	406
Potion of Strength, Greater	3 (200 gp)	Alchemical	Increases carrying capacity	407
Potion of Wound Closure, Greater	3 (200 gp)	Potion	Prevents death from vital wounds	407
Ship, Keelboat	3 (1,000 gp)		Slow-moving, seaworthy ship with 15 crew	407
Thunderstone, Greater	3 (200 gp)	Alchemical	Throw to deal 1d10+2 sonic damage, deafen, and daze	408
Universal Artisan's Tools, Greater	3 (200 gp)		Use to craft any item with +2 bonus	408
Bag of Holding	4 (5,000 gp)		Shrinks items by one size and weight category	403
Bear Trap, Greater	4 (5,000 gp)		Damages and immobilizes	404
Firebomb, Greater	4 (1,000 gp)	Alchemical	Throw to deal 2d10+4 fire damage in an area	405
Fireburst Trap, Greater	4 (5,000 gp)		Deals fire damage in a large area	405
Poison, Dragon Bile	4 (1,000 gp)	Poison	Deals 2d8 damage per stage endlessly	406
Potion of Healing, Supreme	4 (1,000 gp)	Potion	Restores 4d8+7 hit points	406
Ship, Longship	4 (5,000 gp)		Long, seaworthy ship with 50 crew	407
Acid Flask, Supreme	5 (5,000 gp)	Alchemical	Throw to deal 4d10+10 acid damage	403
Alchemist's Fire, Supreme	5 (5,000 gp)	Alchemical	Throw to deal 4d10+10 fire damage	403
Antitoxin Elixir, Supreme	5 (5,000 gp)	Alchemical	Grants +6 defenses against poisons	403
Bag of Shrinking, Supreme	5 (25,000 gp)		Shrinks items by three size categories	404
Cleansing Potion, Greater	5 (5,000 gp)	Potion	Removes two brief effects or conditions	404
Corrosive Flask, Greater	5 (5,000 gp)	Alchemical	Throw to deal 2d8+5 acid damage and stun	404
Poison, Black Lotus	5 (5,000 gp)	Poison	Deals 2d10+10 damage per stage endlessly	406
Poison, Insanity Mist	5 (5,000 gp)	Poison	Stuns and eventually confuses	406
Potion of Strength, Supreme	5 (5,000 gp)	Alchemical	Increases carrying capacity for an extended time	407
Potion of Wound Closure, Supreme	5 (5,000 gp)	Potion	Prevents death from major vital wounds	407
Ship, Galley	5 (25,000 gp)		Massive, fast-moving boat with 200 crew	407
Snowball, Greater	5 (5,000 gp)	Alchemical	Throw to deal 2d8+5 cold damage and extensively slow	407
Tanglefoot Bag, Supreme	5 (5,000 gp)	Alchemical	Extensively slows a foe	408
Telepath's Bane, Greater	5 (5,000 gp)	Potion	Imposes –4 Intelligence penalty	408
Thunderstone, Supreme	5 (5,000 gp)	Alchemical	Throw to deal 2d8+5 sonic damage, deafen, and stun	408
Universal Artisan's Tools, Supreme	5 (5,000 gp)		Use to craft any item with +3 bonus	408
Bag of Holding, Greater	6 (125,000 gp)		Shrinks items by two size and weight categories	403
Firebomb, Supreme	6 (25,000 gp)	Alchemical	Throw to deal 4d8+14 fire damage in an area	405
Fireburst Trap, Supreme	6 (125,000 gp)		Deals massive fire damage in a large area	405
Potion of Healing, Epic	6 (25,000 gp)	Potion	Restores 6d10+14 hit points	406
Acid Flask, Epic	7 (125,000 gp)	Alchemical	Throw to deal 7d10+20 acid damage	403
Alchemist's Fire, Epic	7 (125,000 gp)	Alchemical	Throw to deal 7d10+20 fire damage	403
Potion of Wound Closure, Epic	7 (125,000 gp)	Potion	Prevents death from almost any vital wound	407

Acid Flask**Rank 1 (8 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (30 ft.) range. On a hit, the target takes 1d10+3 acid damage.

Type: Alchemical**Materials:** Alchemy**Acid Flask, Epic****Rank 7 (125,000 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (30 ft.) range. On a hit, the target takes 7d10+20 acid damage.

Type: Alchemical**Materials:** Alchemy**Acid Flask, Greater****Rank 3 (200 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (30 ft.) range. On a hit, the target takes 2d10+5 acid damage.

Type: Alchemical**Materials:** Alchemy**Acid Flask, Supreme****Rank 5 (5,000 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (30 ft.) range. On a hit, the target takes 4d10+10 acid damage.

Type: Alchemical**Materials:** Alchemy**Alchemist's Fire****Rank 1 (8 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Armor against anything within Short (30 ft.) range. On a hit, the target takes 1d10 fire damage.

Type: Alchemical**Materials:** Alchemy**Alchemist's Fire, Epic****Rank 7 (125,000 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Armor against anything within Short (30 ft.) range. On a hit, the target takes 7d10+20 fire damage.

Type: Alchemical**Materials:** Alchemy**Alchemist's Fire, Greater****Rank 3 (200 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Armor against anything within Short (30 ft.) range. On a hit, the target takes 2d10+5 fire damage.

Type: Alchemical**Materials:** Alchemy**Alchemist's Fire, Supreme****Rank 5 (5,000 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Armor against anything within Short (30 ft.) range. On a hit, the target takes 4d10+10 fire damage.

Type: Alchemical**Materials:** Alchemy**Alchemist's Lab****Rank 2 (200 gp)**

This is a Medium workstation that contains a wide variety of compounds and reagents. It is very difficult to create items with the Craft (alchemy) skill without this item (see Craft, page 153).

Materials: Alchemy**Antitoxin Elixir****Rank 1 (8 gp)**

As a standard action, you can drink this elixir. When you do, it imbues your body with a resistance to poisons for 5 minutes. During that time, you gain a +2 bonus to Fortitude defense against attacks from poisons.

Type: Alchemical**Materials:** Alchemy**Antitoxin Elixir, Greater****Rank 3 (200 gp)**

This item functions like an *antitoxin elixir*, except that the bonus increases to +4.

Type: Alchemical**Materials:** Alchemy**Antitoxin Elixir, Supreme****Rank 5 (5,000 gp)**

This item functions like an *antitoxin elixir*, except that the bonus increases to +6.

Type: Alchemical**Materials:** Alchemy**Artisan's Tools****Rank 0 (10 gp)**

These are Small tools that are appropriate to a particular Craft skill other than Craft (alchemy). It is very difficult to create items with the Craft skill without this item (see Craft, page 153).

Materials: Metal**Bag of Holding****Rank 4 (5,000 gp)**

This bag appears to be a bulky Medium cloth sack. However, it reduces the size of any **unattended**, nonmagical objects placed inside of it by one size category, allowing it to hold items of up to Large size. This reduction also affects the weight of those objects.

If this bag is destroyed, the items within it return to their original size.

Materials: Textiles**Bag of Holding, Greater****Rank 6 (125,000 gp)**

This bag functions like a *bag of holding*, except that it reduces the size and weight of contained objects by two size categories instead of one.

Materials: Textiles**Bag of Shrinking****Rank 1 (40 gp)**

This bag appears to be a common Small cloth sack. However, it reduces the size of any **unattended**, nonmagical objects placed inside of it by one size category, allowing it to hold items of up to Medium size. This reduction does not affect the weight of those objects.

If this bag is destroyed, the items within it return to their

original size.

Materials: Textiles

Bag of Shrinking, Greater **Rank 3 (1,000 gp)**

This bag functions like a *bag of shrinking*, except that it reduces the size of contained objects by two size categories instead of one.

Materials: Textiles

Bag of Shrinking, Supreme **Rank 5 (25,000 gp)**

This bag functions like a *bag of shrinking*, except that it reduces the size of contained objects by three size categories instead of one.

Materials: Textiles

Battering Ram, Portable **Rank 0 (10 gp)**

If you use this portable battering ram with two hands while trying to break down a door or similar object, you gain a +2 bonus to your Strength check.

Materials: Wood

Bear Trap **Rank 1 (40 gp)**

As a standard action, you can deploy this trap on a space on the ground adjacent to you. While this trap is deployed, a creature can notice it with a **difficulty value** 11 Awareness check.

The first time a creature walks through that space, the trap makes a +4 attack vs. Armor against it. After the trap triggers, it must be manually deployed again. On a hit, the creature takes 1d8 damage. If it loses **hit points** from this damage, it is **briefly immobilized** (*−4 Ref, cannot use movement speeds*).

Materials: Metal

Bear Trap, Greater **Rank 4 (5,000 gp)**

As a standard action, you can deploy this trap on a space on the ground adjacent to you. While this trap is deployed, a creature can notice it with a **difficulty value** 20 Awareness check.

The first time a creature walks through that space, the trap makes a +16 attack vs. Armor against it. After the trap triggers, it must be manually deployed again. On a hit, the creature takes 2d8 damage. If it loses **hit points** from this damage, it is **immobilized** (*−4 Ref, cannot use movement speeds*) as a **condition**.

Materials: Metal

Caltrops **Rank 0 (10 gp)**

A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers a 5-foot square.

Whenever a creature moves into the area, unless the creature moves at one quarter speed to avoid the danger, the caltrops make an attack vs. the creature's Armor defense. Unlike most attacks, this attack can happen during the **movement phase**. The accuracy of the caltrops is +0. On a hit, the caltrops deal 1d6 piercing damage.

Caltrops may not be effective against creatures with an unusual anatomy. Multiple applications of caltrops in the same area have no additional effect.

Materials: Wood

Carriage **Rank 1 (40 gp)**

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Materials: Textiles, wood

Chain, 5 ft. **Rank 0 (10 gp)**

This is a five-foot chain of metal links.

Materials: Metal

Cleansing Potion **Rank 3 (200 gp)**

When you drink this **potion**, you remove a **brief** effect or **condition** affecting you. This cannot remove an effect applied during the current round.

Type: Potion

Materials: Alchemy

Cleansing Potion, Greater **Rank 5 (5,000 gp)**

When you drink this **potion**, you remove two **brief** effects or **conditions** affecting you. This cannot remove effects applied during the current round.

Type: Potion

Materials: Alchemy

Corrosive Flask **Rank 2 (40 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (30 ft.) range. On a hit, the target takes 1d8+2 acid damage. If a creature loses **hit points** from this damage, it is **dazed** (*−2 defenses*) as a **condition**.

Type: Alchemical

Materials: Alchemy

Corrosive Flask, Greater **Rank 5 (5,000 gp)**

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (30 ft.) range. On a hit, the target takes 2d8+5 acid damage. Each creature that loses **hit points** from this damage becomes **stunned** (*−4 defenses*) as a **condition**.

Type: Alchemical

Materials: Alchemy

Disguise Kit **Rank 1 (40 gp)**

This is a Small kit that contains a wide variety of fabrics, makeup, and other useful tools for disguising your appearance. It is very difficult to create disguises with the Disguise skill without this item (see Disguise, page 159).

Materials: Alchemy, textiles

Dog, Guard **Rank 1 (40 gp)**

This is a Small dog that knows the Guard and Heel tricks (see

Creature Handling, page 155). It is not trained to be effective in battle. You can use this price for any Small cat or dog trained for other tricks.

Materials: None

Dog, Riding Rank 1 (40 gp)

This is a Medium dog that knows the Guard and Heel tricks (see Creature Handling, page 155). It is trained to be effective in battle, and is a suitable mount for creatures with the *short stature* ability, such as gnomes and halflings.

Materials: None

Everburning Torch Rank 1 (8 gp)

As a standard action, you can activate this item. When you do, it sheds light like a torch for a week.

Type: Alchemical

Materials: Alchemy

Firebomb Rank 2 (40 gp)

You can throw this item as a standard action. When you do, make an attack vs. Reflex against everything in a Small (15 ft.) radius within Short (30 ft.) range. On a hit, each target takes 1d10+2 fire damage.

Type: Alchemical

Materials: Alchemy

Firebomb, Greater Rank 4 (1,000 gp)

You can throw this item as a standard action. When you do, make an attack vs. Reflex against everything in a Small (15 ft.) radius within Short (30 ft.) range. On a hit, each target takes 2d10+4 fire damage.

Type: Alchemical

Materials: Alchemy

Firebomb, Supreme Rank 6 (25,000 gp)

You can throw this item as a standard action. When you do, make an attack vs. Reflex against everything in a Small (15 ft.) radius within Short (30 ft.) range. On a hit, each target takes 4d8+14 fire damage.

Type: Alchemical

Materials: Alchemy

Fireburst Trap Rank 2 (200 gp)

As a standard action, you can deploy this trap on a space on the ground adjacent to you. While this trap is deployed, a creature can notice it with a **difficulty value** 14 Awareness check.

The first time a creature walks through that space, the trap makes a +8 attack vs. Reflex against everything within a Small (15 ft.) radius of it. After the trap triggers, it must be manually deployed again. On a hit, each target takes 1d10+2 damage.

Materials: Metal

Fireburst Trap, Greater Rank 4 (5,000 gp)

As a standard action, you can deploy this trap on a space on the ground adjacent to you. While this trap is deployed, a creature can notice it with a **difficulty value** 20 Awareness check.

The first time a creature walks through that space, the trap

makes a +15 attack vs. Reflex against everything within a Large (60 ft.) radius of it. After the trap triggers, it must be manually deployed again. On a hit, each target takes 2d8+3 damage.

Materials: Metal

Fireburst Trap, Supreme Rank 6 (125,000 gp)

As a standard action, you can deploy this trap on a space on the ground adjacent to you. While this trap is deployed, a creature can notice it with a **difficulty value** 26 Awareness check.

The first time a creature walks through that space, the trap makes a +22 attack vs. Reflex against everything within a Large (60 ft.) radius of it. After the trap triggers, it must be manually deployed again. On a hit, each target takes 4d8+7 damage.

Materials: Metal

Flash Powder Rank 0 (2 gp)

You can throw this powder in the air in your location as a standard action. When you do, it emits a burst of **bright illumination** in a 60 foot radius and **shadowy illumination** in a 120 foot radius. The light lasts until the end of the round.

Type: Alchemical

Materials: Alchemy

Horse Rank 1 (40 gp)

This is a Large horse. It is not trained to be effectively ridden in battle.

Materials: None

Lock, masterwork Rank 2 (200 gp)

This is a lock. Opening the lock without the appropriate key requires a **difficulty value** 25 Devices check (see Devices, page 158).

Materials: Metal

Lock, quality Rank 1 (40 gp)

This is a lock. Opening the lock without the appropriate key requires a **difficulty value** 20 Devices check (see Devices, page 158).

Materials: Metal

Lock, simple Rank 0 (10 gp)

This is a lock. Opening the lock without the appropriate key requires a **difficulty value** 15 Devices check (see Devices, page 158).

Materials: Metal

Manacles, masterwork Rank 2 (200 gp)

This is a set of manacles designed for Medium humanoid creatures. Escaping the manacles while they are being worn requires a **difficulty value** 25 Flexibility check (see Flexibility, page 161).

Materials: Metal

Manacles, quality Rank 1 (40 gp)

This is a set of manacles designed for Medium humanoid creatures. Escaping the manacles while they are being worn

requires a **difficulty value** 25 Flexibility check (see Flexibility, page 161).

Materials: Metal

Manacles, simple **Rank 0 (10 gp)**

This is a set of manacles designed for Medium humanoid creatures. Escaping the manacles while they are being worn requires a **difficulty value** 15 Flexibility check (see Flexibility, page 161).

Materials: Metal

Outfit, Courtier's **Rank 1 (40 gp)**

This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. It also includes appropriate jewelry.

Materials: Jewelry, textiles

Outfit, Noble's **Rank 2 (200 gp)**

This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing.

Materials: Jewelry, textiles

Outfit, Royal **Rank 3 (1,000 gp)**

Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Materials: Jewelry, textiles

Poison, Arsenic **Rank 3 (200 gp)**

This is an ingestion-based powder poison (see Poison, page 61). The poison's accuracy is +11. The target takes 2d6 physical damage each time the poison's attack succeeds. Its stage 3 effect inflicts a **vital wound** on the target and ends the poison.

Type: Poison

Materials: Poison

Poison, Asp Venom **Rank 2 (40 gp)**

This is a contact-based liquid poison (see Poison, page 61). The poison's accuracy is +8. Its stage 1 effect makes the target **dazed** (*-2 defenses*) while the poison lasts. Its stage 3 effect makes the target **stunned** (*-4 defenses*) while the poison lasts.

Type: Poison

Materials: Poison

Poison, Black Lotus **Rank 5 (5,000 gp)**

This is a contact-based liquid poison (see Poison, page 61). The poison's accuracy is +18. The target takes 2d10+10 physical damage each time the poison's attack succeeds.

Type: Poison

Materials: Poison

Poison, Dragon Bile **Rank 4 (1,000 gp)**

This is a contact-based liquid poison (see Poison, page 61). The poison's accuracy is +13. The target takes 2d8 physical damage each time the poison's attack succeeds.

Type: Poison

Materials: Poison

Poison, Insanity Mist **Rank 5 (5,000 gp)**

This is an ingestion-based gas poison (see Poison, page 61). The poison's accuracy is +18. Its stage 1 effect makes the target **stunned** (*-4 defenses*) while the poison lasts. Its stage 3 effect makes the target **confused** (*-4 defenses, acts randomly*) while the poison lasts.

Type: Poison

Materials: Poison

Poison, Nitharit **Rank 1 (8 gp)**

This is a contact-based powder poison (see Poison, page 61). The poison's accuracy is +4. Its stage 1 effect makes the target **dazed** (*-2 defenses*) while the poison lasts. Its stage 3 effect makes the target **stunned** (*-4 defenses*) while the poison lasts.

Type: Poison

Materials: Poison

Poison, Sassone Leaf **Rank 2 (40 gp)**

This is a contact-based powder poison (see Poison, page 61). The poison's accuracy is +6. The target takes 1d8 physical damage each time the poison's attack succeeds. Its stage 3 effect ends the poison.

Type: Poison

Materials: Poison

Pony **Rank 1 (40 gp)**

This is a Medium horse. It is not trained to be effectively ridden in battle. However, it is an appropriate mount outside of battle for creatures with the *short stature* ability, such as gnomes and halflings.

Materials: None

Potion of Healing **Rank 1 (8 gp)**

When you drink this **potion**, you regain 1d8 **hit points**. After you drink this item, you **briefly** gain no benefit from it or any other **Healing** effect.

Type: Potion

Materials: Alchemy

Tags: **Healing**

Potion of Healing, Epic **Rank 6 (25,000 gp)**

When you drink this **potion**, you regain 6d10+14 **hit points**. After you drink this item, you **briefly** gain no benefit from it or any other **Healing** effect.

Type: Potion

Materials: Alchemy

Potion of Healing, Greater **Rank 2 (40 gp)**

When you drink this **potion**, you regain 2d8+4 **hit points**. After you drink this item, you **briefly** gain no benefit from it or any other **Healing** effect.

Type: Potion

Materials: Alchemy

Potion of Healing, Supreme **Rank 4 (1,000 gp)**

When you drink this **potion**, you regain 4d8+7 **hit points**. After you drink this item, you **briefly** gain no benefit from it or

any other **Healing** effect.

Type: Potion

Materials: Alchemy

Potion of Strength Rank 1 (8 gp)

When you drink this **potion**, you gain a +3 **magic bonus** to your Strength for the purpose of determining your **carrying capacity** (see Carrying Capacity, page ??). This effect lasts for five minutes.

Type: Alchemical

Materials: Alchemy

Potion of Strength, Greater Rank 3 (200 gp)

When you drink this **potion**, you gain a +4 **magic bonus** to your Strength for the purpose of determining your **carrying capacity** (see Carrying Capacity, page ??). This effect lasts for one hour.

Type: Alchemical

Materials: Alchemy

Potion of Strength, Supreme Rank 5 (5,000 gp)

When you drink this **potion**, you gain a +5 **magic bonus** to your Strength for the purpose of determining your **carrying capacity** (see Carrying Capacity, page ??). This effect lasts for eight hours.

Type: Alchemical

Materials: Alchemy

Potion of Wound Closure Rank 1 (8 gp)

When you drink this **potion**, if you have a **vital wound** with a **vital roll** of 0, you treat that vital roll as a 1 instead (see Vital Wounds, page 37).

Type: Potion

Materials: Alchemy

Potion of Wound Closure, Epic Rank 7 (125,000 gp)

When you drink this **potion**, if you have a **vital wound** with a **vital roll** of 0, -1, -2, or -3, you treat that vital roll as a 1 instead (see Vital Wounds, page 37).

Type: Potion

Materials: Alchemy

Potion of Wound Closure, Greater Rank 3 (200 gp)

When you drink this **potion**, if you have a **vital wound** with a **vital roll** of 0 or -1, you treat that vital roll as a 1 instead (see Vital Wounds, page 37).

Type: Potion

Materials: Alchemy

Potion of Wound Closure, Supreme Rank 5 (5,000 gp)

When you drink this **potion**, if you have a **vital wound** with a **vital roll** of 0, -1, or -2, you treat that vital roll as a 1 instead (see Vital Wounds, page 37).

Type: Potion

Materials: Alchemy

Rowboat Rank 1 (40 gp)

This 8- to 12 foot long boat holds two or three Medium passengers. It moves about one and a half miles per hour.

Materials: Wood

Ship, Galley Rank 5 (25,000 gp)

This three-masted ship has seventy oars on either side and requires a total crew of 200. A typical galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. Some rare galleys are fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Materials: Metal, textiles, wood

Ship, Keelboat Rank 3 (1,000 gp)

This 50 to 75 foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It requires a total crew of 15 and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Materials: Metal, textiles, wood

Ship, Longship Rank 4 (5,000 gp)

This 75 foot long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Materials: Metal, textiles, wood

Smokestick Rank 1 (8 gp)

As a standard action, you can activate this item and optionally throw it anywhere within Short (*30 ft.*) range. When you do, it immediately creates a cloud of smoke in a Small (*15 ft.*) radius from its location. Looking through 10 feet of smoke is enough to completely block line of sight. The cloud of smoke dissipates normally after it is created, which generally takes about a minute.

Type: Alchemical

Materials: Alchemy

Snowball Rank 2 (40 gp)

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (*30 ft.*) range. On a hit, the target takes 1d8+2 cold damage. If a creature loses **hit points** from this damage, it is **slowed** (*half speed, -2 Ref*) as a **condition**.

Type: Alchemical

Materials: Alchemy

Snowball, Greater Rank 5 (5,000 gp)

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (*30 ft.*) range. On a hit, the target takes 2d8+5 cold damage. If a creature loses **hit points** from this damage, it is **slowed** (*half speed, -2 Ref*) as a **condition**. This condition must be removed

twice before the effect ends.

Type: Alchemical

Materials: Alchemy

Sunrod Rank 1 (8 gp)

As a standard action, you can activate this item. When you do, it creates **bright illumination** in a 60 foot radius and **shadowy illumination** in a 120 foot radius for 5 minutes.

Type: Alchemical

Materials: Alchemy

Sunrod, Greater Rank 2 (40 gp)

This item functions like a *sunrod*, except that the effect lasts for 8 hours.

Type: Alchemical

Materials: Alchemy

Tanglefoot Bag Rank 1 (8 gp)

You can throw this item as a standard action. When you do, make an attack vs. Reflex against one creature within Short (30 ft.) range. On a hit, the target is **slowed** as a **condition**.

Whenever the target moves using one of its movement speeds, it can make a **difficulty value** 5 Strength check as part of the movement. If it succeeds, the condition is removed after the movement is complete.

Type: Alchemical

Materials: Alchemy

Tanglefoot Bag, Greater Rank 2 (40 gp)

You can throw this item as a standard action. When you do, make an attack vs. Reflex against one creature within Short (30 ft.) range. On a hit, the target is **slowed** as a **condition**.

Type: Alchemical

Materials: Alchemy

Tanglefoot Bag, Supreme Rank 5 (5,000 gp)

You can throw this item as a standard action. When you do, make an attack vs. Reflex against one creature within Short (30 ft.) range. On a hit, the target is **slowed** as a **condition**. This condition must be removed twice before the effect ends.

Type: Alchemical

Materials: Alchemy

Telepath's Bane Rank 2 (40 gp)

When you drink this **potion**, you take a -2 penalty to your Intelligence as a **condition**.

Type: Potion

Materials: Alchemy

Telepath's Bane, Greater Rank 5 (5,000 gp)

When you drink this **potion**, you take a -4 penalty to your Intelligence as a **condition**.

Type: Potion

Materials: Alchemy

Thieves' Tools Rank 1 (40 gp)

This is a Small kit that contains a wide variety of lockpicks

and device-manipulation tools. It is very difficult to manipulate devices with the Devices skill without this item (see Devices, page 158).

Materials: Metal, textiles

Thunderstone Rank 1 (8 gp)

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against everything in a Tiny (5 ft.) radius within Short (30 ft.) range. On a hit, each target takes 1d6+1 sonic damage. Each creature that loses **hit points** from this damage is **deafened** as a **condition**.

Type: Alchemical

Materials: Alchemy

Thunderstone, Greater Rank 3 (200 gp)

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against everything in a Tiny (5 ft.) radius within Short (30 ft.) range. On a hit, each target takes 1d10+2 sonic damage. Each creature that loses **hit points** from this damage is **deafened** (25% verbal spell failure) and **dazed** (-2 defenses) as a single **condition**.

Type: Alchemical

Materials: Alchemy

Thunderstone, Supreme Rank 5 (5,000 gp)

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against everything in a Tiny (5 ft.) radius within Short (30 ft.) range. On a hit, each target takes 2d8+5 sonic damage. Each creature that loses **hit points** from this damage is **deafened** (25% verbal spell failure) and **stunned** (-4 defenses) as a single **condition**.

Type: Alchemical

Materials: Alchemy

Tindertwig Rank 0 (2 gp)

As a **minor action**, you can activate this small, wooden stick by striking it against any hard surface. When you do, it bursts into flame, allowing you to light other fires with it.

Type: Alchemical

Materials: Alchemy

Universal Artisan's Tools Rank 1 (8 gp)

This item can serve as artisan's tools for any Craft check except for Craft (alchemy).

Materials: Metal

Universal Artisan's Tools, Greater Rank 3 (200 gp)

This item can serve as artisan's tools for any Craft check. In addition, you gain a +2 **magic bonus** to the Craft skill when using this item to create an item. This provides no benefit when using the Craft skill for other purposes, such as to appraise an item.

Materials: Metal

Universal Artisan's Tools, Supreme Rank 5 (5,000 gp)

This item can serve as artisan's tools for any Craft check. In addition, you gain a +3 **magic bonus** to the Craft skill when

using this item to create an item. This provides no benefit when using the Craft skill for other purposes, such as to appraise an item.

Materials: Metal

Wagon

Rank 1 (40 gp)

This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Materials: Wood

Warhorse

Rank 2 (200 gp)

This is a Large horse. It is trained to be effectively ridden in battle.

Materials: None

Warpony

Rank 1 (40 gp)

This is a Medium horse. It is trained to be effectively ridden in battle, and it is an appropriate mount for creatures with the *short stature* ability, such as gnomes and halflings.

Materials: None

Appendix A

Glossary

ability: An ability is a generic term for any unusual property a creature has or any special actions it can take to cause particular effects. Spells, racial traits, and the benefits from class **archetypes** can all be called abilities.

ability tag: An ability tag describes the effects of an ability. For details, see Ability Tags, page 418.

action phase: The action phase is the second of two **phases** in a combat **round**. During the action phase, creatures can **attack**, cast **spells**, and take other major combat actions.

alchemical item: An alchemical item is any item created using the Craft (alchemy) skill. This includes firebombs, potions, and many other items.

attunement point: Attunement points allow you to **attune** to effects such as spells or items. For details, see Attuned Abilities, page 58.

accuracy: The bonus added to an **attack roll**. For details, see Accuracy, page 24.

alignment: Your alignment represents your general morality in broad terms. For details, see Alignment, page 19.

ally: Some beneficial abilities affect allies. An ally is any creature you consider an ally who also considers you an ally, not including yourself. For details, see Allies and Enemies, page 64.

archetype: An archetype is a collection of related abilities from a particular class. Each class has three archetypes that members of that class normally have. For details, see Archetypes, page 65.

archetype rank: Each ability from an **archetype** has a minimum rank required to gain the ability. For details, see Archetype Ranks, page 65.

armor: Armor is a form of equipment that protects your body from harm. There are two kinds of armor: **body armor**, which you wear on your body, and **shields**, which you wield in a hand. For details, see Armor, page 360.

attack: Anything that affects another creature in a potentially harmful way. There are two kinds of attacks: **mundane** attacks and **magical** attacks.

attack result: An attack result is the total you get on an **attack roll**, after taking to account any bonuses or penalties that apply to the roll.

attack roll: A roll required to succeed with an attack. To make

an attack roll, roll 1d10 + your **accuracy** with the attack. If the result of the attack roll equals or exceeds the target's **defense**, the attack succeeds. Some attacks, especially magical attacks, have effects even if the attack roll fails. For details, see Attack Rolls, page 35.

attended: An attended item is an item currently being held or carried by a creature. Some abilities can only affect **unattended** items.

attribute: A core representation of a character's capacity in a wide range of areas. There are six attributes: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Perception**, and **Willpower**.

attune: Some abilities last as long as you attune to them. Attuning to an ability costs an **attunement point** that you cannot recover as long as you maintain your attunement to that ability. For details, see Attuned Abilities, page 58.

Attune: An ability with this **ability tag** lasts as long as a creature attunes to it. For details, see Attuned Abilities, page 58.

attuned: If you are attuned to an ability, you have invested an **attunement point** in it to maintain its effect. For details, see Attuned Abilities, page 58.

Auditory: See Ability Tags, page 418.

base attribute: Your base attribute is the value

base speed: Each size category has a base speed that indicates how far creatures of that size category can generally move. For details, see Base Speed, page 39.

briefly: An effect that lasts briefly, or a brief effect, lasts until after the end of the next round after the effect was applied. As normal, unless the effect has the **Swift** tag, it does not have any effect during the phase that it is applied.

blinded: See Circumstances and Debuffs, page 419.

blindsense: A creature with blindsense can sense its surroundings without light. For details, see Blindsense, page 420.

blindsight: A creature with blindsight see perfectly without light. For details, see Blindsight, page 420.

bright illumination: In an area with bright illumination, creatures can see clearly. A creature can't hide in an area with bright illumination unless it is invisible or has cover. For details, see Vision and Light, page 54.

brilliant illumination: In an area with brilliant illumination,

creatures can see clearly. A creature can't hide in an area with brilliant illumination unless it is invisible or has cover. In addition, no shadows exist within an area of brilliant illumination. For details, see Vision and Light, page 54.

body armor: Body armor is a form of **armor** that you wear on your body. For details, see Armor, page 360.

broken: A broken object is damaged and unsuitable for use, though it retains its general structure and can be repaired. For details, see Broken Objects, page 61.

burst: A burst is a type of area that an ability can have (see Area Types, page 57). A burst ability has an immediate effect on all valid targets within an area.

cantrip: Some **mystic spheres** have minor spells called cantrips. Anyone who has access to a mystic sphere knows all cantrips from that sphere. For details, see Cantrips, page 60.

carrying capacity: Your carrying capacity defines the amount of weight you can carry without penalty. For details, see Weight Limits, page 40.

casting components: Spells generally require specific casting components. There are two types of casting components: **somatic components** and **verbal components**. Somatic components are only used by arcane and pact spellcasters while **verbal components** are used by all spellcasters. For details, see Casting Components, page 59.

challenge rating: The challenge rating of a monster indicates its approximate strength within its level. For details, see Challenge Rating, page 477.

character level: Your character level is your total level, including levels from all of your classes. Whenever text refers to your "level", without specifying a particular kind of level, it means your character level.

charmed: See Circumstances and Debuffs, page 419.

check: A check is a d10 roll required to accomplish an action that has a chance of failure that is not an attack. If the result of your roll, including your modifier, is high enough, you succeed. Otherwise, you fail. For details, see Checks, page 38.

class: Your class represents your fundamental source of power and the type of abilities you have. For example, barbarians draw power from the primal energy found deep within all living things, while clerics draw power from their worship of mighty deities. For details, see Classes, page 65.

class skill: A class skill is a skill that a class is particularly good at using. Each class has a specific set of class skills given in its description. Each class also gives a particular number of **trained skills** from among your class skills. For details, see Trained Skills, page 147.

climb speed: A creature with a climb speed can climb as easily as a human walks on land. The effects of a climb speed are described at Climb Speed, page 153.

close range: Weapons have two **range limits**: close range and **long range**. Attacks within a weapon's close range have no penalty. For details, see Weapon Range Limits, page 343.

combat style: A combat style is a collection of **maneuvers**

that some classes gain access to. For details, see Combat Styles, page 175.

common language: Common languages are languages that are widely spoken. They are described in Table 3.6: Common Languages, page 41.

Compulsion: See Ability Tags, page 418.

concealment: Concealment represents effects which make a target harder to see, such as shadowy lighting. All **targeted** attacks against a creature or object with concealment from you have a 25% **miss chance**. For details, see Concealment, page 55.

condition: A condition is an effect that lasts on a creature until it is removed by effects that remove conditions. All conditions are detrimental, and most are standard **debuffs**. Player characters can remove conditions with the **recover** ability or by taking a **short rest**, as well as with various special abilities (see Recover, page 52). For details, see Ability Durations, page 58.

confused: See Circumstances and Debuffs, page 419.

Constitution: Constitution is an **attribute** that measures your health and stamina. For details, see Constitution, page 16.

cover: Cover represents any obstacle that physically prevents you from striking your target, such as a tree or intervening creature. For details, see Cover, page 55.

Creation: See Ability Tags, page 418.

Curse: See Ability Tags, page 418.

critical failure: When you make a check, if your result failed to beat the **difficulty value** by 10 or more, you get a critical failure. Some abilities have special effects on critical failures.

critical hit: When you make an attack, if your result beat the target's defense by 10 or more, you get a critical hit. Unless otherwise noted, damaging attacks deal double damage on a critical hit. Some abilities have special effects on critical hits.

critical success: When you make a check, if your result beat the **difficulty value** by 10 or more, you get a critical success. Some abilities have special effects on critical successes.

damage: Many attacks deal damage to you when they hit. For details, see Damage, page ??.

damage resistance: Whenever you take damage, you first apply that damage to your damage resistance applying it to your **hit points**. For details, see Damage Resistance, page 24.

darkvision: A creature with darkvision can see perfectly in complete darkness. For details, see Darkvision, page 420.

dazed: See Circumstances and Debuffs, page 419.

dazzled: See Circumstances and Debuffs, page 419.

dead: A dead creature's soul leaves its body. Dead creatures cannot benefit from normal or magical healing, but they can be restored to life via magic (see Resurrecting the Dead, page 59). A dead body decays normally unless magically preserved.

deafened: See Circumstances and Debuffs, page 419.

debuff: A debuff is a negative effect on a creature. Many debuffs are applied as **conditions**, but some last for longer or shorter times. For a list of debuffs, see Circumstances and De-

buffs, page 419.

defeat: You defeat a creature if you personally cause it to become **defeated**. Abilities that trigger when you defeat a creature generally activate if you deal damage to it in a phase when it dies or is knocked unconscious. This often means multiple creatures are considered to have defeated the same enemy. For narrative purposes, you can choose to give credit to the creature who dealt the most damage in the last phase, but you shouldn't use that method for determining whether creatures gain the benefit of effects like an *onslaught* weapon.

defeated: A creature is defeated if it dies, surrenders or is incapacitated for an extended period of time (such as by being knocked unconscious). Some abilities, such as a ranger's *quarry* ability (see Quarry, page 116), last until their target is defeated. If there is ambiguity about whether a surrendering or seemingly incapacitated enemy still poses a threat, you choose whether you consider the enemy to be defeated.

defense: A defense is a static number which represents how difficult you are to affect with attacks. There are four defenses: Armor, Fortitude, Reflex, and Mental. For details, see Defenses, page 24.

delayed action phase: The delayed action phase is a **phase** that occurs after the **action phase**. It is not always necessary, because most actions are not delayed. For details, see The Delayed Action Phase, page 45.

destroyed: A destroyed object has been damaged to the point where it is completely beyond repair. For details, see Destroyed Objects, page 61.

Detection: See Ability Tags, page 418.

Dexterity: Dexterity is an **attribute** that measures your hand-eye coordination, agility, and reflexes. For details, see Dexterity, page 15.

dice increment: A die increment is a single increase or decrease in the value of a dice pool. For example, a 1d8 that is increased by one die increment becomes a 1d10 die. Similarly, a 2d6 dice pool that is decreased by one die increment also becomes a 1d10 die. For details, see Dice Pools, page 36.

dice pool: A dice pool is a collection of dice that are all rolled together and summed to find a result. For details, see Dice Pools, page 36.

difficult terrain: Difficult terrain costs double the normal movement cost to move out of. For details, see Difficult Terrain, page 47.

difficulty value: The difficulty value of a **check** is the check result required to succeed. It is often abbreviated as DV. In general, attacks are rolled to beat **defenses**, and checks are rolled to beat a given difficulty value.

dirty trick: You can use the *dirty trick* ability to impair a foe by using your environment. For details, see Dirty Trick, page 51.

disarm: You can use the *disarm* ability to strike items held or worn by a creature. For details, see Disarm, page 52.

disease: An affliction of the body, causing a steady deteriora-

tion over time.

dismiss: When you dismiss an ability, it ends, and all of its lingering effects are removed. Unless otherwise noted, all abilities with a duration can be dismissed. You can dismiss abilities as a **free action** (see Dismissal, page ??).

dominated: See Circumstances and Debuffs, page 419.

emanation: An emanation is a type of area that an ability can have (see Area Types, page 57). An emanation ability has effects within an area for the duration of the ability. It emanates from a specific creature or object, rather than a location. If that creature or object moves, the emanation moves with it.

Emotion: See Ability Tags, page 418.

encumbrance: Your encumbrance is a value that represents how much you are burdened by armor and weight. For details, see Encumbrance, page 24.

enemy: Some harmful abilities affect enemies. An enemy is any creature you consider to be an enemy. For details, see Allies and Enemies, page 64.

energy damage: There are five types of energy damage: acid, cold, electricity, fire, and sonic. For details, see Damage Types, page 36.

environmental damage: Environmental damage is a type of damage. Environmental damage does not reduce the **damage resistance** of creatures or objects, making small amounts of environmental damage irrelevant to healthy creatures. For details, see Environmental Damage, page 37.

exotic weapon: A rare few weapons are considered exotic weapons. They are unusually difficult to wield, and even being **proficient** with the associated **weapon group** does not grant you the ability to use an exotic weapon. Some class abilities grant proficiency with exotic weapons.

explode: When you roll a 10 on an **attack roll**, the die can explode. If it does, you roll it again and add the two results together to determine the total. For details, see Exploding Attacks, page 35.

failure chance: If you have a failure chance with an **attack**, you have a random chance to miss with the attack regardless of the result of your attack roll. If you have multiple failure chances, only the highest one applies. Failure chances are rolled independently from **miss chances**, and they are not affected by abilities that mitigate miss chances. They are less common than a miss chance, and reflect circumstances that no amount of skill can mitigate.

falling damage: If you fall at least 5 feet, you and the object you land on take bludgeoning **environmental damage**. This damage is called falling damage, and it is equal to 1d6 per 10 feet you fell, up to a maximum of 20d6 damage. If you control your fall with the *mitigate fall* ability, you can reduce the falling damage you take (see Jump, page 162).

fatigue level: Your fatigue level measures how fatigued you are. You take a **fatigue penalty** if your fatigue level exceeds your **fatigue tolerance**. For details, see Fatigue, page 25.

fatigue penalty: You take a penalty to **accuracy** and **checks**

equal to your **fatigue level** – your **fatigue tolerance**. If you have a fatigue penalty of at least –1, you are considered **fatigued**. When your fatigue penalty reaches –5, you fall **unconscious** until your fatigue penalty is reduced below –5. For details, see Fatigue Penalty, page 25.

fatigue tolerance: Your fatigue tolerance measures the maximum **fatigue level** you can reach before you suffer a **fatigue penalty**. For details, see Fatigue Tolerance, page 25.

fly speed: A creature with a fly speed has the ability to fly through the air. Its speed is the distance it covers in a single **move action**. For details, see Flying, page 48.

forced movement: A forced movement ability can cause a creature to move unwillingly. There are two types of forced movement: **knockback** and **push**. Although **teleportation** can cause a creature's location to change unwillingly, it is not considered a type of forced movement.

free action: Each round, you take can any number of free actions. Free actions can be taken in any phase. For details, see Free Actions, page 45.

free hand: A free hand is a hand or similarly dexterous appendage that is not currently being used for any purpose. Many abilities require a free hand to use. You cannot use the same hand for two different purposes in the same **phase**.

frightened: See Circumstances and Debuffs, page 419.

glancing blow: When you miss on an attack by 2 or less, it is called a glancing blow. Some attacks have effects when you get a glancing blow, as indicated in their descriptions or in other abilities. In addition, whenever you get a glancing blow with a damaging attack, you roll no damage dice. You still add your power to the attack. For details, see Glancing Blows, page 35.

glide speed: A creature with a glide speed can glide through the air. It cannot fly upwards, but it can travel forward while it descends, and it descends at a significantly reduced rate. For details, see Gliding, page 48.

goaded: See Circumstances and Debuffs, page 419.

grappled: See Circumstances and Debuffs, page 419.

heavy undergrowth: A space overrun with thick bushes, vines, and similar natural obstacles has heavy undergrowth. Heavy undergrowth quadruples the movement cost required to move out of each square and provides **concealment**.

heavy weapon: A heavy weapon is a type of **weapon** that requires two hands to wield properly. For details, see Weapon Usage Classes, page 342.

heavyweight: A heavyweight object has a **weight category** that is one category larger than the object's **size category**. For details, see Weight Categories, page 40.

helpless: See Circumstances and Debuffs, page 419.

hidden task: Any checks for a hidden **task** should be rolled secretly by the GM. You should not know the result of your check, or even that a check was made. For details, see Hidden Tasks, page 148.

hit point: Your hit points measure how hard you are to seriously injure or kill. You lose hit points when you take damage.

If you run out of hit points, you gain **vital wounds** when you take damage instead, which can cause you to die quickly. For details, see Hit Points, page 24.

immobilized: See Circumstances and Debuffs, page 419.

impervious: A creature that is impervious to an attack gains a +5 bonus to defenses against it. For details, see Impervious, page 420.

improvised weapon: An improvised weapon is an object which could conceivably be used as a weapon, but which was not designed for that purpose. Common examples include doors and wine bottles. For details, see Improvised Weapons, page 342.

incorporeal: An incorporeal creature does not have a tangible body. For details, see Incorporeal, page 420.

initiative: When multiple creatures take mutually impossible actions simultaneously, such as racing to be the first one to a door, they must roll initiative checks to determine who completes the action first. For details, see Initiative, page 25.

insight point: Insight points can be spent to gain additional abilities or proficiencies. For details, see Insight Points, page 17.

Intelligence: Intelligence is an **attribute** that represents how well you learn and reason. For details, see Intelligence, page 16.

invisible: An invisible creature or object cannot be seen with light. For details, see Invisible, page 421.

item rank: Items have ranks indicating their approximate value and rarity. For details, see Item Ranks, page 340.

key attribute: The key attribute for a skill is the attribute associated with that skill. For example, Climb is a Strength-based skill. Some skills, such as Persuasion, do not have a key attribute.

knockback: Knockback is a type of **forced movement**. It represents being thrown backwards by a single large impact. If a creature or object being knocked back encounters an obstacle, it and the obstacle each take 1d6 bludgeoning **environmental damage** per 10 feet of movement remaining, up to a maximum of 20d6 damage.

land speed: A creature's land speed is a **movement mode** that determines how fast it can walk on land. For details, see Movement Modes, page 48.

legacy item: A legacy item is an item magically bonded to its bearer. As its bearer gains levels, it increases in power as well. For details, see Legacy Items, page 23.

lifesense: A creature with lifesense can sense the location of living creatures without light. For details, see Lifesense, page 421.

lifesight: A creature with lifesight see living creatures perfectly without light. For details, see Lifesight, page 421.

light undergrowth: A space with passable bushes, vines, and similar natural obstacles has light undergrowth. Light undergrowth is **difficult terrain** and provides **concealment**.

light weapon: A light weapon is a type of **weapon** that is relatively small and easy to use. For details, see Weapon Usage Classes, page 342.

lightweight: A lightweight object has a **weight category** that

is one category smaller than the object's **size category**. For details, see Weight Capacity, page ??.

line: A line is an area shape that an ability can have (see Area Shapes, page 57). A line-shaped area has a given length, width, and height. Unless otherwise stated, a line's height is equal to its width.

line of effect: You cannot target something that you do not have line of effect to. Line of effect is blocked by solid obstacles, even invisible ones. For details, see Line of Effect, page 56.

line of sight: You cannot target something that you do not have line of sight to. Line of sight is blocked by any obstacle that blocks sight, even if that obstacle does not block physical passage. For details, see Line of Sight, page 56.

long range: Weapons have two **range limits**: **close range** and long range. Attacks beyond a weapon's **close range**, but within its long range, have a -4 **longshot penalty**. For details, see Weapon Range Limits, page 343.

long rest: A long rest represents eight hours of relaxation or sleep. It allows you to remove all of your **fatigue levels** and make progress towards healing a **vital wound**. For details, see Long Rest, page 39.

longshot penalty: A longshot penalty is the penalty that you take for attacking outside of a weapon's **close range**. It is normally a -4 **accuracy** penalty. For details, see Weapon Range Limits, page 343.

low-light vision: A creature with low-light vision can see perfectly in **shadowy illumination**. For details, see Low-light Vision, page 421.

magic bonus: Some abilities provide a magic bonus instead of a regular bonus. Magic bonuses function like normal bonuses except that they do not stack with each other, even if the magic bonuses come from different sources. For details, see Stacking Rules, page 63.

magic source: A magic source defines where a creature's **mystic spheres** come from. There are four magic sources: arcane, divine, nature, and pact. Sorcerers and wizards cast arcane spells, clerics and paladins cast divine spells, druids cast nature spells, and warlocks cast pact spells.

magical: A magical ability is an ability whose origin derives from magic. Examples include **spells**, a dragon's ability to fly, and a paladin's ability to smite foes. For details, see Magical Abilities, page 56.

maneuver: A maneuver is a type **mundane** ability that some classes grant access to through particular combat styles. For details, see Combat Styles, page 175.

maneuverability: While flying, your maneuverability determines how easily you can change directions and perform aerial feats. There are three types of maneuverability: good, average, and poor. Unless otherwise stated, a creature with a fly speed has average maneuverability. For details, see Flying Maneuverability, page 48.

Manifestation: See Ability Tags, page 418.

medium weapon: A medium weapon is a type of **weapon**

that can be wielded in either one or two hands. For details, see Weapon Usage Classes, page 342.

melee: A melee attack is an attack using your body or a weapon that does not leave your grasp. You can only make melee attacks against targets within your **reach**.

mindless: A mindless creature has no Intelligence attribute. For details, see Mindless, page 421.

minor action: Each round, you can take a single minor action in addition to your other actions that round. Minor actions can be taken in either the **action phase** or the **delayed action phase**. They are declared and resolved simultaneously with any other actions you take during that phase. For details, see Minor Actions, page 45.

miss chance: If you have a miss chance with an **attack**, you have a random chance to miss with the attack regardless of the result of your attack roll. You cannot get a **glancing blow** when you miss in this way. In general, only **targeted** attacks can have a miss chance. If you have multiple miss chances, only the highest one applies.

move: When you move, you usually travel a distance equal to your speed. See Movement and Positioning, page 46, for details. For specific actions that involve movement, see **move action**.

move action: A move action is one of the types of actions you can take each **round**. Abilities that require a move action typically move you around the battlefield, and are usually used in the **movement phase**. For details, see Movement and Positioning, page 46.

movement mode: A movement mode is a method of moving from one location to another. The most common mode is a **land speed**. For details, see Movement Modes, page 48.

movement phase: The movement phase is the first of two **phases** in a combat **round**. During the movement phase, creatures can **move** and take **move actions**. The movement phase is followed by the **action phase**.

multiclass: A multiclass character can gain access to **archetypes** and other abilities from multiple classes. For details, see Multiclass Characters, page 65.

mundane: Most abilities are considered mundane abilities. Mundane abilities have some form of natural explanation and do not fundamentally originate from a magical source. Examples include weapon attacks, a dragon's frightful presence, and a barbarian's rage. Unless otherwise indicated, all abilities are mundane in nature.

mystic sphere: A mystic sphere is a collection of thematically related magical effects that includes both **spells** and **rituals**. For details, see Mystic Spheres, page 200.

natural weapon: A natural weapon is a **weapon** that is part of a creature's body. For details, see Natural Weapons, page 342.

neutral party: A neutral party is any creature who is neither an **ally** nor an **enemy**. For details, see Allies and Enemies, page 64.

opposed alignment: Each **alignment** has an opposed alignment that is antithetical to its principles and goals. Good and

Evil are opposed alignments, and Chaos and Law are opposed alignments. For details, see Alignment, page 19.

overrun: An overrun is a special movement that allows you to move directly through creatures. For details, see Overrun, page 52.

panicked: See Circumstances and Debuffs, page 419.

paralyzed: See Circumstances and Debuffs, page 419.

partially unaware: See Circumstances and Debuffs, page 419.

Perception: Perception is an **attribute** that describes your ability to observe and be aware of your surroundings. For details, see Perception, page 16.

phase: A phase is part of the combat **round**. There are two phases: the **movement phase** and the **action phase**. A phase does not represent a fixed span of time. It is an abstract concept designed to represent a variety of actions that all take place nearly simultaneously.

physical damage: There are three types of physical damage: bludgeoning, piercing, and slashing. For details, see Damage Types, page 36.

planar rift: A planar rift is a location where the boundaries between planes are unusually thin. Planar rifts can be used to travel between planes using the appropriate rituals. For details, see Planar Rifts, page 42.

plane: A plane is a distinct realm of existence. Except for the connections between planes through **planar rifts**, each plane is effectively an isolated universe, and different planes can obey different fundamental laws. For details, see Planes, page 41.

planeformed: Planeformed creatures are entirely composed of planar material from a single plane. For details, see Planeformed, page ??, and Planes, page 41.

point of origin: A point of origin is the grid intersection, creature, or object that an area originates from. For details, see Area, page 57.

poison: For a description of poisons and how they work, see Poison, page 61.

poison stage: Each **poison** progresses in a series of stages. Each stage inflicts a particular negative effect on the poisoned creature according to the poison's description. For details, see Poison, page 61.

potion: A potion is a magical liquid that is typically contained in a Fine vial. In general, drinking a potion requires a standard action. Potions cannot be safely mixed together without diluting their magic, so you cannot consume two potions with the same action.

power: The power of an **ability** represents how strong the ability is. For details, see Power, page 25.

proficient: A creature can be proficient with weapons and armor. If you try to attack with a weapon you are not proficient with, you take a -2 accuracy penalty (see Weapon Proficiency, page 342). If you try to use armor you are not proficient with, it is less effective and your **accuracy** is reduced (see Armor

Proficiency, page 360).

projectile: A projectile is an object fired from a weapon at a target. Arrows and bolts are projectiles.

projectile weapon: A projectile weapon is a weapon designed to fire **projectiles**. For details about how to attack with projectile weapons, see Projectile Strike, page 50.

prone: See Circumstances and Debuffs, page 419.

push: A push is a type of **forced movement**. It represents being pushed by a constant force. If a creature being pushed encounters an obstacle, it stops moving with no negative consequences.

range: The range of an ability determines how far away it can be used. Unless otherwise noted, all abilities with a range require both **line of sight** and **line of effect** to the point of origin or to all targets. For details, see Range, page 56.

range limits: Ranged weapons have two **range limits** listed, with a slash between them, such as 120/480. The first number indicates the maximum range for a weapon's **close range**. The second number indicates the maximum range for a weapon's **long range**. For details, see Weapon Range Limits, page 343.

rank: Spells and rituals have a rank. The rank defines the minimum **archetype rank** you must have to learn and use them.

rare language: Rare languages are languages that are only spoken by rare or distant creatures or cultures. They are described in Table 3.7: Rare Languages, page 41.

reach: Your reach is how far away from your body you can make **melee** attacks. A typical Medium creature has a five-foot reach. Long weapons may change your reach (see Weapons, page 342).

resource: A resource is something that a character can lose during play or expend to gain a benefit. Most resources are shared between all types of characters, though different characters can use them differently. There are two resources that are used during the character creation and leveling process: **insight points** and **trained skills**. In addition, there are five resources that are used during gameplay: **attunement points**, **damage resistance**, **fatigue level**, **hit points**, and **vital wounds**.

ritual: A ritual is a discrete **magical** ability with esoteric effects. For details, see Rituals, page 60.

round: Combat takes place in a series of rounds, which represent about six seconds of action. Rounds are divided into two **phases**: the **movement phase**, and the **action phase**.

scent: A creature with the scent ability has an unusually good sense of smell. For details, see Scent, page 421.

Scrying: See Ability Tags, page 418.

scrying sensor: A scrying sensor is a magical construct created by some magical abilities. Scrying sensors are Fine objects resembling a human eye in size and shape, though they are **invisible**. Scrying sensors typically float in a fixed position in the air. They cannot normally be moved by external forces without destroying the sensor. Unless otherwise specified, a scrying sensor's visual acuity is the same as that of a normal human,

giving it a +0 bonus to the Awareness skill and similar checks.

shadowy illumination: In an area with shadowy illumination, creatures can see dimly. Creatures and objects within this area have **concealment**, which can allow creatures to make Stealth checks to hide (see Stealth, page 172). For details, see Vision and Light, page 54.

shaken: See Circumstances and Debuffs, page 419.

Shaping: See Ability Tags, page 418.

shield: Shields are a form of **armor** that you wield in a hand to protect you from harm. For details, see Armor, page 360.

Shielding: See Ability Tags, page 418.

short rest: A short rest represents ten minutes of relaxation. It allows you to regain lost **hit points** and any **attunement points** you released from **attunement**. For details, see Short Rest, page 39.

shove: You can use the *shove* ability to forcibly move a creature. For details, see Shove, page 53.

size category: A creature's size category indicates how large it is. There are nine size categories, from smallest to largest: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, Colossal. For details, see Size Categories, page 39.

Sizing: See Ability Tags, page 418.

skill: A skill represents your degree of talent with a particular non-combat aspect of the world. For example, the Climb skill represents how skilled you are at climbing. For details, see Skills, page 147.

slowed: See Circumstances and Debuffs, page 419.

somatic components: Somatic components are hand motions required to cast arcane and pact spells. For details, see Casting Components, page 59.

somatic component failure: If you have any **encumbrance**, you may fail to successfully perform the intricate gestures required to cast spells with **somatic components**. For details, see Somatic Component Failure, page 59.

space: Your space is the area that your physical body occupies. For convenience, your space is measured in five-foot **squares**. Medium creatures occupy space equal to a single five-foot square. For details, see Size Categories, page 39.

Speech: See Ability Tags, page 418.

speed: Your speed represents the number of feet you can move with a single movement (see The Movement Phase, page 45).

spell: A spell is a discrete **magical** ability with combat-relevant effects. For details, see Spells, page 59.

spell list: The list of spells you can cast from a particular **magic source**. Each spell source has a specific spell list which is described at Spells, page 59. Most characters with the same spell sources have the same spell lists. However, some effects, such as a cleric's domains, can add spells to a character's individual spell list.

square: A square represents a single 5-ft. by 5-ft. space. Many areas are measured in squares for convenience.

squeezing: See Circumstances and Debuffs, page 419.

standard action: You can use a standard action to attack

with a weapon, cast a spell, and do most other things that take concentration and effort.

Strength: Strength is an **attribute** that measures your muscle and physical power. For details, see Strength, page 15.

strike: A strike is a single physical attack with a weapon. It is the most common type of attack. You can make a strike as a **standard action** in the **action phase**. For details, see Strikes, page 49.

stunned: See Circumstances and Debuffs, page 419.

subdual damage: Subdual damage is a special kind of damage that can't kill you. If you would gain a **vital wound** from subdual damage, you increase your **fatigue level** by three instead. For details, see Subdual Damage, page 36.

Subtle: See Ability Tags, page 418.

suppressed: A suppressed ability has temporarily ceased to function. It has no effect for as long as it remains suppressed. Time spent while suppressed counts against the ability's duration, and it may expire while suppressed if it lasts for a specific amount of time. Only **magical** abilities can be suppressed. Mundane results of magical abilities that have already occurred, such as the water created by a *create water* ritual, cannot themselves be suppressed, and do not disappear if they enter an area that suppresses magical abilities.

sustain: Some abilities last as long as you sustain them. Each ability specifies a particular action that is required to sustain the ability, such as a **minor action**. At the end of each round the ability is dismissed unless you used the ability that phase or took the action to sustain the ability that phase. For details, see Sustained Abilities, page 58.

Swift: An ability with this **ability tag** resolves its effects before other actions in the same phase. For details, see Swift Abilities, page 46.

swim speed: A creature with a swim speed can swim as easily as a human walks on land. The effects of a swim speed are described at Swim Speed, page 174.

take 10: If you have plenty of time to accomplish a task that requires a **check**, and there are no meaningful consequences for failure, you can take 10 to accomplish the task. If you do, the task takes ten times as long, but you treat your roll for the check as if you had rolled a 10. For details, see Taking 10, page ??.

target: A target is a creature or object directly affected by an ability. Many abilities only affect a single target, and some affect a specific number of targets.

target square: A target square is a particular **square** that an attack is made against. A target square is chosen to determine **cover** and **concealment** (see Cover, page 55).

targeted: A **targeted** ability is an ability that allows you to directly choose which targets the ability affects. A spell that affects an area is not a targeted ability, because you choose the area affected instead of choosing the targets directly.

task: A task is a particular way to use a **skill**. For example, balancing on slippery ground is a task that you can use the Balance skill for (see Balance, page 151). For details, see Tasks,

page 148.

telepathy: A creature with telepathy can mentally communicate with other creatures within a given range. For details, see Telepathy, page 41.

teleportation: A creature or object that is teleported instantly leaves one location and arrives at another. For details, see Teleportation, page 64.

thrown weapon: A thrown weapon is a weapon designed to be thrown at a target. For details about attacking with thrown weapons, see Thrown Strike, page 50.

total cover: Total cover is a type of **cover**. If a creature is completely behind a physical object that blocks sight, it has **total cover** from attacks. A creature with total cover cannot be targeted by any attacks. For details, see Total Cover, page 55.

trained: If you are trained in a **skill**, you have learned how to use it well. Your modifier with a trained skill is equal to 3 + the higher of its associated attribute (if any) and half your level. For details, see Trained Skills, page 147.

tremorsense: A creature with tremorsense can sense its surroundings without light, as long as there is a path through solid objects. For details, see Tremorsense, page 421.

tremorsight: A creature with tremorsight see perfectly without light, as long as there is a path through solid objects. For details, see Tremorsight, page 421.

unarmed attack: Every corporeal creature is capable of making an attack using its bare fists (or similar appendages). For details, see Unarmed Combat, page 63.

unattended: An unattended item is an item not being held or carried by a creature, or that is being held or carried by an **ally**. Some abilities can only affect unattended items.

unaware: See Circumstances and Debuffs, page 419.

undead: Undead creatures are animated by necromantic magic. For details, see Undead, page ??.

unconscious: See Circumstances and Debuffs, page 419.

undergrowth: The presence of a significant amount of roots, bushes, and similar plants that can obstruct movement is called undergrowth. There are two kinds of undergrowth: **light undergrowth** and **heavy undergrowth**. For details, see Undergrowth, page 48.

untrained: If you are untrained in a **skill**, you have no particular ability with it. You are untrained with all skills by default. Your modifier with a trained skill is equal to half of its associated attribute (if any). For details, see Trained Skills, page 147.

usage class: The **usage class** of a weapon or armor is a measure of how much effort it takes to use the item. For details, see Weapon Usage Classes, page 342 and Armor Usage Classes, page 360.

verbal components: Verbal components are words required to cast most spells. For details, see Casting Components, page 59.

Visual: See Ability Tags, page 418.

vital wound: A **vital wound** is a serious injury that inflicts negative effects on you. You gain one or more **vital wounds**

when you take damage in excess of your hit points (see Negative Hit Points, page ??). For details, see Vital Wounds, page 37.

vulnerable: A creature can be vulnerable to a particular damage type or debuff. It takes a –5 penalty to all defenses against attacks that would cause it to take damage of that type, or that would cause it suffer that debuff. This penalty applies against the whole attack even if the attack would only inflict the debuff or damage under specific circumstances, such as if the attack gets a critical hit or if the attack causes the creature to lose hit points. For attacks with random effects, such as the *chromatic orb* spell, determine the random effect before determining if the creature is vulnerable.

wall: A wall is an area shape that an ability can have (see Area Shapes, page 57). A wall-shaped area has a length and height, but its width is not measured in squares.

weapon: A weapon is an object used to inflict damage. Some creatures can treat parts of their body as weapons. For details, see Weapons, page 342.

weapon group: A weapon group is a category of **weapons** with a similar design and fighting style. You have proficiency with some number of weapon groups based on your **class**. For details, see Weapon Groups, page 342.

weapon tag: A weapon tag describes the special effects of a weapon. For details, see Weapon Tags, page 344.

weight limit: Your weight limits define the amount of weight you can carry or push without penalty. For details, see Weight Limits, page 40.

weight category: The weight category of an object or creature is a broad measurement of how much it weighs. Weight categories are closely related to **size categories**. For details, see Table 3.4: Weight Categories, page 40.

Willpower: Willpower is an **attribute** that represents your ability to endure mental hardships. For details, see Willpower, page 16.

vital roll: When you gain a **vital wound**, you make a **vital roll** to determine the detrimental effect of the **vital wound**. To make a **vital roll**, roll 1d10 – the number of **vital wounds** you already had, ignoring the vital wound you are rolling for. For details, see Vital Wounds, page 37.

zone: A zone is a type of area that an ability can have (see Area Types, page 57). A zone ability has effects within an area for the duration of the ability. Unless otherwise noted, it does not move after being created.

Appendix B

Reference

Ability Tags

Attune: Attune abilities require an **attunement point** to maintain. For details, see Attuned Abilities, page 58.

Auditory: Auditory abilities use sound to cause their effects. Creatures and objects that cannot hear the effect are immune to it.

Compulsion: Compulsion abilities forcibly alter a creature's actions, but do not necessarily affect its opinions or personality. They have no effect on objects or creatures without minds.

Creation: Creation abilities create permanent physical objects. Objects created with Creation abilities are identical to objects created through more mundane means.

Curse: Curse abilities lay supernatural curses on their targets. They cannot be **dismissed**, but can be removed with the *dispel curse* spell.

Detection: Detection abilities reveal magical auras or information within an area. They can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. For its ability to penetrate other materials, use the most similar substance from the list above.

Emotion: Emotion abilities alter a creature's opinions or personality, but do not necessarily affect their actions. They have no effect on objects or creatures without minds.

Healing: This tag indicates that an ability restores hit points. When you use most Healing abilities, they **briefly** prevent you from using any other Healing abilities.

Magical: This tag indicates that an ability is **magical**, which means that its origin derives from magic. For details, see Magical Abilities, page 56.

Manifestation: Manifestation abilities create temporary constructs formed from raw magical energy. Objects and creatures created with manifestation abilities seem real on the surface, but they have no internal structure. When an object or creature created by a Manifestation ability is destroyed or killed, or when the duration of the ability that created it ends, it disappears without a trace.

Ritual: Ritual abilities have a number of shared properties. For details, see Spell and Ritual Mechanics, page 58.

Scrying: Scrying abilities create one or more invisible magical sensors that send you information. Unless otherwise noted, the

sensor created has the same powers of sensory acuity that you possess. This includes the effect of any abilities which target you personally, such as spells to increase your visual acuity, but not abilities which affect an area around you. However, the sensor is treated as a separate, independent sensory organ, and it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

The sensor can be dismissed as if it were an active spell. You cannot create a sensor in a location with lead sheeting between you and the location, and you sense that the effect is blocked in this way.

Speech: Speech abilities use words to achieve their ends. You must specify a language when using a Speech effect, and the language must be one you know (or have memorized the correct words to say). They have no effect on objects or creatures that do not understand the chosen language.

Spell: Spell abilities have a number of shared properties. For details, see Spell and Ritual Mechanics, page 58.

Subtle: Subtle abilities have no visual or otherwise perceivable manifestation. Creatures successfully affected by Subtle abilities do not generally know that they are being influenced. However, a creature that successfully resists a Subtle ability can generally notice that it resisted a special effect of some kind, just like a non-Subtle ability. You can notice the effects of a Subtle ability on yourself with the Awareness skill (see Notice Subtle Effects, page 150).

Sustain: Sustain abilities require an action to maintain. The tag includes an action type, such as (minor), which indicates the type of action required to sustain the ability. For details, see Sustained Abilities, page 58.

Swift: Swift abilities take effect before non-Swift abilities used during the same phase. For details, see Swift Abilities, page 46.

Visual: Visual abilities use visible objects or forces to cause their effects. Creatures and objects that cannot see the effect are immune to it.

Circumstances and Debuffs

blinded: A blinded creature cannot see. It automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures (but see Awareness, page 149). In addition, it has a 50% **miss chance** with **targeted** attacks. It is at least **partially unaware** (-2 *Armor and Ref*) of all attacks against it, and it can be fully **unaware** (-6 *Armor and Ref*) as normal depending on its level of awareness.

charmed: A charmed creature is mentally influenced to like another creature. It always sees the words and actions of the creature that charmed it in the most favorable way, as a close friend or trusted ally. A charmed creature cannot be controlled like an automaton, but can be persuaded to take particular actions with the Persuasion skill (see Persuasion, page 167). It treats the creature that charmed it as a friend (a $+10$ relationship modifier) for the purpose of Persuasion checks.

climbing: A creature that is climbing without a **climb speed** takes a -4 penalty to its **accuracy** and *Armor and Reflex* defenses.

confused: A confused creature takes a -4 penalty to all defenses and is unable to independently control its actions. This penalty does not stack with the **dazed** (-2 *defenses*) or **stunned** (-4 *defenses*) effects. A confused creature cannot take actions normally. At the beginning of each round, it randomly decides to have one of four behaviors that round: freeze in place and use the **total defense** ability, flee from its enemies as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently.

dazed: A dazed creature takes a -2 penalty to all defenses. This does not stack with the **stunned** (-4 *defenses*) or **confused** (-4 *defenses, acts randomly*) effects.

dazzled: A dazzled creature has difficulty seeing. It loses the benefits of the **darkvision** and **low-light vision** abilities if it has them. In addition, it treats everything as if it had **concealment**. Among other effects, this gives its **targeted** attacks a 25% **miss chance**.

deafened: A deafened creature cannot hear. It automatically fails at actions which depend on hearing. In addition, it has a 25% failure chance when casting any spell with verbal components.

dominated: A dominated creature is mentally compelled to obey another creature. It obeys the commands of the creature of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commands (such as “attack” or “follow”) can usually be communicated successfully.

flying: A creature that is flying takes a -2 penalty to its *Armor and Reflex* defenses. If it

frightened: A frightened creature takes a -4 penalty to **accuracy** and *Mental* defense while it is within Medium (60 ft.) range of the source of its fear. This does not stack with the **shaken** (-2 *accuracy and Mental within 60 ft.*) or **panicked** (-4

Mental and must flee within 60 ft.) effects. If the source of a frightened creature's fear is **defeated**, this effect is broken.

goaded: A goaded creature takes a -2 penalty to **accuracy** against creatures other than the creature that goaded it as long as it is within Medium (60 ft.) range of that creature. If the goading creature is **defeated**, this effect is broken. If a creature is goaded by multiple different creatures simultaneously, it suffers the accuracy penalty on all of its attacks.

grappled: A grappled creature is wrestling or in some other form of hand-to-hand struggle with at least one other creature. While grappled, you suffer certain penalties and restrictions, as described below.

- You are unable to use one of your hands for any purposes other than grappling. This prevents humanoid creatures from taking any actions which would require having two free hands, such as attacking with heavy weapons.
- You take a -2 penalty to *Armor and Reflex* defenses.
- Abilities that have **somatic components** have a 25% **failure chance**.
- You cannot move unless you **push** all creatures grappling you, such as with the *shove* ability (see *Shove*, page 53).

Other than the restrictions listed above, you can act normally. You can also try to move the grapple, escape the grapple, or pin your opponent. For details, see Grapple Actions, page 54.

helpless: A helpless creature is completely at an opponent's mercy. It takes a -10 penalty to its *Armor and Reflex* defenses. In addition, it is **unaware** (-6 *Armor and Ref*) of all attacks against it, but the penalty for being unaware does not stack with the penalty for being helpless. Paralyzed, bound, and unconscious creatures are helpless.

immobilized: An immobilized creature takes a -4 penalty to *Reflex* defense and can't use any of its movement speeds. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage. This does not stack with the **slowed** (*half speed, -2 Ref*) effect.

panicked: While a panicked creature is within Medium (60 ft.) range of the source of its fear, it takes a -4 penalty to *Mental* defense and must flee from the source of its fear by any means necessary. If unable to flee, it must do nothing other than use the **total defense** ability every round (see *Total Defense*, page 53). The penalty from this effect does not stack with the **frightened** (-4 *accuracy and Mental within 60 ft.*) or **panicked** (-4 *Mental and must flee within 60 ft.*) effects.

If the source of a panicked creature's fear is **defeated**, this effect is broken.

paralyzed: A paralyzed creature is unable to take physical actions. It is **helpless** (-10 *Armor and Ref*), but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. Any creature can move through a space occupied by a paralyzed creature without slowing down, and creatures can stand in a square with a paralyzed

creature without **squeezing** (*-2 accuracy, Armor, and Ref*).

partially unaware: A creature that is partially unaware of an attack knows that it is in danger, but is missing information about the exact location or nature of the attack. Creatures take a -2 penalty to Armor and Reflex defenses against attacks that they are partially unaware of. This penalty does not stack with the penalty for being **unaware** (*-6 Armor and Ref*). For details, see Awareness and Surprise, page 55.

prone: A prone creature is lying on the ground, rather than standing normally. It takes a -2 penalty to Armor and Reflex defenses, though it gains a +4 bonus to all defenses against ranged **strikes**. In addition, it takes a -2 accuracy penalty. It moves at half of its normal speed until it stands up. A creature can stand up from being prone during the movement phase. This generally requires one free hand.

shaken: A shaken creature takes a -2 penalty to **accuracy** and Mental defense while it is within Medium (60 ft.) range of the source of its fear. This does not stack with the **frightened** (*-4 accuracy and Mental within 60 ft.*) or **panicked** (*-4 Mental and must flee within 60 ft.*) effects.

If the source of a shaken creature's fear is **defeated**, this effect is broken.

slowed: A slowed creature moves at half speed and takes a -2 penalty to Reflex defense. This does not stack with the **immobilized** (*-4 Ref, cannot use movement speeds*) effect.

squeezing: A squeezing creature is trying to move through an area too small for it to fit in normally. While squeezing, a creature moves at half speed and takes a -2 penalty to **accuracy**, as well as Armor and Reflex defenses. For details, see Squeezing, page 48.

stunned: A stunned creature takes a -4 penalty to all defenses. This does not stack with the **dazed** (*-2 defenses*) or **confused** (*-4 defenses, acts randomly*) effects.

swimming: A creature that is swimming without a **swim speed** takes a -4 penalty to its **accuracy** and Armor and Reflex defenses.

unaware: A creature that is unaware of an attack makes no attempt to defend itself. Creatures take a -6 penalty to Armor and Reflex defenses against attacks that they are unaware of. This penalty does not stack with the penalty for being **partially unaware** (*-2 Armor and Ref*). For details, see Awareness and Surprise, page 55.

unconscious: While you are unconscious, you are **helpless** (*-10 Armor and Ref*) and completely unable to take any actions. Some sensory abilities, such as the Awareness skill, can be used while you are asleep, but not while you are forcibly knocked unconscious.

underwater: Ranged weapons have difficulty working underwater. All ranged weapons have **range limits** of 5/15 when used by a creature that is underwater, or when used against a target that is underwater, regardless of the attack's normal range limits or any other modifiers.

Traits

Blindsense: A creature with blindsense can sense the location of everything in its surroundings. This ability works regardless of concealment, invisibility, or light levels. Blindsense always has a specific range limit, and provides no benefit beyond that range. However, it only grants knowledge of location, not actual sight, so does not mitigate any **miss chances** that would apply. It also does not mitigate **cover** or otherwise allow sensing through objects that block **line of effect**.

Blindsight: A creature with blindsight can see perfectly regardless of concealment, invisibility, or light levels. This allows the creature to ignore all **miss chances** caused by those effects. Blindsight always has a specific range limit, and provides no benefit beyond that range. It also does not mitigate **cover** or otherwise allow sensing through objects that block **line of effect**.

Darkvision: A creature with darkvision can see perfectly in both complete darkness and **shadowy illumination**, just like a human does in **bright illumination**. Darkvision always has a specific range limit, and provides no benefit beyond that range. As long as a creature with darkvision is in **bright illumination** or **brilliant illumination**, their darkvision stops working. The darkvision **briefly** stays disabled even after they leave the lit area. Darkvision is disabled while you are **dazzled** (*25% miss chance, no special vision*).

Impervious: A creature can be impervious to a particular damage type. It gains a +5 bonus to all defenses against attacks that would cause it to take damage of that type. If an attack deals damage of multiple types, a creature is impervious to that attack only if it is impervious to all of the attack's damage types. For attacks with random effects, such as the *chromatic orb* spell, determine the random effect before determining if the creature is impervious. An impervious creature gains no defensive benefit against attacks that do not deal damage.

Immune: A creature that is immune to an attack is completely unaffected by it. Creatures and objects can be immune to specific damage types or debuffs. It is also possible to be immune to more esoteric concepts, like being **grappled** or gaining **conditions**.

Being immune to part of an attack does not grant immunity to other aspects of that attack. If an attack deals damage of multiple types, a creature is immune to that attack only if it is impervious to all of the attack's damage types. This also applies to more specific immunities that are not related to damage types. For example, if you are immune to being **dazed** (*-2 defenses*), you still take full damage from an attack that deals damage and dazes you.

Incorporeal: An incorporeal creature does not have a tangible body. It is **immune** to **physical damage**. It moves silently and ignores the effects of abilities that only work if it has a corporeal body, such as **difficult terrain** and the *grapple* or *shove* abilities. This includes being **grappled**, detected by **tremorsense**, setting off pressure plates, and so on.

Many incorporeal creatures have no Strength attribute. If an incorporeal creature has a Strength attribute, it has some ability to

manipulate the physical world despite being incorporeal. Unless otherwise noted, an incorporeal creature with a Strength attribute may selectively choose whether it wants to interact with physical objects.

An incorporeal creature can enter or pass through solid objects, but it must remain adjacent to the object's exterior at all times. If it is completely inside an object, it cannot see out or attack. It can fight while partially inside an object, which grants it **cover** and allows it to attack and see normally.

Invisible: An invisible creature or object cannot be seen with light. Creatures unable to see an invisible creature are at least **partially unaware** (-2 *Armor and Ref*) of its attacks, and they can be fully **unaware** (-6 *Armor and Ref*) as normal depending on their level of awareness. Attackers suffer a 50% **miss chance** with **targeted** attacks even if they know the location of the invisible creature. See Awareness, page 149, and Stealth, page 172, for how to identify invisible creatures.

Lifesense: Lifesense functions like **blindsense**, except that it only grants knowledge of the location of living creatures.

Lifesight: Lifesight functions like **blindsight**, except that it can only see living creatures.

Low-light Vision: A creature with low-light vision can see perfectly in **shadowy illumination**, just like a human does in **bright illumination**. This provides no benefit in areas of complete darkness. Low-light vision is disabled while you are **dazzled** (25% *miss chance, no special vision*).

Mindless: A mindless creature lacks a normally functioning mind. Mindless creatures do not have an Intelligence attribute. They are immune to **Compulsion** and **Emotion** abilities.

It is possible for mindless creatures to still act as if they were intelligent through various magical means. For example, animated objects can obey simple commands by virtue of the magic that controls them, but they are still mindless.

Scent: A creature with the scent ability has an unusually good sense of smell. It reduces the **difficulty value** of scent-based Awareness checks by 10 (see Awareness, page 149).

Tremorsense: Tremorsense functions like **blindsense**, except that it requires an uninterrupted path through solid objects instead of **line of effect**. This makes it incapable of sensing flying creatures, but it ignores **cover** and can even sense through solid walls.

Tremorsight: Tremorsense functions like **blindsight**, except that it requires an uninterrupted path through solid objects instead of **line of effect**. This makes it incapable of seeing flying creatures, but it ignores **cover** and can even see through solid walls.

Appendix C

Feats

This chapter describes a set of optional rules that you can use in a campaign. If you use these rules, characters gain feats which allow them to further specialize in specific areas, making characters more mechanically distinct from each other. Feats also make the system more mechanically complex, so they are not necessarily enjoyable for all groups. You cannot gain the same feat twice.

Gaining Feats

There are two main ways you can use feats in your game.

Species Feat Only: One simple option is that characters gain a single feat at 1st level based on their species, and no other feats. This makes your choice of species more significant without dramatically increasing character complexity.

Feat Progression: If you want characters to be more complex and to have more powerful abilities, you can also use a feat progression system. For example, you could gain a feat from your species at 1st level, and an additional feat at 3rd, 6th, and 9th level. Alternately, you could gain feats based on the completion of major story events. In general, it is inadvisable to gain more than four feats total, or to gain feats after about 10th level.

Species Bonus Feats

If you use this rule, each species grants a bonus feat at 1st level. Most species can only choose from a small group of feats. The specific feats for each species are listed below. A character must meet any prerequisites for these bonus feats, as normal.

Human: Any feat.

Dwarf: Any from the following list: [Blindfighter](#), [Craft Specialization](#), [Iron Will](#), [Martial Training](#), [Regenerator](#), [Toughness](#).

Elf: Any Casting feat (see [Casting Feats](#), page 424), or any from the following list: [Awareness Specialization](#), [Balance Specialization](#), [Sniper](#), [Rapid Reaction](#).

Gnome: Any Casting feat (see [Casting Feats](#), page 424), or any from the following list: [Blindfighter](#), [Craft Specialization](#), [Stealth Specialization](#), [Toughness](#).

Half-Elf: Any Skill feat (see [Skill Feats](#), page 424).

Half-Orc: Any Combat feat (see [Combat Feats](#), page 425), or any from the following list: [Intimidate Specialization](#), [Toughness](#).

Halfling: Any from the following list: [Balance Specialization](#), [Climb Specialization](#), [Iron Will](#), [Jump Specialization](#), [Rapid Reaction](#), [Stealth Specialization](#).

Uncommon Species

If you are using uncommon species, the feat lists for each uncommon species are given below. Note that uncommon species are normally ineligible for any Bloodline feats.

Animal Hybrid: Any feat strongly associated with the chosen animal. For example, a hybrid shark might choose from [Awareness Specialization](#), [Survival Specialization](#), [Swiftrunner](#), or [Swim Specialization](#). A hybrid wolf might choose from [Awareness Specialization](#), [Rapid Reaction](#), [Stealth Specialization](#), [Survival Specialization](#), or [Swiftrunner](#).

Awakened Animal: Any feat strongly associated with the chosen animal. For example, an awakened cat might choose from [Awareness Specialization](#), [Climb Specialization](#), [Flexibility Specialization](#), [Rapid Reaction](#), [Stealth Specialization](#), or [Swiftrunner](#).

Changeling: [Chameleon](#), or any [Skill](#) feat.

Dragon: [Iron Will](#), [Toughness](#), or any [Casting](#) feat (see [Casting Feats](#), page 424).

Drakkenfel: [Draconic Heritage](#). The type of dragon chosen for the drakkenfel's *draconic ancestry* must match its *draconic essence*.

Dryaidi: [Herbalist](#), [Mental Magic](#), [Regenerator](#), [Sphere Focus: Toxicology](#), [Sphere Focus: Verdamancy](#), or [Toughness](#).

Eladrin: [Boongiver](#), [Chameleon](#), [Combat Style Versatility](#), [Deception Specialization](#), [Persuasion Specialization](#), or [Spell-warped](#).

Kit: [Skill Specialization: Balance](#), [Skill Specialization: Deception](#), [Skill Specialization: Social Insight](#), [Skill Specialization: Stealth](#), [Swiftrunner](#).

Naiadi: [Boongiver](#), [Leadership](#), [Mental Magic](#), [Perform Specialization](#), [Persuasion Specialization](#), [Sphere Focus: Aquamancy](#), or [Swim Specialization](#).

Orc: [Intimidate Specialization](#), [Toughness](#), or any [Combat](#) feat (see [Combat Feats](#), page 425).

Oozeborn: [Blindfighter](#), [Chameleon](#), [Climb Specialization](#), [Flexibility Specialization](#), [Juggernaut](#), [Regenerator](#), [Sphere Focus: Toxicology](#), [Toughness](#),

Tiefling: Deception Specialization, Executioner, Intimidate Specialization, Spellwarped, or Sphere Focus: Pyromancy.

Changing Species

In extraordinary cases, a creature may change its species. For example, the *reincarnation* ritual returns a creature to life as a different species. Regardless of its new species, the creature keeps its original species bonus feat.

Feat Mechanics

Prerequisites

Some feats have prerequisites. Unless you meet all of the prerequisites, you cannot take the feat. Prerequisites can include a minimum base attribute score, another feat or feats, a minimum level of training in a skill, or some other property of a character. A character can gain a feat at the same level at which they gain the prerequisite.

A character who no longer meets all prerequisites for a feat loses all abilities from that feat.

Feat Tags

All feats are organized into different groups by tags.

General: General feats can have a wide variety of effects. They often grant new abilities or improve your defenses.

Combat: Combat feats improve your combat capabilities. They can increase the damage you deal, grant you new combat abilities, or improve your defenses.

Casting: Casting feats improve your spellcasting abilities. Casting feats are useless to characters who cannot cast spells.

Skill: Skill feats improve your skills. They can make you more likely to succeed with skill checks and grant you new abilities based on your skills.

Bloodline Feats: Some characters have traces of monstrous blood running in their veins. Most of those will never understand the full potential of their unusual heritage. Bloodline feats allow characters to explore those possibilities by gaining abilities related to their ancestry. You can only have one Bloodline feat.

Magical Feats: All abilities granted by feats with the Magical type are **magical** in nature. Many feats are not entirely magical, but have specific effects that are magical.

Feat Table

Table C.1: Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Celestial Heritage	Non-evil	Gain aspects of celestial beings	Bloodline, Magical	428
Chameleon	Trained Disguise, Int 1	Adapt your archetypes and abilities	—	428
Draconic Heritage	—	Gain aspects of draconic power	Bloodline	432
Entropist	Wil 1	Master chaos and entropy	—	433
Iron Will	Wil 1	Increase mental resilience	—	436
Null	Wil 2	Become immune to magic	—	441
Precognition	Int 2	React to future events	—	442
Regenerator	Con 2	Heal wounds with inhuman speed	—	443
Rapid Reaction	Dex 1	Increase reaction speed	—	443
Spellwarped	Wil 1	Gain limited spellcasting	Magical	446
Swiftrunner	Dex 1	Move more quickly	—	454
Telepath	Int 1, Wil 1	Communicate with creatures mentally	Magical	455
Toughness	Con 1	Increase physical fortitude	—	456
Skill Feats	Prerequisites	Benefits	Feat Types	Page
Awareness Specialization	Trained Awareness	Improve use of chosen skill	—	426
Balance Specialization	Trained Balance	Improve use of chosen skill	—	426
Climb Specialization	Trained Climb	Improve use of chosen skill	—	429
Craft Specialization	Trained Craft	Improve use of chosen skill	—	429
Creature Handling Specialization	Trained Creature Handling	Improve use of chosen skill	—	430
Deception Specialization	Trained Deception	Improve use of chosen skill	—	430
Devices Specialization	Trained Devices	Improve use of chosen skill	—	431
Disguise Specialization	Trained Disguise	Improve use of chosen skill	—	431
Endurance Specialization	Trained Endurance	Improve use of chosen skill	—	433
Flexibility Specialization	Trained Flexibility	Improve use of chosen skill	—	434
Intimidate Specialization	Trained Intimidate	Improve use of chosen skill	—	436
Herbalist	Trained Knowledge (nature)	Brew potions with natural ingredients	—	435
Jump Specialization	Trained Jump	Improve use of chosen skill	—	437
Knowledge Specialization	Trained Knowledge	Improve use of chosen skill	—	437
Linguistics Specialization	Trained Linguistics	Improve use of chosen skill	—	438
Medicine Specialization	Trained Medicine	Improve use of chosen skill	—	439
Perform Specialization	Trained Perform	Improve use of chosen skill	—	441
Persuasion Specialization	Trained Persuasion	Improve use of chosen skill	—	442
Ride Specialization	Trained Ride	Improve use of chosen skill	—	444
Sleight of Hand Specialization	Trained Sleight of Hand	Improve use of chosen skill	—	444
Social Insight Specialization	Trained Social Insight	Improve use of chosen skill	—	445
Stealth Specialization	Trained Stealth	Improve use of chosen skill	—	454
Survival Specialization	Trained Survival	Improve use of chosen skill	—	454
Swim Specialization	Trained Swim	Improve use of chosen skill	—	455
Casting Feats	Prerequisites	Benefits	Feat Types	Page
Boongiver	Spellcasting ability	Improve ability to cast spells on allies	Magical	427
Blood Magic	Spellcasting ability, Con 2	Spend hit points to improve magic	Magical	427
Mental Magic	Spellcasting ability, Wil 1	Cast spells without words or gestures	Magical	439
Metacaster	Spellcasting ability, Int 1	Manipulate spell effects in creative ways	Magical	439
Mystic Archer	Spellcasting ability	Imbue projectiles with magic	Magical	440

Prepared Spellcasting	Spellcasting ability, Int 2	Prepare additional spells each day	Magical	443
Spellsword	Spellcasting ability	Fight with sword and spell together	—	445
Sphere Focus: Aeromancy	<i>Aeromancy</i> sphere access	Improve casting with chosen sphere	Magical	447
Sphere Focus: Aquamancy	<i>Aquamancy</i> sphere access	Improve casting with chosen sphere	Magical	447
Sphere Focus: Astromancy	<i>Astromancy</i> sphere access	Improve casting with chosen sphere	Magical	447
Sphere Focus: Barrier	<i>Barrier</i> sphere access	Improve casting with chosen sphere	Magical	447
Sphere Focus: Bless	<i>Bless</i> sphere access	Improve casting with chosen sphere	Magical	448
Sphere Focus: Channel Divinity	<i>Channel Divinity</i> sphere access	Improve casting with chosen sphere	Magical	448
Sphere Focus: Chronomancy	<i>Chronomancy</i> sphere access	Improve casting with chosen sphere	Magical	448
Sphere Focus: Cryomancy	<i>Cryomancy</i> sphere access	Improve casting with chosen sphere	Magical	449
Sphere Focus: Electromancy	<i>Electromancy</i> sphere access	Improve casting with chosen sphere	Magical	449
Sphere Focus: Enchantment	<i>Enchantment</i> sphere access	Improve casting with chosen sphere	Magical	449
Sphere Focus: Fabrication	<i>Fabrication</i> sphere access	Improve casting with chosen sphere	Magical	449
Sphere Focus: Photomancy	<i>Photomancy</i> sphere access	Improve casting with chosen sphere	Magical	450
Sphere Focus: Polymorph	<i>Polymorph</i> sphere access	Improve casting with chosen sphere	Magical	450
Sphere Focus: Pyromancy	<i>Pyromancy</i> sphere access	Improve casting with chosen sphere	Magical	450
Sphere Focus: Revelation	<i>Revelation</i> sphere access	Improve casting with chosen sphere	Magical	451
Sphere Focus: Summoning	<i>Summoning</i> sphere access	Improve casting with chosen sphere	Magical	451
Sphere Focus: Telekinesis	<i>Telekinesis</i> sphere access	Improve casting with chosen sphere	Magical	451
Sphere Focus: Terramancy	<i>Terramancy</i> sphere access	Improve casting with chosen sphere	Magical	452
Sphere Focus: Thaumaturgy	<i>Thaumaturgy</i> sphere access	Improve casting with chosen sphere	Magical	452
Sphere Focus: Toxicology	<i>Toxicology</i> sphere access	Improve casting with chosen sphere	Magical	452
Sphere Focus: Umbramancy	<i>Umbramancy</i> sphere access	Improve casting with chosen sphere	Magical	453
Sphere Focus: Verdamancy	<i>Verdamancy</i> sphere access	Improve casting with chosen sphere	Magical	453
Sphere Focus: Vivimancy	<i>Vivimancy</i> sphere access	Improve casting with chosen sphere	Magical	454
Twinhand Spellcaster	Dex 1	Cast spells with two hands at once	Magical	456
Combat Feats	Prerequisites	Benefits	Feat Types	Page
Battle Armory	Str 1, Dex 1	Switch between different weapons easily	—	426
Blindfighter	Per 2	Fight unseen foes better	—	427
Brawler	Str 1, Dex 1	Fight better unarmed and in close quarters	—	428
Combat Style Versatility	Int 1, combat style	Use highly varied combat styles	—	429
Duelist	Dex 1, Int 1	Fight one-on-one better	—	432
Executioner	Per 1	Kill weakened foes more easily	—	433
Greatweapon Warrior	Str 2	Fight better with two-handed weapons	—	435
Ghostblade	Dex 1, Wil 1	Tap into ghostly powers in combat	Magical	434
Juggernaut	Str 2	Shove and overrun foes to deal damage	—	436
Leadership	Int 2 or Wil 2	Inspire nearby allies	—	437
Maneuverist	Int 1	Gain limited maneuver access	—	438
Martial Training	—	Improve combat abilities	—	438
Shieldbearer	Str 2	Defend better with shields	—	444
Sniper	Per 2	Aim precisely at distant foes	—	445
Two-Weapon Fighting	Dex 2	Fight better with two weapons at once	—	456
Weapon Focus	—	Fight better with a single type of weapon	—	457
Whirlwind Warrior	Dex 1	Fight hordes with agile ease	—	457

Feat Descriptions

Each feat has a set of benefits it provides to a character with the feat. Some feats also have specific requirements that a character must meet before taking the feat. These are listed under a **Prerequisites** heading. If a character loses the prerequisites for a feat, they lose all benefits of the feat until they meet the prerequisites again.

Awareness Specialization [Skill]

Prerequisite: Awareness as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Awareness skill.

3rd – **Extraordinary Senses:** You gain one of the following senses: **blindsight** (30 ft.), **darkvision** (60 ft.), **low-light vision**, **scent**, or **tremorsense** (30 ft.).

6th – **Quick Scan:** When you use the *search* ability, you can notice things in a Small (15 ft.) radius within Short (30 ft.) range (see Search, page 150).

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Greater Extraordinary Senses:** You gain one of the following senses: **blindsight** (120 ft.), **blindsight** (30 ft.), **darkvision** (240 ft.), **tremorsense** (120 ft.), or **tremorsight** (30 ft.). In addition, you can change the sense you chose with your *extraordinary senses* ability.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Quick Scan:** When you use the *search* ability, you can notice things in a Medium (30 ft.) radius within Medium (60 ft.) range (see Search, page 150).

21st – **Supreme Extraordinary Senses:** You can choose an additional sense from the list given in your *greater extraordinary senses* ability. In addition, the range of all senses gained from this feat is doubled.

Balance Specialization [Skill]

Prerequisite: Balance as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Balance skill.

3rd – **Combat Tumble:** During each phase, you may move through one creature's space during movement. You treat its space as **difficult terrain**. After moving through that creature's space, other creatures block you as normal for the remainder of your movement. Certain unusual creatures that occupy their entire space, such as gelatinous cubes, may be immune to this ability.

6th – **Agile Movement:** Whenever you use an ability that causes you to move using one of your movement speeds in a straight line, you can make a single turn of up to 90 degrees during the movement. This only affects voluntary movement, such as the *charge* ability or the *reaping charge* maneuver, and not forced movement imposed on you. This ability replaces the *agile charge* ability, and cannot be combined with it (see Agile

Charge, page 151).

6th – **Instant Stand:** You can use the *rapid stand* ability as a **free action** instead of a **minor action** (see Rapid Stand, page 151).

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Balance On Air** (Magical): You can attempt to move on surfaces that cannot support your weight. Surfaces that can support at least a quarter of your weight, such as thin tree branches and dense liquids, are **difficulty value** 20. Surfaces that can support at least a tenth of your weight, such as water, are **difficulty value** 25. Surfaces that can support at least a hundredth of your weight, such as tree leaves, are **difficulty value** 30. Surfaces that cannot support your weight at all, such as air, are **difficulty value** 40.

Success means you move along the surface at half speed. Failure means you fall through the surface. The **difficulty value** increases by 5 for each consecutive round that you spend moving in this way.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Agile Movement:** Whenever you use an ability that causes you to move one of your movement speeds in a straight line, you can move in any path, not just in a straight line.

21st – **Greater Balance On Air:** You can move at full speed while using your *air dancer* ability. In addition, for each round that you spend using your *air dancer* ability, the **difficulty value** increases by 2 instead of by 5.

Battle Armory [Combat]

Prerequisite: Strength 1, Dexterity 1.

1st – **Overburdened Quickdraw:** You can draw or sheathe **medium weapons** as a **free action**.

1st – **Swift Draw:** Sheathing and drawing weapons becomes a **Swift** ability for you, so you can draw a weapon and attack with it in the same phase.

3rd – **Legacy Armory** (Magical): You do not choose an individual item as a **legacy item** (see Legacy Items, page 23). Instead, if you choose weapons as your legacy item category, you choose magic weapon abilities that apply to all nonmagical weapons you wield. If you wield a magical weapon, it keeps its own magical effects instead of your chosen legacy item properties.

6th – **Versatile Force:** You gain a +2 bonus to your **power**.

9th – **Greater Overburdened Quickdraw:** You can draw or sheathe **heavy weapons** and medium shields as a **free action**. You can combine this ability with your *swift draw* ability.

12th – **Greater Versatile Force:** The bonus from your *versatile force* ability increases to +4.

15th – **Surprising Quickdraw:** When you make a **strike** with a weapon against a creature, if you drew that weapon in the same phase that you made the strike and did not wield any weapons at the start of that phase, you can use this ability. If you do, the

creature is **partially unaware** (–2 *Armor and Ref*) of the attack. After you use this ability, the attacked creature and all creatures that observed the attack are immune to this ability until they take a **short rest**.

18th – **Supreme Versatile Force**: The bonus from your *versatile force* ability increases to +8.

21st – **Greater Surprising Quickdraw**: Your *surprising quickdraw* ability makes the creature **unaware** (–6 *Armor and Ref*) instead of **partially unaware** (–2 *Armor and Ref*).

Blindfighter [Combat]

Prerequisite: Perception 2.

1st – **Blind Awareness**: When you make an attack with a **miss chance**, you can roll the miss chance twice and take the better result. In addition, you are not **partially unaware** (–2 *Armor and Ref*) against foes if you know their location.

3rd – **Blindsense**: You gain **blindsense** with a 60 foot range, allowing you to sense your surroundings without light (see *Blindsense*, page 420). If you already have blindsense, the range of your blindsense increases by 60 feet.

6th – **Unseeing Precision**: You gain a +1 bonus to **accuracy**.

9th – **Controlled Sight**: You are immune to all abilities that depend on sight to affect you.

12th – **Blindsight**: The range of your blindsense increases by 60 feet. In addition, you gain **blindsight** with a 30 foot range, allowing you to see without light (see *Blindsight*, page 420). If you already have blindsight, the range of your blindsight increases by 30 feet.

15th – **Greater Unseeing Precision**: The bonus from your *unseeing precision* ability increases to +2.

18th – **Blind Reaction**: You are never **unaware** (–6 *Armor and Ref*) or **partially unaware** (–2 *Armor and Ref*).

21st – **Greater Blindsight**: The range of your blindsight increases by 90 feet. In addition, the range of your blindsense increases by 360 feet.

Blood Magic [Casting, Magical]

Prerequisite: Access to a **mystic sphere**, Constitution 2.

1st – **Bloodspell**: Whenever you cast a spell, you may use this ability. When you do, you lose **hit points** equal to the spell's rank (minimum 1). In exchange, you gain a +2 bonus to **power** with the spell, and the spell does not require **casting components**.

3rd – **Spare Blood**: You gain a +4 bonus to your maximum **hit points**.

6th – **Bloodbind (Magical)**: Whenever you make a living creature lose **hit points** using a spell, you can choose to bind the target's blood to yours. While the target is bound, you can see it through all forms of **concealment** and even if it is **invisible** (but not through **cover**). In addition, you constantly know the exact direction and distance to the target bound by your *bloodbind* ability. This binding lasts until you bind another creature with this ability.

9th – **Greater Bloodspell**: The bonus to **power** from your *bloodspell* ability increases to +4.

12th – **Greater Spare Blood**: The bonus from your *spare blood* ability increases to +10.

15th – **Greater Bloodbind**: You are always considered to have **line of effect** to the target bound by your *bloodbind* ability, regardless of intervening obstacles. The target must still be within the normal **range** of your spells.

18th – **Supreme Bloodspell**: The bonus to **power** from your *bloodspell* ability increases to +8.

21st – **Supreme Spare Blood**: The bonus from your *spare blood* ability increases to +25.

Boongiver [Casting, Magical]

Prerequisite: Access to a **mystic sphere**.

1st – **Boon Lore**: You learn an additional **spell**. The spell must have the **Attune** tag. As normal, you can exchange this spell for other spells as you gain access to new spell ranks, but the spell must always have the **Attune** tag.

3rd – **Share Boon**: When you cast a spell with the **Attune** (self) tag, you can use the *share boon* ability.

Share Boon

The spell's **Attune** tag changes to **Attune** (target). Choose one **ally** within Medium (60 ft.) range. That ally is the target of the spell, and the spell affects that creature as if it were you instead of affecting you.

You can only use this ability to affect one spell at a time. If you use it again, the original ally's attunement to the old spell is released, as the *release attunement* ability (see *Attuned Abilities*, page 58).

6th – **Benevolent Transference**: You can use the *benevolent transference* ability as a **standard action**.

Benevolent Transference

Choose an **ally** currently **attuned** to a spell you cast. In addition, choose another **ally** to transfer the spell to. Both targets must be within that spell's range of you, and must be valid targets for the spell. You cannot target yourself with this ability. After you use this ability, you **briefly** cannot use it again.

If the new target spends an **attunement point** to attune to the spell, the spell's effect is transferred from the first target to the second. The spell's old target immediately regains the **attunement point** it spent to attune to the spell.

9th – **Replace Attunement**: You can use the *replace attunement* ability as a **standard action**.

Replace Attunement

Choose an **ally** currently **attuned** to a spell you cast. You may cast another **Attune** (target) spell on that ally as part of this action. If you do, it stops being attuned to the previous spell and becomes attuned to the new spell without spending or regaining any **attunement points**. After you use this ability, you **briefly** cannot use it again.

12th – **Greater Share Boon**: You can use your *share boon* ability on up to two different spells at once. If you use the ability while it already affects another spell, you choose which spells are affected by the ability.

15th – **Personal Boon**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals that you use on yourself.

18th – **Expert Boon Manipulation**: You can use your *benevolent transference* ability as a **minor action**. In addition, using your *benevolent transference* and *replace attunement* abilities does not prevent you from using those abilities again.

21st – **Supreme Share Boon**: You can use your *share boon* ability on up to three different spells at once.

Brawler [Combat]

Prerequisite: Strength 1, Dexterity 1.

1st – **Unarmed Warrior**: You become **proficient** with the unarmed weapons **weapon group** (see Weapon Groups, page 342). In addition, you gain a +2d damage bonus with unarmed weapons. For details about how to fight while unarmed, see Unarmed Combat, page 63. This ability does not stack with the ability of the same name from the Perfected Form monk archetype (see Perfected Form, page 106).

1st – **Grapple Expertise**: You gain a +1 bonus to **accuracy** with the *grapple* ability (see Grapple, page 52), as well as with all grapple actions (see Grapple Actions, page 54).

3rd – **Takedown**: Whenever you hit a target with the *grapple* ability, the target also takes damage as if you had hit with your unarmed attack or a light **natural weapon** you wield.

6th – **Large Grappler**: You reduce your size-based penalties for being smaller than your target with the *grapple* ability by 2.

9th – **Greater Grapple Expertise**: The bonus from your *grapple expertise* ability increases to +2.

12th – **Pin**: Each creature **grappled** by you takes an additional –2 penalty to Armor and Reflex defense.

15th – **Greater Large Grappler**: The penalty reduction from your *large grappler* ability increases to 4.

18th – **Supreme Grapple Expertise**: The bonus from your *grapple expertise* ability increases to +3.

21st – **Grapple Supremacy**: When you grapple a target with the *grapple* ability, you do not become **grappled** by that target.

Celestial Heritage [Bloodline, Magical]

Prerequisite: Non-evil alignment.

Special: You can only have one Bloodline feat.

1st – **Holy Smite**: You can use the *holy smite* ability as a standard action. In addition, if you have the *smite* paladin ability and your *devoted alignment* is good, you gain a +2 bonus to **power** with the *holy smite* ability.

Holy Smite

Magical

Make a **strike** with a +2 damage bonus. Because this is a **magical** ability, you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 36). If your target is good, you take a single point of **energy damage** as feedback from the attack warning you that you are persecuting a good creature.

Level 6: The damage bonus increases to +4.

Level 12: The damage bonus increases to +8.

Level 18: The damage bonus increases to +16.

3rd – **Healing Light** (Magical): When you use the *recover* ability, you **briefly** emit **brilliant illumination** in a Medium (30 ft.) radius from you, and **shadowy illumination** in twice that radius. Each **ally** in the radius of brilliant illumination regains 1d4 **hit points**. This healing increases by +1d at 6th level and every 3 levels thereafter.

6th – **Angel Wings**: You gain feathery wings that sprout from your back. These wings grant you a glide speed equal to the **base speed** for your size (see Gliding, page 48). The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.

9th – **Celestial Soul**: You gain a +6 bonus to your **damage resistance**.

12th – **Angelic Flight** (Magical): You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 30 feet (see Flying, page 48). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

15th – **Greater Healing Light**: You add half your **power** to the healing from your *healing light* ability.

18th – **Greater Celestial Soul**: The bonus from your *celestial soul* ability increases to +18.

21st – **Greater Angelic Flight**: Your **maneuverability** with the fly speed from your *angelic flight* ability increases to perfect (see Flying Maneuverability, page 48).

Chameleon [General]

Prerequisite: Disguise as a trained skill, Intelligence 1.

1st – **Adaptive Archetype**: Choose one archetype that you currently have, and two archetypes you do not have from among any of your classes. You cannot choose an archetype that you have which is a prerequisite for another archetype that you have. Whenever you finish a **long rest**, you can choose which one of those three archetypes you actually have access to. You gain all benefits of your chosen archetype, and temporarily lose all benefits from the archetypes you did not choose in this way.

You must track which choices you made for archetypes that

you lose access to in this way, such as which spells and maneuvers you learned. When you regain access to that archetype, you must make the same choices.

3rd – Adaptive Specialty: Whenever you finish a **short rest**, you may choose an effect from the list below. Each effect lasts until you take a short rest.

- **Martial:** You gain a +1 bonus to your Armor defense.
- **Mystic:** You gain a +2 bonus to your Mental defense.
- **Primal:** You gain a +2 bonus to your Fortitude defense.
- **Skilled:** You gain a +1 bonus to all skills.

6th – Versatile Disguise: Whenever you use the *disguise creature* and *emulate creature* abilities on yourself, you may simultaneously create two different disguises. This takes twice as long as creating a single disguise, and you take a –2 penalty to the Disguise check. You can change your appearance between the two chosen disguises as a **minor action**.

9th – Greater Adaptive Specialty: The effects of your *adaptive specialty* ability improve, as described below.

- **Martial:** You become proficient with an additional **weapon group** or armor **usage class** of your choice. You must be proficient with light armor to become proficient with medium armor, and you must be proficient with medium armor to become proficient with heavy armor.
- **Mystic:** The defense bonus increases to +3.
- **Primal:** You gain a +1 bonus to your **fatigue tolerance**.
- **Skilled:** The skill bonus increases to +2.

12th – Instant Adaptation: As a standard action, you can change your choice of *adaptive archetype* and *adaptive specialty*. When you do, you increase your **fatigue level** by two.

15th – Supreme Adaptive Specialty: The effects of your *adaptive specialty* ability improve, as described below.

- **Martial:** The defense bonus increases to +2.
- **Mystic:** You gain an additional **attunement point**. You can only use this attunement point to attune to spells that you cast on yourself.
- **Primal:** The defense bonus increases to +3, and the fatigue tolerance bonus increases to +2.
- **Skilled:** The skill bonus increases to +3.

18th – Greater Instant Adaptation: When you use your *instant adaptation* ability, you only increase your **fatigue level** by one.

18th – Greater Versatile Disguise: When you use your *versatile disguise* ability, the time required to create the disguise is not increased, and the penalty to the Disguise check is removed.

21st – Supreme Adaptive Archetype: Instead of choosing a single archetype to activate with your *adaptive archetype*, you may choose a blend of two archetypes simultaneously. First, choose two archetypes to combine. For each rank you have access to, you choose one archetype and gain all abilities of that rank from that archetype and no abilities of that rank from the other archetype. You cannot choose abilities from an archetype that reference abilities from that same archetype which you do not have. For example, you cannot choose the *supreme wildspell* ability unless you also have the *wildspell* ability.

Climb Specialization [Skill]

Prerequisite: Climb as a trained skill.

1st – Specialization: You gain a +3 bonus to the Climb skill.

3rd – Climb Speed: You gain a **climb speed** equal to the **base speed** for your size. If you already have a climb speed, you gain a +5 foot bonus to your climb speed. A successful Climb check to move allows you to travel a distance equal to your climb speed.

6th – Creature Climber: You can use the *creature climb* ability against creatures one or more size categories larger than you instead of two (see Creature Climb, page 153). This does not cause you or the creature to suffer penalties for **squeezing** (–2 *accuracy*, *Armor*, and *Ref*).

9th – Greater Specialization: The bonus from your *specialization* ability increases to +5.

12th – Rapid Climber: You gain a +5 foot bonus to your climb speed.

15th – Supreme Specialization: The bonus from your *specialization* ability increases to +7.

18th – Greater Creature Climber: You can use the *creature climb* ability against creatures of the same size category as you or larger.

21st – Greater Rapid Climber: The speed bonus from your *rapid climber* ability increases to +15 feet.

Combat Style Versatility [Combat]

Prerequisite: Intelligence 1, access to at least one **combat style**.

1st – Maneuver: You learn an additional **maneuver**. When you gain access to new maneuver ranks, you can change which maneuver you know.

3rd – Combat Style Flexibility: You gain access to two additional **combat styles**.

6th – Maneuver: You learn an additional **maneuver**. When you gain access to new maneuver ranks, you can change which maneuver you know.

9th – Precise Maneuvers: You gain a +1 bonus to **accuracy**.

12th – Maneuver: You learn an additional **maneuver**. When you gain access to new maneuver ranks, you can change which maneuver you know.

15th – Greater Combat Style Flexibility: The number of combat styles you gain access to with your *combat style flexibility* ability increases to four.

18th – Maneuver: You learn an additional **maneuver**. When you gain access to new maneuver ranks, you can change which maneuver you know.

21st – Greater Precise Maneuvers: The bonus from your *precise maneuvers* ability increases to +2.

Craft Specialization [Skill]

Prerequisite: Any Craft skill as a trained skill.

1st – Specialization: You gain a +3 bonus to all Craft skills.

3rd – Craft Magic Item (Magical): You can imbue items with magic using your crafting skill. There are two ways to craft magic items: by sacrificing valuable raw materials or by salvaging other magic items. If you sacrifice valuable raw materials, you must destroy trade goods or gold pieces as if you were buying an item one rank lower than the item you are crafting (see Item Ranks, page 340). If you salvage another magic item, you must destroy a non-consumable magic item that is at least one rank higher than the item you are crafting. As normal, you can treat five items of one rank as being equivalent to a single item of one rank higher for either of these crafting methods.

Crafting a magic item in this way normally requires 24 hours of continuous work which may be split between any number of crafting sessions. You can make weaker items more quickly. The time required to craft magic items is halved for every rank by which your highest rank exceeds the item's rank, to a minimum of 15 minutes.

You can also mend a broken magic item if it is one that you could make, or transfer a magical property from one item to a nonmagical item. If you transfer an item property in this way, the magic item ability must be valid for the new item. If you do so, you treat the item as if it were two ranks lower than its actual rank for the purpose of determining the cost and crafting time, to a minimum rank of 0. You cannot mend a **destroyed** magic item.

6th – Crafting Savant: You become **trained** in an additional Craft skill.

9th – Greater Specialization: The bonus from your *specialization* ability increases to +5.

12th – Item Attunement: You gain an additional **attunement point**. You can only use this **attunement point** to **attune** to the effects of items (see Item Attunement, page 341).

15th – Supreme Specialization: The bonus from your *specialization* ability increases to +7.

18th – Greater Crafting Savant: The number of additional trained skills from your *crafting savant* ability increases to three.

21st – Greater Item Attunement: You gain an additional **attunement point**. You can only use this **attunement point** to **attune** to the effects of items (see Item Attunement, page 341).

Creature Handling Specialization [Skill]

Prerequisite: Creature Handling as a trained skill.

1st – Specialization: You gain a +3 bonus to the Creature Handling skill.

3rd – Battleforged Training: You can teach a creature the Battleforged trick. This does not work on creatures that are already significantly enhanced or altered from their natural state, such as a druid's *natural servant* or a ranger's *animal companion*. The **difficulty value** to train the trick is 15. A creature with the trick gains the following benefits:

- It gains a bonus equal to your level to its **damage resistance**.

- It gains a +1 bonus to all defenses.
- It gains a +1 accuracy bonus with all attacks.
- It gains a +1d damage bonus with **strikes**.

6th – Greater Command: You can **sustain** the effect of the *command* ability from the Creature Handling skill with a **minor action** instead of with a standard action. For details, see Command, page 155.

6th – Efficient Training: You can teach a creature a trick with 12 hours of work, split as you choose, rather than in a week of 4 hour sessions (see Training Creatures, page 155). In addition, you can train creatures to learn two bonus tricks beyond their normal maximum (see Bonus Tricks, page 156).

9th – Greater Specialization: The bonus from your *specialization* ability increases to +5.

12th – Greater Battleforged Training: You can teach a creature that has learned the Battleforged trick the Greater Battleforged trick. The **difficulty value** to train the trick is 25. A creature with the trick gains the following benefits, which replace the benefits of the Battleforged trick:

- It gains a bonus equal to twice your level to its **damage resistance**.
- It gains a +2 bonus to all defenses.
- It gains a +2 accuracy bonus with all attacks.
- It gains a +2d damage bonus with **strikes**.

15th – Supreme Specialization: The bonus from your *specialization* ability increases to +7.

18th – Greater Efficient Training: You can teach a creature with 4 hours of work, split as you choose (see Training Creatures, page 155). In addition, the number of bonus tricks you can teach from your *efficient training* ability increases to four.

18th – Supreme Command: You can **sustain** the effect of the *command* ability from the Creature Handling skill with a **free action** instead of with a standard action.

21st – Supreme Battleforged Training: You can teach a creature that has learned the Greater Battleforged trick the Supreme Battleforged trick. The **difficulty value** to train the trick is 35. A creature with the trick gains the following benefits, which replace the benefits of the Greater Battleforged trick:

- It gains a bonus equal to four times your level to its **damage resistance**.
- It gains a +3 bonus to all defenses.
- It gains a +3 accuracy bonus with all attacks.
- It gains a +3d damage bonus with **strikes**.

Deception Specialization [Skill]

Prerequisite: Deception as a trained skill.

1st – Specialization: You gain a +3 bonus to the Deception skill.

3rd – Dual Speech (Magical): When you speak, you can use the *dual speech* ability.

Dual Speech**Sustain** (minor)

You speak the same words with two different vocal patterns, such as tone or accent, though you cannot significantly change the volume. You can freely choose which creatures hear which pattern, treating all creatures you are not aware of as a single group.

You can freely choose different vocal patterns each round that you sustain this ability.

Level 9: You can speak entirely different words with your two voices.

Level 15: You can also speak with a third voice, using separate words and vocal patterns.

Level 21: You can also speak with a fourth voice, using separate words and vocal patterns.

6th – **Undetectable Lies:** As a **minor action**, you can use the *undetectable lies* ability.

Undetectable Lies**Attune** (self)

Any **magical** abilities which detect lies are unable to detect lies you speak.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Deceive Magic (Magical):** When you would be hit by a **magical** attack, you can use this ability in response.

Deceive Magic**Swift**

When you use this ability, you increase your **fatigue level** by two. After you use this ability, you **briefly** cannot use it again.

The attack must be rerolled. This can cause the attack to hit you instead of getting a **critical hit**, or it can cause the attack to miss entirely.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Undetectable Lies:** Your *undetectable lies* ability loses the **Attune** (self) tag. Instead, it lasts indefinitely, and can toggle its effect on or off as a **free action**.

21st – **Greater Deceive Magic:** When you use your *deceive magic* ability, the reroll has a -2 **accuracy** penalty.

Devices Specialization [Skill]

Prerequisite: Devices as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Devices skill.

3rd – **Disable Arcana (Magical):** You can affect spell effects on objects or areas with the Devices skill as if they were merely complex devices. You must be aware of an effect to use the Devices skill to affect it. You cannot affect effects on creatures. The **difficulty value** to affect a spell effect is equal to 15 + twice the effect's **rank**.

6th – **Rapid Improvisation:** It takes you only a standard ac-

tion to make a device of up to Diminutive size with the *improvise* ability (see *Improvise*, page 159).

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Greater Disable Arcana (Magical):** You can affect all **magical** effects on objects or areas with the Devices skill, not just spell effects.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Rapid Improvisation:** It takes you only a standard action to make a device of up to Small size with the *improvise* ability (see *Improvise*, page 159).

21st – **Supreme Disable Arcana:** You can affect **magical** effects on creatures with the Devices skill.

Disguise Specialization [Skill]

Prerequisite: Disguise as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Disguise skill.

3rd – **Quick Change:** You reduce the penalties for reducing the creation time of disguises with the *disguise creature* and *emulate creature* abilities by 5.

6th – **Disguise Aura (Magical):** When you use the *disguise creature* or *emulate creature* abilities, you can decide how the target and any items on the target appear when examined by Divination spells. For example, you could cause all of their equipment to appear nonmagical, or you could cause them to have a strong aura of good alignment. The maximum **power** you can emulate is equal to your Disguise check result -10.

Anyone using divination magic on the creature must make a check with a bonus equal to the creature's **power** with the ability to perceive the truth. The **difficulty value** is equal to your Disguise check result. Regardless of the result of the check, the caster is not aware that the check was made.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Disguise Size (Magical):** You can use the *disguise size* ability as a **standard action**.

Disguise Size**Attune** (self)

You increase or decrease your size by one **size category**. Your physical form is not altered fully to match your new size, and your Strength and Dexterity are unchanged. This effect lasts as long as you **attune** to it.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Quick Change:** You do not suffer penalties for reducing the creation time of disguises with the *disguise creature* and *emulate creature* abilities.

21st – **Greater Disguise Size:** You can use your *disguise size* ability with the **Sustain** (free) tag instead of the **Attune** (self)

tag.

Draconic Heritage [Bloodline]

Special: You can only have one Bloodline feat.

1st – **Draconic Ancestry:** Choose a type of dragon from among the dragons on Table C.2: Dragon Types. You have the blood of that type of dragon in your veins. You gain a +4 bonus to your **defenses** against attacks that deal damage of the type dealt by that dragon's breath weapon.

1st – **Draconic Weapons:** You gain a bite natural weapon and two claw natural weapons, one on each arm. For details, see Natural Weapons, page 342.

3rd – **Breath Weapon:** You can use the *breath weapon* ability as a **standard action**.

Breath Weapon

Make an attack vs. Reflex against everything in the area defined by the type of dragon from your *draconic ancestry* ability (see Table C.2: Dragon Types). After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes damage equal to 1d8 plus half your **power**. The damage type is defined by your *draconic ancestry* ability.

Level 6: The damage increases to 1d10. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Large (60 ft.), 5 ft. wide line. A cone breath weapon becomes a Medium (30 ft.) cone.

Level 9: The damage increases to 2d6.

Level 12: The damage increases to 2d8. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Huge (120 ft.), 10 ft. wide line. A cone breath weapon becomes a Large (60 ft.) cone.

Level 15: The damage increases to 2d10.

Level 18: The damage increases to 4d6. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Gargantuan (240 ft.), 15 ft. wide line. A cone breath weapon becomes a Huge (120 ft.) cone.

6th – **Draconic Wings:** You gain leathery wings that sprout from your back. These wings grant you a glide speed equal to the **base speed** for your size (see Gliding, page 48). The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.

9th – **Draconic Scales:** You gain a +1 bonus to your Armor defense.

12th – **Draconic Flight** (Magical): You gain a **fly speed** equal to 10 feet faster than the **base speed** for your size with a maximum height of 60 feet (see Flying, page 48). Your **maneuverability** with this fly speed is poor (see Flying Maneuverability, page 48). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

15th – **Greater Draconic Ancestry:** You become immune to

damage of the type dealt by your dragon's breath weapon.

15th – **Greater Draconic Scales:** The bonus from your *draconic scales* ability increases to +2.

21st – **Greater Draconic Flight:** The height limit from your *draconic flight* ability increases to 120 feet. In addition, you gain a +10 foot bonus to the fly speed.

Table C.2: Dragon Types

Dragon	Damage Type	Breath Weapon
Black	Acid	Medium (30 ft.), 5 ft. wide line
Blue	Electricity	Medium (30 ft.), 5 ft. wide line
Brass	Fire	Medium (30 ft.), 5 ft. wide line
Bronze	Electricity	Medium (30 ft.), 5 ft. wide line
Copper	Acid	Medium (30 ft.), 5 ft. wide line
Gold	Fire	Small (15 ft.) cone
Green	Acid	Small (15 ft.) cone
Red	Fire	Small (15 ft.) cone
Silver	Cold	Small (15 ft.) cone
White	Cold	Small (15 ft.) cone

Duelist [Combat]

Prerequisite: Dexterity 1, Intelligence 1.

1st – **Duelist Strike:** You can use the *duelist strike* ability as a standard action.

Duelist Strike

Make a melee **strike** with a light or medium weapon. This strikes only targets a single creature, even if your weapon would normally have the Sweeping tag. If you are the creature's only **enemy** adjacent to it, you gain a +1 accuracy bonus with the strike. If that creature is not adjacent to any of its **allies**, you gain an additional +1 accuracy bonus.

Level 6: You gain a +1 accuracy bonus with the strike.

Level 12: The automatic accuracy bonus increases to +2.

Level 18: The automatic accuracy bonus increases to +3.

3rd – **Defensive Stance:** You gain a +1 bonus to your Armor defense as long as you wield a melee weapon.

6th – **Duel Focus:** At the start of each round, you may choose a creature you can see. During that round, you gain a +1 bonus to Armor and Reflex defenses against that creature.

9th – **Riposte:** Whenever a creature misses you with an attack, you **briefly** gain a +1 **accuracy** bonus against that creature.

12th – **Greater Defensive Stance:** The bonus from your *defensive stance* ability increases to +2.

15th – **Greater Duel Focus:** The bonuses from your *duel focus* ability increase to +2.

18th – **Greater Riposte:** The bonus from your *riposte* ability increases to +2.

21st – **Duel Serenity:** Your *duelist strike* ability always has

its full possible accuracy bonus, regardless of how many allies or enemies are near the target. In addition, the bonus from your *defensive stance* ability also applies to your Mental defense.

Endurance Specialization [Skill]

Prerequisite: Endurance as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Endurance skill.

3rd – **Delay Condition:** Whenever you gain a **condition**, you can make an Endurance check. The **difficulty value** starts at 10 and increases by 5 in each subsequent round. Success means that you do not suffer the effects of the condition. You must repeat this check at the end of each subsequent round to continue to delay the effects of the condition. Failure means that the condition has its normal effect on you.

You can only delay one of your conditions in this way. If you gain a new condition, you can choose to either delay the new condition or continue delaying the old condition.

6th – **Endurance Sprinter:** You can use the *sprint* ability without increasing your **fatigue level**. After you use this ability, you **briefly** cannot use it again.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Greater Delay Vital Wound:** When you use the *delay vital wound* ability, the **difficulty value** does not increase for each subsequent round (see Delay Vital Wound, page 160).

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Multiple Delay:** You can delay up to two **vital wounds** and **conditions** with your *delay vital wound* and *delay condition* abilities.

21st – **Greater Endurance Sprinter:** After you use your *endurance sprinter* ability, you can use the *sprint* ability again after the end of the current round.

Entropist [General, Magical]

Prerequisite: Willpower 1.

1st – **Entropic Defense:** Whenever you are hit by a **critical hit** from a **strike**, you may use this ability. When you do, you increase your **fatigue level** by two, and the attacker rerolls the attack against you, which may prevent the attack from getting a critical hit against you. This does not protect any other targets of the attack. You can choose to use this item after you learn the effects that the critical hit would have, but you must do so during the phase that the attack was made.

3rd – **Sudden Entropy:** You can use the *sudden entropy* ability as a standard action.

Sudden Entropy

Instant

Make an attack vs. Mental against one creature or object within Medium (60 ft.) range.

Hit: The target takes 1d8 + **power** damage. The damage is of a random damage type from among the following options: physical damage, energy damage, or all damage types simultaneously.

Level 6: The damage increases to 1d10.

Level 9: The damage increases to 2d8.

Level 12: The damage increases to 2d10.

Level 15: The damage increases to 4d8.

Level 18: The damage increases to 4d10.

Level 21: The damage increases to 6d10.

6th – **Improbable Vulnerability:** Whenever you make an attack against an **enemy** that is **immune** or **impervious** to some aspect of the attack, you have a 10% chance to affect them as if they were not immune or impervious to the attack. This has no effect on objects.

6th – **Things Fall Apart:** All of your attacks deal double damage to objects.

9th – **Greater Entropic Defense:** You can use your *entropic defense* ability whenever you suffer a critical hit from any attack, not just a strike.

12th – **Friend of Chaos:** Whenever you roll for a random effect, such as a **miss chance** or a sorcerer's *wild magic* ability, you may roll twice and keep whichever result you prefer.

15th – **Greater Improbable Vulnerability:** The chance from your *improbable vulnerability* ability increases to 20%.

18th – **Supreme Entropic Defense:** When you use your *entropic defense* ability, you only increase your **fatigue level** by one.

21st – **Master of Chaos:** Whenever you roll for a random effect, such as a miss chance or a sorcerer's *wild magic* ability, you may use this ability. When you do, you increase your **fatigue level** by two, and you may freely choose the random result.

Executioner [Combat]

Prerequisites: Perception 1.

1st – **Marked for Execution:** You consider living creatures that either have a **vital wound**, have less than their maximum **hit points**, or have no remaining **damage resistance** to be *marked for execution*. Several abilities from this feat affect creatures *marked for execution*.

1st – **Execution:** You can use the *execution* ability as a standard action.

Execution

Make a melee **strike**. If the target is *marked for execution*, you gain a +4 damage bonus.

Level 6: The damage bonus increases to +8.

Level 12: The damage bonus increases to +16.

Level 18: The damage bonus increases to +24.

3rd – Blood Sense (Magical): You automatically know the location of all creatures that are *marked for execution* within 120 feet of you, regardless of concealment or invisibility. You must have **line of effect** to a creature to sense it in this way, but you do not need **line of sight**. You can automatically identify which creatures within this range are *marked for execution*, even if you can already see them normally.

6th – Purge the Weak: You gain a +1 bonus to **accuracy** against creatures that are *marked for execution*. In addition, your attack rolls against creatures that are *marked for execution* **explode** on a 9 in addition to the normal explosion on a 10. This does not affect additional rolls with exploding dice.

9th – Bloody Resilience: You gain a +1 bonus to Fortitude defense. In addition, you gain a +6 bonus to your maximum **hit points**.

12th – Greater Blood Sense (Magical): You gain **lifesense** with a 60 foot range, allowing you to sense the location of living creatures without light (see Lifesense, page 421). In addition, you can see creatures that are *marked for execution* perfectly instead of only knowing their location.

15th – Greater Bloody Resilience: The Fortitude defense bonus from your *bloody resilience* ability increases to +2. In addition, the hit point bonus increases to +12.

18th – Greater Purge the Weak: The bonus from your *purge the weak* ability increases to +2. In addition, the first die you roll for each attack roll against a creature that is *marked for execution* **explodes** on an 8 or 9 in addition to the normal explosion on a 10.

21st – Supreme Blood Sense (Magical): The range of your **lifesense** and *blood sense* abilities increases by 180 feet. In addition, you gain **lifesight** with a 60 foot range, allowing you to see living creatures without light (see Lifesight, page 421).

Flexibility Specialization [Skill]

Prerequisite: Flexibility as a trained skill.

1st – Specialization: You gain a +3 bonus to the Flexibility skill.

3rd – Rapid Escape: You can squeeze and escape bindings and grapples as a **move action**, rather than as a standard action.

6th – Constraint Tolerance: You reduce your penalties for **squeezing** (–2 *accuracy, Armor, and Ref*) by 2 (see Squeezing, page 48).

9th – Greater Specialization: The bonus from your *specialization* ability increases to +5.

12th – Escape Magic (Magical): You can use the *escape*

magic ability as a standard action.

Escape Magic

You make an Flexibility attack against all **magical** effects on you. You may exclude any number of effects you are aware of from this attack, allowing you to maintain beneficial magical effects. The **difficulty value** for each effect is equal to 10 + the effect's **power**.

Hit: Each effect is **dismissed**, if it is an effect that can be dismissed.

You can only dismiss effects with this ability which target you directly, not area effects which include you as a target. If an ability targets multiple creatures, you can only remove its effects on you.

15th – Supreme Specialization: The bonus from your *specialization* ability increases to +7.

18th – Greater Constraint Tolerance: The penalty reduction from your *constraint tolerance* ability increases to 4. In addition, your movement speed is not halved while **squeezing** (–2 *accuracy, Armor, and Ref*).

21st – Greater Escape Magic: You can use your *escape magic* ability as a **minor action**. If you do, you **briefly** cannot use it as a minor action again.

Ghostblade [Combat, Magical]

Prerequisite: Dexterity 1, Willpower 1.

1st – Ghost Step: When you use the *sprint* ability, you can become **invisible** for the duration of the movement (see Invisible, page 421, and Sprint, page 53). This usually makes it impossible for creatures to react to your movement, such as by using the *follow* or *withdraw* abilities (see Movement Abilities, page 46). This ability has the **Swift** tag, so it affects attacks against you during the current phase.

3rd – Spectral Armament: The equipment you choose as your **legacy item** becomes ghostly and translucent (see Legacy Items, page 23). If you chose a weapon, all damage dealt with it is cold damage in addition to its other types. If you chose body armor or a shield, you are **impervious** to cold damage.

6th – Spectral Strike: You can use the *spectral strike* ability as a standard action.

Spectral Strike Magical

Make a **strike**. The attack is made against each target's Reflex defense instead of its Armor defense. You may use the higher of your Strength and your Willpower to determine your damage with this ability (see Attribute Damage Increments, page ??). Each creature that loses **hit points** from this strike is **briefly slowed** (*half speed*, -2 Ref). After it stops being slowed, it becomes immune to being slowed in this way until it takes a short rest.

Level 12: Each target is no longer immune to being slowed after the first successful slow effect.

Level 18: The slowing effect becomes a **condition** instead of a brief effect.

9th – **Greater Ghost Step:** When you use your *ghost step* ability, you can also become **incorporeal** for the duration of the movement. This grants you the defensive benefits of being incorporeal during the current phase.

12th – **Greater Spectral Armament:** The effect of your **legacy item** improves. If you chose a weapon, whenever you make a **strike** against a creature's Armor defense that misses, if the strike hit that creature's Reflex defense, it is considered a **glancing blow** (see Glancing Blows, page 35). If you chose body armor or a shield, whenever an attack hits your Reflex defense, if the attack missed your Armor defense, you take half damage from that attack. This does not protect you from any non-damaging attack effects.

15th – **Spectral Reap:** You can use the *spectral reap* ability as a **standard action**.

Spectral Reap Magical

Move up to your movement speed in a straight line. For the duration of the movement, you can move through creatures and objects as if you were **incorporeal**, but you do not gain the defensive benefits of being incorporeal during this phase. In addition, you can make a melee **strike**. Your **power** with the strike is halved. You may use the higher of your Strength and your Willpower to determine your damage with this ability (see Attribute Damage Increments, page ??). The strike targets any number of creatures and objects within your **reach** at any point during your movement.

Level 21: You gain a +1d bonus to damage with the strike.

18th – **Supreme Ghost Step:** You can use your *ghost step* ability to affect any movement you make during the **movement phase**, even if you do not use the *sprint* ability.

21st – **Supreme Spectral Armament:** The effect of your **legacy item** improves. If you chose a weapon, whenever you make a **strike**, you can make the strike against each target's Reflex defense in place of its Armor defense. This has no effect

on strikes that are not made against Armor defense. If you chose body armor or a shield, you may use your Armor defense in place of your Reflex defense against all attacks.

Greatweapon Warrior [Combat]

Prerequisite: Strength 2.

1st – **Cleave:** Whenever you wield a melee weapon in two hands, it gains the Sweeping (1) tag (see Sweeping, page 344). If the weapon already has the Sweeping tag, you increase the number of secondary targets by 1. In addition, you can choose secondary targets within 15 feet of the primary target instead of the normal 10 feet. Each secondary target must still be within your **reach** with the weapon.

3rd – **Power Attack:** Whenever you make a non-**projectile** strike with a weapon you wield in two hands, you may take a -1 penalty to **accuracy**. If you do, you gain a +1d damage bonus.

6th – **Destructive Force:** You gain a +2 bonus to **accuracy** with the *disarm* ability with weapons you wield in two hands (see Disarm, page 52). In addition, whenever you make a non-**projectile** strike with a weapon you wield in two hands, it deals double damage to objects.

9th – **Greater Cleave:** The tag granted by your *cleave* ability changes to be Sweeping (2). If the weapon already has the Sweeping tag, you instead increase the number of secondary targets by 2.

12th – **Greater Power Attack:** The damage bonus from your *power attack* ability increases to +2d.

15th – **Greater Destructive Force:** The accuracy bonus from your *destructive force* ability increases to +4. In addition, the damage multiplier from your *destructive force* ability increases to triple damage.

18th – **Supreme Cleave:** The tag granted by your *cleave* ability changes to be Sweeping (3). If the weapon already has the Sweeping tag, you instead increase the number of secondary targets by 3.

21st – **Greater Power Attack:** The damage bonus from your *power attack* ability increases to +3d.

Herbalist [Skill]

Prerequisite: Knowledge (nature) as a trained skill.

1st – **Esoteric Concoction:** You can use your Knowledge (nature) skill in place of Craft (alchemy) or Craft (poison) to create poisons and potions. This does not help you create other alchemical items, such as alchemist's fire. When you do, you must use esoteric natural ingredients in place of the normal ingredients. The replacement ingredients must be difficult to acquire in large quantities and impossible to acquire in a normal city. For example, you can use the tail of a blind mouse or the dew from a four-leafed clover, but you could not use dirt or ordinary tree bark. Once you have determined a purpose for a particular replacement ingredient, you cannot use that ingredient as a replacement in any other poison or potion.

In general, it requires an hour of work and a Knowledge

(nature) check equal to 5 + the level of the item to find ingredients for an item in this way. Each time you find ingredients for an item this way, the time required to find ingredients again increases by an hour and the difficulty value increases by 5. Whenever you finish a **long rest** or enter a different environment with different ingredients, these penalties reset.

3rd – **Potent Poisons**: You gain a +1 bonus to **accuracy** with any poisons you create, including poisonous spells you cast.

6th – **Tempting Concoction**: You can use the *tempting concoction* ability as a **standard action**.

Tempting Concoction

Attune (self)

Emotion, Magical, Subtle

Targets: See text

Choose one liquid poison or potion you created, or an object containing one of those liquids, within Short (30 ft.) range. Whenever an **enemy** notices the chosen object, make an attack vs. Mental against it. If the poison or potion is not concealed inside a less suspicious object, such as a tankard of ale or an apple, you take a –4 penalty to **accuracy**. You cannot make this attack more than once against any individual target during this ability's duration.

Hit: The target is filled with the desire to investigate and try to consume the liquid or the object containing the liquid. It will not generally interrupt combat or wander into obvious danger to fulfill its desire, but individual creatures may react more or less strongly. This effect lasts until the target consumes the object or until it takes a **short rest**.

Level 12: You gain a +1 bonus to **accuracy** with the attack.

Level 18: The accuracy bonus increases to +2.

9th – **Efficient Concoction**: The time required to find ingredients with your *esoteric concoction* ability is halved.

12th – **Greater Potent Poisons**: The bonus from your *potent concoction* ability increases to +2.

15th – **Poison Tolerance**: You gain a +2 bonus to Fortitude defense.

18th – **Blended Poison**: You can create poisons that combine two poison effects into a single dose. This requires twice the normal time to create a poison, and requires all ingredients required to make both poisons. A creature affected by the blended poison suffers the full effects of both poisons.

21st – **Greater Efficient Concoction**: The time required to find ingredients with your *esoteric concoction* ability is reduced to one-tenth of the normal time.

Intimidate Specialization [Skill]

Prerequisite: Intimidate as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Intimidate skill.

3rd – **Greater Demoralize**: When you use the *demoralize*

ability, the target is **shaken** (–2 accuracy and Mental within 60 ft.) by you as a **condition** instead of being shaken the end of the next round. For details, see Demoralize, page 162.

6th – **Threatening Presence**: Creatures that are shaken, frightened, or panicked by you suffer the full penalties for those conditions as long as they are within Distant (240 ft.) range of you instead of the normal Medium (60 ft.) range limit.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Supreme Demoralize**: When you use the *demoralize* ability, the target is **frightened** (–4 accuracy and Mental within 60 ft.) by you instead of being shaken.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Threatening Presence**: Creatures that are suffering penalties for being shaken, frightened, or panicked by you also take a –2 penalty to all defenses in addition to the normal penalties.

21st – **Mass Demoralize**: When you use the *demoralize* ability, it affects all **enemies** within a Large (60 ft.) radius.

Iron Will [General]

Prerequisite: Willpower 1.

1st – **Mental Discipline**: You gain a +2 bonus to Mental defense. In addition, you gain a +1 bonus to your **fatigue tolerance**.

3rd – **Mind over Matter**: You may use your Willpower in place of your Constitution to determine your **hit points** (see Hit Points, page 24).

6th – **Controlled Self**: You gain a +10 bonus to notice **Subtle** abilities that affect you (see Notice Subtle Effects, page 150).

6th – **Unclouded Mind**: You are immune to being **dazed** (–2 defenses).

9th – **Greater Mental Discipline**: The defense bonus from your *mental discipline* ability increases to +3.

12th – **Greater Mind over Matter**: You gain a bonus equal to half your level to your hit points.

15th – **Greater Controlled Self**: The bonus from your *controlled self* ability increases to +20.

15th – **Greater Unclouded Mind**: You are immune to being **stunned** (–4 defenses).

18th – **Supreme Mental Discipline**: The defense bonus from your *mental discipline* ability increases to +4. In addition, the fatigue tolerance bonus increases to +2.

21st – **Supreme Unclouded Mind**: You are immune to all **Compulsion** and **Emotion** attacks.

Juggernaut [Combat]

Prerequisite: Strength 2.

1st – **Brute Force**: You gain a +1 bonus to **accuracy** with the *shove* and *overrun* abilities (see Shove, page 53, and Overrun, page 52). In addition, you gain a +1 bonus to your **power**.

3rd – **Wall Slam**: Whenever you **push** a creature with a **mundane** ability and the creature's movement is interrupted by a solid object, the object and creature both take bludgeoning damage equal to 1d8 plus half your **power**. This damage is not doubled when you get a critical hit with the ability that caused the push. Any individual creature or object cannot take damage in this way more than once per round. This damage increases by +1d at 6th level and every 3 levels thereafter.

6th – **Trample**: You can use the *trample* ability as a standard action. This ability functions like the *overrun* ability, except that it does not cause you to increase your **fatigue level** and creatures may not choose to avoid you. In addition, if you move through a creature's space, it takes bludgeoning damage equal to 1d8 plus half your **power**. This damage is doubled when you get a critical hit on the trample attack. This damage increases by +1d at 9th level and every 3 levels thereafter.

9th – **Greater Brute Force**: The accuracy bonus from your *brute force* ability increases to +2. In addition, the power bonus increases to +4.

12th – **Limitless Juggernaut**: You can use the *overrun* ability without increasing your **fatigue level**. After doing so, you **briefly** cannot use the *overrun* ability without increasing your fatigue level again.

15th – **Greater Trample**: Any creature that you deal damage to with your *trample* ability falls **prone**.

18th – **Supreme Brute Force**: The accuracy bonus from your *brute force* ability increases to +3. In addition, the power bonus increases to +8.

21st – **Greater Wall Slam**: Your *wall slam* ability also deals damage when you **knockback** a creature with a mundane ability.

21st – **Knockback Force**: When you use the *shove* ability, you can **knockback** the target up to 20 feet instead of pushing it.

Jump Specialization [Skill]

Prerequisite: Jump as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Jump skill.

3rd – **Instant Leap**: You are always considered to have a running start when jumping (see Running Start, page 162).

6th – **Featherlight Leap**: When you leap, your maximum height is equal to your Jump check result, rather than half your Jump check result. This does not affect the forward distance you can reach with your jumps.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Impact Tolerance**: You take half damage from **falling damage**.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Rebounding Leap**: You take no penalty when using the *rebounding leap* ability.

21st – **Greater Impact Tolerance**: You are immune to **falling damage**.

Knowledge Specialization [Skill]

Prerequisite: Any Knowledge skill as a trained skill.

1st – **Specialization**: You gain a +3 bonus to all Knowledge skills.

3rd – **Knowledge Savant**: You gain two additional **trained skills** which must be Knowledge skills.

6th – **Studied Defense**: You gain a +1 bonus to Fortitude, Reflex, and Mental defenses.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Greater Knowledge Savant**: The number of extra trained skills from your *knowledge savant* ability increases to four.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Studied Defense**: You gain a +1 bonus to Armor defense.

21st – **Studied Offense**: You gain a +1 bonus to **accuracy**.

Leadership [Combat]

Prerequisite: Either Intelligence 2 or Willpower 2.

1st – **Battle Command**: You can use the *battle command* ability as a standard action.

Battle Command

Swift

Choose an **ally** within Medium (60 ft.) range. During the current phase, the target gains a +2 bonus to **accuracy** and rolls twice for any attacks it makes, keeping the better result.

Level 6: The accuracy bonus increases to +3.

Level 12: The accuracy bonus increases to +4.

Level 18: The accuracy bonus increases to +5.

3rd – **Encouraging Presence**: As long as you are conscious, your **allies** within a Large (60 ft.) **emanation** from you are immune to being **shaken** (–2 *accuracy and Mental* within 60 ft.) and **frightened** (–4 *accuracy and Mental* within 60 ft.).

6th – **Bolster**: You can use the *bolster* ability as a standard action.

Bolster

Emotion

One **ally** within Medium (60 ft.) range can remove a **brief** effect or **condition**. This cannot remove effects applied during the current round.

Level 12: You may target an additional **ally** within range.

Level 18: Each target may remove an additional effect.

9th – **Brave Leader**: You gain a +2 bonus to your Mental defense.

12th – **Resolute Presence**: As long as you are conscious, your **allies** within a Large (60 ft.) **emanation** from you are immune to being **dazed** (–2 *defenses*) and **stunned** (–4 *defenses*).

15th – **Expansive Presence**: The area of your *encouraging*

presence and *resolute presence* abilities increases to a Huge (120 ft.) **emanation** from you.

18th – **Greater Brave Leader**: The bonus from your *brave leader* ability increases to +3.

21st – **Unyielding Presence**: As long as you are conscious, your **allies** within a Huge (120 ft.) **emanation** from you are immune to being **confused** (–4 defenses, acts randomly), **panicked** (–4 Mental and must flee within 60 ft.), and **paralyzed** (cannot move).

Linguistics Specialization [Skill]

Prerequisite: Linguistics as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Linguistics skill.

3rd – **Linguistic Savant**: You learn two additional **common languages**, or one additional **rare language**.

6th – **Language Focus**: By spending a day in focused concentration on learning a specific **common language**, you can use the *language focus* ability. You must have access to either a creature fluent in the language willing to help you or at least a book's worth of material written in the language.

Language Focus

If you had access to written material on the language, including from a teacher, you can read or write the language. If you had access to a speaker of the language, you can speak and understand the language.

This ability's effect lasts until you use this ability again.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Greater Language Focus**: You can use your *language focus* ability to learn **rare languages** in addition to common languages. In addition, you can maintain two different instances of the ability instead of only one.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Linguistic Savant**: You learn four additional **common languages**, or two additional **rare languages**.

21st – **Supreme Language Focus**: The effect of your *language focus* ability is permanent.

Maneuverist [Combat]

Prerequisite: Intelligence 1.

1st – **Maneuver Access**: You gain access to one **combat style** that you did not already have access to (see Combat Styles, page 175). In addition, you learn one rank 1 **maneuver** from that combat style. You may spend **insight points** to learn to one additional maneuver from that combat style per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

After you use a maneuver you know from this feat, you **briefly** cannot use any maneuver from this feat.

3rd – **Trained Maneuverist**: Using a maneuver from this feat does not prevent you from using maneuvers from this feat.

6th – **Maneuver Rank**: You become a rank 2 combat style user. This gives you access to maneuvers that require a minimum rank of 2.

9th – **Maneuver Rank**: You become a rank 3 combat style user. This gives you access to maneuvers that require a minimum rank of 3 and can improve the effectiveness of your existing maneuvers.

12th – **Maneuver Rank**: You become a rank 4 combat style user. This gives you access to maneuvers that require a minimum rank of 4 and can improve the effectiveness of your existing maneuvers.

12th – **Maneuver Knowledge**: You learn one maneuver.

15th – **Maneuver Rank**: You become a rank 5 combat style user. This gives you access to maneuvers that require a minimum rank of 5 and can improve the effectiveness of your existing maneuvers.

18th – **Maneuver Rank**: You become a rank 6 combat style user. This gives you access to maneuvers that require a minimum rank of 6 and can improve the effectiveness of your existing maneuvers.

21st – **Maneuver Rank**: You become a rank 7 combat style user. This gives you access to maneuvers that require a minimum rank of 7 and can improve the effectiveness of your existing maneuvers.

21st – **Maneuver Knowledge**: You learn one maneuver.

Martial Training [Combat]

1st – **Trained Strike**: You can use the *trained strike* ability as a standard action.

Trained Strike

Make a **strike** with a +1 bonus to **accuracy**.

Level 6: The accuracy bonus increases to +2.

Level 12: The accuracy bonus increases to +3.

Level 18: The accuracy bonus increases to +4.

3rd – **Equipment Training**: You choose one of the following benefits.

- You gain proficiency with a **usage class** of **armor** (light, medium, or heavy). You must be proficient with light armor to gain proficiency with medium armor, and you must be proficient with medium armor to gain proficiency with heavy armor.
- You gain proficiency with an additional **weapon group** of your choice.
- You gain proficiency with **exotic weapons** from a weapon group of your choice that you are already proficient with.
- You reduce the **encumbrance** of **body armor** you wear by 1. If you choose this ability multiple times, its effects stack.

6th – **Martial Power**: You gain a +2 bonus to your **power**.

9th – **Equipment Training**: You gain an additional *equipment*

training ability of your choice.

12th – **Greater Martial Power:** The bonus from your *martial power* ability increases to +4.

15th – **Equipment Training:** You gain an additional *equipment training* ability of your choice.

18th – **Greater Martial Power:** The bonus from your *martial power* ability increases to +8.

21st – **Martial Precision:** You gain a +1 bonus to **accuracy**.

Medicine Specialization [Skill]

Prerequisite: Medicine as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Medicine skill.

3rd – **Healing Touch:** You can use the *healing touch* ability as a standard action. In addition, if you have the *restoration* cleric ability, you gain a +2 bonus to **power** with both the *healing touch* and *restoration* abilities.

Healing Touch

Instant

Healing

Choose yourself or a living **ally** within your **reach**. The target regains 1d10 + **power hit points**. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Level 6: The healing increases to 2d6.

Level 9: The healing increases to 2d10.

Level 12: The healing increases to 4d6.

Level 15: The healing increases to 4d10.

Level 18: The healing increases to 5d10.

Level 21: The healing increases to 7d10.

6th – **Purging Touch:** You can use the *purging touch* ability as a standard action.

Purging Touch

Instant

Make a Medicine check on yourself or an **ally** you can touch. For each poison and disease on the target, if your check result is at least 10 higher than the **power** of the effect, the effect is removed.

Level 12: You can target yourself and any number of **allies** within your reach.

Level 18: You gain a +5 bonus to the check.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Lifesaver:** You can use the *first aid* ability as a **minor action** (see First Aid, page 165). If you do, you **briefly** cannot use it as a minor action again.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Preventative Medicine:** You are immune to **poisons**

and **diseases**.

21st – **Greater Lifesaver:** Using the *first aid* ability as a minor action does not prevent you from using it as a minor action again. In addition, using the *first aid* ability to affect multiple creatures simultaneously does not cause you to suffer a penalty to the Medicine check.

Mental Magic [Casting, Magical]

Prerequisite: Spellcasting ability, Willpower 1.

1st – **Mental Casting:** You connect to the magical essence of the universe differently from other spellcasters, allowing you to cast spells with purely mental effort. None of your spells have **somatic components** or **verbal components**.

3rd – **Hardened Mind:** You gain a +2 bonus to Mental defense.

6th – **Potent Mind:** You gain a +2 bonus to **power**.

9th – **Fractured Mind:** Once per round, you can sustain an ability with the **Sustain** (minor) tag as a **free action**.

12th – **Greater Potent Mind:** The bonus from your *potent mind* ability increases to +4.

15th – **Greater Hardened Mind:** The bonus from your *hardened mind* ability increases to +4.

18th – **Supreme Potent Mind:** The bonus from your *potent mind* ability increases to +8.

21st – **Greater Fractured Mind:** You can use your *fractured mind* ability on abilities with the **Sustain** (standard) tag in addition to the **Sustain** (minor) tag.

Metacaster [Casting, Magical]

Prerequisite: Access to a **mystic sphere**, Intelligence 1.

1st – **Sphere Access:** You gain access to an additional **mystic sphere**. Each **mystic sphere** has a set of **spells** associated with it. You automatically learn all **cantrips** from any mystic sphere you have access to. If you have multiple **magic sources**, you can cast spells from that sphere with any magic source that the mystic sphere belongs to.

3rd – **Alter Damage:** Whenever you cast a spell that deals damage, you can change the type of damage it deals based on the **mystic spheres** you have access to. You can use this ability to affect both spells that deal damage directly and spells that cause effects or summon creatures that later deal damage. If you change a spell's damage type in this way, you change all damage done by the spell, even if the spell would originally deal damage of multiple types.

The damage types for each mystic sphere are given in Table C.3: Mystic Sphere Damage Types. Not all mystic spheres have associated damage types.

6th – **Spell Fusion:** You can use the *spell fusion* ability as a **standard action**.

Table C.3: Mystic Sphere Damage Types

Mystic Sphere	Damage Type
Aeromancy	Bludgeoning
Aquamancy	Bludgeoning
Astromancy	Energy
Barrier	—
Bless	—
Channel Divinity	Energy
Chronomancy	—
Cryomancy	Cold
Electromancy	Electricity
Enchantment	—
Fabrication	Physical
Photomancy	Energy
Polymorph	Physical
Pyromancy	Fire
Revelation	—
Summoning	—
Telekinesis	Physical
Terramancy	Bludgeoning
Thaumaturgy	Energy
Toxicology	Acid
Umbramancy	Cold
Verdamancy	—
Vivimancy	—

Spell Fusion

Choose two spells that you know which do not have the **Sustain** or **Attune** tags. You cast both spells simultaneously. Both spells that you fuse in this way must have the same area shape, such as a cone or sphere, and targeting restrictions, such as affecting only enemies or living creatures. If one spell affects a strictly larger area or a strictly larger number of targets than the other, you must use the smaller of the two areas or target counts. You must choose the same targets and area for both spells, if applicable. Roll the attack roll and damage for each spell separately.

After you use this ability, you are unable to take any actions during the following round.

9th – **Alter Conditions**: When you cast a spell that inflicts a **debuff** with a standard effect as a **condition**, you can change that effect to another effect of the same rank. Debuff effect ranks are described in Table C.4: Debuff Effect Ranks. To change the spell to inflict a particular effect, you must know another spell that inflicts that effect.

Table C.4: Debuff Effect Ranks

Rank	Condition effects
1	Dazed, dazzled, goaded (by you), shaken (by you), slowed
2	Frightened (by you), stunned
3	Blinded, confused, immobilized, panicked (by you)
4	Asleep ¹ , paralyzed

1. The target wakes up if it gains a **vital wound**, but cannot otherwise wake up during the condition.

12th – **Greater Spell Fusion**: Using your *spell fusion* ability does not prevent you from acting during the **movement phase** of the following round.

15th – **Greater Alter Conditions**: You can now exchange debuffs for other debuffs of the same rank with all spells and

abilities, not just spells and abilities that inflict **conditions**. In addition, you can exchange a debuff for any debuff of a lower rank.

18th – **Sphere Access**: You gain access to an additional **mystic sphere**. You automatically learn all **cantrips** from that mystic sphere. In addition, you may forget spells from your existing mystic spheres in exchange for spells from that mystic sphere.

21st – **Supreme Spell Fusion**: Using your *spell fusion* ability does not prevent you from taking **minor actions** during the following round.

Mystic Archer [Casting]

Prerequisite: Access to a **mystic sphere**.

1st – **Imbued Shot**: You can use the *imbued shot* ability as a standard action.

Imbued Shot

Magical

Make a ranged **strike** with a +1 bonus to **accuracy** using a **projectile weapon** you wield. Because this is a **magical** ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 36).

Level 6: The accuracy bonus increases to +2.

Level 12: The accuracy bonus increases to +3.

Level 18: The accuracy bonus increases to +4.

1st – **Magical Strikes (Magical)**: Whenever you make a ranged **strike**, you can choose to treat that as a **magical** ability. When you do, you use your **power** with magical abilities to determine your damage.

3rd – **Guided Projectiles (Magical)**: Your attacks with projectiles ignore **cover**, but not **total cover**.

6th – **Imbue Projectile**: When you cast a spell that does not have the **Attune** or **Sustain** tags, you can use the *imbue projectile* ability.

Imbue Projectile

Attune (self)

Magical

The spell does not have its effect immediately. Instead, its power is imbued in a **projectile** you hold. An individual projectile can only be imbued with this ability once, even if multiple creatures use this ability on the same projectile.

When you use your *imbued shot* ability to attack with that projectile, the spell takes effect on the target of your *imbued shot* ability. You must make any attack rolls required for the spell separately from your attack roll with the strike. After the spell takes effect this way, your attunement to this ability ends.

9th – **Phasing Projectiles (Magical)**: When attacking with projectiles, you can ignore all physical obstacles in single one-foot span. This can allow you to fire projectiles through creatures

or solid walls, though it does not grant you the ability to see through a wall.

12th – **Greater Guided Projectiles:** Your attacks with projectiles ignore **concealment**, and you can roll twice for **miss chances** with projectile attacks (such as when attacking creatures you cannot see).

15th – **Greater Phasing Projectiles (Magical):** Your *phasing projectiles* ability improves, allowing you to ignore obstacles in up to five one-foot spans. The spans can be contiguous or independent, which can allow you to ignore a single obstacle up to five feet deep.

18th – **Supreme Guided Projectiles:** You gain a +1 bonus to **accuracy** with projectile attacks. In addition, you ignore all miss chances with projectile attacks.

21st – **Supreme Phasing Projectiles:** The distance you can ignore with your *phasing projectiles* ability increases to fifteen feet.

Null [General]

Prerequisite: Willpower 2.

1st – **Nullify Magic:** You gain a +4 bonus to your **defenses** against **magical** abilities. In addition, you are never considered an **ally** for a **magical** ability, even while **unconscious**. In exchange, you lose the benefits of all **magical** abilities you possess. In addition, you are unable to **attune** to any **magical** abilities, such as magic items or spells cast by other creatures.

1st – **Sever Magic:** You can use the *sever magic* ability as a standard action.

Sever Magic

Make a **strike**. You take a –1d damage penalty with the strike. If the target takes damage from the strike, it stops being **attuned** to one effect of its choice that it is currently attuned to. If it has any magical abilities, but has no remaining attuned effects, it becomes **dazed** (–2 *defenses*) as a **condition** instead. On a **critical hit**, the target takes double damage and it stops being attuned to two abilities of its choice that it is currently attuned to. In addition, as a **condition**, it stops being able to attune to abilities.

Level 6: You gain a +1 bonus to **accuracy** with the strike.

Level 12: A struck target stops being attuned to an additional effect of its choice.

Level 18: The accuracy bonus increases to +2.

3rd – **Mundane Resilience:** You gain a +4 bonus to your **damage resistance** and **hit points**.

3rd – **Personal Legacy:** You do not gain any legacy item upgrades (see Legacy Items, page 23). Instead, each time you would gain a legacy item upgrade, you instead gain a +1 bonus to **accuracy**, all **defenses**, and **fatigue tolerance**.

6th – **Disruptive Presence:** Whenever an **enemy** within a Medium (30 ft.) radius from you casts a spell, the spell has a 50% chance to fail with no effect.

6th – **Greater Nullify Magic:** The bonus to your defenses from your *nullify magic* ability increases to +6.

9th – **Greater Mundane Resilience:** The bonuses from your *mundane resilience* ability increase to +8.

9th – **Itembane:** Whenever you touch a **magical** item or hit it with a melee weapon, such as with the *disarm* ability, it **briefly** loses all magical abilities (see Disarm, page 52). This does not prevent you from suffering the normal effects of the item's initial hit, if the item was used to strike you. Under normal circumstances, this removes the abilities of items that hit you with melee **strikes**, but does not affect magical projectile weapons. Items that are at least 2 ranks higher than your highest rank are immune to this effect. The level of the item's wielder, if any, does not affect whether the item can be affected in this way.

12th – **Supreme Nullify Magic:** The bonus to your defenses from your *nullify magic* ability increases to +8.

15th – **Supreme Mundane Resilience:** The bonuses from your *mundane resilience* ability increase to +16.

15th – **Greater Disruptive Presence:** Your *disruptive presence* ability affects all enemies in a Huge (120 ft.) radius **emanation** from you.

18th – **True Null:** You are unaffected by all **magical** abilities.

21st – **Legendary Mundane Resilience:** The bonuses from your *mundane resilience* ability increase to +32.

21st – **Supreme Disruptive Presence:** The miscast chance from your *disruptive presence* ability increases to 90%.

Perform Specialization [Skill]

Prerequisite: Any Perform skill as a trained skill.

1st – **Specialization:** You gain a +3 bonus to all Perform skills.

3rd – **Synergistic Performance:** You can use any Perform skill you are **trained** with in place of other related skills. Each Perform skill has an associated skill that it can be used to replace, as listed below. When you replace a skill in this way, you add half your modifier with the Perform skill instead of your full modifier since the two skills do not exactly match.

- Acting: Deception
- Comedy: Deception
- Dance: Balance
- Keyboard instruments: Devices
- Oratory: Persuasion
- Percussion instruments: Creature Handling
- Singing: Persuasion
- String instruments: Devices
- Wind instruments: Creature Handling

6th – **Inspiring Performance (Magical):** Whenever you perform with the Perform skill, each **ally** that can observe the performance gains a +1 bonus to Mental defense. This effect has the **Swift** tag, so it protects allies in the same phase that you begin performing. This includes both normal performances and any special abilities that require performances. This bonus lasts as long as the performance lasts.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Greater Synergistic Performance**: The modifier when replacing a skill with your *synergistic performance* ability increases to be equal to your modifier with the relevant Perform skill – 4.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Inspiring Performance**: The bonus from your *inspiring performance* ability increases to +2.

21st – **Endless Performance**: You can sustain performances for any length of time. This affects both normal performances and any special abilities that require performances to sustain them, allowing you to sustain those abilities beyond the normal 5 minute limit.

Persuasion Specialization [Skill]

Prerequisite: Persuasion as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Persuasion skill.

3rd – **Compel Attention** (Magical): You can use the *compel attention* ability as a standard action.

Compel **Auditory, Compulsion, Sustain** (minor), **Subtle Attention**

Make an attack vs. Mental against a creature within Medium (60 ft.) range. Your **accuracy** is equal to your Persuasion skill. You take a –10 penalty to **accuracy** with this attack against creatures who are engaged in combat during the current phase. You must talk loud enough for the target to hear to draw its attention.

Hit: The target only pays attention to you as long as you sustain this ability, which requires maintaining your conversation with it. It takes a –20 penalty to Awareness checks to observe anything unrelated to your conversation. Any act by you or by creatures that appear to be your ally that damages a target or that causes it to feel that it is in danger breaks the effect for that creature.

Level 9: You may target up to five creatures within range.

Level 15: You may target any number of creatures within range.

Level 21: The range increases to Distant (240 ft.) range.

6th – **First Impressions**: When you first meet creatures, you have an Ally relationship instead of a Just Met relationship (see Table 6.17: Relationship Modifiers, page 168. This does not affect your relationship with creatures who would not normally have a Just Met relationship with you.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Suggestion** (Magical): You can use the *suggestion* ability as a standard action.

Suggestion

Emotion, Subtle, Sustain (minor)

Make an attack vs. Mental against a target within Medium (60 ft.) range. Your **accuracy** is equal to your Persuasion skill. You must also make a verbal suggestion of a particular course of action to the target. If your suggestion does not seem reasonable, you take a –5 accuracy penalty on this attack. Exceptionally unreasonable suggestions can impose even greater penalties, and exceptionally reasonable suggestions can give accuracy bonuses.

Hit: As a **condition**, the target thinks your suggestion is a good idea and will try to follow it to the best of its abilities. Any act by you or by creatures that appear to be your ally that damages the target or makes it feel that it is in danger breaks the effect. An observant target may interpret overt threats to its **allies** as a threat to itself.

Level 18: You may target up to five creatures within range.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater First Impressions**: When you first meet creatures, you have a Friend relationship instead of a Just Met relationship. This does not improve your relationship with creatures who already have an impression of you, whether positive or negative.

21st – **Rapid Persuasion**: You can make a Persuasion check within the first round of a conversation at no penalty instead of the normal requirement to talk for a minute or longer.

Precognition [General]

Prerequisite: Intelligence 2.

1st – **Precognitive Offense**: You can use your Intelligence in place of your Strength or Willpower to determine your dice pools (see Dice Bonuses from Attributes, page ??). In addition, you gain a bonus to **initiative** checks equal to your Intelligence.

3rd – **Combat Prediction**: You can use the *combat prediction* ability as a standard action.

Combat Prediction**Subtle, Sustain** (free)

Make an attack vs. Mental with a +3 **accuracy** bonus against a creature within Medium (60 ft.) range of you.

Hit: That creature's intentions become obvious to you as long as you sustain this ability. This gives you a +2 bonus to **accuracy** and **defenses** against that creature. At the start of each phase, you can see and hear what actions that creature intends to take. You do not gain any knowledge of actions that have no obvious signs, such as purely mental actions, or actions which you are not observant enough to notice. In addition, you do not know the results of actions with a chance of failure, such as attacks.

The creature may change its actions based on your interference if you communicate your insight in a way it understands.

You gain a +2 bonus to **accuracy** with the attack at 6th level and every 3 levels thereafter.

6th – **Foresight:** During the **movement phase**, you choose your action after all other creatures have chosen their actions. When you choose your action, you have insight into the actions chosen by any creatures within Short (30 ft.) range of you that you can see. This insight gives you the same information as the insight from your *combat prediction* ability, except that it only provides information about their actions during the movement phase. You choose your actions simultaneously with any other creatures who have a similar ability.

Knowing another creature's action does not automatically allow you to interrupt that action. If you want to interrupt an action, such as by blocking a creature's intended movement, you must make an **initiative** check as normal.

9th – **Precognitive Precision:** You gain a +1 bonus to **accuracy**.

12th – **Precognitive Reaction:** You gain a +4 bonus to **initiative** checks.

15th – **Greater Foresight:** The range of your *foresight* ability increases to Long (120 ft.) range.

18th – **Greater Precognitive Precision:** The bonus from your *precognitive precision* ability increases to +2.

21st – **Greater Precognitive Reaction:** The bonus from your *precognitive reaction* ability increases to +10.

Prepared Spellcasting [Magical, Spell]

Prerequisite: Access to a **mystic sphere**, Intelligence 2.

1st – **Spellbook:** Choose up to three spells you do not know from among **mystic spheres** you have access to. The spells in your spellbook can come from any combination of **magic sources** you can cast spells with. The spells must be of a rank that you know how to cast. Whenever you gain access to a new spell rank, you may change the spells in your spellbook for any other spells you can cast. You inscribe the knowledge of those spells into a book you carry with you. This book is your spellbook.

Whenever you finish a **long rest**, you may choose one of the spells in your spellbook. You learn how to cast that spell until you choose a different spell with this ability.

3rd – **Studious Learning:** You gain a +2 bonus to all Knowledge skills.

6th – **Study of Magic:** You gain a +2 bonus to your **power**.

9th – **Expanded Spellbook:** You can choose up to five spells to be in your spellbook instead of only three.

12th – **Greater Study of Magic:** The bonus from your *study of magic* ability increases to +4.

15th – **Greater Spellbook:** Whenever you finish a **long rest**, you may choose two spells in your spellbook with your *spellbook* ability instead of one. You learn how to cast both spells until you choose a different pair of spells in this way.

18th – **Supreme Study of Magic:** The bonus from your *study of magic* ability increases to +8.

21st – **Greater Expanded Spellbook:** You can choose up to seven spells to be in your spellbook instead of only three.

Rapid Reaction [General]

Prerequisite: Dexterity 1.

1st – **Lightning Reflexes:** You gain a +2 bonus to Reflex defense and **initiative** checks.

3rd – **Sidestep:** If you have at least five feet of movement remaining after the **movement phase**, you may move up to five feet during the **action phase** or the **delayed action phase** as a **free action**.

6th – **Evasive Reaction:** You take half damage from abilities that affect an area and attack your Armor or Reflex defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area. If you have the *evasion* monk or rogue ability with the same effect as this ability, you reduce the total damage you take to one quarter of the normal value instead.

9th – **Greater Lightning Reflexes:** The bonuses from your *lightning reflexes* ability increase to +3.

12th – **Greater Sidestep:** The movement you can carry over with your *sidestep* ability increases to half your **land speed**.

15th – **Greater Evasive Reaction:** Your *evasive reaction* ability also protects you from area attacks against your Fortitude and Mental defenses.

18th – **Supreme Lightning Reflexes:** The bonuses from your *lightning reflexes* ability increase to +4.

21st – **Supreme Sidestep:** The movement you can carry over with your *sidestep* ability increases to your full **land speed**.

Regenerator [General]

Prerequisite: Constitution 2.

1st – **Diehard:** You gain a +2 bonus to **vital rolls**.

3rd – **Regenerative Recovery:** You can use the *regenerative recovery* ability as a standard action.

Regenerative Recovery

Instant

Healing

You regain 1d10 + **power hit points**. Unlike normal, your Strength does not modify this dice pool (see Dice Bonuses From Attributes, page 36). Instead, you gain a +1d bonus to the healing for every 2 Constitution you have. After you use this ability, you **briefly** cannot use it or any other **Healing** ability.

Level 6: The healing increases to 2d6.

Level 9: The healing increases to 2d10.

Level 12: The healing increases to 4d6.

Level 15: The healing increases to 4d10.

Level 18: The healing increases to 5d10.

Level 21: The healing increases to 7d10.

6th – **Regenerative Rest:** When you take a **short rest**, you can remove any number of **vital wounds** affecting you. If you do, you increase your **fatigue level** by four per vital wound removed this way. Once you increase your fatigue level to the point of unconsciousness, you cannot remove additional vital wounds with this ability.

9th – **Greater Diehard:** The bonus from your *diehard* ability increases to +3.

12th – **Greater Regenerative Rest:** Your *regenerative rest* ability only causes you to increase your fatigue level by three per vital wound.

12th – **Battlefield Regeneration:** When you use the *recover* action, you can also remove a single vital wound. If you do, you increase your fatigue level by one. You cannot use this ability to remove a vital wound that you gained during the current round.

15th – **Deep Rest:** You can use your *regenerative rest* ability to remove vital wounds even once your fatigue level would already make you unconscious. This allows you to recover any number of vital wounds regardless of your maximum fatigue level if you go unconscious to do so.

18th – **Supreme Diehard:** The bonus from your *diehard* ability increases to +4.

21st – **Supreme Regenerative Rest:** Your *regenerative rest* ability only causes you to increase your fatigue level by one per vital wound.

Ride Specialization [Skill]

Prerequisite: Ride as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Ride skill.

3rd – **Mounted Defense:** Your mount gains a +3 bonus to all defenses, up to a maximum of your own corresponding defense.

6th – **Mounted Warrior:** The penalty you take for making ranged **strikes** while mounted is decreased by 2. In addition, while you are mounted, you gain a +1 bonus to **accuracy** with Mounted weapons (see Mounted Weapon, page 344).

9th – **Greater Specialization:** The bonus from your *special-*

ization ability increases to +5.

12th – **Greater Mounted Defense:** The defense bonus from your *mounted defense* ability increases to +6.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Mounted Warrior:** The penalty reduction from your *mounted warrior* ability increases to 4. In addition, the accuracy bonus increases to +2.

21st – **Greater Mounted Defense:** The defense bonus from your *mounted defense* ability increases to +12.

Shieldbearer [Combat]

Prerequisite: Strength 2.

1st – **Forceful Block:** Whenever a creature misses you with a melee **strike**, if you are wielding a shield, that creature **briefly** takes a –1 penalty to Armor defense. As normal, this bonus does not stack with itself, even if the same creature misses you with multiple melee attacks.

3rd – **Shield Expertise:** You gain a +1 bonus to Armor defense while you wield a shield.

6th – **Arrow Deflection:** While you wield a shield, you and each **ally** adjacent to you gain a +2 bonus to Armor defense against ranged **strikes** from weapons or projectiles that are at least one **size category** smaller than you.

9th – **Greater Forceful Block:** The penalty from your *forceful block* ability increases to –2.

12th – **Greater Shield Expertise:** The bonus from your *shield expertise* ability increases to +2.

15th – **Greater Arrow Deflection:** The bonus from your *arrow deflection* ability increases to +4.

18th – **Supreme Forceful Block:** The penalty from your *forceful block* ability increases to –4.

21st – **Greater Shield Expertise:** The bonus from your *shield expertise* ability increases to +3.

Sleight of Hand Specialization [Skill]

Prerequisite: Sleight of Hand as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Sleight of Hand skill.

3rd – **Deep Pickpocket:** You can use the *pickpocket* ability to retrieve objects that are loose within larger containers, such as backpacks or sacks, even if they are not immediately accessible. You must be able to reach at least one of your fingers into the bag, such as through a narrow gap at the opening. This does not allow you to retrieve objects from locked containers with no openings. The container's size cannot exceed your own size.

6th – **Extradimensional Concealment (Magical):** When you use the *conceal object* ability, you can use the *extradimensional pocket* ability.

Extradimensional Pocket**Attune** (self)**Magical**

You conceal the object in a pocket dimension that cannot be accessed by nonmagical means. When your attunement to this ability ends, the object appears in a free hand. If you have no free hands, it drops to the ground.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Greater Conceal Object**: The maximum size of object you can hide with your *conceal object* ability increases to be equal to your size category. You take a –10 penalty if the object is the same size category as you instead of one size category smaller.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Deep Pickpocket**: The maximum size of the container you can reach into with your *deep pickpocket* ability increases to two size categories larger than your own size.

21st – **Supreme Conceal Object**: The –10 penalty for concealing an object of the same size category as you with your *conceal object* ability is removed.

Sniper [Combat]

Prerequisite: Perception 2.

1st – **Aim**: You can use the *aim* ability as a standard action.

Aim**Sustain** (minor)

Choose a creature or object within **line of sight**. You gain a +2 accuracy bonus against the target.

If you lose sight of the target for a full round, this effect ends.

Level 6: You also gain a +4 bonus to **power** against the target if it is **unaware** (–6 *Armor and Ref*) of you.

Level 12: The **accuracy** bonus increases to +3.

Level 18: The **power** bonus increases to +8.

3rd – **Distance Tolerance**: You reduce your **longshot penalty** by 1.

6th – **Precise Shot**: You ignore **cover** (but not **total cover**) with ranged attacks.

9th – **Sniper's Precision**: You gain a +1 bonus to **accuracy**.

12th – **Greater Precise Shot**: You ignore **concealment** with ranged attacks.

15th – **Greater Distance Tolerance**: The penalty reduction from your *distance tolerance* ability increases to 2.

18th – **Greater Sniper's Precision**: The accuracy bonus from your *sniper's precision* ability increases to +2.

21st – **Supreme Distance Tolerance**: The penalty reduction from your *distance tolerance* ability increases to 4.

Social Insight Specialization [Skill]

Prerequisite: Social Insight as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Social Insight skill.

3rd – **Social Intuition**: You reduce the penalty for making a social assessment after only a single round of observation, and the penalty for making a social assessment without understanding the language, by 5 each (see Social Assessment, page 171).

6th – **Read Emotions** (Magical): You can use the *read emotions* ability as a standard action.

Read Emotions**Emotion, Sustain** (minor), **Subtle**

Make an attack vs. Mental against a creature within Short (30 ft.) range. Your **accuracy** is equal to your Social Insight skill.

Hit: You know the target's current emotions. In addition to the obvious effects, this grants you a +3 bonus to Deception, Persuasion, Intimidate, and Social Insight attacks and checks against the target.

Level 12: The range increases to Long (120 ft.) range.

Level 18: You can use this ability as a **minor action**.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Truthsense**: Whenever a creature within a Large (60 ft.) radius **emanation** from you that you can hear and see speaks truth to the best of its knowledge with no attempt at evasion, concealment, or creative wording, you automatically recognize that. You do not recognize truth in this way if a creature is using the Deception skill in any way, even if it is speaking the truth.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Greater Social Intuition**: You take no penalty for making a social assessment after only a single round of observation, and you take no penalty for not knowing the language (see Social Assessment, page 171).

21st – **Greater Truthsense**: The area of your *truthsense* ability increases to a Gargantuan (240 ft.) radius. In addition, you automatically recognize the difference between a creatively worded truth and an outright lie.

Spellsword [Magical, Spell]

Prerequisite: Access to a **mystic sphere**.

1st – **Imbued Blow**: You can use the *imbued blow* ability as a standard action.

Imbued Blow Magical

Make a melee **strike** with a +1 bonus to **accuracy**. Because this is a **magical** ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 36).

Level 6: The accuracy bonus increases to +2.

Level 12: The accuracy bonus increases to +3.

Level 18: The accuracy bonus increases to +4.

1st – **Magical Strikes (Magical):** Whenever you make a melee **strike**, you can choose to treat that as a **magical** ability. When you do, you use your **power** with magical abilities to determine your damage.

3rd – **Spellword Conduit:** You can cast spells using a melee weapon as if it were an implement (see Implements, page 393). In addition, if your legacy item is a weapon, you may choose both weapon and implement magic item effects for it.

6th – **Imbue Weapon:** When you cast a spell that does not have the **Attune** or **Sustain** tags, you can use the *imbue weapon* ability.

Imbue Weapon

Attune (self)

Magical

The spell does not have its effect immediately. Instead, its power is imbued in a melee weapon you hold. An individual weapon can only be imbued with this ability once.

When you use your *imbued blow* ability to make a strike with that weapon, you may choose to activate the spell. If you do, the spell takes effect on the target of your *imbued blow* ability as if you had just cast it. You must make any attack rolls required for the spell separately from your attack roll with the strike. After the spell takes effect this way, your attunement to this ability ends.

9th – **Personal Enhancement:** You gain a +6 **magic bonus** to **hit points** and **damage resistance**, and a +3 **magic bonus** to **power**. Because this is a magic bonus, it does not stack with other magic bonuses (see Stacking Rules, page 63).

12th – **Greater Spellword Conduit:** Whenever you cast a spell using a melee weapon as an implement, you gain a +1 bonus to **accuracy** with the spell.

15th – **Greater Personal Enhancement:** The bonuses to hit points and damage resistance from your *personal enhancement* ability increase to +12. In addition, the bonus to power increases to +6.

18th – **Greater Imbue Weapon:** You may imbue two spells with your *imbue weapon* ability instead of only one. This only costs a single **attunement point**. When you activate a spell imbued in this way, you **briefly** cannot activate the other spell.

21st – **Supreme Personal Enhancement:** The bonuses to hit points and damage resistance from your *personal enhancement*

ability increase to +24. In addition, the bonus to power increases to +12.

21st – **Supreme Spellword Conduit:** The accuracy bonus from your *greater spellword conduit* ability increases to +2.

Spellwarped [General, Magical]

Prerequisite: Willpower 1.

1st – **Mystic Sphere:** You gain the ability to use arcane magic. You gain access to one arcane **mystic sphere** (see Arcane Mystic Spheres, page 200). Each **mystic sphere** has a set of **spells** associated with it. You automatically learn all **cantrips** from the mystic sphere you have access to.

You require both **verbal components** and **somatic components** to cast spells from your chosen sphere. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 58.

3rd – **Spell Rank:** You become a rank 1 spellcaster in your chosen **mystic sphere**. You learn one spell from that mystic sphere. In addition, you can spend **insight points** to learn one additional arcane spell per **insight point**. Unless otherwise noted in a spell's description, casting a spell requires a **standard action**.

When you gain access to a spell rank, you can exchange any number of spells you know for other spells, including spells of the higher rank.

6th – **Spell Rank:** You become a rank 2 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 2.

9th – **Spell Rank:** You become a rank 3 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

12th – **Spell Rank:** You become a rank 4 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 4 and can improve the effectiveness of your existing spells.

12th – **Spell Knowledge:** You learn one spell from your **mystic sphere**.

15th – **Spell Rank:** You become a rank 5 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 5 and can improve the effectiveness of your existing spells.

18th – **Spell Rank:** You become a rank 6 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 6 and can improve the effectiveness of your existing spells.

21st – **Spell Rank:** You become a rank 7 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 7 and can improve the effectiveness of your existing spells.

21st – **Spell Knowledge:** You learn one spell from your **mystic sphere**.

Sphere Focus: Aeromancy [Casting, Magical]

Prerequisite: Access to the *Aeromancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Aeromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Favorable Winds:** You gain a +1 bonus to **accuracy** with ranged **strikes**. In addition, you gain a +1 bonus to all defenses against ranged **strikes**.

6th – **Personal Updraft:** You gain a **glide speed** equal to the **base speed** for your size (see Gliding, page 48). If you already have a **glide speed**, you can increase or decrease your glide speed whenever you glide by up to 20 feet (to a minimum of 10 feet).

9th – **Personal Aeromancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Aeromancy mystic sphere*.

12th – **Greater Personal Updraft:** You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 30 feet (see Flying, page 48). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

15th – **Spell:** You learn a spell from the *Aeromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Greater Favorable Winds:** The bonuses from your *favorable winds* ability increase to +2.

21st – **Supreme Personal Updraft:** Your **maneuverability** with the fly speed from your *angelic flight* ability increases to perfect (see Flying Maneuverability, page 48).

Sphere Focus: Aquamancy [Casting, Magical]

Prerequisite: Access to the *Aquamancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Aquamancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Swim Familiarity:** You gain a +2 bonus to the Swim skill. In addition, if you have a swim speed, you gain a +5 foot bonus to your swim speed. Otherwise, you reduce your penalties for **swimming** (–4 *accuracy, defenses*) by 2.

6th – **Slippery Escapist:** You gain a +2 bonus to the Flexibility skill. In addition, you gain a +2 bonus to your defenses against the *grapple* ability, and a +2 bonus to the *escape grapple* ability (see Grapple, page 52).

9th – **Personal Aquamancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Aquamancy mystic sphere*.

12th – **Greater Swim Familiarity:** The Swim bonus from your *swim familiarity* ability increases to +4. In addition, the speed bonus from that ability increases to +10 feet, and the penalty reduction increases to –4.

15th – **Spell:** You learn a spell from the *Aquamancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Greater Slippery Escapist:** The bonuses from your *slippery escapist* ability increase to +4.

21st – **Create Flood:** When you use the *create water* cantrip, you can create up to ten gallons of water per **power**.

Sphere Focus: Astromancy [Casting, Magical]

Prerequisite: Access to the *Astromancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Astromancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – **Efficient Transit:** You learn how to transport creatures and objects more smoothly between planes. The **difficulty value** to hear noise caused by creatures and objects you **teleport** increases by 10 (see Teleportation Noise, page 64). In addition, whenever you fail to teleport a creature or object due to specifying an invalid destination, you may immediately specify a different destination for that ability. If that second destination is also invalid, the ability fails normally.

6th – **Astral Spell Transit:** You double your range with abilities from the *Astromancy mystic sphere*.

9th – **Personal Astromancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Astromancy mystic sphere*.

12th – **Greater Astral Spell Transit:** The range increase from your *astral spell transit* ability increases to be triple your normal range.

15th – **Spell:** You learn a spell from the *Astromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Greater Efficient Transit:** The difficulty value increase from your *efficient transit* effect increases to 20. In addition, whenever you fail to teleport a creature or object due to specifying an invalid destination, you may automatically change the target's destination to the closest valid location to your intended destination. This makes it much easier to gain access to areas whose precise location you do not know.

21st – **Supreme Astral Spell Transit:** The range increase from your *astral spell transit* ability increases to be quadruple your normal range. In addition, you double your range with all **magical** abilities that are not from the *Astromancy mystic sphere*.

Sphere Focus: Barrier [Casting, Magical]

Prerequisite: Access to the *Barrier mystic sphere*.

1st – **Spell:** You learn a spell from the *Barrier mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – **Innate Shield:** You gain a +1 bonus to your Armor defense.

6th – **Hardened Barriers:** Objects you create with the *Barrier mystic sphere* gain a bonus equal to your **power** to their **hit points**. For objects with multiple separate hit point values, such as walls, this bonus applies independently to each section.

9th – **Personal Barrier:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Barrier mystic sphere*.

12th – **Greater Innate Shield:** The bonus from your *innate shield* ability increases to +2.

15th – **Spell:** You learn a spell from the *Barrier mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Hardened Barriers:** The bonus from your *hardened barriers* ability increases to twice your **power**.

21st – **Supreme Innate Shield:** The bonus from your *innate shield* ability increases to +3.

Sphere Focus: Bless [Casting, Magical]

Prerequisite: Access to the *Bless mystic sphere*.

1st – **Spell:** You learn a spell from the *Bless mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Sustaining Blessing:** Each creature that is **attuned** to a spell you cast from the *Bless mystic sphere* gains a bonus equal to half your **power** to its maximum **hit points** (minimum 1).

6th – **Sustained Blessing:** Whenever you cast a spell from the *Bless* mystic sphere with the **Attune** (target) tag, you can choose to replace that tag with the **Sustain** (minor) tag. When you do, you must cast the spell as a **standard action**, even if it could normally be cast as a **minor action**.

9th – **Personal Blessing:** You gain an additional **attunement point**. You can only use this attunement point to attune to spells you cast from the *Bless* mystic sphere.

12th – **Greater Sustaining Blessing:** The number of hit points granted by your *sustaining blessing* ability increases to be equal to your power.

15th – **Spell:** You learn a spell from the *Bless mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Personal Blessing:** The number of additional attunement points granted by your *personal blessing* ability increases to two.

21st – **Supreme Sustaining Blessing:** The number of hit points granted by your *sustaining blessing* ability increases to be equal to twice your power.

Sphere Focus: Channel Divinity [Casting, Magical]

Prerequisite: Access to the *Channel Divinity mystic sphere*.

1st – **Spell:** You learn a spell from the *channel divinity mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Aspect of Divinity:** As long as you are attuned to at least one spell from the *channel divinity* mystic sphere, you gain a +1 bonus to **vital rolls**.

6th – **Font of Divinity:** Choose a spell with the **Attune** (self) tag from the *channel divinity* mystic sphere. When you attune to

that spell, you may also choose one **ally** within Medium (60 ft.) range. That ally can also choose to attune to the spell, and you both gain its benefits. When you stop attuning to that spell, your ally is also forced to stop attuning to the spell.

Since you cannot attune to the same spell more than once, you cannot share the effects of the spell with more than one ally at a time in this way. You can change which spell you choose with this ability whenever you learn a new spell or gain access to a new spell rank.

9th – **Personal Channeling:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Channel Divinity mystic sphere*.

12th – **Greater Aspect of Divinity:** The bonus from your *aspect of divinity* ability increases to +2.

15th – **Spell:** You learn a spell from the *Channel Divinity mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Font of Divinity:** When you use your *font of divinity* ability, you may choose up to five allies within Medium (60 ft.) range instead of only one.

21st – **Supreme Aspect of Divinity:** The bonus from your *aspect of divinity* ability increases to +3.

Sphere Focus: Chronomancy [Casting, Magical]

Prerequisite: Access to the *Chronomancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Chronomancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – **Accelerated Movement:** You gain a +5 foot bonus to your speed with all of your **movement modes**.

6th – **Accelerated Mind:** You can perform primarily mental tasks more quickly as normal. Actions that would normally take a **standard action** instead take a **minor action**. Long-term activities can be done twice as quickly as normal. This includes reading books, searching areas, and other similar activities. It does not affect spellcasting, performing rituals, or other similar magical abilities.

9th – **Personal Chronomancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Chronomancy mystic sphere*.

12th – **Greater Accelerated Movement:** The speed bonus from your *accelerated movement* ability increases to +10 feet.

15th – **Spell:** You learn a spell from the *Chronomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Accelerated Mind:** You can perform **mundane** mental tasks that would normally take **standard actions** as **minor actions**. In addition, the speed increase for long-term tasks from your *accelerated mind* ability increases to five times normal speed.

21st – **Supreme Accelerated Movement:** The speed bonus

from your *accelerated movement* ability increases to +15 feet.

Sphere Focus: Cryomancy [Casting, Magical]

Prerequisite: Access to the *Cryomancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Cryomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Cold Tolerance:** You are **impervious** to cold damage.

3rd – **Frozen Blood:** You are immune to **diseases**.

6th – **Icy Carapace:** You learn the *icy shell* spell. In addition, the number of layers you can create with that spell increases by one.

9th – **Personal Cryomancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Cryomancy mystic sphere*.

12th – **Greater Frozen Blood:** You are immune to **poisons**.

15th – **Spell:** You learn a spell from the *Cryomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Greater Icy Carapace:** The number of bonus layers you gain from your *icy carapace* ability increases to two.

21st – **Cold Immunity:** You are **immune** to cold damage.

21st – **Supreme Frozen Blood:** You are immune to being **slowed** (*half speed*, *-2 Ref*) and **immobilized** (*-4 Ref*, *cannot use movement speeds*).

Sphere Focus: Electromancy [Casting, Magical]

Prerequisite: Access to the *Electromancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Electromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Electricity Tolerance:** You are **impervious** to electricity damage.

3rd – **Energetic Rush:** You gain a +5 foot bonus to your land speed.

6th – **Magnetic Attraction:** You gain a +1 **accuracy** bonus against any creature that is wearing metal armor or otherwise carrying or composed of a significant amount of metal.

9th – **Personal Electromancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Electromancy mystic sphere*.

12th – **Greater Energetic Rush:** The bonus from your *energetic rush* ability increases to +10 feet.

15th – **Spell:** You learn a spell from the *Electromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Greater Magnetic Attraction:** The bonus from your *magnetic attraction* ability increases to +2.

21st – **Electricity Immunity:** You are **immune** to electricity damage.

21st – **Supreme Energetic Rush:** The bonus from your *ener-*

getic rush ability increases to +15 feet.

Sphere Focus: Enchantment [Casting, Magical]

Prerequisite: Access to the *Enchantment mystic sphere*.

1st – **Spell:** You learn a spell from the *Enchantment mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – **Subtle Influence:** You gain a +2 bonus to **accuracy** with spells from the Enchantment mystic sphere against **unaware** (*-6 Armor and Ref*) creatures. In addition, the **difficulty value** to observe the effects of your **Emotion** abilities with the Awareness and Social Insight skills increases by 10 (see Notice Subtle Effects, page 150, and Discern Enchantment, page ??).

6th – **Mind Fragments:** When you use **Compulsion** and **Emotion** abilities, you can affect creatures that are immune to those abilities due to not having a mind. You take a -5 accuracy penalty on attacks against such creatures. This does not allow you to affect creatures who are immune to those abilities for other reasons.

9th – **Personal Enchantment:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Enchantment mystic sphere*.

12th – **Greater Subtle Influence:** The accuracy bonus from your *subtle influence* ability also applies against **partially unaware** (*-2 Armor and Ref*) creatures. In addition, the **difficulty value** increase from that ability increases to +20.

15th – **Spell:** You learn a spell from the *Enchantment mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Greater Mind Fragments:** The accuracy penalty from your *mind fragments* ability is removed.

21st – **Supreme Subtle Influence:** The accuracy bonus from your *subtle influence* ability increases to +3, and it also applies against creatures that were **unaware** (*-6 Armor and Ref*) or **partially unaware** (*-2 Armor and Ref*) during the previous round. In addition, the **difficulty value** increase from that ability increases to +30.

Sphere Focus: Fabrication [Casting, Magical]

Prerequisite: Access to the *Fabrication mystic sphere*.

1st – **Spell:** You learn a spell from the *Fabrication mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

3rd – **Greater Fabricate Trinket:** The maximum size of the trinket you can create with your *fabricate trinket* cantrip increases by one size category. You can cast it with the **Sustain** (minor) tag instead of the **Attune** (self) tag. In addition, you can use your **power** in place of your Craft skill to create items with spells from the *Fabrication mystic sphere*.

6th – **Greater Forge:** You learn the *forge* spell from the Fabrication mystic sphere. In addition, you can cast that spell with the **Sustain** (minor) tag instead of the **Attune** (self) tag.

9th – **Personal Fabrication:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Fabrication mystic sphere*.

12th – **Fabricated Armaments:** You gain a +1 bonus to **accuracy** with **strikes** using weapons you created with spells from the Fabrication mystic sphere. In addition, you gain a +1 bonus to the Armor defense provided by body armor from the Fabrication mystic sphere.

15th – **Spell:** You learn a spell from the *Fabrication mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Supreme Fabricate Trinket:** The size increase from your *greater fabricate trinket* ability increases to two size categories. In addition, when you cast the *fabricate trinket* ability, you can treat it as if it had the **Sustain** (free) tag instead of the Attune (self) tag.

21st – **Greater Fabricated Armaments:** The bonuses from your *fabricated armaments* ability increase to +2.

Sphere Focus: Photomancy [Casting, Magical]

Prerequisite: Access to the *Photomancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Photomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

3rd – **Augmented Vision:** You gain a +2 bonus to the Awareness skill. In addition, you gain **low-light vision**, allowing you to see clearly in **shadowy illumination** (see Low-light Vision, page 421).

6th – **Certain Sight:** You are immune to being **dazzled** (25% miss chance, no special vision) and **blinded** (50% miss chance).

9th – **Personal Photomancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Photomancy mystic sphere*.

12th – **Greater Augmented Vision:** The bonus from your *augmented vision* ability increases to +4. In addition, you can see through solid objects up to one inch thick. You can perceive the existence of obstacles thinner than that, but they do not inhibit your sight. This does not grant you **line of effect** to anything you see in this way, since the obstacle still exists.

15th – **Spell:** You learn a spell from the *Photomancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Certain Sight:** You can see through all effects created by the *Photomancy* and *Umbramancy* mystic spheres. You can see what those effects look like if you focus your eyes on them, but you can also see through them, so they do not block light or **line of sight** for you.

21st – **Supreme Augmented Vision:** The bonus from your *augmented vision* ability increases to +6. In addition, the maximum thickness that you can see through with your *augmented vision* ability increases to one foot.

Sphere Focus: Polymorph [Casting, Magical]

Prerequisite: Access to the *Polymorph mystic sphere*.

1st – **Spell:** You learn a spell from the *Polymorph mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Reshaper:** You gain a +2 bonus to all Craft skills. In addition as a standard action, you can use the *alter self* ability.

Alter Self

Shaping

Make a Disguise check to alter your appearance (see Disguise Creature, page 159), except that you can use your **power** in place of your Disguise skill. You can only alter your physical body, not your clothes or equipment.

This ability lasts until you use it again.

6th – **Malleable Flesh:** You gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

9th – **Personal Polymorph:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Polymorph mystic sphere*.

12th – **Greater Reshaper:** The bonus from your *reshaper* ability increases to +4. In addition, you can use the *alter poison* ability as a standard action.

Alter Poison

Shaping

Make an attack vs. Fortitude with a +2 **accuracy** bonus against a creature within Short (30 ft.) range.

Hit: The target stops being poisoned by one poison currently affecting it. In addition, as a **condition**, the target's **mundane** poisons have no effect. This includes natural attacks that inflict poison.

You gain a +2 bonus to **accuracy** with the attack at 15th level and every 3 levels thereafter.

15th – **Spell:** You learn a spell from the *Polymorph mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Malleable Flesh:** The bonus from your *malleable flesh* ability increases to +8.

21st – **Supreme Reshaper:** The bonus from your *reshaper* ability increases to +6. In addition, when you use the *alter object* cantrip, you can accomplish work that would take up to one hour with a normal Craft check.

Sphere Focus: Pyromancy [Casting, Magical]

Prerequisite: Access to the *Pyromancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Pyromancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Fire Tolerance:** You are **impervious** to fire damage.

3rd – **Friendly Fire:** Whenever you deal fire damage to your

allies, you deal half damage.

6th – **Spreading Flame**: Whenever you cast a spell from the *Pyromancy mystic sphere*, you can double its area. If you do, your **power** with that spell is halved.

9th – **Personal Pyromancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Pyromancy mystic sphere*.

12th – **Greater Friendly Fire**: Your **allies** treat fire damage from your abilities as **environmental damage**.

15th – **Spell**: You learn a spell from the *Pyromancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Spreading Flame**: When you use your *spreading flame* ability, you do not reduce your power with that spell.

21st – **Fire Immunity**: You are **immune** to fire damage.

21st – **Supreme Friendly Fire**: Your **allies** are immune to fire damage from your abilities.

Sphere Focus: Revelation [Casting, Magical]

Prerequisite: Access to the *Revelation mystic sphere*.

1st – **Spell**: You learn a spell from the *Revelation mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Instinctive Truth**: You gain a +2 bonus to all Knowledge skills and the Social Insight skill.

6th – **Blindsense**: You gain **blindsense** with a 60 foot range (see Blindsense, page 420). If you already have blindsense, you increase its range by 60 feet.

9th – **Personal Revelation**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Revelation mystic sphere*.

12th – **Greater Instinctive Truth**: The bonus from your *instinctive truth* ability increases to +4.

15th – **Spell**: You learn a spell from the *Revelation mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Blindsight**: The range of your **blindsense** ability increases by 90 feet. In addition, you gain **blindsight** with a 30 foot range. If you already have blindsight, you increase its range by 30 feet.

21st – **Supreme Instinctive Truth**: The bonus from your *instinctive truth* ability increases to +6.

Sphere Focus: Summoning [Casting, Magical]

Prerequisite: Access to the *Summoning mystic sphere*.

1st – **Spell**: You learn a spell from the *Summoning mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

3rd – **Fortified Summons**: Creatures you create with the *Summoning mystic sphere* have half their normal **hit points**. They gain a bonus to their **damage resistance** equal to the hit

points lost this way.

6th – **Resummon**: You can use the *resummon* ability as a **minor action**.

Resummon

Choose one creature or object that you summoned with a currently active ability from the *Summoning mystic sphere* with the **Attune** or **Sustain** tags. You teleport the target into an unoccupied space on stable ground within Medium (60 ft.) range of you.

Level 12: The range increases to Distant (240 ft.).

Level 18: You can choose two creatures or objects to teleport in this way instead of only one. Each chosen creature or object can be teleported to a different location within range.

9th – **Personal Summoning**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Summoning mystic sphere*.

12th – **Greater Fortified Summons**: Creatures you create have three quarters of their normal hit points instead of half.

15th – **Spell**: You learn a spell from the *Summoning mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Augmented Summons**: Creatures you create with abilities from the *Summoning* spell gain an **attunement point**.

21st – **Supreme Fortified Summons**: Creatures you create have their normal hit points in addition to the damage reduction from your *fortified summons* ability.

Sphere Focus: Telekinesis [Casting, Magical]

Prerequisite: Access to the *Telekinesis mystic sphere*.

1st – **Spell**: You learn a spell from the *Telekinesis mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Greater Distant Hand**: You can use the *distant hand cantrip* as a **minor action**, and you can **sustain** it as a **minor action**.

3rd – **Telekinetic Strike**: You can use the *telekinetic strike* ability as a standard action.

Telekinetic Strike

Magical

Make a **strike** with a weapon you are controlling using the *distant hand* cantrip. Because this is a **magical** ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 36).

Level 9: You gain a +1 accuracy bonus with the strike.

Level 15: The accuracy bonus increases to +2.

6th – **Partial Levitation**: You gain a +4 bonus to the Jump skill. In addition, as a **free action**, you can slow your fall while falling. If you do, you fall at a rate of 50 feet per round, preventing you from taking falling damage when you hit the ground.

9th – **Personal Telekinesis:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Telekinesis mystic sphere*.

12th – **Levitation:** You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 30 feet (see Flying, page 48). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

15th – **Spell:** You learn a spell from the *Telekinesis mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Supreme Distant Hand:** You can use the *distant hand cantrip* as a **free action**, and you can **sustain** it as a **free action**.

21st – **Greater Levitation:** Your **maneuverability** with the fly speed from your *levitation* ability increases to perfect (see Flying Maneuverability, page 48).

Sphere Focus: Terramancy [Casting, Magical]

Prerequisite: Access to the *Terramancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Terramancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

3rd – **Heart of Stone:** You gain a +2 bonus to Fortitude defense.

6th – **Earthen Alloys:** You may treat iron, steel, and worked stone as if they were stone for the purpose of spells from the *Terramancy mystic sphere*.

9th – **Personal Terramancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Terramancy mystic sphere*.

12th – **Body of Stone:** You gain a +1 bonus to Armor defense.

15th – **Spell:** You learn a spell from the *Terramancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Earthen Alloys:** You may treat sand, glass, and all kinds of metal except for cold iron as if it were stone for the purpose of spells from the *Terramancy mystic sphere*.

21st – **Soul of Stone:** The bonus from your *body of stone* ability increases to +2. In addition, the bonus from your *heart of stone* ability increases to +3.

Sphere Focus: Thaumaturgy [Casting, Magical]

Prerequisite: Access to the *Thaumaturgy mystic sphere*.

1st – **Spell:** You learn a spell from the *Thaumaturgy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Counterspell:** You can use the *counterspell* ability as a standard action.

Counterspell

Swift

Choose a creature within Medium (60 ft.) range of you. If the target is casting a spell or begins casting a spell this round, you can attempt to counter the spell. When you do, if your maximum spell level is at least as high as the target's maximum spell level, their spell has no effect when it resolves. Otherwise, make a contested **power** check against the target, using your power with this ability against the target's power with the spell it is casting. If you win, the target's spell has no effect when it resolves.

If the target is capable of casting multiple spells each round, you can only counter the first spell it casts.

Level 12: You may target an additional creature within range.

Level 18: You may target an additional creature within range.

6th – **Mystic Power:** You gain a +2 bonus to your **power**.

9th – **Personal Thaumaturgy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Thaumaturgy mystic sphere*.

12th – **Greater Mystic Power:** The bonus from your *mystic power* ability increases to +4.

15th – **Spell:** You learn a spell from the *Thaumaturgy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Supreme Mystic Power:** The bonus from your *mystic power* ability increases to +8.

21st – **Greater Counterspell:** You can use your *counterspell* ability as a **minor action**. When you do, you **briefly** cannot use that ability again. If you successfully counter a spell with that ability after using it as a minor action, you increase your **fatigue level** by one.

Sphere Focus: Toxicology [Casting, Magical]

Prerequisite: Access to the *Toxicology mystic sphere*.

1st – **Spell:** You learn a spell from the *toxicology mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Cleanse Toxins:** You can use the *cleanse toxins* ability as a standard action.

Cleanse Toxins

Target: Yourself or one **ally** within your **reach**

You remove all **poisons** and **diseases** affecting the target. This cannot remove a poison or disease applied during the current round.

Level 9: The range increases to Medium (60 ft.).

Level 15: You can use this ability as a **minor action**.

6th – **Innate Poison:** When you become poisoned, such as by

drinking poison or from an enemy's attack, your body naturally repurposes the poison. The poison has no effect on you, but your body gains a dose of natural poison. Whenever a creature makes you lose **hit points** with a **melee** strike using a non-Long weapon, you make an attack vs. Fortitude against the attacking creature. On a hit, it becomes **poisoned** by your choice of one of the poisons you store with this ability. This expends the dose of that poison.

Poison that you carry in your body with this ability automatically decays after 24 hours, regardless of the normal duration of the poison. You can store up to 3 doses in your body with this ability at a time.

9th – **Personal Toxicology**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Toxicology mystic sphere*.

12th – **Innate Venom**: You can also inflict the poison you store with your *innate poison* ability on other creatures with attacks. Once per round, when you make a creature lose **hit points** with a **natural weapon** or a spell from the *toxicology* mystic sphere, you can cause the creature to become poisoned with your choice of one of the poisons you store. This expends the dose of that poison.

15th – **Spell**: You learn a spell from the *Toxicology mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Greater Innate Poison**: You can store up to 10 poison doses with your *innate poison* ability.

21st – **Greater Innate Venom**: When you transfer a poison dose with your *innate venom* ability, the target immediately suffers the penalties for the initial poison stage.

Sphere Focus: Umbramancy [Casting, Magical]

Prerequisite: Access to the *Umbramancy mystic sphere*.

1st – **Spell**: You learn a spell from the *Umbramancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Reflexive Concealment**: You gain a +2 bonus to the Sleight of Hand and Stealth skills.

3rd – **Greater Suppress Light**: You can cast the *suppress light cantrip* from the *Umbramancy mystic sphere* as a **minor action**.

6th – **Darkvision**: You gain **darkvision** with a 60 foot range, allowing you to see in complete darkness (see *Darkvision*, page 420). If you already have darkvision, you increase its range by 60 feet.

9th – **Personal Umbramancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Umbramancy mystic sphere*.

12th – **Greater Reflexive Concealment**: The bonuses from your *reflexive concealment* ability increase to +4.

12th – **Supreme Suppress Light**: You can both cast and **sustain** the *suppress light* cantrip as a **free action**.

15th – **Spell**: You learn a spell from the *Umbramancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Darksight**: The range of your **darkvision** increases by 240 feet. In addition, your darkvision is not disabled in **bright illumination**, though it is still disabled in **brilliant illumination**.

21st – **Supreme Reflexive Concealment**: The bonuses from your *reflexive concealment* ability increase to +6.

21st – **Supreme Suppress Light**: When you cast your *suppress light* cantrip, you can choose to completely block all light in the area instead of dimming it to be **shadowy illumination**. If you do, the maximum area is reduced to a Medium (30 ft.) radius, and you **briefly** cannot cast it in this way again.

Sphere Focus: Verdamancy [Casting, Magical]

Prerequisite: Access to the *Verdamancy mystic sphere*.

1st – **Spell**: You learn a spell from the *Verdamancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that **mystic sphere**.

3rd – **Verdant Allies**: Your speed is not reduced when moving in light or heavy **undergrowth**. In addition, you can ignore **cover** and **concealment** (but not **total cover**) from plants whenever doing so would be beneficial to you, as the plants move out of the way to help you. This prevents you from suffering penalties on your attacks, and also prevents creatures from using cover or concealment from plants to hide from you.

6th – **Residual Undergrowth**: Whenever you cast a spell from the *verdamancy* sphere, you may create **light undergrowth** in the area of the spell that persists **briefly**. The undergrowth appears on the ground within the area for area spells, or on the ground in all spaces occupied by each target of the spell for targeted spells.

9th – **Personal Verdamancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Verdamancy mystic sphere*.

12th – **Greater Verdant Armor**: You learn the *verdant armor* spell from the *Verdamancy mystic sphere*. In addition, the armor you create with that spell can be made of any non-metal special material other than dragonhide as long as the total rank of the armor does not exceed your highest rank.

15th – **Spell**: You learn a spell from the *Verdamancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that mystic sphere.

18th – **Supreme Residual Undergrowth**: You can choose to create either **heavy undergrowth** or **light undergrowth** with your *residual undergrowth* ability. In addition, any **light undergrowth** you create with that ability does not impede the movement of your **allies**.

21st – **Greater Verdant Allies**: You treat all living creatures as if they were plants for the purpose of abilities from this feat and abilities from the *Verdamancy mystic sphere*.

Sphere Focus: Vivimancy [Casting, Magical]

Prerequisite: Access to the *Vivimancy mystic sphere*.

1st – **Spell:** You learn a spell from the *Vivimancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that *mystic sphere*.

3rd – **Personal Vitality:** You gain a +1 bonus to Fortitude defense and are immune to being **dazed** (–2 defenses).

6th – **Hidden Life:** You can treat nonliving creatures other than undead as if they were living creatures for the purpose of your spells from the *Vivimancy mystic sphere*.

9th – **Personal Vivimancy:** You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Vivimancy mystic sphere*.

12th – **Greater Personal Vitality:** The bonus to Fortitude defense from your *personal vitality* ability increases to +2. In addition, you are immune to being **stunned** (–4 defenses).

15th – **Spell:** You learn a spell from the *Vivimancy mystic sphere*. When you gain access to a new spell level, you can change which spell you know from that *mystic sphere*.

18th – **Life Suppression:** You are no longer considered a living creature for the purpose of attacks against you. This means that attacks which only affect living creatures have no effect against you.

21st – **Supreme Personal Vitality:** The bonus to Fortitude defense from your *personal vitality* ability increases to +3. In addition, you are immune to any effects which would cause you to die or gain **vital wounds** while you still have **hit points** remaining.

Stealth Specialization [Skill]

Prerequisite: Stealth as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Stealth skill.

3rd – **Movement Tolerance:** Your penalties for moving while hiding are reduced by 3.

6th – **Ambush the Unwary:** You gain a +2 bonus to **power** against **unaware** (–6 *Armor and Ref*) and **partially unaware** (–2 *Armor and Ref*) creatures.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Greater Movement Tolerance:** The penalty reduction from your *movement tolerance* ability increases to 6. This allows you to move at half speed without penalty.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Greater Ambush the Unwary:** The bonus from your *ambush the unwary* ability increases to +6.

21st – **Supreme Movement Tolerance:** The penalty reduction from your *movement tolerance* ability increases to 10. This allows you to move at full speed without penalty.

Survival Specialization [Skill]

Prerequisite: Survival as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Survival skill.

3rd – **Terrain Tolerance:** You ignore **difficult terrain** and harmful natural terrain of any kind. If a skill check, such as Climb or Swim, would normally be required to move through the terrain, this ability does not help.

6th – **Rapid Tracker:** While following trails with the *track* ability, you can move at your normal speed while following tracks without taking the normal –5 penalty.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +5.

12th – **Planar Tolerance** (Magical): You are immune to damage and **conditions** imposed by being on other planes. In addition, you gain a +5 bonus to checks and defenses related to planar effects, such as checks required to manipulate subjective gravity.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +7.

18th – **Find the Path** (Magical): You can use the *find the path* ability as a standard action.

Find the Path

Attune (self)

When you use this ability, you must unambiguously specify a location on the same plane as you. You know exactly what direction you must travel to reach your chosen destination by the most direct physical route. You are not always led in the exact direction of the destination – if there is an impassable obstacle between the target and the destination, this ability will direct you around the obstacle, rather than through it.

The guidance provided by this ability adjusts to match whatever your current physical capabilities are, including flight and other unusual movement modes. It does not consider teleportation spells or any other activated abilities you may have which could allow you to bypass physical obstacles. It does not see into the future, and changing circumstances may cause the most direct path to change over time. It also does not consider hostile creatures, traps, and other passable dangers which may endanger or slow progress.

21st – **Greater Planar Tolerance:** The bonus from your *planar tolerance* ability increases to +20. In addition, your **allies** who can see or hear you gain a +10 bonus to checks and defenses related to planar effects.

Swiftrunner [General]

Prerequisite: Dexterity 1.

1st – **Rapid Movement:** You gain a +5 foot bonus to your speed with all of your **movement modes**.

3rd – **Sprinter:** When you use the *sprint* ability, you can move up to triple your movement speed. In addition, you gain a +1 bonus to your **fatigue tolerance**.

6th – **Wall Runner:** You gain a +5 bonus to checks with the

wallrun ability (see Wallrun, page 153). In addition, you can make a Dexterity check in place of a Climb check to use that ability.

9th – **Water Runner**: During your movement with the *sprint* ability, you can move on water and similar liquids as if they were solid ground.

12th – **Greater Rapid Movement**: The speed bonus from your *rapid movement* ability increases to +10 feet.

15th – **Greater Sprinter**: When you use the *sprint* ability, you can move up to four times your movement speed. In addition, the bonus to your **fatigue tolerance** from your *sprinter* ability increases to +2.

18th – **Cloud Runner**: During your movement with the *sprint* ability, you can move on dense fog and similar gaseous substances as if they were solid ground.

21st – **Supreme Rapid Movement**: The speed bonus from your *rapid movement* ability increases to +15 feet.

Swim Specialization [Skill]

Prerequisite: Swim as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Swim skill.

3rd – **Swim Speed**: You gain a **swim speed** equal to the **base speed** for your size. If you already have a swim speed, you gain a +10 foot bonus to your swim speed. A successful Swim check to move allows you to move a distance equal to your swim speed.

6th – **Swimming Blitz**: You can use the *sprint* ability without increasing your **fatigue level** if you swim for the entire duration of the movement. After you use this ability, you **briefly** cannot use it again.

6th – **Underwater Tolerance**: You can hold your breath for twice as long as normal (see Hold Breath, page 160).

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +5.

12th – **Earth Swimmer**: You can swim through loose earth and dirt as if it were water. Your swim speed in earth is only 5 feet, regardless of any bonuses or penalties that would normally apply to your swim speed. In addition, you take a –4 penalty to **accuracy** and your Armor and Reflex defenses while swimming in this way. The earth and dirt around you blocks line of sight and line of effect, so you usually cannot use ranged attacks of any kind.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +7.

18th – **Rapid Swimmer**: You gain a +10 foot bonus to your swim speed.

21st – **Greater Earth Swimmer**: Your swim speed in earth increases to 15 feet. In addition, you reduce your penalties for swimming in earth by 2.

Telepath [General, Magical]

Prerequisite: Intelligence 1, Willpower 1.

1st – **Telepathy**: You gain **telepathy** with a 60 foot range (see Telepathy, page 41).

3rd – **Mental Assault**: You can use the *mental assault* ability as a standard action.

Mental Assault Emotion

Make an attack vs. Mental against one creature within half the maximum range of your **telepathy**.

Hit: As a **condition**, the target is **dazed** (–2 defenses) while it has any **damage resistance** remaining, and **stunned** (–4 defenses) while it does not.

Critical hit: The condition must be removed twice before the effect ends.

You gain a +2 bonus to **accuracy** with the attack at 6th level and every 3 levels thereafter.

6th – **Read Mind** (Magical): You can use the *read mind* ability as a standard action.

Read Mind Emotion, Sustain (standard), Subtle

Make an attack vs. Mental against a creature within half the maximum range of your **telepathy**. Whether you hit or miss, you cannot attack the target with this ability again until it takes a **short rest**.

Hit: You know the target's current thoughts and emotions. In addition to the obvious effects, this grants you a +5 bonus to Deception, Persuasion, Intimidate, and Social Insight attacks and checks against the target. This does not allow you to search their mind for arbitrary thoughts or information, but creatures often think about questions they are asked, and their thoughts may reveal much more than their words.

You gain a +2 bonus to **accuracy** with the attack at 9th level and every 3 levels thereafter.

9th – **Greater Telepathy**: The range of your **telepathy** ability increases to 120 feet. In addition, you automatically know the location of any creature with an Intelligence of 0 or higher within half the maximum range of your telepathy. Unlike abilities like **blindsight**, the Stealth skill does not prevent you from learning the location of creatures in this way.

12th – **Fragmented Mind**: You gain a +2 bonus to Mental defense. In addition, you can maintain mental channels with up to 5 creatures at once with your telepathy. You can send separate thoughts to each creature.

15th – **Greater Read Mind**: On a **critical hit** with your *read mind* ability, you can delve through the target's mind to answer a specific question. You can pose a question to it mentally and search its mind to know the exact answer to that question. This takes five rounds of continuous concentration, and you can only get answers to one such question each time you use this ability.

The process of searching a creature's mind in this way is no easier to notice than normal for a **Subtle** ability.

18th – Supreme Telepathy: The range of your **telepathy** ability increases to 240 feet. In addition, you can see perfectly any creature with an Intelligence of 0 or higher within half the maximum range of your telepathy. Unlike abilities like **blindsight**, the Stealth skill does not prevent you from seeing creatures in this way.

21st – Mental Domination: Whenever a creature **stunned** (*-4 defenses*) by your *mental assault* ability reaches 0 hit points, you can **attune** to this ability. When you do, that creature becomes **dominated** (*must obey commands*) by you as long as you maintain that attunement. As normal, you can only maintain one instance of this attunement at a time.

Toughness [General]

Prerequisite: Constitution 1.

1st – Fortified Body: You gain a +2 bonus to Fortitude defense. In addition, you can sleep while you have **encumbrance** without penalty (see *Encumbrance*, page 24).

3rd – Durability: You gain a +4 bonus to your maximum **hit points**.

6th – Sleepless: You need half the normal amount of rest and sleep each day to function normally. For example, a human would only need four hours of sleep per night. This does not reduce the time required for you to take a **long rest**.

6th – Unwavering: You are immune to being **dazed** (*-2 defenses*).

9th – Greater Fortified Body: The defense bonus from your *fortified body* ability increases to +3.

12th – Greater Durability: The bonus from your *durability* ability increases to be equal to your level.

15th – Greater Sleepless: The amount of rest and sleep you need each day is reduced to a quarter of the normal value. For example, a human would only need two hours of sleep per night.

15th – Greater Unwavering: You are immune to being **stunned** (*-4 defenses*).

18th – Greater Fortified Body: The defense bonus from your *fortified body* ability increases to +4.

21st – Supreme Durability: The bonus from your *durability* ability increases to twice your level.

Twinhand Spellcaster [Casting, Magical]

Prerequisite: Dexterity 1.

1st – Twinhand Precision: You can always choose to use **somatic components** to cast your spells (see *Casting Components*, page 59). As long as you have two **free hands**, you gain a +1 **accuracy** bonus with spells that you cast using **somatic components**.

3rd – Freehand Implement: You can gain the benefits of one magical implement, such as a staff or wand, without having to hold it in your hands. You must still have it on your person, such as in a pocket or strapped to your back, and you must still be

attuned to it to gain its benefits. This ability only affects one implement at a time. In addition, if your legacy item is an apparel item, you may choose both apparel and implement magic item effects for it.

6th – Double Spell: You can use the *double spell* ability as a **standard action**.

Double Spell

You can only use this ability if you have two **free hands**.

Choose two spells that you know which do not have the **Sustain** or **Attune** tags. You cast both spells simultaneously, one with each hand. This gives the spells **somatic components**, regardless of any other effects which would normally prevent you from requiring somatic components. Both spells must affect completely different targets, with no overlap between their targets or areas (if any).

After you use this ability, you are unable to take any actions during the following round.

9th – Greater Twinhand Precision: The bonus from your *twinhand precision* ability increases to +2.

12th – Greater Double Spell: Using your *double spell* ability does not prevent you from acting during the **movement phase** of the following round.

15th – Greater Freehand Implement: You can use your *freehand implement* ability to affect an additional implement. In addition, you gain an additional **attunement point**. You can only use this attunement point to **attune** to magic implements.

18th – Supreme Twinhand Precision: The bonus from your *twinhand precision* ability increases to +3.

21st – Supreme Double Spell: Using your *double spell* ability does not prevent you from taking **minor actions** during the following round.

Two-Weapon Fighting [Combat]

Prerequisite: Dexterity 2.

1st – Offhand Freedom: You can use the *offhand strike* ability as a **free action** instead of as a **minor action**. However, you cannot use the *offhand strike* ability more than once per round. In addition, you can use the *offhand strike* ability during any phase that you take a **standard action**, regardless of whether that standard action causes you to make a **strike**.

3rd – Offhand Force: You gain a +1d damage bonus with the *offhand strike* ability.

6th – Dual Precision: You gain a +1 bonus to **accuracy** with **strikes** while you wield two weapons.

9th – Greater Offhand Force: The bonus from your *offhand force* ability increases to +2d.

12th – Greater Offhand Freedom: When you use your *offhand strike* ability, you treat all other weapons you attack with during that phase as being light for the purpose of determining your accuracy penalties. In addition, you may add half your **power** to damage with the **strike** from your *offhand strike* ability

if it is the only **strike** you make during that phase.

15th – **Supreme Offhand Force**: The bonus from your *offhand force* ability increases to +3d.

18th – **Greater Dual Precision**: The bonus from your *dual precision* ability increases to +2.

21st – **Offhand Flurry**: You can use the *offhand strike* ability twice per round.

Weapon Focus [Combat]

1st – **Focused Weapon**: Choose one type of weapon, such as a broadsword. This is your focused weapon, and many abilities from this feat give you benefits with your focused weapon.

1st – **Perfect Strike**: You can use the *perfect strike* ability as a standard action.

Perfect Strike

Make a **strike** using your focused weapon. You gain your choice of either a +1 accuracy bonus or a +2 damage bonus with the strike.

Level 6: The accuracy bonus increases to +2, and the damage bonus increases to +4.

Level 12: The accuracy bonus increases to +3, and the damage bonus increases to +8.

Level 18: The accuracy bonus increases to +4, and the damage bonus increases to +16.

3rd – **Firm Grip**: Your focused weapon is considered to be well-secured whenever you want it to be, making it difficult or impossible for you to be disarmed.

6th – **Focused Power**: You gain a +2 bonus to **power** with attacks using your focused weapon.

9th – **Focused Precision**: You gain a +1 bonus to **accuracy** with attacks using your focused weapon.

12th – **Greater Focused Power**: The bonus from your *focused power* ability increases to +4.

15th – **Greater Focused Precision**: The bonus from your *focused precision* ability increases to +2.

18th – **Supreme Focused Power**: The bonus from your *focused power* ability increases to +8.

21st – **Supreme Focused Precision**: The bonus from your *focused precision* ability increases to +3.

Whirlwind Warrior [Combat]

Prerequisite: Dexterity 1.

1st – **Cyclone**: You can use the *cyclone* ability as a standard action.

Cyclone

Sustain (standard)

When you use this ability, make a melee **strike** with a slashing weapon. Your **power** with the strike is halved. The strike targets any number of creatures adjacent to you. Whenever you sustain this ability, you can move up to half your speed and make a melee **strike** with a slashing weapon. The strike targets any number of creatures adjacent to you at any point during your movement.

Level 6: You gain a +2 damage bonus with the strike.

Level 12: The damage bonus increases to +4.

Level 18: The damage bonus increases to +8.

3rd – **Unfettered Movement**: During each phase, you may move through one creature's space during movement. You treat its space as **difficult terrain**. After moving through that creature's space, other creatures block you as normal for the remainder of your movement. Certain unusual creatures that occupy their entire space, such as gelatinous cubes, may be immune to this ability. If you end your movement in a creature's space with this ability, you and that creature are **squeezing** if you are no more than one size category larger or smaller than it.

6th – **Windrush**: You gain a +5 foot bonus to your speed with all of your **movement modes**.

9th – **Eye of the Storm**: You reduce your penalties for **squeezing** with other creatures by 1, and your movement speed is not reduced while squeezing with other creatures. This does not reduce your penalties for squeezing in tight spaces.

12th – **Greater Unfettered Movement**: Using your *unfettered movement* ability does not cause you to treat spaces occupied by creatures as difficult terrain.

15th – **Greater Windrush**: The bonus from your *wind dance* ability increases to +10 feet.

18th – **Greater Eye of the Storm**: You take no penalties for **squeezing** with other creatures.

21st – **Supreme Unfettered Movement**: You may move through any number of creatures with your *unfettered movement* ability.

Other Feat Rules

Retraining Feats

At every level, you can choose to retrain an old feat in exchange for a new feat.

Appendix D

Optional Rules

Attributes

Other Methods of Attribute Generation

Point buy offers the fairest and most customizable system for determining attribute scores, ensuring that players can be almost any character they want to be. However, some groups may wish to determine attribute scores differently. Other options are provided below.

Simple Random Point Buy

With this method, you have only a small degree of control over your attribute scores, but all characters generated in this way are equally powerful. As with the point buy method, all your attribute scores start at 0, and you get 10 points to distribute among your attribute scores. However, you do not have full control over how to distribute those points.

For each attribute, starting with the attributes you care about most, roll 1d8. You spend that many points on that attribute, ignoring any extra points that can't be spent. For example, if you roll a 4, you spend 3 points on the attribute, causing you to start with a 2. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next attribute.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase the starting value of any individual attribute by more than 1 during this stage. If any of your attributes start as a 0, you may choose to lower them to gain the normal benefits from having low attributes (see Attribute Penalties, page 21).

To further limit your character creation options, you may choose to randomize the order in which you roll your attributes instead of rolling them in an order of your choice.

Smoothed Random Point Buy

This method functions like the Simple Random Point Buy method, except that the resulting attribute values have a smoother distribution, and you can randomly end up with attribute penalties.

For each attribute, starting with the attributes you care about most, roll 4d6. Then, remove any one of the rolls after seeing the

results. Sum the results of the remaining three dice and spend the appropriate number of attribute points as indicated in Table D.1: Smoothed Random Point Buy Results. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next ability.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase the starting value of any individual attribute by more than 1 during this stage.

To further limit your character creation options, you may choose to randomize the order in which you roll your attributes instead of rolling them in an order of your choice.

Table D.1: Smoothed Random Point Buy Results

Roll	Base Attribute	Point Cost
3-4	-2	0 ¹
5-6	-1	0 ²
7-8	0	0
9-10	1	1
11-12	2	2
13-15	3	4
16-18	4	6

1 You gain one **insight point**.

2 You gain an additional **trained skill**.

Classic Hardcore

This method is completely random and can generate very overpowered or underpowered characters. It represents the unfairness of the world, where some people are just better or worse than others. For each attribute, roll 2d6, take the average (rounded down), and subtract 2. If you roll a 1 on both dice, treat the average as a 0. The result is your base value for that attribute.

Epic Fate

After 21st level, characters no longer gain levels normally. However, they can still increase their personal power as they make progress towards their ultimate fate.

When you reach 21st level, you may choose an epic fate that you qualify for, or you may delay choosing until you meet the prerequisites for your desired fate. You do not start with any

ranks in your chosen epic fate. Each epic fate specifies ways that you can make progress towards that epic fate. Whenever you make dramatic progress towards your epic fate, your rank in that epic fate may increase, at the discretion of the Game Master.

None of the epic fate abilities have a tag to indicate that they are **magical** abilities. Many of them are not fundamentally **mundane** in nature, but they are beyond normal magic, and effects like an *antimagic field* cannot interact with or suppress them.

Artificial Immortality

You have sought out strange magical power in search of a way to artificially prolong your life. As your power grows, you become increasingly able to resist death and return from it. Eventually, you will transcend death entirely.

Prerequisites: You must perform a series of rituals to prepare yourself for immortality, at least one of which must be rank 7 or higher. There are many kinds of immortality that you can pursue with this epic fate, and the exact nature of the rituals will change depending on the type of immortality you pursue. For example, you can have a phylactery regenerate a new body for you like a lich, you can create clones of yourself that you inhabit if your first body dies, or you can modify your body to regenerate after death from mortal wounds. This immortality may change your base species, such as if you become a lich or move your body into a flesh golem. If it does, you retain all benefits and modifiers from your original species other than size and gain the effects of the new species in addition.

Progression: You must discover powerful new magic rituals that support your particular form of immortality. This generally requires exploring sites of ancient magic, gaining favor with powerful creatures who have relevant knowledge or abilities, and independent experimentation based on your findings.

Artificial Immortality Ranks

Rank 1 – Life After Death: If you die from any cause other than old age, you resurrect according to nature of your chosen immortality. Your specific form of immortality determines where you return, such as at the site of your death, at the current location of your corpse, or in an entirely separate location. The timing of your resurrection may also differ based on your immortality, but you cannot complete your resurrection sooner than one day after the time of your death. After you resurrect in this way, this ability does not function for one week, allowing you to be killed normally.

Rank 2 – Death Familiarity: You become so familiar with the trauma of injury and death that your body adapts to it. You gain a +2 bonus to vital rolls. In addition, you cannot gain more than two vital wounds from a single damage roll, regardless of the amount of damage you take.

Rank 3 – Artificial Life: Whenever you resurrect with your *life after death* ability, your new body gains a +1 bonus to Strength, Dexterity, and Constitution. This bonus does not stack if you resurrect multiple times. In addition, that resurrection

functions even if the cause of your death was old age, and you can control the physical age of your new body.

Rank 4 – Deathcaller: You are deeply familiar with death, and know how to most effectively inflict it on others. Whenever you inflict a **vital wound** on a living creature, you may kill that creature outright.

Rank 5 – True Immortality: You become fully immortal. There is no time limit after the resurrection from your *life after death* ability where you become vulnerable to a true death. In addition, the resurrection can complete as quickly as the end of the next round after your death. If a physical component limits your immortality, such as a phylactery, it can no longer be damaged or destroyed without the direct intervention of a rank 5 Slayer.

Deity

People have begun to worship you, putting you on the path to become a deity. As your followers grow, you become capable of ever greater miraculous acts, and you can grant your followers some of your power. Eventually, you ascend into the pantheon of gods.

Prerequisites: You must have at least a hundred sentient worshippers to choose this epic fate. In addition, you must not have any cleric archetypes.

Progression: To progress towards this epic fate, you must gain a significant number of additional worshippers. In general, you must at least double your worshippers to progress towards each new rank of this fate, though this can vary widely. Having worshippers among many different places is more valuable than converting an isolated group to worship you, though both are helpful.

Deity Ranks

Rank 1 – Domain Influence: Choose a cleric domain. You gain all abilities from that domain except for its mastery ability. In addition, your worshippers become eligible to gain cleric archetypes, though they cannot exceed a maximum rank in those archetypes of twice your rank in this epic fate (to a maximum of 8). This does not grant additional archetypes to worshippers who have already chosen their three archetypes, and is usually only relevant to NPC worshippers.

Rank 2 – Prayers: You hear all prayers directed to you. Once per week, you can teleport yourself and up to ten **allies** any distance within the same plane as a **standard action**. Your destination must either be a worshipper actively praying to you or a holy place dedicated to you. In addition, choose a second cleric domain. You gain all abilities from that domain except for its mastery ability.

Rank 3 – Domain Mastery: Choose a third cleric domain. You gain all abilities from that domain. In addition, you gain the mastery ability from the domains you chose with your *domain influence* and *prayers* abilities.

Rank 4 – Demigod: You become a demigod. You no longer age normally, and you cannot die from old age. You become a

planeforged native to an Aligned Plane matching your alignment (see Planes, page 41). While you are on that plane, you can teleport to any plane with your *prayers* ability from this epic fate. In addition, you can use that teleportation ability once per hour instead of once per week.

Rank 5 – Deification: You become a deity. You are transported to an Aligned Plane matching your alignment, and you gain divine dominion over an amount of territory in that plane. While you are in your territory, you can freely reshape your territory with a thought to match your desires, and you are immune to all damage and **conditions**.

Regardless of which plane you are on, you can teleport to anywhere within your home plane as a **standard action**. In addition, there is no limit on the number of times you can teleport with your *prayers* ability from this epic fate.

Hero of Legend

You are widely known as a hero, rescuing those in need. As your deeds of heroism spread, you gain abilities to help you protect others. Although you will eventually die, your legend will live on, inspiring others to save people as you did.

Prerequisites: You must be publicly known to be involved with saving at least one major country or similarly large group of people from some sort of disaster to choose this epic fate. In addition, you must have a Willpower of at least 1.

Progression: To progress towards this epic fate, you must publicly contribute to saving large numbers of people from death or other major disasters in a way that builds your reputation.

Hero of Legend Ranks

Rank 1 – Heroic Intervention: At the start of each phase, you may choose an **ally** adjacent to you. Whenever that creature would be the target of an attack that phase, you are targeted by that attack instead. If the attack would have targeted both you and that ally, the attack only targets you once, not twice.

Rank 2 – Unstoppable Hero: You gain a +4 bonus to all defenses, and you gain a +50 bonus to your maximum **hit points**. In addition, you gain a +20 foot bonus to your speed with all of your **movement modes**.

Rank 3 – Sheltering Aura: Your *heroic intervention* ability from this epic fate affects any number of **allies** within a Medium (30 ft.) radius **emanation** from you. Whenever an affected ally is attacked, you teleport into an empty space next to that creature, or into its space if no empty space is available. If multiple allies are attacked simultaneously, you can choose where you end up at the end of the series of teleportations.

Rank 4 – Inspiring Hero: The area of your *heroic intervention* ability increases to a Gargantuan (240 ft.) radius **emanation**. In addition, each creature with a mind affected by that ability is so inspired by your example that it gains a +1 bonus to its Willpower permanently. This bonus does not stack.

Rank 5 – Answer the Call: You gain an intuitive sense for when people need your aid. Whenever someone on the same plane as you is in danger, you are aware of the existence of

that danger. You can sense the general category of danger (fire, combat, drowning, etc.) and a very approximate direction and distance. This generally allows you to sense if a large number of people are in danger from the same thing. As a **standard action**, you can teleport any distance within that plane to reach a person in danger.

Slayer

You are widely known as a killer of legendary skill. As your body count increases, you gain abilities to help you track down and kill increasingly powerful foes. Eventually, your powers threaten the gods themselves, allowing you a unique ability to transcend death.

Prerequisites: You must be publicly known to be involved with slaying at least one creature with a challenge rating of 4 and a level of at least 21.

Progression: To progress towards this epic fate, you must publicly contribute to slaying increasingly dangerous and fearsome foes in a way that builds your reputation.

Slayer Ranks

Rank 1 – Lethality: You gain a +4 bonus to **power**. In addition, whenever you would inflict any number of **vital wounds** on a creature, you may inflict twice that many vital wounds.

Rank 2 – Precision Killer: You gain a +4 bonus to **accuracy**. In addition, you can inflict **critical hits** on creatures that would otherwise be immune to critical hits from you due to their size or body structure.

Rank 3 – Mark of the Slayer: As a **standard action**, you can choose to mark any creature you can unambiguously identify. This includes any creature you can see, as well as any creature you know the name of and can differentiate from other similar creatures. You can only mark one creature at a time, and applying a new mark replaces any previous mark. You cannot use this ability to replace a mark that is less than a week old if the recipient of the previous mark still lives.

This mark is visible on the creature's body with a design that is recognizably yours. It appears on top of any clothing or other attempt to conceal it, even if the creature is invisible. Anyone can recognize the significance of the mark with a **difficulty value** 15 Knowledge (arcana or local) check, and creatures that understand the significance of the mark may refuse to give your target aid of any kind to avoid risking your wrath.

You know the exact distance and direction to any creature you have marked with this ability that is on the same plane as you. As a **standard action**, you can create a **scrying sensor** adjacent to them that you can see and hear through. The sensor lasts as long as you **sustain** it as a **free action**. It moves to stay adjacent to the target, regardless of its speed.

Rank 4 – Slayer's Journey: As a **standard action**, you can **teleport** yourself and up to ten **allies** any distance within the same plane to the location of a creature affected by your *mark of the slayer* ability from this epic fate. You cannot precisely choose the destination of this ability, and it does not leave you

immediately adjacent to the marked creature. Generally, it leaves you just outside any sort of fortress or defenses the marked creature has constructed. After you use this ability, you cannot use it to travel to the same creature for a day. This does not limit your ability to travel to a different creature if you mark a different creature.

Rank 5 – Godslayer: Your attacks ignore most forms of general immunity. This does not help you ignore specific immunities, such as fire elemental's immunity to fire damage. However, you can destroy artifacts and even inflict damage and conditions on deities in their divine dominion. As a result, even deities fear to interfere with you directly. If you ever die, you can generally threaten or fight your way past any planar guardians to leave your afterlife whenever you want. After you do this once, you become a **plane-forged** native to your afterlife plane, since your new body is formed from the raw material of that plane (see Planes, page 41).

Uncommon Species

Animal Hybrid

Animal hybrids are humanoid creatures that are a combination of humans and animals. The abilities of an animal hybrid depend on the type of animal it is based on.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities: As the original animal.

Automatic Languages: Common and any one **common language** (see Table 3.6: Common Languages, page 41).

Sample Animal Hybrids

Hybrid Shark:

Special Abilities:

- **Bloodscent:** A hybrid shark has the scent ability (see Scent, page 421). In addition, it gains a +10 bonus to Awareness checks to detect blood.
- **Bite:** A hybrid shark's mouth is elongated, which it can use as a bite attack (see Natural Weapons, page 342). A hybrid shark's bite deals 1d6 damage.
- **Swim Speed:** A hybrid shark has a swim speed equal to the base speed for its size.

Hybrid Wolf:

Special Abilities:

- **Scent:** A hybrid wolf has the scent ability (see Scent, page 421).
- **Bite:** A hybrid wolf's mouth is elongated, which it can use as a bite attack (see Natural Weapons, page 342). A hybrid wolf's bite deals 1d6 damage.
- **Low-light Vision:** A hybrid wolf has **low-light vision**, allowing it to see clearly in **shadowy illumination** (see Low-light Vision, page 421).

Awakened Animal

Awakened animals are animals that have been granted sentience by the **awaken** ritual. The abilities of an awakened animal depend on the type of animal it is.

Size: Small or Medium, as original animal.

Attributes: The attributes of an awakened animal depend on its size.

Medium: No change.

Small: -2 Strength, +1 Dexterity.

Speed: As the original animal.

Special Abilities: As the original animal.

Automatic Languages: Common.

Sample Awakened Animals

Cat:

Size: Small. This gives a cat a +4 bonus to the Stealth skill, among other effects (see Size Categories, page 39).

Attributes: Being Small gives cats a -2 penalty to Strength and a +1 bonus to Dexterity.

Speed: 20 feet.

Special Abilities:

- **Claws:** A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 342). A cat's claws do 1d4 damage.
- **Low-light Vision:** A cat has **low-light vision**, allowing it to see clearly in **shadowy illumination** (see Low-light Vision, page 421).
- **Scent:** A cat has the scent ability (see Scent, page 421).

Changeling

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- **Alter Shape:** A changeling can alter its physical form in minor ways. As a standard action, a changeling can make a Disguise check with a +10 bonus to alter its body. This ability does not alter the changeling's equipment, which may give away its identity unless disguised normally. This is a **magical** ability.

Bonus Languages: Any.

Automatic Languages: Common, any two **common languages**.

Dragon

Ancient dragons are magical creatures of immense power and wisdom, and are far more powerful than any ordinary character of the same level. However, young dragons can be played as characters, though their unique abilities do pose unique challenges.

Size: Small.

Attributes: -2 Strength, +1 Dexterity.

Speed: 20 feet.

Special Abilities:

- **Dragon Archetype:** You only gain two class archetypes instead of three. Instead, you treat the Dragon archetype as one of your archetypes, and you gain ranks in it just like you gain ranks in class archetypes.

Automatic Languages: Common, Draconic, any one **common language**.

Dragon Archetype

Rank 0 – Draconic Senses

You have **darkvision** with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page 420). In addition, you gain **low-light vision**, allowing you to see clearly in **shadowy illumination** (see Low-light Vision, page 421).

Rank 0 – Draconic Weapons

You have a bite natural weapon and two claw natural weapons. For details, see Natural Weapons, page 342.

Rank 0 – Draconic Wings

You gain scaly wings that sprout from your back. These wings grant you a glide speed equal to the **base speed** for your size (see Gliding, page 48). The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.

Rank 0 – Dragon Type

Choose a type of dragon from among the dragons on Table C.2: Dragon Types. You are that type of dragon. You are immune to the damage type dealt by that dragon's breath weapon.

Rank 0 – Limited Equipment

A dragon's claws are not able to effectively wield shields or manufactured weapons. They can wear armor, but it is treated as barding instead of normal armor, increasing its cost. In general, dragon-fitted barding is rare or nonexistent even in large cities, so a dragon's armor must usually be created specifically for them.

Rank 1 – Draconic Breath

You can use the *breath weapon* ability as a **standard action**.

Breath Weapon

Make an attack vs. Reflex against everything in the area defined by your dragon type (see Table C.2: Dragon Types). After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes damage equal to 1d8 plus half your **power**. The damage type is defined by your dragon type.

Rank 2: The damage increases to 1d10. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Large (60 ft.), 5 ft. wide line. A cone breath weapon becomes a Medium (30 ft.) cone.

Rank 3: The damage increases to 2d6.

Rank 4: The damage increases to 2d8. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Huge (120 ft.), 10 ft. wide line. A cone breath weapon becomes a Large (60 ft.) cone.

Rank 5: The damage increases to 2d10.

Rank 6: The damage increases to 4d6. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Gargantuan (240 ft.), 15 ft. wide line. A cone breath weapon becomes a Huge (120 ft.) cone.

Rank 7: The damage increases to 4d8.

Rank 2 – Draconic Flight (Magical)

Your wings grow larger, granting you a limited ability to fly. You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 15 feet (see Flying, page 48). At the start of each phase, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

Rank 3 – Draconic Bulk

Your size category increases to Medium. This increases the **base speed** for your size. You reduce your Dexterity by 1 and increase your Strength by 2. In addition, you gain a +2 bonus to your **power** with all abilities.

Rank 4 – Draconic Body

You gain a +1 bonus to Armor defense. In addition, you gain a +1d damage bonus with all **natural weapons**.

Rank 5 – Greater Draconic Flight

The maximum height from your *draconic flight* ability increases to 60 feet. In addition, you gain a +10 foot bonus to your fly speed with that ability.

Rank 6 – Greater Draconic Bulk

Your size category increases to Large. The speed bonus from your *draconic bulk* ability increases to +20 feet, the attribute modifiers to Dexterity and Strength increase to -2 and +3 respectively, and the power bonus increases to +6. You gain a slam natural weapon, except that it also has the Sweeping (1) **weapon tag** (see Natural Weapons, page 342). In addition, you gain a +30 foot bonus to your fly speed with your *draconic flight* ability, but your maneuverability drops to poor maneuverability (see Flying Maneuverability, page 48).

Rank 7 – Greater Draconic Body

The defense bonus from your *draconic body* ability increases to +2. In addition, the damage bonus increases to +2d.

Basic Class Abilities

If you choose dragon as your base class, you gain the following abilities.

Power

Your automatic bonus to power based on your rank in this archetype is the same as a fighter (see Class-Based Power Bonuses, page 65).

Defenses

You gain the following bonuses to your **defenses**: +7 Fortitude, +3 Reflex, +5 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +3 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Two **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Five **trained skills**, which you can spend to learn skills (see Trained Skills, page 147).

Weapon Proficiencies

You are not proficient with any weapon groups, even simple weapons. You are still proficient with your natural weapons.

Armor Proficiencies

You are proficient with light and medium armor. Armor shaped appropriately for dragons can be hard to find, and may need to be crafted individually for the dragon.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Deduction, Knowledge (arcana), Medicine.
- *Perception*: Awareness, Creature Handling, Social Insight, Survival.
- *Other*: Deception, Intimidate, Persuasion.

Drakkenfel

A drakkenfel is created when a dragon's scales are removed while the dragon still lives. The scales retain much of the dragon's power, and without them, the dragon is cursed to continue its life as a diminished, mortal creature. Drakkenfel are extremely rare, as there are few who are powerful enough to subdue a dragon

to extract its scales – and fewer still who would dare to do so, knowing that they would earn the eternal enmity of dragonkind.

Physically, a drakkenfel resembles a wyrmling dragon, except that it is completely scaleless. Its skin is leathery and rough, and some drakkenfel bear scars from the ritual that removed their scales. Most drakkenfel retain tatters of their wings, but they are always nonfunctional.

Size: Small.

Attributes: –1 Strength, either +1 Dexterity or +1 Constitution.

Speed: 25 feet.

Special Abilities:

- *Bite*: A drakkenfel's mouth can be used to bite (see Natural Weapons, page 342). A drakkenfel's bite attack deals 1d6 damage.
- *Draconic Essence*: Each drakkenfel was once a type of dragon. When creating a drakkenfel, choose which type of dragon it used to be. This is inherent to the drakkenfel, and cannot be changed. A list of dragons and their associated energy type is given on Table C.2: Dragon Types, page 432.
- *Damage Tolerance*: A drakkenfel is **impervious** to damage of the type associated with its *draconic essence*.
- *Low-light Vision*: Drakkenfel have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 421).
- *Sleeping Dragon*: If a drakkenfel recovers its stolen scales, it immediately becomes a dragon again. Its statistics become identical to its statistics before losing its scales, including level.

Automatic Languages: Common, Draconic, any one **common language**.

Drow

Drow are an offshoot group of elves that live deep underground. The deep caves are a far harsher environment than the surface world. Resources are scarce, and dangerous monsters are far more common. In order to survive, drow were forced to adopt a variety of practices condemned by surface civilizations. The most notorious are their frequent use of poison, their refusal to take prisoners, their willingness to eat any non-drow creatures they kill, even sentient creatures. In addition, drow society tends to reward selfishness and ambition more explicitly than surface civilizations, and the vast majority of drow are evil.

When drow find opportunities to reach the surface world, they seek to conquer territory for themselves, usually with great violence. They have always been defeated and banished back to their caves, but surface civilizations still remember the danger that drow pose. Even more so than tieflings or orcs, who are already viewed with suspicion, drow are anathema in almost any civilized society. Drow who escape the deep caves are more likely to find a peaceful existence on other planes that do not fear an underground invasion.

Size: Medium.

Attributes: –1 Constitution, +1 Dexterity

Speed: 30 feet.

Special Abilities:

- *Darkvision:* Drow have **darkvision** with a 120 foot range, allowing them to see in complete darkness (see Darkvision, page 420).
- *Deep Darkness* [Magical]: A drow can use the *deep darkness* ability as a **standard action**.

Deep Darkness

Sustain (minor)

Target: One **zone** within Medium (60 ft.) range

You can choose this ability's radius, up to a maximum of a Medium (30 ft.) radius. Light within or passing through the area is dimmed to be no brighter than **shadowy illumination**. Any object or effect which blocks light also blocks this spell's effect.

- *Drow Prejudice:* Almost all surface-dwellers have negative associations with drow. Drow have an Opposition relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page 167). People in some locations, such as deep underground, do not have this attitude.
- *Keen Senses:* Drow gain a +2 bonus to the Awareness skill (see Awareness, page 149).
- *Poison Tolerance:* Drow are **impervious** to poison.
- *Sensitive Eyes:* Drow take a –2 penalty to **accuracy** while they are in **bright illumination**. This penalty is doubled while they are in **brilliant illumination**.
- *Trance:* Drow do not sleep, and are immune to **magical** effects that would cause them to sleep. Instead of sleeping, drow can trance for 4 hours. An elf in trance may make Perception-based checks at a –5 penalty. Drow must still avoid strenuous activity for 8 hours to heal and gain other benefits of taking a **long rest**.

Automatic Languages: Common, Elven, Undercommon

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 Constitution, –1 Dexterity.

Speed: 25 feet.

Special Abilities:

- *Ingrain:* A dryaidi use the *ingrain* ability as a standard action.

Ingrain

The dryaidi's land speed becomes 5 feet, regardless of any modifiers that normally apply. It gains a +4 bonus to Fortitude defense and a +1 bonus to Armor defense. When moving, it may ignore **difficult terrain** of any kind. If the dryaidi takes a **long rest** while this ability is active, it acquires nutrients sufficient to replace a day's worth of food and water.

This ability lasts until the dryaidi ends it as a standard action.

- *Photosynthesis:* While in sunlight, a dryaidi gains a +5 foot bonus to land speed.
- *Plant Nature:* A dryaidi is considered both a creature and a plant.

Automatic Languages: Common, Sylvan.

Eladrin

Size: Medium.

Attributes: –1 Constitution, either +1 Dexterity or +1 Willpower

Speed: 30 feet.

Special Abilities:

- *Fae Step:* As a standard action, you can use the *fae step* ability.

Fae Step

You **teleport** into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. If the destination is invalid, this ability fails with no effect.

This ability improves based on your rank in your highest-rank archetype.

Rank 3: The range increases to Medium (60 ft.) range.

Rank 5: The range increases to Long (120 ft.) range.

Rank 7: The range increases to Distant (240 ft.) range.

- *Fae Season:* Eladrin respond strongly to their emotions, and change their abilities based on the season they currently represent. An eladrin must choose one of the following seasons when it finishes a **short rest**. The chosen season lasts until it changes to a different season.

Spring: +1 bonus to Mental defense, –1 penalty to Fortitude defense. Eladrin expressing the spring season are filled with the joy of a new year. However, they are also visibly thinner and more frail, as if recovering from a long winter.

Summer: +1 bonus to Fortitude defense, –1 penalty to Reflex defense. Eladrin expressing the summer season are visibly hearty and a little more plump. However, they also move with all the alacrity of a long summer day.

Autumn: +1 bonus to all checks, –1 penalty to **accuracy**. Eladrin expressing the autumn season embody the spirit of the harvest. They are filled with goodwill

towards all creatures, and prefer finding peaceful solutions to problems. Their bodies tend to be firm and toned, reflecting the hard work required to prepare for the winter.

Winter: +1 bonus to **vital rolls**, -1 penalty to Mental defense. Eladrin expressing the winter season are prepared for the worst. They tend to be dour and pessimistic, but they press on despite the certainty of doom.

- **Low-light Vision:** Eladrin have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 421).
- **Trance:** Eladrin do not sleep, and are immune to **magical** effects that would cause them to sleep. Instead of sleeping, eladrin can trance for 4 hours. An eladrin in trance may make Perception-based checks at a -5 penalty. Eladrin must still avoid strenuous activity for 8 hours to heal and gain other benefits of taking a **long rest**.

Species Feat Options:

Automatic Languages: Common, Sylvan, and any one **common language** (see Table 3.6: Common Languages, page 41).

Kit

Kit are humanoid creatures that have noticeable foxlike characteristics. They are descended from natural fox spirits. All kit have at least one tail, and some have multiple tails. Their tails are distinctly fluffy and fox-like, and most kit put effort into concealing their tails to avoid revealing their true nature.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- **Foxlike Agility:** Kit gain a +2 bonus to the Balance and Stealth skills.
- **Illusory Guise:** As a standard action, a kit can magically disguise its physical appearance in minor ways. This functions like the *disguise creature* ability with a +4 bonus, except that a kit cannot change the appearance of its equipment, creature type, or number of limbs, including any tails it may have (see *Disguise Creature*, page 159). This is a **magical** ability. It lasts until the kit **dismisses** it as a free action or uses this ability again.
- **Instinctive Trickster:** Kit gain a +2 bonus to the Deception and Social Insight skills.
- **Low-light Vision:** Kit have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 421).

Automatic Languages: Common, any one **common language**.

Naiadi

Naiadi are humanoid creatures descended from naiads. Most naiadi are unusually physically appealing, but show no other outward signs of their heritage.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- **Create Water:** A naiadi can cast the *create water* cantrip. When they do so, they do not require verbal or somatic **casting components**, and their spellcasting rank is considered to be equal to their rank in their highest rank archetype. If they would already know that cantrip through the Aquamancy sphere, the volume of water created with the cantrip doubles.
- **Enchanting Appearance:** A naiadi gains a +2 bonus to the Creature Handling, Perform, and Persuasion skills.
- **Low-light Vision:** Naiadi have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 421).
- **Naiadi Archetype:** You may choose three class archetypes, as normal. However, you may choose the Naiadi archetype in place of one of your class archetypes. If you do, you gain ranks in it just like you gain ranks in class archetypes. You cannot choose naiadi as your base class.
- **Water Affinity:** A naiadi has a **swim speed** equal to the **base speed** for their size. In addition, they can breathe clean water like a human breathes air.

Automatic Languages: Common, Sylvan, any one **common language**.

Naiadi Archetype

Rank 0 – Greater Enchanting Appearance

The bonuses from your *enchanting appearance* species ability increase to +4.

Rank 1 – Water Bond (Magical)

You can form a bond with a fresh stream, lake, or other Gargantuan or larger body of fresh water (not salt water). Forming a bond or severing a bond takes one week of meditation and ritual, periodically interrupted by rest. Forming a bond also requires asking permission from the water. Any individual body of water can only be bonded to one naiad or naiadi in this way.

As long as your bonded water remains clean, pure, and large enough to be a valid subject of bonding, you gain a +1 bonus to Mental defense, a +1 bonus to your **power**, and a bonus equal to twice your rank in this archetype to your **hit points**. If your bonded water becomes contaminated or shrinks below the minimum size, these bonuses are inverted into penalties until you sever the bond. You can passively observe the general health and status of water you are bonded to, including knowing when significant pollutants enter the water and when the water grows or shrinks significantly.

Rank 2 – Fluidseeker

You gain a +1 bonus to **accuracy** against creatures significantly composed of water or watery fluids. This is true of almost all living creatures.

Rank 2 – Freshwater Fountain

The volume of water you can create with the *create water* cantrip increases by five times.

Rank 3 – Aqueous Form

You can cast the *aqueous form* spell. When you do, you do not require verbal or somatic **casting components**, and you use your rank in this archetype as your spellcasting rank. In addition, it does not reduce your **damage resistance**.

Rank 4 – Greater Water Bond

The bonuses from your *water bond* ability increase to +2 Mental defense, +2 power, and three times your rank in this archetype to your hit points.

Rank 5 – Greater Fluidseeker

The accuracy bonus from your *fluidseeker* ability increases to +2.

Rank 5 – Greater Freshwater Fountain

The multiplier from your *freshwater fountain* ability increases to twenty times the normal volume of water.

N

ai][6]Greater Aqueous Form When you cast the *aqueous form* spell, it does not have the **Attune** (self) tag. Instead, it lasts until you **dismiss** it as a **free action**.

Rank 7 – Supreme Water Bond

The bonuses from your *water bond* ability increase to +3 Mental defense, +4 power, and three times your rank in this archetype to your hit points.

Orc

Orcs are green-skinned humanoid creatures known for their strength and brutality.

Size: Medium.

Attributes: +1 starting Strength, -1 starting Intelligence.

Speed: 30 feet.

Special Abilities:

- **Darkvision:** Orcs have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 420).
- **Intimidating:** Orcs gain a +3 bonus to the Intimidate skill (see Intimidate, page 162).
- **Mighty:** You gain a +1 bonus to your Strength for the purpose of determining your **weight limits** (see Weight Limits, page 40).
- **Orcish Prejudice:** Most people have negative associations with orcs thanks to their violent and dangerous behavior. Orcs have an Acquaintance (negative) relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page 167). People in some locations, such as orcish tribes, do not have this attitude.

- **Powerful:** You gain a bonus equal to a quarter of your level (minimum 1) to your **power** with **mundane** abilities.

Automatic Languages: Common, Orc.

Oozeborn

Oozeborn are sentient ooze creatures that have gained true sentience through a strange quirk of their birth. They are very rare to see in civilized lands, as most oozeborn lack the opportunity to discover more than the dark caves in which they were spawned. Since they often grow up without mentorship from any civilized creature, oozeborn tend to have odd mannerisms and a poor ability to mask their emotions, even after spending years in civilization. Old oozeborn may eventually adapt to societal norms and act perfectly natural, or they may abandon civilized company entirely.

The body of an oozeborn is amorphous, and they lack any identifiable internal organs. Their natural color depends on the nature of the ooze that spawned them, so green and gray are the most common colors. Adventuring oozeborn typically assume a bipedal shape for both practical and social convenience, but their natural shape is a loosely spherical blob. Unconscious oozeborn revert to their default state automatically, though some learn to maintain a semblance of cohesion while asleep.

Creature Type: Unlike most other playable species, oozeborn are considered animates instead of humanoids.

Size: Medium.

Attributes: -1 Intelligence, +1 Constitution.

Speed: 25 feet.

Special Abilities:

- **Oozeborn Archetype:** You only gain two class archetypes instead of three. Instead, you treat the Oozeborn archetype as one of your archetypes, and you gain ranks in it just like you gain ranks in class archetypes.

Automatic Languages: Common.

Oozeborn Archetype**Rank 0 – Acid Tolerance**

You are **impervious** to acid damage.

Rank 0 – Amorphous Form

You gain a +5 bonus to the Flexibility skill (see Flexibility, page 161). Your natural form is a loosely spherical blob. You can use the *mold body* ability as a standard action to adopt a particular shape.

Mold Body**Sustain** (free)

You make a Disguise check to alter your appearance (see Disguise Creature, page 159). This physically changes your body to match the results of your disguise. You gain a +4 bonus on the check, and you ignore penalties for changing your gender, species, subtype, age, and number of limbs (up to 4). However, this effect is unable to alter your equipment in any way.

You can sustain this ability for any length of time without mental strain, ignoring the normal 5 minute limit.

Rank 0 – Compressible Body

You can compress your head and shoulders down to a minimum of a one inch radius, allowing you to squeeze through very small areas. Your clothing or armor is not compressed, so they may limit your ability to move through extremely narrow spaces.

Rank 0 – Darkvision

You have **darkvision** with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page 420).

Rank 1 – Acidic Body

You gain a slam **natural weapon**, which deals 1d8 damage and requires a free hand to use, except that it also has the Long **weapon tag** (see Natural Weapons, page 342). In addition, all damage you deal with natural weapons, including your unarmed attack, is acid damage in addition to its other types. This does not affect damage you deal with manufactured weapons.

Rank 1 – Poison Dissolution

You are **impervious** to poisons.

Rank 2 – Darkborn Senses

You gain **blindsense** with a 60 foot range, allowing you to sense your surroundings without light (see Blindsense, page 420). If you already have the blindsense ability, you increase its range by 60 feet. In addition, you gain **blindsight** with a 15 foot range, allowing you to see without light (see Blindsight, page 420). If you already have the blindsight ability, you increase its range by 15 feet.

Rank 2 – Ingest Object

You can use the *ingest object* ability as a standard action. This functions like the *absorb object* spell, except that you do not gain the ability to absorb objects that are larger than Medium size. Anything you absorb in this way takes a single point of **subdual** acid damage at the end of each round while it remains absorbed. This damage is insufficient to hurt most objects made from wood, stone, or metal, but it can destroy more fragile objects like paper or complex traps.

Rank 3 – Greater Amorphous Form

You gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

Rank 3 – Greater Compressible Body

You reduce your penalties for **squeezing** (–2 *accuracy*, *Armor*, and *Ref*) by 1.

Rank 4 – Greater Acidic Body

You gain a +1d damage bonus with natural weapons.

Rank 4 – Acidic Apotheosis

You are **immune** to acid damage and poisons.

Rank 5 – Greater Darkborn Senses

The range of your **blindsense** increases by 60 feet. In addition, the range of your **blindsight** increases by 15 feet.

Rank 5 – Greater Ingest Object

The maximum number of objects you can absorb with your *ingest object* ability increases to 2. In addition, you may absorb **allies** with that ability in addition to unattended objects.

Rank 6 – Supreme Amorphous Form

The bonus from your *greater amorphous form* ability increases to +8. In addition, your *mold body* ability loses the **Sustain** (free) tag. Instead, it lasts until you choose to **dismiss** it as a **free action**. This allows you to maintain your shape while unconscious.

Rank 6 – Supreme Compressible Body

You reduce your penalties for squeezing by 2, which means you take no penalties for squeezing unless you use the *tight squeeze* ability (see Flexibility, page 161).

Rank 7 – Supreme Acidic Body

The bonus from your *greater acidic body* ability increases to +2d.

Rank 7 – Third Arm

When you use your *mold body* ability, you can create three arms instead of two. You can use all three hands as free hands. For example, this can allow you to use a heavy weapon and a shield simultaneously.

Basic Class Abilities

If you choose oozeborn as your base class, you gain the following abilities.

Power

Your automatic bonus to power based on your rank in this archetype is the same as a fighter (see Class-Based Power Bonuses, page 65).

Defenses

You gain the following bonuses to your **defenses**: +7 Fortitude, +3 Reflex, +5 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 25).
- A +4 bonus to your **fatigue tolerance**, which makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 25).
- Two **insight points**, which you can spend to gain additional abilities or proficiencies (see Insight Points, page 17).
- Four **trained skills**, which you can spend to learn skills (see Trained Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light armor. However, you cannot wear armor unless you sustain your *mold body* ability, so you cannot wear armor while sleeping.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Flexibility, Sleight of Hand, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Knowledge (dungeoneering).
- *Perception*: Awareness, Survival.
- *Other*: Intimidate.

Tieflings

Tieflings are humanoid creatures descended from fiends. They inherit a tendency towards evil from their ancestors, and are therefore viewed with great suspicion by most civilized societies. Good-aligned tieflings exist, but they may have difficulty using their natural talents for subterfuge and deceit for noble ends, and they often struggle with hidden vices.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Darkvision*: Tieflings have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 420).
- *Demonic Prejudice*: Most people have negative associations with tieflings thanks to the malign influence that demons have on the world. Tieflings have an Opposition relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page 167). People in some locations, such as the Abyss, do not have this attitude.
- *Hellfire Tolerance*: Tieflings are **impervious** to fire damage.
- *Infernal Presence*: Tieflings gain a +2 bonus to the Deception and Intimidate skills.

- *Tiefling Archetype*: You may choose three class archetypes, as normal. However, you may choose the Tiefling archetype in place of one of your class archetypes. If you do, you gain ranks in it just like you gain ranks in class archetypes. You cannot choose tiefling as your base class.

Automatic Languages: Abyssal, Common, any one **common language**.

Tiefling Archetype

Rank 0 – Infernal Resilience

You gain a bonus equal to twice your rank in this archetype to your **damage resistance** (minimum 1).

Rank 1 – Abyssal Hop

You can use the *abyssal hop* ability as a standard action.

Abyssal Hop Magical	Instant
You teleport horizontally into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. If the destination is invalid, this spell fails with no effect. In addition, make an attack vs. Reflex against each enemy adjacent to your location after you arrive.	
Hit : Each target takes 1d4 + half power fire damage.	
Rank 2: The damage increases to 1d6.	
Rank 3: The damage increases to 1d10.	
Rank 4: The damage increases to 2d6.	
Rank 5: The damage increases to 2d10.	
Rank 6: The damage increases to 4d6.	
Rank 7: The damage increases to 4d10.	

Rank 2 – Infernal Ancestry

You deepen your connection to a particular aspect of your demonic ancestry. Choose one of the following infernal ancestries: hellfire conduit, tempting allure, or unholy might. You gain a benefit based on your chosen ancestry.

- *Hellfire Conduit*: You can use the *infernal rebuke* ability as a standard action.

Infernal Rebuke Magical	Instant
Make an attack vs. Fortitude against one creature within Short (30 ft.) range. You gain a +2 bonus to accuracy with this attack if the target attacked you during the previous round.	
Hit : The target takes 1d10 + power fire damage.	
Rank 3: The damage increases to 2d6.	
Rank 4: The damage increases to 2d10.	
Rank 5: The damage increases to 4d6.	
Rank 6: The damage increases to 4d10.	
Rank 7: The damage increases to 5d10.	

- **Tempting Allure:** You gain a +2 bonus to the Deception, Disguise, and Persuasion skills. In addition, you can use the *charming temptation* ability as a standard action.

Charming Temptation Sustain (minor)
Emotion, Magical, Subtle

Make an attack vs. Mental against one creature within Medium (60 ft.) range. You take a -5 penalty to **accuracy** with this attack against creatures who are engaged in combat during the current phase.

Hit: The target is **charmed** (*friendly with charmer*) by you. Any act by you or by creatures that appear to be your allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.

Critical hit: Actions which threaten the charmed person without harming them do not break the effect.

The attack's **accuracy** increases by +1 for each rank beyond 2.

- **Unholy Might:** You gain two claw natural weapons and one bite natural weapon (see Natural Weapons, page 342). In addition, you gain a +1d bonus to your damage with all weapons.

Rank 3 – Abysswalker

You can use your *abyssal hop* ability to teleport as a move action instead of as a standard action. When you do, you do not deal fire damage at your destination, and you **briefly** cannot use that ability as a move action again.

Rank 4 – Greater Infernal Ancestry

The benefits of your *infernal ancestry* ability improve.

- **Hellfire Conduit:** You gain a +3 bonus to your **power**. In addition, the area affected by your *abyssal hop* ability increases to a Small (15 ft.) radius from your destination.
- **Tempting Allure:** The skill bonuses from your *infernal ancestry* ability increase to +3. In addition, you can use the *dominating temptation* ability as a standard action.

Dominating Temptation Duration
Magical

Make an attack vs. Mental against one creature within Short (30 ft.) range.

Hit: The target is **stunned** (-4 defenses) as a **condition**.

Critical hit: The target is **confused** (-4 defenses, *acts randomly*) instead of stunned. In addition, if the target is humanoid and was already confused from a previous casting of this spell, you may **attune** to this ability. If you do, it becomes **dominated** (*must obey commands*) by you for the duration of that attunement.

The attack's **accuracy** increases by +1 for each rank beyond 4.

- **Unholy Might:** You can use the *unholy strength* ability as a **minor action**.

Unholy Surge Attune (self)
Magical

Usage time: One **minor action**.

You gain a +1 bonus to your Strength.

Rank 5 – Greater Hellfire Tolerance

You become **immune** to fire damage.

Rank 5 – Greater Infernal Resilience

The bonus from your *infernal resilience* ability increases to three times your rank in this archetype.

Rank 6 – Supreme Infernal Ancestry

The benefits of your *infernal ancestry* ability reach their peak.

- **Hellfire Conduit:** The power bonus from your *greater infernal ancestry* ability increases to +6. In addition, the area affected by your *abyssal hop* ability increases to a Medium (30 ft.) radius from your destination.
- **Tempting Allure:** The skill bonuses from your *infernal ancestry* ability increase to +4. In addition, your *tempting domination* ability can dominate non-humanoid creatures.
- **Unholy Might:** The damage bonus from your *infernal ancestry* ability increases to +2d. In addition, your *unholy surge* ability loses the **Attune** (self) tag. Instead, it lasts until you **dismiss** it as a **free action**.

Rank 7 – Greater Abyssal Hop

When you use your *abyssal hop* ability, you no longer require **line of sight** or **line of effect** to your destination. In addition, when you use it to teleport as a standard action, the range increases to Distant (240 ft.) range.

Classes

Bard

A bard is a rogue with the ability to perform magical feats through music. It is unclear whether bards actually draw power from music in the same way that druids draw power from nature, or whether they simply channel their innate magical talent through music. The bard class functions like the rogue class, with the following exceptions:

- A bard cannot choose the *assassin* archetype. However, the *arcane magic* sorcerer archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- A bard casts spells without **somatic components**.
- A bard can only cast spells while sustaining a performance with the Perform skill. This performance can be either a mundane performance or a *bardic performance* ability.

Blighter

Blighter practice a strange inversion of druidic traditions. While druids venerate nature in all its forms, blighters dedicate their lives to the destruction of nature for its own sake. They rip power directly from the death of natural beings, using it to fuel their own warped version of nature magic. The blighter class functions like the druid class, with the following exceptions:

- Whenever a blighter rests, they automatically destroy nature and kill anything living around them. Plants wither and die, insects fall dead in the air, and so on. A ten minute rest destroys life in a radius equal to five feet times the blighter's highest rank in the blighter class (minimum 5 feet total). In general, Diminutive or larger creatures and Medium or larger plants suffer no ill effects, though creatures may feel subtle pains. An eight hour rest destroys life in ten times that radius, and kills life one size category larger. Resting beyond that point does not increase the radius or severity of the effect. This destruction spreads out gradually throughout the resting period, and even a partially completed rest destroys some natural life.
- A blighter cannot choose the *wildspeaker* archetype. However, the *domain influence* cleric archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass. A blighter can only choose the Death, Destruction, and Evil domains.
- A blighter cannot gain access to the *verdamancy* mystic sphere by any means.

Faebonder

A faebonder is a warlock who made their pact with a fae creature instead of a demon. The faebonder class functions like the warlock class, with the following exceptions:

- The magic source for the faebonder class is nature magic instead of pact magic. This changes the **mystic spheres** a faebonder has access to and all other effects based on their source of magic. However, they still require both **verbal components** and **somatic components** to cast

spells from the faebonder class (see Casting Components, page 59).

- A faebonder cannot choose the *blessings of the abyss* archetype. However, the *elementalist* druid archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- Faebonders add Knowledge (nature) to their class skill list and remove Knowledge (planes).

Favored Soul

A favored soul is a warlock who made their pact with a deity instead of a demon. This is an unusual arrangement, as deities would normally influence their clerics to achieve their aims. However, in special circumstances, a deity may want to empower a non-worshipper to influence mortal affairs. The favored soul class functions like the warlock class, with the following exceptions:

- The magic source for the favored soul class is divine magic instead of pact magic. This changes the **mystic spheres** a favored soul has access to and all other effects based on their source of magic. However, they still require both **verbal components** and **somatic components** to cast spells from the favored soul class (see Casting Components, page 59).
- A favored soul cannot choose the *blessings of the abyss* archetype. However, the *domain influence* cleric archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- Favored souls add Knowledge (religion) to their class skill list and remove Knowledge (planes).

Shaman

A shaman, like a cleric, is a divine worshipper. However, while clerics worship powerful, well-established deities, shamans worship more primitive deities of lesser power. As a result, their divine powers are more limited and take different forms. Shamans are common among less civilized humanoid societies like bugbears. The shaman class functions like the cleric class, with the following exceptions:

- The magic source for the shaman class is nature magic instead of divine magic. This changes the **mystic spheres** a shaman has access to and all other effects based on their source of magic.
- A shaman cannot choose the *divine spell mastery* archetype. However, the *elementalist* druid archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- A shaman cannot gain access to more than two *mystic spheres* from the magic source granted by the shaman class by any means.
- Shamans add Knowledge (nature) to their class skill list and remove Knowledge (planes).

Alternate Play Styles

Tap Out

With this optional rule, whenever you gain a vital wound, you can “tap out” to guarantee that you survive while taking your character out of the fight. If you tap out, you treat the result of the vital roll for that vital wound as a 10, regardless of any bonuses or penalties you would normally have to the vital roll. However, you fall unconscious immediately, and you cannot regain consciousness by any means until you take a **short rest**.

This optional rule significantly reduces the likelihood of character death, and makes fights less likely to impose long-term consequences on characters. However, it also makes vital wounds more likely to entirely knock characters out of a fight, which can increase the risk that the entire party is defeated.

Being Surrounded

With this optional rule, you can make positioning more important in combat. This generally has the downside of making movement more complicated, however, as combatants try to surround others and avoid being surrounded themselves.

When you are being attacked by multiple foes at once, you are less able to defend yourself. If every space adjacent to you either contains an **enemy** or is adjacent to an **enemy**, you are surrounded. A creature that is surrounded takes a -2 penalty to its Armor and Reflex defenses. When determining whether you are surrounded, ignore any enemies that are sharing space with you, and ignore any enemies that are at least two size categories smaller than you.

Any effect that makes a creature immune to being **partially unaware** (-2 *Armor and Ref*), such as the *foresight* spell, also makes that creature immune to being surrounded.

Obscure Magic Items

The base rules of Rise make it fairly easy to identify magic items. This keeps the pace of the game up when players find magic items frequently. However, you may choose to treat magic items as being more rare and mysterious. If you do, make the following changes:

- The *identify item* ability from the Craft and Knowledge skills provides no information about how to use a magic item’s properties or what they might be. It can still be used to identify whether or not an item is magical.
- The Knowledge (items) Knowledge skill is removed entirely.
- Magic items are more rare, and therefore more valuable. Calculate the prices for all magic items as if they were one rank higher than they actually are. Rank 7 magic items cannot be bought for any price - they are simply too rare.
- All spells with the **Attune** (self) and **Attune** (target) tags require two attunement points to attune to instead of only one. If magic items are hard to find and use, spellcasters

gain a powerful benefit, since their personal attunement spells are still reliably available. This change ensures that spellcasters still gain a benefit from their personal access to magic, but they are not drastically more powerful than characters who depend on finding useful magic items.

You may also want to add complex or unintuitive activation conditions to magic items. For example, *boots of speed* may only function while hopping on one foot, or while you are not wearing socks. This can encourage players to experiment more with magic items to figure out how to use them.

Restricted Archetype Order

Normally, when a character in Rise levels up, they can freely choose which of their class archetypes they want to rank up (as long as they don’t exceed their maximum rank). However, this means that most levels require making a choice that may be confusing for newer players. The process of leveling up can be simplified if each player chooses an order for their archetypes.

With this variant, each character has a primary archetype, a secondary archetype, and a tertiary archetype. This choice is made at character creation. Whenever they increase their maximum rank, they increase their rank in their primary archetype. In their next level up, they increase their rank in their secondary archetype, and then finally their tertiary archetype.

Appendix E

Campaign Settings

Praxis

The world of Praxis is a limited one, fraught with danger in the wilderness beyond a small region of safety and civilization.

History

The Apocalypse

A thousand years ago, the world was destroyed in a great magical apocalypse. Civilization survived in only one place: Praxis, a city sheltered by a massive and mysterious shield-dome. The details of this event, and the nature of the world before the apocalypse, are lost to time. Most of the life in the world was also wiped out in the apocalypse. Of the species that survived, most were kept safe in Praxis and released into the wild after it ended. A rare few specimens of other species apparently also survived, but no living creature was alive before the apocalypse - even of species with lifespans that can stretch that far back, such as dragons.

The Long Reconstruction

In the aftermath of the world's destruction, the inhabitants of Praxis decided to ban magic after the devastation it had caused. For about nine hundred years, this worked fairly well, and Praxis very slowly expanded and rebuilt its civilization. Most of the interior of the dome was devoted to farmland during that time. Praxis developed its own government and guilds, and the four major power sources in Praxis developed at this time: the city government, the Boundary Wardens, the Nullwardens, and the Landowners' Association. The Boundary Wardens and Nullwardens made efforts to expand the influence of Praxis beyond the dome and into the untamed wilds beyond. However, their progress was slow and dangerous thanks to the monsters that had taken over the wilds beyond Praxis.

Periodically, Praxis encountered civil unrest or the threat of hidden magic users violating the city's prohibition. The greatest punishment the city imposed on its worst members was exile. Many of those exiled from the city died in the inhospitable world beyond, but there are some groups outside Praxis that can trace their origins back hundreds of years before the Great Harrowing to groups of people exiled from Praxis. Most of these long-lived groups are druidic circles.

The Great Harrowing

Nine hundred and twenty years after the apocalypse, Praxis was attacked by a pair of massive red dragons. They flew in through the open gates, destroyed the city's few static weapons that could pose them any threat, and began torching the city and all of its farmland. The city tried to defend itself, but without magical defenses they had little ability to stop the dragons. Although Nullwardens had found success slaying dragons before in more controlled circumstances, their near invulnerability to magic could only stop the dragons from killing them - not from destroying the rest of the city around them.

In Praxis's darkest hour, it was finally saved by people who had been concealing their magical powers from Praxis's ban: the Eldritch Knights and the Divine Chorus. The Eldritch Knights were an order of mage-knights whose founders had been exiled from Praxis centuries ago. When they discovered that Praxis was under attack, they had come to help defend it. They were joined by the clerics of the major churches in Praxis, who had been concealing their divine power. They did not immediately claim a specific name for their alliance, but in the years since the Great Harrowing they have become known as the Divine Chorus.

The Eldritch Knights and the Divine Chorus with the remaining defenders of the city to seal the gates of Praxis to trap the dragons inside. Then, in a fearsome magical battle, they defeated the dragons and saved the charred remains of the city.

The Era of Rebirth

In the aftermath of the Great Harrowing, much of the old power structure of the city was destabilized, and many of its previous power holders were dead. When the city started to function normally again, the first major act was to revoke the ban on magic in gratitude for the role that magic users had played in saving the city. The power offered by magic dramatically accelerated the rate of Praxis's reconstruction and expansion. For the first time in centuries, Praxis was able to make significant progress against the monsters at its gates.

Eighty years have passed since the Great Harrowing, and in that time, Praxis has pushed most of its farmland outside of the city. The inside of the city is being developed and magically renovated, and living quarters are becoming far less crowded for most of the city's inhabitants. The power of the Nullwardens

has waned with the acceptance of magic, though they still argue strenuously against its dangers and use each magic-wielding criminal as evidence that magic should be more aggressively controlled - or banned once more. The Boundary Wardens are stretched thin patrolling the ever expanding territory, and they are eager to recruit anyone with the skills to help them keep the peace in the wilderness and ensure that the road networks are safe.

The City of Praxis

The city of Praxis occupies a nearly perfect circle with a ten mile radius, all of which is protected by an immense dome. The city sits atop a massive plateau with a thin rim around the outside. Roads zigzag up the side of the plateau to reach each of Praxis's three gates.

The Shield-Dome

The shield-dome over Praxis is made of a mysterious metal alloy that is harder than any known substance. Though it is apparently mundane in nature, no known weapon or spell has ever been able to harm it. The gates to the city are massive doors that can swing open and closed, and were apparently part of the dome at the time of its construction. For many centuries, the entire dome has been magically invisible, allowing sunlight to enter the city. The gates have only closed once in that time - during the Great Harrowing, to trap the dragons inside the city.

Most people think that the dome is a magical forcefield, like an immense *wall of force*, instead of physical metal that is rendered invisible. Of the few who do know the dome's true nature, even fewer know what sustains the invisibility effect. The power to sustain the dome's invisibility comes from an ancient magical device deep in the Praxis Labyrinth.

The Praxis Labyrinth

The plateau that supports Praxis also contains an immense labyrinth. An ancient magic makes the labyrinth impossible to navigate by confusing both the minds of intruders and the physical space they walk through, creating twisted and impossible passages that layer over themselves. Many people have tried to explore it, but the labyrinth has never been navigated within recorded history. Only the most learned historical scholars know of reports centuries ago that an unknown woman walked out of the labyrinth without having entered it. She was never seen again.

Modern Geography

Praxis is the only major city. It sits at the intersection of the four major biomes: the Northern Forest, the Southern Forest, the Expanse, and the Storm Peaks. There are a number of farmsteads expanding from Praxis towards the Northern Forest and Southern Forest, and several towns of importance outside Praxis.

Major Organizations

Boundary Wardens

The Boundary Wardens are responsible for patrolling the wilderness around Praxis, maintaining the safety of the road networks, and generally keeping the boundary between civilization and nature intact. They have legal jurisdiction over all areas outside of the Praxis shield-dome.

City Guards

The city guards are responsible for maintaining peace and order within Praxis. They have legal jurisdiction over all areas within the Praxis shield-dome.

Landowners' Association

The Landowners' Association is a loose collection of rich merchants and real estate owners within Praxis. They have no formal responsibility or jurisdiction, but they wield great wealth to accomplish their objectives, which mostly revolve around acquiring greater wealth.

Nullwardens

The Nullwardens are a group of strictly mundane warriors who fight against the dangers of magic. All Nullwardens above the entry ranks are Null, making them virtually immune to magic. Centuries ago, the Nullwardens were indisputably the most important power brokers in Praxis, surpassing even the legal government. They were a mix of elite mercenaries and witch hunters, searching for magical dangers both within Praxis and beyond its walls. After their failure to protect Praxis during the Great Harrowing, their power has waned, though they are still deeply influential. Since magic is now legal, they spend less time hunting for mages in Praxis and more time advocating for political change.

Unlike the Boundary Wardens or the city guard, the Nullwardens do not primarily define their influence in terms of territory. The Nullwardens send surgical strike teams anywhere in the world to stop magical threats. To the extent necessary, they generally obey the authority of whoever claims legal jurisdiction over the territory they have to operate in, and any extra-legal operations they undertake are well hidden.

Dreadbore Isles

The world of Dreadbore Isles is composed of a ring of islands that surround an immense whirlpool named the Dreadbore.

Geography

The islands surrounding the Dreadbore vary significantly in their size and culture, and the influence of the Dreadbore tends to make it impractical for any given island to have significant contact with any islands beyond its close neighbors.

Beyond the ring of islands lies the Great Ocean. Its depths are beyond reckoning, and no significant land mass has ever been discovered outside of the ring of islands. The deep waters of

the Great Ocean also contain very limited sea life, especially compared to the rich variety around the islands.

Island Descriptions

Dragonsguard

The island of Dragonsguard is ruled by dragons. Most ships that approach the island are destroyed on sight by dragons, regardless of their intentions. There are two known exceptions that the dragons allow to pass: ships carrying an immense wealth of treasure to offer as tribute to the dragons, and ships crewed entirely by dwarves. The tribute ships are allowed to leave Dragonsguard unscathed, save for the loss of their tribute. Dwarf-crewed ships have been observed to reach the island unscathed, but the ships never return, and their crews are never seen again.

The few people who have been to Dragonsguard and returned on tribute ships tell fantastical stories of a draconic paradise, filled with works of magical genius and incredible wealth. However, they have never seen dwarves on the island, and no one knows what happens to the dwarf-crewed ships.

Darren's Land

The island of Darren's Land is flat and dry, and long ago it was an uninhabited desert. Thanks to the mighty and continual efforts of the druidic Circle of Unity, a collective representing the variety of druid circles present on the island, the barren land provides enough food to sustain the island's population. This gives the Circle of Unity far more influence on the politics of civilization than druids normally possess, which has posed challenges for both the civilization on the island and the integrity of the druids who wield that power.

Long ago, a mighty warrior named Darren came to the island and cleansed it entirely of monsters. He sought to establish a utopia free from any danger, where common people could explore any part of the island freely. Although he succeeded at rendering the island safe, he failed to render it inhabitable, and was forced to flee the island to avoid starvation. Decades later, he returned with a group of druids and colonists to establish a sustainable civilization there, and it has persisted ever since.

Elysland

The island of Elysland is overgrown with an ancient forest. It is divided into five forest-dwelling nations. The different nations have deep divisions in their attitudes towards society, and some share ancient grudges against each other. However, all are unified in their reverence for the towering trees that shade and protect them, and they will put aside their differences when necessary to push back against outsiders who would defile the forests.

Reinward

Reinward is one of the largest islands, and is the most thoroughly developed and civilized.

The Savage Lands

The Savage Lands are bordered by mountains on all sides but the easternmost side, which extends deep into the Dreadbore. Only

the largest and most well-crewed ships are capable of navigating that port, and no ship built on the Savage Lands has ever escaped to safety. It is not a barren island, but it is an unwelcoming one. There are three main power groups on the island: the orc tribes, the undead, and the Old Fae.

The Soulforge

The Soulforge is a plane of infinite smooth, grey ground stretching to every horizon. The only location of any distinction or relevance on the plane is the Soulspire. It is a metal tower, five hundred feet across at the base and one mile high. The outside of the tower is adorned with beautiful and intricate sigils in an unknown language. Around the base of the tower, a small encampment of doomed souls repeatedly struggle to ascend the Soulspire, die in the process, and take corporeal form once again.

The Trapped Souls

The Soulspire seems to function similarly to an unusually limited afterlife. Every creature surrounding the Soulspire is a plane-forged made from the essence of the plane. As normal, when a plane-forged creature of strong will dies, they can maintain the cohesion of their soul and reconstitute a new body from the essence of their native plane. The essence of the Soulspire plane is highly malleable, allowing these new bodies to be formed in hours instead of the years or even centuries it can take on more established planes.

A long-standing legend based on murals at the base of the tower claims that anyone who reach to the top of the Soulspire can find their heart's desire, which is generally interpreted to mean leaving the plane. Many inhabitants of the Soulspire take advantage of their effective immortality to lay reckless siege to the Soulspire, returning after each demise as long as their willpower holds.

There is a semblance of culture at the tower's base. It shifts slowly, as over long centuries the old inhabitants give up on maintaining their individuality and become part of the plane itself. Traditionally, this is done by attempting one final tower ascent and not returning from the inevitable death that follows, though some have wandered off into the grey void outside the tower and never returned. Whenever an old soul gives up its sense of self, a new arrival appears within a day. There are three classes of people in Soulforge: the ascendants, who actively try to climb the tower; the fledglings, who have never tried; and the sages, who once sought to climb the tower and have now given up.

The Impossible Ascent

Each floor of the Soulspire is a separate demiplane, most of which are far larger than the tower's radius would suggest. There is always a portal on each floor to ascend to the next level, and there are often windows in incogruous locations that look out onto the original plane. The view from each window has an elevation about twenty feet higher than the previous window,

and looks out onto the Soulforge. The windows can be seen from outside the Soulspire, and ascendants looking out can be observed, through their surroundings are never visible - only the ascendants themselves. This allows the fledglings and sages at the base to track the progress of ascendants. It gives the ascendants confidence that the Soulspire is finite, and that actually reaching the top is an achievable goal - though not an easy one. Based on the exterior windows, the Soulspire has two hundred and fifty-one floors. No ascendant has ever passed the fiftieth floor.

Aside from the constant presence of the portal and the windows, each floor of the Soulspire can be dramatically different. In addition to having highly varied terrain, each floor can have different gravity or otherwise break different fundamental laws. In general, the floors seem to expand in size and complexity as their apparent height in the tower increases.

Almost all floors are populated with planeforged imitations of creatures native to other planes. These creatures are almost universally hostile. In the unusual event that the creatures communicate with ascendants, they have never displayed any knowledge of the Soulspire's nature or of any world beyond their current floor.

The Soulspire is entered through a large, golden gate at its base. It is activated by placing a hand against it for thirty continuous seconds. Once it activates, it remains open for thirty seconds before closing. Portals within the Soulspire behave in the same way, though their color and size may vary significantly. During the time that the portals are open, any ascendants who enter it always arrive at the same floor as each other. On rare occasions, ascendants may arrive at different locations in the next floor, but they usually arrive in the same location as each other.

Appendix F

Monsters

Monsters are all of the various non-humanoid creatures that exist in the world of Rise. Many of them are dangerous, and adventurers may need to fight them. This chapter describes the rules for monsters, and the combat statistics for a variety of monsters.

Monster Statistics

Like player characters, monsters have levels, attributes, and abilities. However, they do not have classes, legacy items, or many other elements of characters. This section defines how monsters function.

Level Scaling

Each monster has a level that indicates its approximate strength. Monsters have some specific level scaling rules that differ from the rules for player characters. In general, their automatic level scaling is designed to keep them on par with the power that player characters gain at higher levels, but without all of the complexity of high-level PCs. High level monsters should have slightly higher base values for their attributes, though this is not quantified, since monster attributes can be highly varied. They have the following specific benefits.

- Monsters use the same hit points and damage resistance rules as player characters (see Hit Points and Damage Resistance, page ??)
- Monsters gain a +1 bonus to all defenses at 3rd level, 12th level, and 21st level
- Monsters gain a +1d damage bonus with strikes at 4th level and every 3 levels thereafter
- Monsters gain a +1 bonus to power with all abilities that gradually increases at 4th level and every 3 levels thereafter, as described in Table F.1: Monster Advancement, page 476
- Monsters gain a +1 bonus to their roll to automatically remove conditions at 6th level and 15th level
- Monsters gain a +1 accuracy bonus at 19th level

Monster level scaling is summarized in Table F.1: Monster Advancement, page 476. The values in that table are accurate for CR 1 monsters, since they are individually the most similar to player characters and have the fewest multipliers and modifiers. The statistics for monsters with a different CR can be

extrapolated from those base values.

Monsters gain the same statistical benefits from their attributes that player characters do. The values listed in the Monster Advancement table do not include bonuses from attributes. When creating a new monster, make sure to decide its attributes appropriately, since they can have a large effect on the monster's overall power level and combat style. In particular, attributes make monster defenses more varied.

The Monster Advancement table includes a Bite Damage column for convenient reference. The monster bonus damage with strikes applies to all natural weapons, not just strikes. However, bites are one of the most common monster natural weapons, and it's much more convenient to see a die value rather than a large +d value at high levels. The damage value for other natural weapons, such as claws, can be derived from the bite damage listed.

Table F.1: Monster Advancement

Level ¹	Max Rank	Accuracy	Defenses	Bite Damage
1st	1	+0	5	1d6+2
2nd	1	+1	6	1d6+2
3rd	1	+1	7	1d6+2
4th	2	+2	8	1d8+3
5th	2	+2	8	1d8+3
6th	2	+3	9	1d8+3
7th	3	+3	9	1d10+4
8th	3	+4	10	1d10+4
9th	3	+4	10	1d10+4
10th	4	+5	11	2d6+6
11th	4	+5	11	2d6+6
12th	4	+6	13	2d6+6
13th	5	+6	13	2d8+8
14th	5	+7	14	2d8+8
15th	5	+7	14	2d8+8
16th	6	+8	15	2d10+12
17th	6	+8	15	2d10+12
18th	6	+9	16	2d10+12
19th	7	+10	16	4d6+16
20th	7	+11	17	4d6+16
21st	7	+11	18	4d6+16

1. The statistics in this table are accurate for CR 1 monsters.
2. Assuming the monster has no free hands (see Monster Natural Weapon Bonuses, page 477).

Challenge Rating

Each monster has a **challenge rating** that indicates its approximate strength within its level, ranging from 1/2 to 6. A monster's challenge rating is a guideline to how many of that monster should typically be present in an encounter (see Encounter Balancing, page 478). This has several effects on the monster's statistics, as described in Table F.2: Challenge Rating Effects.

Monster Vital Wounds

Monsters do not normally make **vital rolls** like player characters do. Unless otherwise specified on the monster's description, **vital wounds** have no negative effects on monsters. Instead, once a monster gains a **vital wound**, it is defeated. Defeated monsters may be unconscious, dead, or merely flee the fight at the discretion of the Game Master.

Monster Resources

Unless otherwise noted in their description, monsters have no **resources**, and their **fatigue tolerance** is treated as 0. They are unable to use abilities that would cause them to increase their **fatigue level**, such as the *desperate exertion* ability.

Recovering Conditions

Monsters cannot normally use the *recover* ability. However, monsters with a high challenge rating can remove conditions automatically. At the end of each round, monsters with CR of 2 or higher roll 1d10 + their CR. If the result is 11 or higher, the monster removes one condition of its choice. For every 5 points by which it exceeds that result, it removes an additional condition. This effect cannot remove a condition applied during the current round. Monsters without a sufficient understanding of the conditions affecting them generally choose randomly.

Rank-Based Ability Access

Although monsters do not gain archetypes, their special abilities should still be balanced appropriately for their maximum accessible rank. Like a player character, a monster's maximum accessible rank is based on its level, as shown in Table F.1: Monster Advancement, page 476. CR 1/2 monsters take a -1 penalty to their maximum rank, and generally do not have particularly powerful or complex special abilities. CR 6 monsters gain a +1 bonus to their maximum rank, allowing them to use powerful abilities before player characters can.

It's not always meaningful to give every monster multiple maneuvers, especially low CR monsters. However, maneuvers provide significant power at high levels, so monsters shouldn't just use basic strikes. All monsters have access to the *monstrous strike* maneuver, which they use whenever they aren't using a specific maneuver from a defined combat style. This keeps their simple strikes on par with any special abilities they might have. It also means that high level monsters are appropriately weaker when they make special strikes from other sources, such as the *charge* ability, just like high level player characters.

Monstrous Strike

The monster makes a **strike**.

Rank 3: The monster gains a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Attributes

Each of a monster's base attributes can range from -9 to whatever the maximum base attribute is for a monster of its CR. A monster's total attributes scale with level in the same way as player character attributes. In general, a monster with higher base attributes will be stronger, but not all monsters need to start with the same base attribute total.

Monster Natural Weapon Bonuses

Monsters do not use the *offhand strike* ability in combat. In general, rolling offhand strikes for each monster in a combat isn't worth the time and effort. Instead, if a monster has two copies of the same light natural weapon and the physical ability to use both simultaneously, it gains a +1 accuracy bonus with that natural weapon.

In addition, monsters that do not use hands for any purpose gain a +1d damage bonus with all strikes. The base statistics for natural weapons that do not require free hands, like bite and gore, are balanced for player usage. Being able to attack while both of your hands are occupied is powerful. However, monsters that do not take advantage of that opportunity need increased damage to keep pace with other attack options.

Monster Natural Armor

Monsters use slightly different armor mechanics than player characters. They always add half their Dexterity to their Armor defense instead of their full Dexterity, as if they were wearing medium armor. In addition, they gain a bonus equal to half their Constitution to their Armor defense. This represents hardened skin, tough scales, or similar natural armor that monsters can develop.

Monster Combat Mechanics

Monster Actions

All monsters are able to take **free actions**. CR 2 or higher monsters can take **minor actions**, though most monsters do not have any relevant minor actions to take. All CR 4 monsters can take an additional standard action each round, and CR 6 monsters can take two additional standard actions each round. These special abilities are listed in their descriptions.

In general, all monsters of CR 4 or 6 should be designed to attack multiple different PCs in every round. If the full damage

Table F.2: Challenge Rating Effects

CR	HP	DR	Accuracy	Defenses	Power Scaling ¹	Max Attribute	Max Rank ²
1/2	x1	x0	+0	-1	x1/2	3	-1
1	x1	x2	+0	+0	x1	4	—
2	x3	x4	+1	+0	x2	5	—
4	x4	x8	+1	+1	x2	6	—
6	x6	x16	+1	+2	x3	7	+1

1. This modifier applies to the special power bonus that monsters get based on their level, not to any other sources of power such as Strength or Willpower.

2. See Rank-Based Ability Access, page 477.

output of a high-CR monster is brought to bear on a single PC, it will likely kill that PC quickly, taking a player out of the fight too early. Alternately, if that PC is able to avoid or resist the damage, it will trivialize the fight and remove the sense of danger. Instead, damage should be spread throughout the party to ensure that multiple people feel threatened and have to adjust their actions based on their personal danger tolerance.

Although splitting attacks between multiple defenders is usually a suboptimal battle strategy, it can be narratively justified in a variety of ways. It may be physically impractical for a monster to use all of its natural weapons on the same creature. Monsters may want to inflict debuffs on multiple attackers to reduce the damage they take, which may require dealing enough damage to inflict HP-based debuffs.

Encounter Balancing

In general, a group of PCs of a given level will have an appropriate challenge from fighting monsters of the same level with a combined challenge rating equal to the number of PCs. Fighting monsters of a lower level, or monsters whose combined challenge rating is less than the number of PCs, will yield an easier encounter. Fighting monsters of a higher level, or fighting monsters whose combined challenge rating is greater than the number of PCs, will yield a more difficult encounter.

It is generally not a good idea for PCs to fight monsters more than four levels higher or lower than their own level. They may find that their attacks always miss, or never miss, and other aspects of the encounter may be similarly imbalanced in ways that are not easily remedied by simply changing the number of enemies.

However, intentionally using lower-level monsters with a high CR can change the tone of an encounter in ways that may be beneficial. A fight against four CR 1 monsters of the party's level has a different pace and tone than a fight against four CR 2 monsters that are two or three levels lower than the party, but both encounters can be similarly challenging.

Monster Knowledge

You can remember relevant knowledge about monsters by making Knowledge checks (see Knowledge, page 163). Each monster has a set of associated information that you can learn with a knowledge check of the listed **difficulty value**. Most monsters

have multiple tiers of information that you can learn depending on how good your Knowledge check is. All information recorded in these descriptions is accurate, though lower check results may not provide full context for a monster's behavior or nature.

Monster Descriptions

Aboleth

Level 12 [CR 6]

Huge aberration

HP 336 **DR** 400

Defenses Armor 16 Fort 20 Ref 13 Ment 22

Movement Land 50 ft. Swim +13

Senses Darkvision (240 ft.) Telepathy (900 ft.) Awareness +13

Attributes Str 4, Dex -2, Con 5, Int 4, Per 4, Wil 7

Alignment Usually lawful evil

Aboleth Abilities

Dominate [Magical]: As a standard action, the aboleth can **dominate** the mind of an unconscious humanoid or aberration it touches. It can **attune** to up to 5 separate domination effects in this way. This ability has the **Compulsion** tag.

Multiple Actions: The aboleth can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Mind Crush

Duration

Magical

The aboleth makes a +9 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 4d8+9 energy damage. Each creature damaged by this attack is **briefly dazed** (-2 defenses).

Psionic Blast

Instant

Magical

The aboleth makes a +9 attack vs. Mental against enemies in a Large (60 ft.) cone.

Hit: Each target takes 4d8+9 energy damage.

Slam Instant

The aboleth makes a +10 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+18 bludgeoning damage.

Sliming Tentacle Duration

The aboleth makes a +9 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+18 bludgeoning damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **stunned** (*-4 defenses*).

At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page 61). If a creature reaches the third poison stage, it gains a **vital wound**. Instead of making a **vital roll** for the **vital wound**, the target's skin is transformed into a clear, slimy membrane. Every 5 minutes, an afflicted creature must be moistened with cool, fresh water or it will gain two **fatigue points**. This effect lasts until the **vital wound** is removed.

Slam Instant

The small object makes a +0 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+2 bludgeoning damage.

Medium Object**Level 2 [CR 2]**

Medium animate

HP 33 DR 8**Defenses** Armor 6 Fort 6 Ref 6 Ment 1**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 0, Dex 0, Con 0, Int 0, Per 0, Wil -5**Alignment** Always true neutral**Medium Object Abilities****Slam** Instant

The medium object makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 bludgeoning damage.

Large Object**Level 4 [CR 2]**

Large animate

HP 48 DR 24**Defenses** Armor 8 Fort 10 Ref 7 Ment 3**Movement** Land 40 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 2, Dex -1, Con 2, Int 0, Per 0, Wil -5**Alignment** Always true neutral**Large Object Abilities****Slam** Instant

The large object makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 bludgeoning damage.

Huge Object**Level 7 [CR 2]**

Huge animate

HP 75 DR 48**Defenses** Armor 9 Fort 12 Ref 7 Ment 4**Movement** Land 50 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 3, Dex -2, Con 3, Int 0, Per 0, Wil -5**Alignment** Always true neutral**Huge Object Abilities****Animated Objects****Tiny Object****Level 1 [CR 0.5]**

Tiny animate

HP 6 DR 0**Defenses** Armor 3 Fort 0 Ref 7 Ment -1**Movement** Land 15 ft.**Senses** Darkvision (60 ft.)**Attributes** Str -4, Dex 3, Con -4, Int 0, Per 0, Wil -5**Alignment** Always true neutral**Tiny Object Abilities****Slam** Instant

The tiny object makes a +0 attack vs. Armor against vs. Armor.

Hit: The target takes 1d4+1 bludgeoning damage.

Small Object**Level 1 [CR 1]**

Small animate

HP 8 DR 0**Defenses** Armor 5 Fort 3 Ref 7 Ment 0**Movement** Land 20 ft.**Senses** Darkvision (60 ft.)**Attributes** Str -2, Dex 2, Con -2, Int 0, Per 0, Wil -5**Alignment** Always true neutral**Small Object Abilities**

Slam Instant

The huge object makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+8 bludgeoning damage.

Gargantuan Object

Level 9 [CR 2]
Gargantuan animate

HP 108 **DR** 64

Defenses Armor 11 Fort 14 Ref 8 Ment 5

Movement Land 70 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 4, Int 0, Per 0, Wil -5

Alignment Always true neutral

Gargantuan Object Abilities**Slam** Instant

The gargantuan object makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+8 bludgeoning damage.

Colossal Object

Level 11 [CR 2]
Colossal animate

HP 150 **DR** 88

Defenses Armor 11 Fort 16 Ref 8 Ment 6

Movement Land 100 ft.

Senses Darkvision (60 ft.)

Attributes Str 5, Dex -3, Con 5, Int 0, Per 0, Wil -5

Alignment Always true neutral

Colossal Object Abilities**Slam** Instant

The colossal object makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+12 bludgeoning damage.

Ankheg

Level 4 [CR 4]
Large magical beast

HP 56 **DR** 40

Defenses Armor 11 Fort 10 Ref 13 Ment 7

Movement Burrow 20 ft. Land 40 ft. Climb +10

Senses Darkvision (60 ft.) Tremorsense (60 ft.) Awareness +7

Attributes Str 5, Dex 4, Con 1, Int -8, Per 2, Wil -2

Alignment Always true neutral

Ankheg Abilities

Multiple Actions: The ankheg can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The ankheg makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+6 acid and physical damage.

Spit Acid Instant

The ankheg makes a +4 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the ankheg uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d6+3 acid damage.

Baboon

Level 1 [CR 1]
Medium animal

HP 11 **DR** 4

Defenses Armor 6 Fort 6 Ref 7 Ment 4

Movement Climb 30 ft. Land 30 ft. Climb +5

Attributes Str 2, Dex 2, Con 1, Int -8, Per 1, Wil -1

Alignment Always true neutral

Baboon Abilities**Bite** Instant

The baboon makes a +0 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Badger

Level 1 [CR 1]
Small animal

HP 12 **DR** 6

Defenses Armor 7 Fort 7 Ref 7 Ment 4

Movement Land 20 ft.

Senses Scent

Attributes Str -2, Dex 2, Con 2, Int -8, Per 1, Wil -1

Alignment Always true neutral

Badger Abilities**Claws** Instant

The badger makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d3+2 slashing damage.

Bears

Black Bear**Level 3 [CR 2]**
Medium animal**HP** 60 **DR** 36**Defenses** Armor 9 Fort 12 Ref 7 Ment 6**Movement** Land 30 ft. Climb +8 Swim +8**Senses** Scent**Attributes** Str 4, Dex 0, Con 5, Int -8, Per 0, Wil -1**Alignment** Always true neutral**Black Bear Abilities****Bite**

Instant

The black bear makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+4 physical damage.**Claws**

Instant

The black bear makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 slashing damage.**Brown Bear****Level 5 [CR 2]**
Large animal

A brown bear's statistics can be used for almost any big bear, including a grizzly bear.

HP 75 **DR** 48**Defenses** Armor 10 Fort 13 Ref 8 Ment 9**Movement** Land 40 ft. Climb +10 Swim +10**Senses** Scent**Attributes** Str 5, Dex 0, Con 5, Int -8, Per 0, Wil 1**Alignment** Always true neutral**Brown Bear Abilities****Bite**

Instant

The brown bear makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+6 physical damage.**Claws**

Instant

The brown bear makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 slashing damage.**Black Dragons**

Knowledge (arcana) 8: Black dragons are associated with death and decay. As black dragons age, the fleshy hide around their horns and face deteriorates, causing their heads to increasingly

resemble a skull. Young black dragons usually inhabit marshes and swamps, though older dragons tend to migrate to caves that are better equipped to support large dragon hoards.

Knowledge (arcana) 13: Black dragons are the only type of dragon that commonly kills for no purpose other than sport. They are sadistic beyond measure, and even their typical draconic greed may be set aside so they can torment and eventually kill hated foes.

Knowledge (arcana) 18: Adult dragons naturally corrupt the areas around their lairs. Good farmland becomes marshy and impassable, and trees become twisted and rotten. Creatures in the area feel a mental pressure to be more cruel and sadistic. This warps the behavior of the few ordinary animals that remain, as well as the reptilian creatures that thrive in such conditions.

Wyrmling Black Dragon**Level 3 [CR 2]**
Small dragon**HP** 54 **DR** 28**Defenses** Armor 11 Fort 11 Ref 12 Ment 7**Immune** Acid damage**Movement** Land 20 ft. Fly 40 ft. (poor)**Attributes** Str 3, Dex 5, Con 4, Int 1, Per 0, Wil 0**Alignment** Usually chaotic evil**Wyrmling Black Dragon Abilities****Underwater Freedom:** A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.**Bite**

Instant

The wyrmling black dragon makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+4 physical damage.**Breath Weapon**

Instant

The wyrmling black dragon makes a +2 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling black dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 1d6+2 acid damage.**Claws**

Instant

The wyrmling black dragon makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 slashing damage.**Juvenile Black Dragon****Level 7 [CR 4]**
Large dragon

HP 128 **DR** 120
Defenses Armor 13 Fort 15 Ref 12 Ment 12
Immune Acid damage
Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 7, Dex 2, Con 5, Int 3, Per 2, Wil 2
Alignment Usually chaotic evil

HP 300 **DR** 352
Defenses Armor 15 Fort 18 Ref 14 Ment 16
Immune Acid damage
Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 7, Dex 1, Con 5, Int 4, Per 3, Wil 3
Alignment Usually chaotic evil

Juvenile Black Dragon Abilities

Multiple Actions: The juvenile black dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Underwater Freedom: A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.

Bite Instant

The juvenile black dragon makes a +5 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+8 physical damage.

Breath Weapon Instant

The juvenile black dragon makes a +5 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile black dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 2d8+4 acid damage.

Claws Instant

The juvenile black dragon makes a +8 attack vs. Armor against vs. Armor.
Hit: The target takes 2d8+8 slashing damage.

Frightful Presence Duration

The juvenile black dragon makes a +5 attack vs. Mental against enemies in a Large (60 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile black dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile black dragon as a **condition**.

Adult Black Dragon

Level 11 [CR 6]
Huge dragon

Adult Black Dragon Abilities

Multiple Actions: The adult black dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Underwater Freedom: A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.

Bite Instant

The adult black dragon makes a +8 attack vs. Armor against vs. Armor.
Hit: The target takes 4d8+18 physical damage.

Breath Weapon Instant

The adult black dragon makes a +7 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult black dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d6+9 acid damage.

Claws Instant

The adult black dragon makes a +11 attack vs. Armor against vs. Armor.
Hit: The target takes 2d10+18 slashing damage.

Frightful Presence Duration

The adult black dragon makes a +7 attack vs. Mental against enemies in a Huge (120 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult black dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult black dragon as a **condition**.

Slam Instant

The adult black dragon makes a +8 attack vs. Armor against vs. Armor.
Hit: The target takes 4d8+18 bludgeoning damage.

Ancient Black Dragon**Level 15 [CR 6]**
Gargantuan dragon

HP 528 **DR** 640
Defenses Armor 19 Fort 22 Ref 16 Ment 20
Immune Acid damage
Movement Land 70 ft. Fly 140 ft. (poor)

Attributes Str 8, Dex 0, Con 6, Int 5, Per 4, Wil 4
Alignment Usually chaotic evil

Ancient Black Dragon Abilities

Multiple Actions: The ancient black dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Underwater Freedom: A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.

Bite Instant

The ancient black dragon makes a +11 attack vs. Armor against vs. Armor.
Hit: The target takes 5d10+24 physical damage.

Breath Weapon Instant

The ancient black dragon makes a +10 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient black dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d10+12 acid damage.

Claws Instant

The ancient black dragon makes a +14 attack vs. Armor against vs. Armor.
Hit: The target takes 4d8+24 slashing damage.

Frightful Presence Duration

The ancient black dragon makes a +10 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the ancient black dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the ancient black dragon as a **condition**.

Slam Instant

The ancient black dragon makes a +11 attack vs. Armor against vs. Armor.
Hit: The target takes 5d10+24 bludgeoning damage.

Wyrms Black Dragon**Level 19 [CR 6]**
Colossal dragon

HP 960 **DR** 1152
Defenses Armor 20 Fort 25 Ref 17 Ment 23
Immune Acid damage
Movement Land 100 ft. Fly 200 ft. (poor)

Attributes Str 9, Dex –1, Con 7, Int 6, Per 5, Wil 5
Alignment Usually chaotic evil

Wyrms Black Dragon Abilities

Multiple Actions: The wyrms black dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Underwater Freedom: A black dragon can breathe underwater indefinitely. In addition, its breath weapon functions at full strength underwater.

Bite Instant

The wyrms black dragon makes a +15 attack vs. Armor against vs. Armor.
Hit: The target takes 7d10+48 physical damage.

Breath Weapon Instant

The wyrms black dragon makes a +13 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrms black dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 6d10+24 acid damage.

Claws Instant

The wyrms black dragon makes a +18 attack vs. Armor against vs. Armor.
Hit: The target takes 5d10+48 slashing damage.

Frightful Presence Duration

The wyrms black dragon makes a +13 attack vs. Mental against enemies in a 480 ft. radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the wyrms black dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the wyrms black dragon as a **condition**.

Slam Instant

The wyrms black dragon makes a +15 attack vs. Armor against vs. Armor.
Hit: The target takes 7d10+48 bludgeoning damage.

Blue Dragons

Knowledge (arcana) 9: Blue dragons are unusually vain, even by the high standards of dragons. They are almost always found in and around deserts.

Knowledge (arcana) 14: All dragons desire gems, but blue dragons are obsessive in their search for the most beautiful gems to decorate their hoards. They have a special fascination with sapphires and other blue gems, and may even give up greater wealth to gain them.

Knowledge (arcana) 19: The lair of an adult blue dragon is usually surrounded by thunderstorms and dangerous weather. Any desert sand nearby is marked with glassy shards wherever lightning has struck. Creatures in the area feel more vain and prideful, and may be entranced by their reflections in the surrounding glass.

Wyrmling Blue Dragon

Level 4 [CR 2]
Small dragon

HP 75 DR 48

Defenses Armor 13 Fort 14 Ref 12 Ment 8

Immune Electricity damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 2, Dex 4, Con 6, Int 1, Per 1, Wil 0

Alignment Usually lawful evil

Wyrmling Blue Dragon Abilities

Bite Instant

The wyrmling blue dragon makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 physical damage.

Breath Weapon Instant

The wyrmling blue dragon makes a +3 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+3 electricity damage.

Claws Instant

The wyrmling blue dragon makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+6 slashing damage.

Juvenile Blue Dragon

Level 8 [CR 4]
Large dragon

HP 176 DR 160

Defenses Armor 14 Fort 18 Ref 12 Ment 13

Immune Electricity damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 6, Dex 1, Con 7, Int 3, Per 3, Wil 2

Alignment Usually lawful evil

Juvenile Blue Dragon Abilities

Multiple Actions: The juvenile blue dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The juvenile blue dragon makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+8 physical damage.

Breath Weapon Instant

The juvenile blue dragon makes a +6 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d8+4 electricity damage.

Claws Instant

The juvenile blue dragon makes a +9 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+8 slashing damage.

Frightful Presence Duration

The juvenile blue dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (–2 *accuracy and Mental within 60 ft.*) by the juvenile blue dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 *accuracy and Mental within 60 ft.*) by the juvenile blue dragon as a **condition**.

Adult Blue Dragon

Level 12 [CR 6]
Huge dragon

HP 432 DR 512

Defenses Armor 18 Fort 22 Ref 15 Ment 18

Immune Electricity damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 7, Int 4, Per 4, Wil 3

Alignment Usually lawful evil

Adult Blue Dragon Abilities

Multiple Actions: The adult blue dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The adult blue dragon makes a +10 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+18 physical damage.

Breath Weapon Instant

The adult blue dragon makes a +9 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d6+9 electricity damage.

Claws Instant

The adult blue dragon makes a +13 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+18 slashing damage.

Frightful Presence Duration

The adult blue dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult blue dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult blue dragon as a **condition**.

Slam Instant

The adult blue dragon makes a +10 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+18 bludgeoning damage.

Ancient Blue Dragon

Level 16 [CR 6]
Gargantuan dragon

HP 768 **DR** 896

Defenses Armor 20 Fort 25 Ref 16 Ment 21

Immune Electricity damage

Movement Land 70 ft. Fly 140 ft. (poor)

Attributes Str 7, Dex –1, Con 8, Int 5, Per 5, Wil 4

Alignment Usually lawful evil

Ancient Blue Dragon Abilities

Multiple Actions: The ancient blue dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The ancient blue dragon makes a +13 attack vs. Armor against vs. Armor.

Hit: The target takes 5d10+36 physical damage.

Breath Weapon Instant

The ancient blue dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d10+18 electricity damage.

Claws Instant

The ancient blue dragon makes a +16 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+36 slashing damage.

Frightful Presence Duration

The ancient blue dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the ancient blue dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the ancient blue dragon as a **condition**.

Slam Instant

The ancient blue dragon makes a +13 attack vs. Armor against vs. Armor.

Hit: The target takes 5d10+36 bludgeoning damage.

Wyrms Blue Dragon

Level 20 [CR 6]
Colossal dragon

HP 1008 **DR** 1200

Defenses Armor 22 Fort 28 Ref 17 Ment 24

Immune Electricity damage

Movement Land 100 ft. Fly 200 ft. (poor)

Attributes Str 8, Dex –2, Con 9, Int 6, Per 6, Wil 5

Alignment Usually lawful evil

Wyrms Blue Dragon Abilities

Multiple Actions: The wyrms blue dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The wyrmling blue dragon makes a +17 attack vs. Armor against vs. Armor.

Hit: The target takes 7d10+48 physical damage.

Breath Weapon Instant

The wyrmling blue dragon makes a +15 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrmling blue dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 6d10+24 electricity damage.

Claws Instant

The wyrmling blue dragon makes a +20 attack vs. Armor against vs. Armor.

Hit: The target takes 5d10+48 slashing damage.

Frightful Presence Duration

The wyrmling blue dragon makes a +15 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the wyrmling blue dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the wyrmling blue dragon as a **condition**.

Slam Instant

The wyrmling blue dragon makes a +17 attack vs. Armor against vs. Armor.

Hit: The target takes 7d10+48 bludgeoning damage.

Brass Dragons

Knowledge (arcana) 7: Brass dragons are the most talkative and outgoing dragons. They inhabit desert climates, and roam them widely searching for travellers or towns that can provide small talk and updates on current events.

Knowledge (arcana) 12: Brass dragons are the only type of dragon who often have no consolidated hoard. Instead, they tend to bury their treasures deep in the desert, and trust the isolation of the desert to keep them safe. A brass dragon's favorite treasures are those that help it converse, such as intelligent items or magic items that allow communication at a distance.

Knowledge (arcana) 17: The lair of an adult brass dragon is usually surrounded by sandstorms that make it impossible to identify any digging it has done. Since the dragon has no desire to trap unwary travellers in its lair, creatures moving away from the lair find that the sandstorms clear up quickly. Creatures in the area feel more talkative, and natural desert animals tend to be much more noisy and communicative than normal.

Wyrmling Brass Dragon

Level 2 [CR 2]

Small dragon

HP 48 **DR** 24

Defenses Armor 10 Fort 10 Ref 10 Ment 8

Immune Fire damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 2, Dex 4, Con 4, Int 1, Per 2, Wil 2

Alignment Usually chaotic good

Wyrmling Brass Dragon Abilities

Bite Instant

The wyrmling brass dragon makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+4 physical damage.

Breath Weapon Instant

The wyrmling brass dragon makes a +3 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling brass dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d6+2 fire damage.

Claws Instant

The wyrmling brass dragon makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 slashing damage.

Juvenile Brass Dragon

Level 6 [CR 4]

Large dragon

HP 112 **DR** 104

Defenses Armor 12 Fort 15 Ref 11 Ment 14

Immune Fire damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 6, Dex 1, Con 5, Int 3, Per 4, Wil 4

Alignment Usually chaotic good

Juvenile Brass Dragon Abilities

Multiple Actions: The juvenile brass dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The juvenile brass dragon makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+6 physical damage.

Breath Weapon Instant

The juvenile brass dragon makes a +6 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile brass dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d6+3 fire damage.

Claws Instant

The juvenile brass dragon makes a +9 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 slashing damage.

Frightful Presence Duration

The juvenile brass dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile brass dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile brass dragon as a **condition**.

Claws Instant

The adult brass dragon makes a +12 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+18 slashing damage.

Frightful Presence Duration

The adult brass dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult brass dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult brass dragon as a **condition**.

Slam Instant

The adult brass dragon makes a +9 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+18 bludgeoning damage.

Ancient Brass Dragon

Level 14 [CR 6]
Gargantuan dragon

HP 480 **DR** 576

Defenses Armor 18 Fort 22 Ref 15 Ment 22

Immune Fire damage

Movement Land 70 ft. Fly 140 ft. (poor)

Attributes Str 7, Dex –1, Con 6, Int 5, Per 6, Wil 6

Alignment Usually chaotic good

Ancient Brass Dragon Abilities

Multiple Actions: The ancient brass dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The ancient brass dragon makes a +12 attack vs. Armor against vs. Armor.

Hit: The target takes 4d10+24 physical damage.

Breath Weapon Instant

The ancient brass dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient brass dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d8+12 fire damage.

Adult Brass Dragon

Level 10 [CR 6]
Huge dragon

HP 264 **DR** 320

Defenses Armor 15 Fort 18 Ref 13 Ment 18

Immune Fire damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 5, Int 4, Per 5, Wil 5

Alignment Usually chaotic good

Adult Brass Dragon Abilities

Multiple Actions: The adult brass dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The adult brass dragon makes a +9 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+18 physical damage.

Breath Weapon Instant

The adult brass dragon makes a +8 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult brass dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d6+9 fire damage.

Claws Instant

The ancient brass dragon makes a +15 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+24 slashing damage.

Frightful Presence Duration

The ancient brass dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the ancient brass dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the ancient brass dragon as a **condition**.

Slam Instant

The ancient brass dragon makes a +12 attack vs. Armor against vs. Armor.

Hit: The target takes 4d10+24 bludgeoning damage.

Claws Instant

The wyrm brass dragon makes a +18 attack vs. Armor against vs. Armor.

Hit: The target takes 4d10+36 slashing damage.

Frightful Presence Duration

The wyrm brass dragon makes a +13 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the wyrm brass dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the wyrm brass dragon as a **condition**.

Slam Instant

The wyrm brass dragon makes a +15 attack vs. Armor against vs. Armor.

Hit: The target takes 6d10+36 bludgeoning damage.

Wyrm Brass Dragon

Level 18 [CR 6]
Colossal dragon

HP 864 **DR** 1024

Defenses Armor 20 Fort 25 Ref 16 Ment 25

Immune Fire damage

Movement Land 100 ft. Fly 200 ft. (poor)

Attributes Str 8, Dex –2, Con 7, Int 6, Per 7, Wil 7

Alignment Usually chaotic good

Wyrm Brass Dragon Abilities

Multiple Actions: The wyrm brass dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The wyrm brass dragon makes a +15 attack vs. Armor against vs. Armor.

Hit: The target takes 6d10+36 physical damage.

Breath Weapon Instant

The wyrm brass dragon makes a +13 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrm brass dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+18 fire damage.

Bronze Dragons

Knowledge (arcana) 9: Bronze dragons are the most warlike and military dragons. They are not easily roused to anger, but they love the practice of warfare and the use of majestic warships, and they eagerly look for opportunities to become involved on the right side of a brewing conflict. They live on coasts, and spend most of their time flying over the sea instead of over land.

Knowledge (arcana) 14: Pirates foolish enough to practice their trade within a bronze dragon's territory quickly learn the error of their ways. Bronze dragons also enjoy searching sunken ships for valuables, especially novel weapons - including siege weapons - which it may carry all the way back to its lair for decoration.

Knowledge (arcana) 19: The lair of an adult bronze dragon is usually set in a cliff surrounded by churning waves and strong currents. The currents guide ships away from the lair, making it difficult to approach accidentally. Ships that get too close despite those currents may find themselves trapped in dangerous whirlpools and dashed against the cliff face. Creatures in the area feel a greater sense of military honor and may feel shamed into abandoning any pirating or pillaging intentions.

Wyrmling Bronze Dragon **Level 4 [CR 2]**
Small dragon

HP 66 **DR** 40

Defenses Armor 12 Fort 13 Ref 12 Ment 10

Immune Electricity damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 2, Dex 4, Con 5, Int 1, Per 0, Wil 2

Alignment Usually lawful good

Wyrmling Bronze Dragon Abilities**Bite** Instant

The wyrmling bronze dragon makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 physical damage.

Breath Weapon Instant

The wyrmling bronze dragon makes a +3 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling bronze dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+3 electricity damage.

Claws Instant

The wyrmling bronze dragon makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+6 slashing damage.

Juvenile Bronze Dragon

Level 8 [CR 4]
Large dragon

HP 160 **DR** 144

Defenses Armor 14 Fort 17 Ref 12 Ment 15

Immune Electricity damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 6, Dex 1, Con 6, Int 3, Per 2, Wil 4

Alignment Usually lawful good

Juvenile Bronze Dragon Abilities

Multiple Actions: The juvenile bronze dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The juvenile bronze dragon makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+8 physical damage.

Breath Weapon Instant

The juvenile bronze dragon makes a +6 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile bronze dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d8+4 electricity damage.

Claws Instant

The juvenile bronze dragon makes a +9 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+8 slashing damage.

Frightful Presence Duration

The juvenile bronze dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile bronze dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile bronze dragon as a **condition**.

Adult Bronze Dragon

Level 12 [CR 6]
Huge dragon

HP 384 **DR** 448

Defenses Armor 18 Fort 21 Ref 15 Ment 20

Immune Electricity damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 4, Per 3, Wil 5

Alignment Usually lawful good

Adult Bronze Dragon Abilities

Multiple Actions: The adult bronze dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The adult bronze dragon makes a +9 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+18 physical damage.

Breath Weapon Instant

The adult bronze dragon makes a +8 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult bronze dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d6+9 electricity damage.

Claws Instant

The adult bronze dragon makes a +12 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+18 slashing damage.

Frightful Presence Duration

The adult bronze dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult bronze dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult bronze dragon as a **condition**.

Slam Instant

The adult bronze dragon makes a +9 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+18 bludgeoning damage.

Frightful Presence Duration

The ancient bronze dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the ancient bronze dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the ancient bronze dragon as a **condition**.

Slam Instant

The ancient bronze dragon makes a +13 attack vs. Armor against vs. Armor.

Hit: The target takes 5d10+36 bludgeoning damage.

Ancient Bronze Dragon Level 16 [CR 6] Gargantuan dragon

HP 672 **DR** 800

Defenses Armor 19 Fort 24 Ref 16 Ment 23

Immune Electricity damage

Movement Land 70 ft. Fly 140 ft. (poor)

Attributes Str 7, Dex –1, Con 7, Int 5, Per 4, Wil 6

Alignment Usually lawful good

Wyrms Bronze Dragon Level 20 [CR 6] Colossal dragon

HP 900 **DR** 1056

Defenses Armor 22 Fort 27 Ref 17 Ment 26

Immune Electricity damage

Movement Land 100 ft. Fly 200 ft. (poor)

Attributes Str 8, Dex –2, Con 8, Int 6, Per 5, Wil 7

Alignment Usually lawful good

Ancient Bronze Dragon Abilities

Multiple Actions: The ancient bronze dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The ancient bronze dragon makes a +13 attack vs. Armor against vs. Armor.

Hit: The target takes 5d10+36 physical damage.

Bite Instant

The wyrms bronze dragon makes a +16 attack vs. Armor against vs. Armor.

Hit: The target takes 7d10+48 physical damage.

Breath Weapon Instant

The ancient bronze dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient bronze dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d10+18 electricity damage.

Breath Weapon Instant

The wyrms bronze dragon makes a +14 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrms bronze dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 6d10+24 electricity damage.

Claws Instant

The ancient bronze dragon makes a +16 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+36 slashing damage.

Claws Instant

The wyrms bronze dragon makes a +19 attack vs. Armor against vs. Armor.

Hit: The target takes 5d10+48 slashing damage.

Frighful Presence	Duration
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The wyrm bronze dragon makes a +14 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (*−2 accuracy and Mental within 60 ft.*) by the wyrm bronze dragon as a **condition**.

Critical hit: Each target is **frightened** (*−4 accuracy and Mental within 60 ft.*) by the wyrm bronze dragon as a **condition**.

Slam	Instant
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The wyrm bronze dragon makes a +16 attack vs. Armor against vs. Armor.

Hit: The target takes 7d10+48 bludgeoning damage.

Camel

Level 1 [CR 2]

Medium animal

HP 39 **DR** 16

Defenses Armor 6 Fort 8 Ref 5 Ment 5

Movement Land 30 ft.

Attributes Str 3, Dex 0, Con 3, Int −8, Per 1, Wil 0

Alignment Always true neutral

Camel Abilities

Bite	Instant
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The camel makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Bite	Instant
------	---------

The camel makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+4 physical damage.

Cat

Level 1 [CR 0.5]

Small animal

HP 9 **DR** 0

Defenses Armor 4 Fort 3 Ref 7 Ment 2

Movement Land 20 ft. Balance −1 Flexibility −1

Stealth −1

Senses Low-light vision Scent Awareness +4

Attributes Str −7, Dex 3, Con −1, Int −7, Per 1, Wil −2

Alignment Always true neutral

Cat Abilities

Bite	Instant
------	---------

The cat makes a +0 attack vs. Armor against vs. Armor.

Hit: The target takes 1d3+1 physical damage.

Copper Dragons

Knowledge (arcana) 8: Copper dragons are the most amusing and mischievous dragons. They adore harmless tricks and illusions, and delight in surprising or deceiving both strangers and their closest friends. They are social, though they prefer to host visitors in their lairs in the hills and lower parts of mountains instead of seeking out random travellers for conversation.

Knowledge (arcana) 13: A copper dragon views any visitors to its lair as having implicitly agreed to engage in its games of deception. Unlike most dragons, they generally make the location of their lair widely known among nearby civilized towns, and they are often found there awaiting guests.

Knowledge (arcana) 18: The lair of an adult copper dragon is usually set in a large and well-crafted cave in a hill. The surrounding area has a variety of illusory paths leading to other caves and distractions in the area. These illusions are intended to test the observational skills of visitors and ensure that they are worth talking to, not to form a serious defense. A copper dragon's publicly known lair is almost never the location of their true hoard, though it typically has a false hoard to trick would-be looters. Creatures in the area find everything more humorous than they normally would, and may break into fits of laughter when surprised.

Wyrmling Copper Dragon

Level 3 [CR 2]

Small dragon

HP 54 **DR** 28

Defenses Armor 11 Fort 11 Ref 12 Ment 8

Immune Acid damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 1, Dex 5, Con 4, Int 2, Per 2, Wil 1

Alignment Usually chaotic good

Wyrmling Copper Dragon Abilities

Bite	Instant
------	---------

The wyrmling copper dragon makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Breath Weapon	Instant
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The wyrmling copper dragon makes a +3 attack vs. Reflex against everything in a 5 ft. wide, Medium (30 ft.) long line. After the wyrmling copper dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d4+2 acid damage.

Claws	Instant
The wyrmling copper dragon makes a +6 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d4+4 slashing damage.	

Juvenile Copper Dragon**Level 7 [CR 4]**
Large dragon

HP 128 DR 120
Defenses Armor 13 Fort 15 Ref 12 Ment 13
Immune Acid damage
Movement Land 40 ft. Fly 80 ft. (poor)
Attributes Str 5, Dex 2, Con 5, Int 4, Per 4, Wil 3
Alignment Usually chaotic good

Juvenile Copper Dragon Abilities

Multiple Actions: The juvenile copper dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The juvenile copper dragon makes a +6 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d10+8 physical damage.	

Breath Weapon	Instant
The juvenile copper dragon makes a +6 attack vs. Reflex against everything in a 5 ft. wide, Large (60 ft.) long line. After the juvenile copper dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 2d6+4 acid damage.	

Claws	Instant
The juvenile copper dragon makes a +9 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d6+8 slashing damage.	

Frightful Presence	Duration
The juvenile copper dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.	
Hit: Each target is shaken (–2 <i>accuracy and Mental within 60 ft.</i>) by the juvenile copper dragon as a condition .	
Critical hit: Each target is frightened (–4 <i>accuracy and Mental within 60 ft.</i>) by the juvenile copper dragon as a condition .	

Adult Copper Dragon**Level 11 [CR 6]**
Huge dragon

HP 300 DR 352
Defenses Armor 15 Fort 18 Ref 14 Ment 17
Immune Acid damage
Movement Land 50 ft. Fly 100 ft. (poor)
Attributes Str 5, Dex 1, Con 5, Int 5, Per 5, Wil 4
Alignment Usually chaotic good

Adult Copper Dragon Abilities

Multiple Actions: The adult copper dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The adult copper dragon makes a +9 attack vs. Armor against vs. Armor.	
Hit: The target takes 4d6+18 physical damage.	

Breath Weapon	Instant
The adult copper dragon makes a +8 attack vs. Reflex against everything in a 10 ft. wide, Huge (120 ft.) long line. After the adult copper dragon uses this ability, it briefly cannot use it again.	
Hit: Each target takes 2d10+9 acid damage.	

Claws	Instant
The adult copper dragon makes a +12 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d8+18 slashing damage.	

Frightful Presence	Duration
The adult copper dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.	
Hit: Each target is shaken (–2 <i>accuracy and Mental within 60 ft.</i>) by the adult copper dragon as a condition .	
Critical hit: Each target is frightened (–4 <i>accuracy and Mental within 60 ft.</i>) by the adult copper dragon as a condition .	

Slam	Instant
The adult copper dragon makes a +9 attack vs. Armor against vs. Armor.	
Hit: The target takes 4d6+18 bludgeoning damage.	

Ancient Copper Dragon**Level 15 [CR 6]**
Gargantuan dragon

HP 528 DR 640
Defenses Armor 19 Fort 22 Ref 16 Ment 21
Immune Acid damage
Movement Land 70 ft. Fly 140 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 6, Per 6, Wil 5
Alignment Usually chaotic good

HP 960 DR 1152
Defenses Armor 20 Fort 25 Ref 17 Ment 24
Immune Acid damage
Movement Land 100 ft. Fly 200 ft. (poor)

Attributes Str 7, Dex -1, Con 7, Int 7, Per 7, Wil 6
Alignment Usually chaotic good

Ancient Copper Dragon Abilities

Multiple Actions: The ancient copper dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The ancient copper dragon makes a +12 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+24 physical damage.

Breath Weapon Instant

The ancient copper dragon makes a +11 attack vs. Reflex against everything in a 15 ft. wide, Gargantuan (240 ft.) long line. After the ancient copper dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d8+12 acid damage.

Claws Instant

The ancient copper dragon makes a +15 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+24 slashing damage.

Frightful Presence Duration

The ancient copper dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the ancient copper dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the ancient copper dragon as a **condition**.

Slam Instant

The ancient copper dragon makes a +12 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+24 bludgeoning damage.

Wyrms Copper Dragon Abilities

Multiple Actions: The wyrm copper dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The wyrm copper dragon makes a +16 attack vs. Armor against vs. Armor.
Hit: The target takes 6d10+48 physical damage.

Breath Weapon Instant

The wyrm copper dragon makes a +14 attack vs. Reflex against everything in a 20 ft. wide, 480 ft. long line. After the wyrm copper dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 5d10+24 acid damage.

Claws Instant

The wyrm copper dragon makes a +19 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+48 slashing damage.

Frightful Presence Duration

The wyrm copper dragon makes a +14 attack vs. Mental against enemies in a 480 ft. radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the wyrm copper dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the wyrm copper dragon as a **condition**.

Slam Instant

The wyrm copper dragon makes a +16 attack vs. Armor against vs. Armor.
Hit: The target takes 6d10+48 bludgeoning damage.

Wyrms Copper Dragon

Level 19 [CR 6]
 Colossal dragon

Cultists

Death Cultist**Level 1 [CR 1]**
Medium humanoid**HP 11 DR 4****Defenses** Armor 5 Fort 6 Ref 5 Ment 9**Movement** Land 30 ft.**Attributes** Str 0, Dex 0, Con 1, Int -1, Per 0, Wil 4**Alignment** Usually lawful evil**Death Cultist Abilities****Drain Life** Instant
Magical

The death cultist makes a +0 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 2d6+2 energy damage.**Sickle** Instant

The death cultist makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 1d4+2 slashing damage.**Pyromaniac****Level 4 [CR 1]**
Medium humanoid**HP 13 DR 8****Defenses** Armor 9 Fort 8 Ref 10 Ment 12**Movement** Land 30 ft.**Attributes** Str 0, Dex 2, Con 0, Int -1, Per 0, Wil 4**Alignment** Usually lawful evil**Pyromaniac Abilities****Club** Instant

The pyromaniac makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+3 bludgeoning damage.**Combustion** Instant
Magical

The pyromaniac makes a +2 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d10+3 fire damage.**Firebolt** Instant
Magical

The pyromaniac makes a +2 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 2d8+3 fire damage.**Darkmantle****Level 2 [CR 2]**
Small magical beast**HP 27 DR 0****Defenses** Armor 7 Fort 4 Ref 10 Ment 6**Movement** Climb 10 ft. Land 10 ft. Climb +8 Stealth +8**Senses** Darkvision (120 ft.) Awareness +7**Attributes** Str 4, Dex 4, Con -2, Int -6, Per 3, Wil 0**Alignment** Always true neutral**Darkmantle Abilities****Grasping Tentacles** Instant

The darkmantle makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10 bludgeoning damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the darkmantle.**Tentacles** Instant

The darkmantle makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+4 bludgeoning damage.**Darkwraith****Level 4 [CR 4]**
Medium animate**HP 52 DR 32****Defenses** Armor 10 Fort 9 Ref 12 Ment 11**Immune** Prone**Impervious** Cold damage**Movement** Fly 30 ft. (perfect) Stealth +8**Senses** Awareness +7**Attributes** Str 0, Dex 3, Con 0, Int 1, Per 2, Wil 2**Alignment** Always neutral evil**Darkwraith Abilities****Multiple Actions:** The darkwraith can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Chilling Aura** Instant
Magical

The darkwraith makes a +4 attack vs. Reflex against enemies in a Small (15 ft.) radius.

Hit: Each target takes 2d6+3 cold damage.

Greater Dark Grasp
Magical

Instant

The darkwraith makes a +4 attack vs. Reflex against anything within **reach**.

Hit: The target takes 2d6+6 cold damage.

Dire Rat**Level 1 [CR 1]**

Small animal

HP 10 DR 2**Defenses** Armor 6 Fort 5 Ref 8 Ment 3**Movement** Land 20 ft. Climb +3 Swim +3**Senses** Low-light vision Scent**Attributes** Str 0, Dex 3, Con 0, Int -9, Per 2, Wil -2**Alignment** Always true neutral**Dire Rat Abilities****Bite**

Instant

The dire rat makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+2 physical damage.

Dire Wolf**Level 5 [CR 1]**

Large animal

HP 18 DR 14**Defenses** Armor 10 Fort 10 Ref 11 Ment 8**Movement** Land 40 ft.**Senses** Scent**Attributes** Str 3, Dex 3, Con 2, Int -7, Per 3, Wil 0**Alignment** Always true neutral**Dire Wolf Abilities****Bite**

Instant

The dire wolf makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+3 physical damage.

Dogs**Wild Dog****Level 1 [CR 1]**

Medium animal

HP 11 DR 4**Defenses** Armor 6 Fort 6 Ref 8 Ment 4**Movement** Land 30 ft.**Senses** Scent Awareness +5**Attributes** Str 2, Dex 3, Con 1, Int -7, Per 2, Wil -1**Alignment** Always true neutral**Wild Dog Abilities****Bite**

Instant

The wild dog makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Riding Dog**Level 2 [CR 1]**

Medium animal

HP 12 DR 6**Defenses** Armor 7 Fort 7 Ref 9 Ment 5**Movement** Land 30 ft.**Senses** Scent Awareness +6**Attributes** Str 2, Dex 3, Con 1, Int -7, Per 2, Wil -1**Alignment** Always true neutral**Riding Dog Abilities****Bite**

Instant

The riding dog makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Dragons

Knowledge (arcana) 5: Legends speak of reptilian flying creatures called dragons. Their love of gold and gems is as legendary as their awe-inspiring power. Dragons keep their wealth in massive hoards, and the search for these hoards has been the death of many a greedy adventurer.

Knowledge (arcana) 10: Dragons are inherently magical creatures, and they enjoy powerful magic items almost as much as they enjoy gold. As dragons age, they grow continually in power and size. All dragons have damaging breath weapons, and the size and shape of the breath depends on the type and age of the dragon. They also have extremely keen senses, and are very difficult to sneak up on.

Knowledge (arcana) 15: There are two types of dragons: metallic dragons and chromatic dragons. Metallic dragons have shiny, glistening scales, and all metallic dragons are named after metals. Chromatic dragons have intensely colored scales, and all chromatic dragons are named after colors. Metallic dragons tend to be good-aligned, and chromatic dragons tend to be evil-aligned.

Dragon bones and scales retain some of the magical power of their original owner. They can be used to craft powerful weapons and armor, and can be quite valuable to the right buyer.

Knowledge (arcana) 20: In combat, dragons take full advantage of their myriad attack options. They fight at whatever range they consider optimal. In general, they are most dangerous in melee, but they may choose to remain at a distance to avoid powerful melee opponents. In that case, they use their spells and

breath weapon to pick off opponents that cannot fight effectively at range.

Dragons can fly extremely quickly, and they can use this ability to escape a losing fight or to pick off isolated creatures trying to keep their distance. They generally avoid grappling foes, possibly because they find it demeaning, but large dragons may swallow smaller opponents whole.

Knowledge (arcana) 25: Newly hatched dragons are a few feet long, while the oldest dragons are among the most massive and dangerous creatures in existence. Although ancient dragons are immensely powerful, they are also rarely active, requiring weeks or months of sleep between days of activity. Eventually, it is said that the most ancient dragons simply go to sleep and may never wake up, though they live indefinitely in that state.

Knowledge (arcana) 30: There is a practical side to the famous greed of dragons. Dragons can metabolize gold and magical energy from items they eat to fuel their immense power and bulk. In desperate times, a dragon may be forced to eat part of its hoard to accelerate its recovery from injuries or increase its power. As dragons approach the inevitable torpor of their old age, they can stave it off or recover from a long rest by consuming part of their hoard. This is a difficult decision for a dragon to make, and most dragons never eat a single gold piece.

Fire Elementals

Knowledge (planes) 9: Fire elementals are formed from the pure essence of the Plane of Fire. They tend to be fast and agile, and they are usually vulnerable to cold.

Ember

Level 4 [CR 1]
Small planeformed

HP 13 DR 8
Defenses Armor 10 Fort 8 Ref 12 Ment 10
Vulnerable Cold damage
Movement Land 30 ft.
Attributes Str 2, Dex 4, Con 0, Int -3, Per 0, Wil 2
Alignment Usually chaotic neutral

Ember Abilities

Combustion Instant
Magical
The ember makes a +2 attack vs. Fortitude against one creature within Short (30 ft.) range.
Hit: The target takes 2d8+3 fire damage.

Firebolt Instant
Magical
The ember makes a +2 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: The target takes 2d6+3 fire damage.

Slam Instant
The ember makes a +2 attack vs. Armor against vs. Armor.
Hit: The target takes 2d6+3 bludgeoning and fire damage.

Kindled

Level 8 [CR 2]
Medium planeformed

HP 60 DR 36
Defenses Armor 12 Fort 10 Ref 15 Ment 12
Vulnerable Cold damage
Movement Land 45 ft.
Attributes Str 4, Dex 5, Con 0, Int -2, Per 0, Wil 2
Alignment Usually chaotic neutral

Kindled Abilities

Combustion Instant
Magical
The kindled makes a +5 attack vs. Fortitude against one creature within Short (30 ft.) range.
Hit: The target takes 2d10+8 fire damage.

Firebolt Instant
Magical
The kindled makes a +5 attack vs. Armor against one creature within Medium (60 ft.) range.
Hit: The target takes 2d8+8 fire damage.

Greater Fireball Instant
Magical
The kindled makes a +5 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.
Hit: Each target takes 2d6+4 fire damage.

Ignition Duration
Magical
The kindled makes a +5 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 1d10+4 fire damage.

Slam Instant
The kindled makes a +5 attack vs. Armor against vs. Armor.
Hit: The target takes 2d10+8 bludgeoning and fire damage.

Bonfire**Level 12 [CR 2]**
Large planeformed**HP** 96 **DR** 60**Defenses** Armor 15 Fort 13 Ref 18 Ment 15**Vulnerable** Cold damage**Movement** Land 60 ft.**Attributes** Str 4, Dex 5, Con 0, Int -2, Per 0, Wil 2**Alignment** Usually chaotic neutral**Bonfire Abilities****Greater Combustion**

Instant

Magical

The bonfire makes a +7 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 4d6+12 fire damage.

Greater Fireball

Instant

Magical

The bonfire makes a +7 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 2d8+6 fire damage.

Greater Firebolt

Instant

Magical

The bonfire makes a +7 attack vs. Armor against one creature within Long (120 ft.) range.

Hit: The target takes 4d6+12 fire damage.

Ignition

Duration

Magical

The bonfire makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 2d6+6 fire damage.

Slam

Instant

The bonfire makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+12 bludgeoning and fire damage.

Elder**Level 16 [CR 4]**
Large planeformed**HP** 256 **DR** 224**Defenses** Armor 20 Fort 18 Ref 22 Ment 20**Vulnerable** Cold damage**Movement** Land 60 ft.**Attributes** Str 4, Dex 6, Con 2, Int 1, Per 2, Wil 4**Alignment** Usually chaotic neutral**Elder Abilities**

Multiple Actions: The elder can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Combustion

Instant

Magical

The elder makes a +10 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 6d10+24 fire damage.

Greater Fireball

Instant

Magical

The elder makes a +10 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 4d8+12 fire damage.

Greater Firebolt

Instant

Magical

The elder makes a +10 attack vs. Armor against one creature within Long (120 ft.) range.

Hit: The target takes 5d10+24 fire damage.

Greater Ignition

Duration

Magical

The elder makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 4d6+12 fire damage.

The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed, -2 accuracy, Armor, and Ref*) as part of this action gives a +5 bonus to this check.

Slam

Instant

The elder makes a +11 attack vs. Armor against vs. Armor.

Hit: The target takes 4d10+24 bludgeoning and fire damage.

Inferno**Level 20 [CR 4]**
Huge planeformed

HP 400 **DR** 352
Defenses Armor 22 Fort 20 Ref 24 Ment 22
Vulnerable Cold damage
Movement Land 75 ft.

Attributes Str 6, Dex 6, Con 2, Int 2, Per 2, Wil 4
Alignment Usually chaotic neutral

Inferno Abilities

Multiple Actions: The inferno can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Ignition	Duration
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Magical

The inferno makes a +13 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 4d8+16 fire damage.

The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed, -2 accuracy, Armor, and Ref*) as part of this action gives a +5 bonus to this check.

Slam	Instant
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The inferno makes a +15 attack vs. Armor against vs. Armor.

Hit: The target takes 6d10+32 bludgeoning and fire damage.

Supreme Combustion	Instant
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Magical

The inferno makes a +13 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 8d10+32 fire damage.

Supreme Fireball	Instant
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Magical

The inferno makes a +13 attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 5d10+32 fire damage.

Supreme Firebolt	Instant
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Magical

The inferno makes a +13 attack vs. Armor against one creature within Distant (240 ft.) range.

Hit: The target takes 7d10+32 fire damage.

Frostweb Spider**Level 12 [CR 4]**

Large animal

HP 160 **DR** 144
Defenses Armor 18 Fort 16 Ref 20 Ment 14
Movement Land 40 ft.
Senses Tremorsense (240 ft.) Tremorsight (60 ft.)

Attributes Str 4, Dex 6, Con 2, Int 1, Per 3, Wil 0
Alignment Always true neutral

Frostweb Spider Abilities

Multiple Actions: The frostweb spider can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Duration
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The frostweb spider makes a +8 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+12 physical damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **slowed** (*half speed, -2 Ref*).

At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page 61). If a creature reaches the third poison stage, it becomes **immobilized** (*-4 Ref, cannot use movement speeds*) as long as it is poisoned.

Bite	Instant
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The frostweb spider makes a +8 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+12 physical damage.

Frost Breath	Instant
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The frostweb spider makes a +8 attack vs. Fortitude against everything in a Huge (120 ft.) cone. After the frostweb spider uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d6+6 cold damage.

Giant Bombardier Bee-**Level 7 [CR 2]**

Large animal

HP 84 **DR** 52
Defenses Armor 10 Fort 13 Ref 8 Ment 10
Movement Land 40 ft.

Attributes Str 3, Dex -1, Con 4, Int -9, Per 0, Wil 1
Alignment Always true neutral

Giant Bombardier Beetle Abilities

Bite Instant

The giant bombardier beetle makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+8 physical damage.

Giant Wasp**Level 4 [CR 2]**

Large animal

HP 42 DR 20**Defenses** Armor 10 Fort 9 Ref 13 Ment 6**Movement** Fly 60 ft. (perfect)**Senses** Awareness +8**Attributes** Str 2, Dex 5, Con 1, Int -8, Per 3, Wil -2**Alignment** Always true neutral**Giant Wasp Abilities****Stinger** Duration

The giant wasp makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 piercing damage. Each creature that loses **hit points** from this attack is **poisoned**. As long as it is poisoned, it is **dazed** (-2 defenses).

At the end of each subsequent round, make an attack with the same accuracy against each poisoned creature's Fortitude defense, as normal for poisons (see Poison, page 61). If a creature reaches the third poison stage, it becomes **paralyzed** (*cannot move*) as long as it is poisoned.

Stinger Instant

The giant wasp makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 piercing damage.

Giants

Knowledge (local) 12: Giants are massive humanoid creatures that tower over lesser creatures. All giants have immense strength and unimpressive agility - except when it comes to throwing and catching rocks, which they tend to excel at.

Knowledge (local) 17: A giant can throw objects no larger than two size categories smaller than itself with ease. Giants prefer to throw boulders, but in a pinch they can throw almost anything.

Knowledge (local) 22: A giant's **range limits** with an object other than a boulder are generally half its range limit with a boulder. The object may also deal less damage than a boulder depending on its construction.

Hill Giant**Level 7 [CR 2]**

Huge monstrous humanoid

HP 84 DR 52**Defenses** Armor 10 Fort 13 Ref 7 Ment 7**Movement** Land 50 ft.**Attributes** Str 5, Dex -2, Con 4, Int -2, Per -2, Wil -2**Alignment** Usually chaotic evil**Hill Giant Abilities****Boulder** Instant

The hill giant makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+8 bludgeoning damage.

Greatclub Instant

The hill giant makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+8 bludgeoning damage.

Stone Giant**Level 10 [CR 2]**

Gargantuan monstrous humanoid

HP 132 DR 80**Defenses** Armor 12 Fort 16 Ref 10 Ment 9**Movement** Land 70 ft.**Attributes** Str 5, Dex -1, Con 5, Int 0, Per 0, Wil -2**Alignment** Usually true neutral**Stone Giant Abilities****Boulder** Instant

The stone giant makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+12 bludgeoning damage.

Greatclub Instant

The stone giant makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+12 bludgeoning damage.

Gibbering Mouther**Level 5 [CR 4]**

Huge aberration

HP 112 **DR** 104
Defenses Armor 13 Fort 15 Ref 11 Ment 12
Immune Prone
Movement Land 50 ft. Swim +7
Senses Darkvision (240 ft.) Telepathy (900 ft.)
Attributes Str 2, Dex 2, Con 6, Int -6, Per 1, Wil 3
Alignment Usually lawful evil

Gibbering Mouther Abilities

Multiple Actions: The gibbering mouther can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The gibbering mouther makes a +3 attack vs. Armor against vs. Armor.
Hit: The target takes 2d6+6 physical damage.

Gibber Duration
Magical
 The gibbering mouther makes a +3 attack vs. Mental against creatures in a Medium (30 ft.) radius.
Hit: Each target is **briefly dazed** (-2 defenses).
Critical hit: Each target is **briefly confused** (-4 defenses, acts randomly).

Goblins

Goblin Peon Level 1 [CR 0.5]
 Medium humanoid

HP 9 **DR** 0
Defenses Armor 4 Fort 3 Ref 7 Ment 2
Movement Land 30 ft.
Attributes Str 0, Dex 3, Con -1, Int -2, Per 1, Wil -2
Alignment Usually chaotic evil

Goblin Peon Abilities

Spear Instant
 The goblin peon makes a +0 attack vs. Armor against vs. Armor.
Hit: The target takes 1d6+1 piercing damage.

Goblin Guard Level 1 [CR 1]
 Medium humanoid

HP 10 **DR** 2
Defenses Armor 6 Fort 5 Ref 8 Ment 3
Movement Land 30 ft.
Attributes Str 1, Dex 3, Con 0, Int -2, Per 1, Wil -2
Alignment Usually chaotic evil

Goblin Guard Abilities

Spear Instant
 The goblin guard makes a +0 attack vs. Armor against vs. Armor.
Hit: The target takes 1d6+2 piercing damage.

Goblin Warg Rider Level 1 [CR 2]
 Medium humanoid

HP 33 **DR** 8
Defenses Armor 6 Fort 6 Ref 8 Ment 3
Movement Land 30 ft.
Attributes Str 1, Dex 3, Con 1, Int -2, Per 1, Wil -2
Alignment Usually chaotic evil

Goblin Warg Rider Abilities

Spear Instant
 The goblin warg rider makes a +1 attack vs. Armor against vs. Armor.
Hit: The target takes 1d6+4 piercing damage.

Goblin Shaman Level 1 [CR 2]
 Medium humanoid

HP 33 **DR** 8
Defenses Armor 6 Fort 6 Ref 7 Ment 8
Movement Land 30 ft.
Attributes Str 0, Dex 2, Con 1, Int -2, Per 2, Wil 3
Alignment Usually chaotic evil

Goblin Shaman Abilities

Divine Judgment Instant
Magical
 The goblin shaman makes a +2 attack vs. Mental against one creature within Medium (60 ft.) range.
Hit: The target takes 1d10+4 energy damage.

Spear Instant
 The goblin shaman makes a +2 attack vs. Armor against vs. Armor.
Hit: The target takes 1d6+4 piercing damage.

Gold Dragons

Knowledge (arcana) 10: Gold dragons are the wisest and most ostentatious dragons, and arguably the most powerful of all. They are intensely serious in all of their pursuits, especially the vanquishing of evil. They make their lairs in any terrain, but they prefer deeply secluded and mysterious areas with preexisting magical power.

Knowledge (arcana) 15: Gold dragons hold themselves aloof from the world, and seldom bother to interact with other dragons, much less mortals. They have a high - but well-founded - opinion of their own wisdom and power, and seldom deign to interact with lesser creatures except as necessary to compel agreement with the dragon's complex plans. In rare circumstances, they may give advice or aid to especially worthy supplicants, but great deeds of valor and altruism are necessary to impress a gold dragon. They can also be impressed by sheer gifts of wealth, since they freely consume gold and gems from their own hoards as necessary to sustain their battles against evil.

Knowledge (arcana) 20: The lair of an adult gold dragon is surrounded by an eerie, magical light that emanates from all earth-based materials and metals, especially gems and jewels. In addition, any natural magical effects in the area are amplified dramatically. Creatures in the area suffer from a deep awareness of all of their imperfections and flaws, and are inspired to improve themselves - though they are aware that no mortal efforts can approach the majesty and perfection of a gold dragon.

Wyrmling Gold Dragon

Level 5 [CR 2]

Small dragon

HP 75 DR 48

Defenses Armor 12 Fort 13 Ref 12 Ment 11

Immune Fire damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 3, Dex 4, Con 5, Int 2, Per 2, Wil 3

Alignment Usually lawful good

Wyrmling Gold Dragon Abilities

Bite

Instant

The wyrmling gold dragon makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 physical damage.

Breath Weapon

Instant

The wyrmling gold dragon makes a +4 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling gold dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+3 fire damage.

Claws

Instant

The wyrmling gold dragon makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+6 slashing damage.

Juvenile Gold Dragon

Level 9 [CR 4]

Large dragon

HP 176 DR 160

Defenses Armor 14 Fort 17 Ref 12 Ment 16

Immune Fire damage

Movement Land 40 ft. Fly 80 ft. (poor)

Attributes Str 7, Dex 1, Con 6, Int 4, Per 4, Wil 5

Alignment Usually lawful good

Juvenile Gold Dragon Abilities

Multiple Actions: The juvenile gold dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The juvenile gold dragon makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+8 physical damage.

Breath Weapon

Instant

The juvenile gold dragon makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile gold dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d8+4 fire damage.

Claws

Instant

The juvenile gold dragon makes a +10 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+8 slashing damage.

Frightful Presence

Duration

The juvenile gold dragon makes a +7 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the juvenile gold dragon as a **condition**.

Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the juvenile gold dragon as a **condition**.

Adult Gold Dragon

Level 13 [CR 6]

Huge dragon

HP 432 **DR** 512
Defenses Armor 18 Fort 21 Ref 15 Ment 21
Immune Fire damage
Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 7, Dex 0, Con 6, Int 5, Per 5, Wil 6
Alignment Usually lawful good

HP 768 **DR** 896
Defenses Armor 19 Fort 24 Ref 16 Ment 24
Immune Fire damage
Movement Land 70 ft. Fly 140 ft. (poor)

Attributes Str 8, Dex -1, Con 7, Int 6, Per 6, Wil 7
Alignment Usually lawful good

Adult Gold Dragon Abilities

Multiple Actions: The adult gold dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The adult gold dragon makes a +10 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+24 physical damage.

Breath Weapon Instant

The adult gold dragon makes a +9 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult gold dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d8+12 fire damage.

Claws Instant

The adult gold dragon makes a +13 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+24 slashing damage.

Frightful Presence Duration

The adult gold dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the adult gold dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the adult gold dragon as a **condition**.

Slam Instant

The adult gold dragon makes a +10 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+24 bludgeoning damage.

Ancient Gold Dragon

Level 17 [CR 6]
 Gargantuan dragon

Ancient Gold Dragon Abilities

Multiple Actions: The ancient gold dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The ancient gold dragon makes a +14 attack vs. Armor against vs. Armor.
Hit: The target takes 6d10+36 physical damage.

Breath Weapon Instant

The ancient gold dragon makes a +12 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient gold dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 5d10+18 fire damage.

Claws Instant

The ancient gold dragon makes a +17 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+36 slashing damage.

Frightful Presence Duration

The ancient gold dragon makes a +12 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the ancient gold dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the ancient gold dragon as a **condition**.

Slam Instant

The ancient gold dragon makes a +14 attack vs. Armor against vs. Armor.
Hit: The target takes 6d10+36 bludgeoning damage.

Wyrm Gold Dragon

Level 21 [CR 6]
 Colossal dragon

HP 1008 **DR** 1200
Defenses Armor 23 Fort 28 Ref 18 Ment 28
Immune Fire damage
Movement Land 100 ft. Fly 200 ft. (poor)
Attributes Str 9, Dex -2, Con 8, Int 7, Per 7, Wil 8
Alignment Usually lawful good

Wyrmling Green Dragon Abilities

Multiple Actions: The wyrmling green dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The wyrmling green dragon makes a +17 attack vs. Armor against vs. Armor.
Hit: The target takes 7d10+48 physical damage.

Breath Weapon Instant
 The wyrmling green dragon makes a +15 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrmling green dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 6d10+24 fire damage.

Claws Instant
 The wyrmling green dragon makes a +20 attack vs. Armor against vs. Armor.
Hit: The target takes 5d10+48 slashing damage.

Frightful Presence Duration
 The wyrmling green dragon makes a +15 attack vs. Mental against enemies in a 480 ft. radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the wyrmling green dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the wyrmling green dragon as a **condition**.

Slam Instant
 The wyrmling green dragon makes a +17 attack vs. Armor against vs. Armor.
Hit: The target takes 7d10+48 bludgeoning damage.

tend to inhabit forests - the older, the better.

Knowledge (arcana) 14: Younger green dragons sometimes get themselves into trouble by trying to steal from more powerful creatures, or by pillaging cities with the resources to pay for a hefty bounty. Green dragons that have survived to old age are usually more reasonable than the average green dragon, and recognize the necessity for other creatures to temporarily have nice things.

Knowledge (arcana) 19: The lair of an adult green dragon is surrounded by a poisonous mist that obscures sight and kills any lesser creatures that dare to approach too close. The poison leaves trees and bushes mostly intact, but they still wither without the full heat of the sun and the care of forest animals. Creatures in the area feel sickly and tired, even if they resist the lethal effects of the mist.

Wyrmling Green Dragon

Level 4 [CR 2]
 Small dragon

HP 60 **DR** 36
Defenses Armor 12 Fort 12 Ref 12 Ment 9
Immune Acid damage
Movement Land 20 ft. Fly 40 ft. (poor)
Attributes Str 1, Dex 4, Con 4, Int 3, Per 2, Wil 1
Alignment Usually lawful evil

Wyrmling Green Dragon Abilities

Bite Instant
 The wyrmling green dragon makes a +4 attack vs. Armor against vs. Armor.
Hit: The target takes 1d10+6 physical damage.

Breath Weapon Instant
 The wyrmling green dragon makes a +4 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling green dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 1d6+3 acid damage.

Claws Instant
 The wyrmling green dragon makes a +7 attack vs. Armor against vs. Armor.
Hit: The target takes 1d6+6 slashing damage.

Juvenile Green Dragon

Level 8 [CR 4]
 Large dragon

Green Dragons

Knowledge (arcana) 9: Green dragons are the most jealous and greedy dragons. Their lust for wealth, especially the wealth of others, is insatiable. Villages and farmsteads near a green dragon's territory may never know peace until it leaves. They

HP 144 **DR** 128
Defenses Armor 13 Fort 16 Ref 12 Ment 14
Immune Acid damage
Movement Land 40 ft. Fly 80 ft. (poor)
Attributes Str 5, Dex 1, Con 5, Int 5, Per 4, Wil 3
Alignment Usually lawful evil

Juvenile Green Dragon Abilities

Multiple Actions: The juvenile green dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The juvenile green dragon makes a +7 attack vs. Armor against vs. Armor.
Hit: The target takes 2d10+8 physical damage.

Breath Weapon Instant
 The juvenile green dragon makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile green dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 2d6+4 acid damage.

Claws Instant
 The juvenile green dragon makes a +10 attack vs. Armor against vs. Armor.
Hit: The target takes 2d6+8 slashing damage.

Frightful Presence Duration
 The juvenile green dragon makes a +7 attack vs. Mental against enemies in a Large (60 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile green dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile green dragon as a **condition**.

Adult Green Dragon Level 12 [CR 6] Huge dragon

HP 336 **DR** 400
Defenses Armor 17 Fort 20 Ref 15 Ment 19
Immune Acid damage
Movement Land 50 ft. Fly 100 ft. (poor)
Attributes Str 5, Dex 0, Con 5, Int 6, Per 5, Wil 4
Alignment Usually lawful evil

Adult Green Dragon Abilities

Multiple Actions: The adult green dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The adult green dragon makes a +10 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+18 physical damage.

Breath Weapon Instant
 The adult green dragon makes a +9 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult green dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 2d10+9 acid damage.

Claws Instant
 The adult green dragon makes a +13 attack vs. Armor against vs. Armor.
Hit: The target takes 2d8+18 slashing damage.

Frightful Presence Duration
 The adult green dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult green dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult green dragon as a **condition**.

Slam Instant
 The adult green dragon makes a +10 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+18 bludgeoning damage.

Ancient Green Dragon Level 16 [CR 6] Gargantuan dragon

HP 600 **DR** 704
Defenses Armor 19 Fort 23 Ref 16 Ment 22
Immune Acid damage
Movement Land 70 ft. Fly 140 ft. (poor)
Attributes Str 6, Dex –1, Con 6, Int 7, Per 6, Wil 5
Alignment Usually lawful evil

Ancient Green Dragon Abilities

Multiple Actions: The ancient green dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The ancient green dragon makes a +14 attack vs. Armor against vs. Armor.

Hit: The target takes 5d10+36 physical damage.

Breath Weapon Instant

The ancient green dragon makes a +12 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient green dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d10+18 acid damage.

Claws Instant

The ancient green dragon makes a +17 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+36 slashing damage.

Frightful Presence Duration

The ancient green dragon makes a +12 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the ancient green dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the ancient green dragon as a **condition**.

Slam Instant

The ancient green dragon makes a +14 attack vs. Armor against vs. Armor.

Hit: The target takes 5d10+36 bludgeoning damage.

Bite Instant

The wyrm green dragon makes a +17 attack vs. Armor against vs. Armor.

Hit: The target takes 6d10+48 physical damage.

Breath Weapon Instant

The wyrm green dragon makes a +15 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrm green dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+24 acid damage.

Claws Instant

The wyrm green dragon makes a +20 attack vs. Armor against vs. Armor.

Hit: The target takes 4d10+48 slashing damage.

Frightful Presence Duration

The wyrm green dragon makes a +15 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the wyrm green dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the wyrm green dragon as a **condition**.

Slam Instant

The wyrm green dragon makes a +17 attack vs. Armor against vs. Armor.

Hit: The target takes 6d10+48 bludgeoning damage.

Wyrm Green Dragon

Level 20 [CR 6]
Colossal dragon

HP 1056 **DR** 1280

Defenses Armor 21 Fort 26 Ref 17 Ment 25

Immune Acid damage

Movement Land 100 ft. Fly 200 ft. (poor)

Attributes Str 7, Dex –2, Con 7, Int 8, Per 7, Wil 6

Alignment Usually lawful evil

Wyrm Green Dragon Abilities

Multiple Actions: The wyrm green dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Griffon

Level 5 [CR 4]

Large magical beast

HP 64 **DR** 48

Defenses Armor 11 Fort 10 Ref 13 Ment 11

Movement Fly 60 ft. (poor) Land 40 ft.

Senses Low-light vision Awareness +7

Attributes Str 4, Dex 4, Con 1, Int –3, Per 2, Wil 2

Alignment Usually true neutral

Griffon Abilities

Multiple Actions: The griffon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The griffon makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+6 physical damage.

Claws Instant

The griffon makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 slashing damage.

Pouncing Claws Instant

The griffon moves up to its speed in a straight line. Then, it makes a +8 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+3 slashing damage.

Horse Level 2 [CR 2]

Large animal

HP 42 **DR** 20

Defenses Armor 7 Fort 9 Ref 7 Ment 3

Movement Land 40 ft.

Attributes Str 2, Dex 1, Con 3, Int -7, Per 0, Wil -3

Alignment Always true neutral

Horse Abilities**Bite** Instant

The horse makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Bite Instant

The horse makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+4 physical damage.

Humans

Human Warrior Level 1 [CR 1]

Medium humanoid

HP 12 **DR** 6

Defenses Armor 6 Fort 7 Ref 5 Ment 5

Movement Land 25 ft.

Attributes Str 2, Dex 0, Con 2, Int 0, Per 0, Wil 0

Alignment Usually lawful neutral

Human Warrior Abilities**Broadsword** Instant

The human warrior makes a +0 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+2 slashing damage.

Human Cleric

Level 1 [CR 2]

Medium humanoid

HP 30 **DR** 4

Defenses Armor 5 Fort 5 Ref 5 Ment 8

Movement Land 25 ft.

Attributes Str 1, Dex 0, Con 0, Int 0, Per 0, Wil 3

Alignment Usually lawful neutral

Human Cleric Abilities**Divine Judgment** Instant

Magical

The human cleric makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10+4 energy damage.

Warhammer Instant

The human cleric makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 bludgeoning damage.

Hydra Maggot Level 7 [CR 2]

Large magical beast

HP 60 **DR** 36

Defenses Armor 11 Fort 10 Ref 13 Ment 8

Movement Land 40 ft. Climb +10

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 4, Con 1, Int -8, Per 2, Wil -1

Alignment Always true neutral

Hydra Maggot Abilities**Grasping Tentacles** Instant

The hydra maggot makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8 bludgeoning damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the hydra maggot.

Impaling Tentacles Instant

The hydra maggot makes a +7 attack vs. Reflex against vs. Reflex.

Hit: The target takes 2d8+4 piercing damage.

Tentacles Instant

The hydra maggot makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+8 bludgeoning damage.

Ichor-Tainted

Knowledge (nature) 12: The dreadful magical liquid known as ichor has no known origin. All is known is that it can corrupt creatures who contact it. Creatures who become tainted in this way recklessly attack anything they encounter, making them extremely dangerous.

Knowledge (nature) 17: Ichor-tainted creatures have had their internal organs restructured in unnatural ways, making them difficult to dispatch quickly. When the ichor spreads, as it often does during a fight, it inhibits healing as it tries to corrupt its new host.

Knowledge (nature) 22: Only animals can be fully transformed by ichor. Other creatures suffer temporary effects at worst. The biological structure of transformed animals bears some resemblance to aberrations. Some scholars theorize that this means the ichor originated from the Far Realm, while others think it is a mere imitation.

Ichor Black Bear

Level 7 [CR 2]
Medium magical beast

HP 96 DR 60

Defenses Armor 11 Fort 14 Ref 9 Ment 8

Immune Critical hits

Vulnerable Fire damage

Movement Land 30 ft. Climb +10 Swim +10

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 0, Con 5, Int -9, Per 0, Wil -1

Alignment Always true neutral

Ichor Black Bear Abilities

Spreading Ichor [Magical]: Whenever the ichor black bear causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Instant

The ichor black bear makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+8 physical damage.

Claws Instant

The ichor black bear makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+8 slashing damage.

Ichor Brown Bear

Level 9 [CR 2]
Large magical beast

HP 120 DR 72

Defenses Armor 12 Fort 15 Ref 10 Ment 10

Immune Critical hits

Vulnerable Fire damage

Movement Land 40 ft. Climb +12 Swim +12

Senses Darkvision (60 ft.)

Attributes Str 5, Dex 0, Con 5, Int -9, Per 0, Wil 0

Alignment Always true neutral

Ichor Brown Bear Abilities

Spreading Ichor [Magical]: Whenever the ichor brown bear causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Instant

The ichor brown bear makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+8 physical damage.

Claws Instant

The ichor brown bear makes a +8 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+8 slashing damage.

Ichor Rat

Level 2 [CR 0.5]
Tiny magical beast

HP 10 DR 0

Defenses Armor 5 Fort 4 Ref 8 Ment 2

Immune Critical hits

Vulnerable Fire damage

Movement Land 15 ft.

Senses Darkvision (60 ft.) Awareness +6

Attributes Str -1, Dex 3, Con -1, Int -9, Per 2, Wil -3

Alignment Always true neutral

Ichor Rat Abilities

Spreading Ichor [Magical]: Whenever the ichor rat causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Instant

The ichor rat makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+1 physical damage.

Ichor Roc

Level 13 [CR 4]
Gargantuan magical beast

HP 224 DR 200
Defenses Armor 16 Fort 18 Ref 15 Ment 13
Immune Critical hits
Vulnerable Fire damage
Movement Land 70 ft.
Senses Darkvision (60 ft.) Awareness +13

Attributes Str 6, Dex 1, Con 4, Int -7, Per 4, Wil -1
Alignment Always true neutral

Ichor Roc Abilities

Multiple Actions: The ichor roc can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Spreading Ichor [Magical]: Whenever the ichor roc causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Instant
 The ichor roc makes a +10 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+16 physical damage.

Talons Instant
 The ichor roc makes a +13 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+16 piercing damage.

Ichor Wolf

Level 5 [CR 1]
 Medium magical beast

HP 20 DR 18
Defenses Armor 11 Fort 11 Ref 12 Ment 7
Immune Critical hits
Vulnerable Fire damage
Movement Land 30 ft.
Senses Darkvision (60 ft.) Awareness +8

Attributes Str 3, Dex 4, Con 3, Int -9, Per 3, Wil -1
Alignment Always true neutral

Ichor Wolf Abilities

Spreading Ichor [Magical]: Whenever the ichor wolf causes a living creature to lose **hit points**, that creature becomes unable to regain hit points as a **condition**.

Bite Instant
 The ichor wolf makes a +3 attack vs. Armor against vs. Armor.
Hit: The target takes 2d6+3 physical damage.

Imps

Flamefist Imp

Level 13 [CR 0.5]
 Small planeformed

HP 44 DR 0
Defenses Armor 14 Fort 14 Ref 15 Ment 10
Movement Land 20 ft.

Attributes Str 2, Dex 3, Con 2, Int 1, Per 0, Wil -2
Alignment Always chaotic evil

Flamefist Imp Abilities

Slam Instant
 The flamefist imp makes a +6 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+4 bludgeoning and fire damage.

Lizardfolk

Knowledge (local) 8: Lizardfolk are Medium bipedal creatures covered in reptilian scales. They are slightly taller and bulkier than humans, typically standing 6 to 7 feet tall and weighing up to 250 pounds. Their tail resembles that of a crocodile, and is typically 3 to 4 feet long. Their scales are typically green, gray, or brown. In battle, they typically fight as unorganized individuals.

Knowledge (local) 13: Lizardfolk use their tail for balance on land and to accelerate their swimming while in water. They prefer frontal assaults and massed rushes in battle, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If lizardfolk are outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

Lizardfolk Grunt

Level 3 [CR 1]
 Medium humanoid

HP 18 DR 14
Defenses Armor 9 Fort 11 Ref 7 Ment 8
Movement Land 30 ft. Swim 30 ft.

Attributes Str 3, Dex 0, Con 4, Int 0, Per 0, Wil 1
Alignment Usually true neutral

Lizardfolk Grunt Abilities

Amphibious: The lizardfolk grunt can hold its breath for ten times the normal length of time.

Spear Instant
 The lizardfolk grunt makes a +1 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+2 piercing damage.

Lizardfolk Elite**Level 4 [CR 2]**
Medium humanoid**HP** 66 **DR** 40**Defenses** Armor 10 Fort 13 Ref 8 Ment 10**Movement** Land 30 ft. Swim 30 ft.**Attributes** Str 4, Dex 0, Con 5, Int 0, Per 2, Wil 2**Alignment** Usually true neutral**Lizardfolk Elite Abilities****Amphibious:** The lizardfolk elite can hold its breath for ten times the normal length of time.**Spear**

Instant

The lizardfolk elite makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 piercing damage.**Magma Elementals**

Knowledge (planes) 11: Magma elementals are a fusion of the Plane of Earth and the Plane of Fire. They combine the durability of earth elementals with some of the agility of fire elementals. Their outer shell appears rocky, but inside that shell they hold molten rock at incredible temperatures.

Knowledge (planes) 16: Magma elementals lack the usual weaknesses of both fire elementals and earth elementals. Their massive internal heat, shielded from outside attack, actually makes them less vulnerable to cold. However, piercing attacks can penetrate their outer shell, causing the magma inside to spew out until it cools.

Volcanite**Level 6 [CR 2]**
Medium planeformed**HP** 84 **DR** 52**Defenses** Armor 13 Fort 14 Ref 13 Ment 9**Impervious** Cold damage**Vulnerable** Piercing damage**Movement** Land 30 ft.**Attributes** Str 4, Dex 4, Con 5, Int -4, Per 0, Wil 0**Alignment** Usually true neutral**Volcanite Abilities****Combustion**

Instant

Magical

The volcanite makes a +4 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d6+6 fire damage.**Magma Throw**

Instant

The volcanite makes a +4 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: The target takes 2d8+6 bludgeoning and fire damage.**Slam**

Instant

The volcanite makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+6 bludgeoning and fire damage.**Volcano****Level 12 [CR 4]**
Large planeformed**HP** 256 **DR** 224**Defenses** Armor 19 Fort 20 Ref 19 Ment 14**Impervious** Cold damage**Vulnerable** Piercing damage**Movement** Land 40 ft.**Attributes** Str 5, Dex 5, Con 6, Int -3, Per 0, Wil 0**Alignment** Usually true neutral**Volcano Abilities****Multiple Actions:** The volcano can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.**Greater Combustion**

Instant

Magical

The volcano makes a +7 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 2d10+12 fire damage.**Magma Throw**

Instant

The volcano makes a +7 attack vs. Armor against one creature within Long (120 ft.) range.

Hit: The target takes 4d8+12 bludgeoning and fire damage.**Slam**

Instant

The volcano makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+12 bludgeoning and fire damage.**Volcanic Titan****Level 18 [CR 4]**
Huge planeformed

HP 512 DR 448
Defenses Armor 22 Fort 23 Ref 22 Ment 17
Impervious Cold damage
Vulnerable Piercing damage
Movement Land 50 ft.
Attributes Str 5, Dex 5, Con 6, Int -3, Per 0, Wil 0
Alignment Usually true neutral

Volcanic Titan Abilities

Multiple Actions: The volcanic titan can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Combustion Instant
Magical

The volcanic titan makes a +10 attack vs. Fortitude against one creature within Short (*30 ft.*) range.

Hit: The target takes 4d10+24 fire damage.

Magma Throw Instant

The volcanic titan makes a +10 attack vs. Armor against one creature within Long (*120 ft.*) range.

Hit: The target takes 5d10+24 bludgeoning and fire damage.

Slam Instant

The volcanic titan makes a +11 attack vs. Armor against vs. Armor.

Hit: The target takes 4d10+24 bludgeoning and fire damage.

Minotaur

Level 6 [CR 4]

Large monstrous humanoid

HP 88 DR 80
Defenses Armor 10 Fort 13 Ref 9 Ment 11
Movement Land 40 ft.
Senses Awareness +8
Attributes Str 5, Dex -1, Con 3, Int 0, Per 2, Wil 1
Alignment Always true neutral

Minotaur Abilities

Multiple Actions: The minotaur can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Gore Instant

The minotaur makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+6 piercing damage.

Minotaur

Level 4 [CR 1]

Medium monstrous humanoid

HP 12 DR 6
Defenses Armor 9 Fort 7 Ref 12 Ment 7
Movement Land 30 ft.
Senses Awareness +5

Attributes Str 4, Dex 4, Con -1, Int -5, Per 0, Wil -1
Alignment Usually chaotic evil

Minotaur Abilities

Grasping Tentacles Instant

The minotaur makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6 bludgeoning damage. In addition, if this attack also beats a target's Fortitude defense, it is **grappled** by the minotaur.

Tentacles Instant

The minotaur makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+3 bludgeoning damage.

Nightcrawler

Level 7 [CR 2]

Large magical beast

HP 60 DR 36
Defenses Armor 11 Fort 10 Ref 13 Ment 12
Movement Climb 20 ft. Land 20 ft. Climb +9
Senses Darkvision (60 ft.) Blindsense (120 ft.)

Attributes Str 3, Dex 4, Con 1, Int -8, Per 0, Wil 3
Alignment Always true neutral

Nightcrawler Abilities

Crawling Darkness Instant
Magical

The nightcrawler makes a +4 attack vs. Reflex against enemies in a Small (*15 ft.*) radius.

Hit: Each target takes 2d6+4 cold damage.

Dark Embrace Instant
Magical

The nightcrawler makes a +4 attack vs. Reflex against anything within **reach**.

Hit: The target takes 2d6+8 cold damage.

Slam	Instant
The nightcrawler makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d8+8 bludgeoning damage.	

Ogres

Knowledge (local) 8: Ogres are Large, hideous humanoid creatures with a taste for human flesh. If that is unavailable, they also enjoy the flesh of other humanoid creatures. They lack the intelligence for complex plans, but they like lying in wait to ambush helpless travelers.

Knowledge (local) 13: Ogre skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Knowledge (local) 18: Ogres are intelligent enough to throw their javelins first to soften up their foes before closing into melee, but ogre gangs and bands fight as unorganized individuals. They use greatclubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger **Level 3 [CR 1]**
Large monstrous humanoid

HP 13 DR 8
Defenses Armor 6 Fort 8 Ref 6 Ment 6
Movement Land 40 ft.
Attributes Str 4, Dex -1, Con 1, Int -4, Per 0, Wil -1
Alignment Usually chaotic evil

Ogre Ganger Abilities

Greatclub	Instant
The ogre ganger makes a +1 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d8+2 bludgeoning damage.	

Javelin	Instant
The ogre ganger makes a +2 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+2 piercing damage.	

Ogre Menace **Level 4 [CR 2]**
Large monstrous humanoid

HP 54 DR 28
Defenses Armor 8 Fort 11 Ref 7 Ment 7
Movement Land 40 ft.
Attributes Str 5, Dex -1, Con 3, Int -2, Per 0, Wil -1
Alignment Usually chaotic evil

Ogre Menace Abilities

Greatclub	Instant
The ogre menace makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d10+6 bludgeoning damage.	

Javelin	Instant
The ogre menace makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 piercing damage.	

Ogre Mage **Level 5 [CR 2]**
Large monstrous humanoid

HP 42 DR 20
Defenses Armor 7 Fort 8 Ref 7 Ment 11
Movement Land 40 ft.
Attributes Str 4, Dex -1, Con 0, Int 0, Per 2, Wil 3
Alignment Usually chaotic evil

Ogre Mage Abilities

Firebolt	Instant
Magical	
The ogre mage makes a +4 attack vs. Armor against one creature within Medium (60 ft.) range.	
Hit: The target takes 2d6+6 fire damage.	

Greatclub	Instant
The ogre mage makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d10+6 bludgeoning damage.	

Ignition	Duration
Magical	
The ogre mage makes a +4 attack vs. Fortitude against one creature within Medium (60 ft.) range.	
Hit: the target catches on fire as a condition . At the end of each round, The target takes 1d8+3 fire damage.	

Inferno	Instant
Magical	
The ogre mage makes a +4 attack vs. Reflex against everything in a Small (15 ft.) radius.	
Hit: Each target takes 1d10+3 fire damage.	

Javelin Instant

The ogre mage makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 piercing damage.

Ogre Skullclaimer**Level 6 [CR 4]**

Large monstrous humanoid

HP 88 DR 80**Defenses** Armor 10 Fort 13 Ref 9 Ment 11**Movement** Land 40 ft.**Attributes** Str 6, Dex -1, Con 3, Int -1, Per 2, Wil 1**Alignment** Usually chaotic evil**Ogre Skullclaimer Abilities**

Multiple Actions: The ogre skullclaimer can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greatclub Instant

The ogre skullclaimer makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+6 bludgeoning damage.

Javelin Instant

The ogre skullclaimer makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 piercing damage.

Orcs

Knowledge (local) 7: Orcs are green-skinned humanoids that are generally larger, stronger, and less intelligent than humans. Most other humanoid races consider them ugly, though orcs would say the same about most other humanoid races. They tend to be selfish, but they adhere strictly to the particular orcish interpretation of honorable combat.

Knowledge (local) 12: Honorable orc combat avoids sneak attacks or deception, allows enemies to surrender, and respects the distinction between civilians and combatants. However, honorable orc combat does not require a great deal of warning before battle is joined, and they have no concept of "dirty fighting" - orcs fight brutally and with no reservations in combat.

Orcs have highly militaristic and regimented society that is divided into different clans, each of which is ruled by a powerful chieftain.

Knowledge (local) 17: Orc hierarchy and status is almost always determined by power, and chieftains can be deposed at specific intervals in a personal trial by combat. You know the general patterns that determine when these personal trials by combat are permissible for local orc clans.

Orc Butcher**Level 2 [CR 2]**

Medium humanoid

HP 39 DR 16**Defenses** Armor 7 Fort 8 Ref 6 Ment 6**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 0, Con 2, Int -2, Per 2, Wil 0**Alignment** Usually lawful evil**Orc Butcher Abilities****Crushing Sledgehammer** Instant

The orc butcher makes a +2 attack vs. Fortitude against vs. Fortitude.

Hit: The target takes 2d6+4 bludgeoning damage.

Sledgehammer Instant

The orc butcher makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+4 bludgeoning damage.

Orc Grunt**Level 2 [CR 1]**

Medium humanoid

HP 13 DR 8**Defenses** Armor 7 Fort 8 Ref 6 Ment 6**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 0, Con 2, Int -2, Per 1, Wil 0**Alignment** Usually lawful evil**Orc Grunt Abilities****Greataxe** Instant

The orc grunt makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+2 slashing damage.

Orc Peon**Level 1 [CR 0.5]**

Medium humanoid

HP 11 DR 0**Defenses** Armor 4 Fort 5 Ref 4 Ment 4**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 3, Dex 0, Con 1, Int -2, Per 0, Wil 0**Alignment** Usually lawful evil**Orc Peon Abilities**

Greataxe	Instant
The orc peon makes a +0 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d6+1 slashing damage.	

Orc Veteran Level 5 [CR 2] Medium humanoid

HP 60 DR 36
Defenses Armor 9 Fort 11 Ref 8 Ment 9
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 5, Dex 0, Con 3, Int -2, Per 1, Wil 1
Alignment Usually lawful evil

Orc Veteran Abilities

Greataxe	Instant
The orc veteran makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d10+6 slashing damage.	

Longbow	Instant
The orc veteran makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d6+6 piercing damage.	

Mighty Greataxe	Instant
The orc veteran makes a +1 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d10+10 slashing damage.	

Mighty Longbow	Instant
The orc veteran makes a +1 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d6+10 piercing damage.	

Orc Clan Chief Level 6 [CR 4] Medium humanoid

HP 100 DR 96
Defenses Armor 12 Fort 14 Ref 11 Ment 12
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 6, Dex 1, Con 4, Int -2, Per 2, Wil 2
Alignment Usually lawful evil

Orc Clan Chief Abilities

Multiple Actions: The orc clan chief can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greataxe	Instant
The orc clan chief makes a +5 attack vs. Armor against vs. Armor.	
Hit: The target takes 4d6+6 slashing damage.	

Hamstring Greataxe	Duration
The orc clan chief makes a +6 attack vs. Armor against vs. Armor.	
Hit: The target takes 4d6+3 slashing damage. Each creature that loses hit points from this attack is slowed (<i>half speed, -2 Ref</i>) as a condition .	

Longbow	Instant
The orc clan chief makes a +5 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d8+6 piercing damage.	

Mighty Greataxe	Instant
The orc clan chief makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 4d6+14 slashing damage.	

Mighty Longbow	Instant
The orc clan chief makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d8+14 piercing damage.	

Orc Shaman Level 2 [CR 2] Medium humanoid

HP 39 DR 16
Defenses Armor 7 Fort 8 Ref 6 Ment 6
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex 0, Con 2, Int -2, Per 1, Wil 0
Alignment Usually lawful evil

Orc Shaman Abilities

Battleaxe	Instant
The orc shaman makes a +2 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+4 slashing damage.	

Divine Judgment Instant
Magical

The orc shaman makes a +2 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d8+4 energy damage.

Pony
Level 2 [CR 1]

Medium animal

HP 14 **DR** 10

Defenses Armor 7 Fort 9 Ref 6 Ment 3

Movement Land 30 ft.

Attributes Str 1, Dex 0, Con 3, Int -7, Per 0, Wil -3

Alignment Always true neutral

Pony Abilities
Bite Instant

The pony makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+1 physical damage.

Bite Instant

The pony makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+2 physical damage.

Raven
Level 1 [CR 0.5]

Small animal

HP 6 **DR** 0

Defenses Armor 3 Fort 0 Ref 7 Ment 3

Movement Fly 20 ft.

Attributes Str -8, Dex 3, Con -4, Int -6, Per 2, Wil -1

Alignment Always true neutral

Raven Abilities
Talons Instant

The raven makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1+1 piercing damage.

Red Dragons

Knowledge (arcana) 10: Red dragons are extremely confident in their own abilities. They are easily enraged, and they lay claim to vast swaths of territory, regardless of its inhabitants or defenses. They typically make their home in the lower slopes of great mountains, but their expansive view of their domain means they are commonly found in other environments as well. Their aggression and boldness makes them the most feared type of dragon in most locations.

Knowledge (arcana) 15: Red dragons are less intelligent and more impulsive than most dragons, though older red dragons are still far above average human intelligence. Older red dragons know that their fire breath is hot enough to destroy valuable treasure, so they tend to avoid using it in fights that they expect to be both easy and profitable.

Knowledge (arcana) 20: The lair of an adult red dragon is surrounded by stifling heat regardless of the area's natural climate, and the air is tinged with sulfurous fumes. This heat makes the area an attractive location for creatures from the Plane of Fire, and they often find their way there. If possible, red dragons prefer to claim a lair within an active volcano, but they must be able to defend such a valuable location against other red dragons. Creatures in the area are short-tempered and easily provoked, even if they are unaffected by the heat.

Wyrmling Red Dragon
Level 5 [CR 2]

Small dragon

HP 75 **DR** 48

Defenses Armor 12 Fort 13 Ref 12 Ment 10

Immune Fire damage

Movement Land 20 ft. Fly 40 ft. (poor)

Attributes Str 3, Dex 4, Con 5, Int 0, Per 0, Wil 2

Alignment Usually chaotic evil

Wyrmling Red Dragon Abilities
Bite Instant

The wyrmling red dragon makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 physical damage.

Breath Weapon Instant

The wyrmling red dragon makes a +3 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling red dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 1d8+3 fire damage.

Claws Instant

The wyrmling red dragon makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+6 slashing damage.

Juvenile Red Dragon
Level 9 [CR 4]

Large dragon

HP 176 **DR** 160
Defenses Armor 14 Fort 17 Ref 12 Ment 15
Immune Fire damage
Movement Land 40 ft. Fly 80 ft. (poor)
Attributes Str 7, Dex 1, Con 6, Int 2, Per 2, Wil 4
Alignment Usually chaotic evil

Juvenile Red Dragon Abilities

Multiple Actions: The juvenile red dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The juvenile red dragon makes a +6 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+8 physical damage.

Breath Weapon Instant
 The juvenile red dragon makes a +6 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile red dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 2d8+4 fire damage.

Claws Instant
 The juvenile red dragon makes a +9 attack vs. Armor against vs. Armor.
Hit: The target takes 2d8+8 slashing damage.

Frightful Presence Duration
 The juvenile red dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile red dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile red dragon as a **condition**.

Adult Red Dragon Level 13 [CR 6] Huge dragon

HP 432 **DR** 512
Defenses Armor 18 Fort 21 Ref 15 Ment 20
Immune Fire damage
Movement Land 50 ft. Fly 100 ft. (poor)
Attributes Str 7, Dex 0, Con 6, Int 3, Per 3, Wil 5
Alignment Usually chaotic evil

Adult Red Dragon Abilities

Multiple Actions: The adult red dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The adult red dragon makes a +9 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+24 physical damage.

Breath Weapon Instant
 The adult red dragon makes a +8 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult red dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d8+12 fire damage.

Claws Instant
 The adult red dragon makes a +12 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+24 slashing damage.

Frightful Presence Duration
 The adult red dragon makes a +8 attack vs. Mental against enemies in a Huge (120 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult red dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult red dragon as a **condition**.

Slam Instant
 The adult red dragon makes a +9 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+24 bludgeoning damage.

Ancient Red Dragon Level 17 [CR 6] Gargantuan dragon

HP 768 **DR** 896
Defenses Armor 19 Fort 24 Ref 16 Ment 23
Immune Fire damage
Movement Land 70 ft. Fly 140 ft. (poor)
Attributes Str 8, Dex –1, Con 7, Int 4, Per 4, Wil 6
Alignment Usually chaotic evil

Ancient Red Dragon Abilities

Multiple Actions: The ancient red dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The ancient red dragon makes a +13 attack vs. Armor against vs. Armor.
Hit: The target takes 6d10+36 physical damage.

Breath Weapon

Instant

The ancient red dragon makes a +11 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient red dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 5d10+18 fire damage.

Claws

Instant

The ancient red dragon makes a +16 attack vs. Armor against vs. Armor.
Hit: The target takes 4d10+36 slashing damage.

Frightful Presence

Duration

The ancient red dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the ancient red dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the ancient red dragon as a **condition**.

Slam

Instant

The ancient red dragon makes a +13 attack vs. Armor against vs. Armor.
Hit: The target takes 6d10+36 bludgeoning damage.

Wyrms Red Dragon

Level 21 [CR 6]

Colossal dragon

HP 1008 DR 1200

Defenses Armor 23 Fort 28 Ref 18 Ment 27

Immune Fire damage

Movement Land 100 ft. Fly 200 ft. (poor)

Attributes Str 9, Dex –2, Con 8, Int 5, Per 5, Wil 7

Alignment Usually chaotic evil

Wyrms Red Dragon Abilities

Multiple Actions: The wyrms red dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The wyrms red dragon makes a +16 attack vs. Armor against vs. Armor.
Hit: The target takes 7d10+48 physical damage.

Breath Weapon

Instant

The wyrms red dragon makes a +14 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrms red dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 6d10+24 fire damage.

Claws

Instant

The wyrms red dragon makes a +19 attack vs. Armor against vs. Armor.
Hit: The target takes 5d10+48 slashing damage.

Frightful Presence

Duration

The wyrms red dragon makes a +14 attack vs. Mental against enemies in a 480 ft. radius.
Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the wyrms red dragon as a **condition**.
Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the wyrms red dragon as a **condition**.

Slam

Instant

The wyrms red dragon makes a +16 attack vs. Armor against vs. Armor.
Hit: The target takes 7d10+48 bludgeoning damage.

Roc

Level 9 [CR 4]

Gargantuan animal

HP 144 DR 128

Defenses Armor 13 Fort 15 Ref 12 Ment 10

Movement Land 70 ft.

Senses Awareness +11

Attributes Str 6, Dex 1, Con 4, Int –7, Per 4, Wil –1

Alignment Always true neutral

Roc Abilities

Multiple Actions: The roc can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The roc makes a +7 attack vs. Armor against vs. Armor.
Hit: The target takes 4d6+8 physical damage.

Talons	Instant
The roc makes a +10 attack vs. Armor against vs. Armor. Hit: The target takes 2d8+8 piercing damage.	

Claws	Instant
The wyrmling silver dragon makes a +6 attack vs. Armor against vs. Armor. Hit: The target takes 1d8+6 slashing damage.	

Silver Dragons

Knowledge (arcana) 9: Silver dragons are the most scholarly dragons. They study the history of magic and the mortal races from their lairs atop frozen mountain peaks. They sometimes leave their lairs to do research on topics of interest to them, either with their own observations or by gathering tomes of knowledge.

Knowledge (arcana) 14: On rare occasions, silver dragons will come to some grand conclusion based on their research. When they do, they take their knowledge and travel the civilized world to avert some foreseen disaster or to spread their knowledge with mortals who need it. They require no payment for these services, but they do take the opportunity to seek out new developments in the world and gather research to fuel their next obsession.

Knowledge (arcana) 19: The lair of an adult silver dragon is typically covered in a blinding snowstorm that drives any interlopers safely to the edges of the storm. The surrounding terrain is sculpted into a frozen labyrinth of ice and stone that makes it difficult for creatures to find the center, while also preventing the winds from driving unwary creatures off of cliffs. Creatures in the area feel a deeper sense of curiosity, and are easily distracted by new phenomena or information they encounter.

Wyrmling Silver Dragon Level 4 [CR 2] Small dragon

HP 66 DR 40
Defenses Armor 12 Fort 13 Ref 12 Ment 9
Immune Cold damage
Movement Land 20 ft. Fly 40 ft. (poor)
Attributes Str 2, Dex 4, Con 5, Int 3, Per 1, Wil 1
Alignment Usually lawful good

Wyrmling Silver Dragon Abilities

Bite	Instant
The wyrmling silver dragon makes a +3 attack vs. Armor against vs. Armor. Hit: The target takes 2d6+6 physical damage.	

Breath Weapon	Instant
The wyrmling silver dragon makes a +3 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling silver dragon uses this ability, it briefly cannot use it again. Hit: Each target takes 1d8+3 cold damage.	

Juvenile Silver Dragon Level 8 [CR 4] Large dragon

HP 160 DR 144
Defenses Armor 14 Fort 17 Ref 12 Ment 14
Immune Cold damage
Movement Land 40 ft. Fly 80 ft. (poor)
Attributes Str 6, Dex 1, Con 6, Int 5, Per 3, Wil 3
Alignment Usually lawful good

Juvenile Silver Dragon Abilities

Multiple Actions: The juvenile silver dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The juvenile silver dragon makes a +6 attack vs. Armor against vs. Armor. Hit: The target takes 4d6+8 physical damage.	

Breath Weapon	Instant
The juvenile silver dragon makes a +6 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile silver dragon uses this ability, it briefly cannot use it again. Hit: Each target takes 2d8+4 cold damage.	

Claws	Instant
The juvenile silver dragon makes a +9 attack vs. Armor against vs. Armor. Hit: The target takes 2d8+8 slashing damage.	

Frightful Presence	Duration
The juvenile silver dragon makes a +6 attack vs. Mental against enemies in a Large (60 ft.) radius. Hit: Each target is shaken (–2 accuracy and Mental within 60 ft.) by the juvenile silver dragon as a condition . Critical hit: Each target is frightened (–4 accuracy and Mental within 60 ft.) by the juvenile silver dragon as a condition .	

Adult Silver Dragon Level 12 [CR 6] Huge dragon

HP 384 **DR** 448
Defenses Armor 18 Fort 21 Ref 15 Ment 19
Immune Cold damage
Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 6, Per 4, Wil 4
Alignment Usually lawful good

HP 672 **DR** 800
Defenses Armor 19 Fort 24 Ref 16 Ment 22
Immune Cold damage
Movement Land 70 ft. Fly 140 ft. (poor)

Attributes Str 7, Dex -1, Con 7, Int 7, Per 5, Wil 5
Alignment Usually lawful good

Adult Silver Dragon Abilities

Multiple Actions: The adult silver dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The adult silver dragon makes a +10 attack vs. Armor against vs. Armor.
Hit: The target takes 4d8+18 physical damage.

Breath Weapon Instant

The adult silver dragon makes a +9 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult silver dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d6+9 cold damage.

Claws Instant

The adult silver dragon makes a +13 attack vs. Armor against vs. Armor.
Hit: The target takes 2d10+18 slashing damage.

Frightful Presence Duration

The adult silver dragon makes a +9 attack vs. Mental against enemies in a Huge (120 ft.) radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the adult silver dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the adult silver dragon as a **condition**.

Slam Instant

The adult silver dragon makes a +10 attack vs. Armor against vs. Armor.
Hit: The target takes 4d8+18 bludgeoning damage.

Ancient Silver Dragon

Level 16 [CR 6]
 Gargantuan dragon

Ancient Silver Dragon Abilities

Multiple Actions: The ancient silver dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The ancient silver dragon makes a +13 attack vs. Armor against vs. Armor.
Hit: The target takes 5d10+36 physical damage.

Breath Weapon Instant

The ancient silver dragon makes a +11 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient silver dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 4d10+18 cold damage.

Claws Instant

The ancient silver dragon makes a +16 attack vs. Armor against vs. Armor.
Hit: The target takes 4d8+36 slashing damage.

Frightful Presence Duration

The ancient silver dragon makes a +11 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the ancient silver dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the ancient silver dragon as a **condition**.

Slam Instant

The ancient silver dragon makes a +13 attack vs. Armor against vs. Armor.
Hit: The target takes 5d10+36 bludgeoning damage.

Wyrm Silver Dragon

Level 20 [CR 6]
 Colossal dragon

HP 900 **DR** 1056
Defenses Armor 22 Fort 27 Ref 17 Ment 25
Immune Cold damage
Movement Land 100 ft. Fly 200 ft. (poor)

Attributes Str 8, Dex -2, Con 8, Int 8, Per 6, Wil 6
Alignment Usually lawful good

Wyrmsilver Dragon Abilities

Multiple Actions: The wyrmsilver dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The wyrmsilver dragon makes a +17 attack vs. Armor against vs. Armor.
Hit: The target takes 7d10+48 physical damage.

Breath Weapon Instant

The wyrmsilver dragon makes a +15 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrmsilver dragon uses this ability, it **briefly** cannot use it again.
Hit: Each target takes 6d10+24 cold damage.

Claws Instant

The wyrmsilver dragon makes a +20 attack vs. Armor against vs. Armor.
Hit: The target takes 5d10+48 slashing damage.

Frightful Presence Duration

The wyrmsilver dragon makes a +15 attack vs. Mental against enemies in a 480 ft. radius.
Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the wyrmsilver dragon as a **condition**.
Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the wyrmsilver dragon as a **condition**.

Slam Instant

The wyrmsilver dragon makes a +17 attack vs. Armor against vs. Armor.
Hit: The target takes 7d10+48 bludgeoning damage.

Skeletons

Skeleton Guard

Level 1 [CR 1]
Medium undead

HP 11 **DR** 4
Defenses Armor 6 Fort 6 Ref 8 Ment 4
Vulnerable Bludgeoning damage
Movement Land 30 ft.

Attributes Str 2, Dex 3, Con 1, Int 0, Per 0, Wil -1
Alignment Always neutral evil

Skeleton Guard Abilities

Mindless: The skeleton guard is not **sentient**. It is immune to **Compulsion** and **Emotion** abilities.

Undead: The skeleton guard is **undead**. It is not a **living** creature, and it is immune to **Compulsion** and **Emotion** abilities. However, it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page 332).

Scimitar Instant

The skeleton guard makes a +0 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+2 slashing damage.

Skeleton Archer

Level 2 [CR 1]
Medium undead

HP 11 **DR** 4
Defenses Armor 7 Fort 6 Ref 9 Ment 5
Vulnerable Bludgeoning damage
Movement Land 30 ft.

Attributes Str 2, Dex 3, Con 0, Int 0, Per 3, Wil -1
Alignment Always neutral evil

Skeleton Archer Abilities

Mindless: The skeleton archer is not **sentient**. It is immune to **Compulsion** and **Emotion** abilities.

Undead: The skeleton archer is **undead**. It is not a **living** creature, and it is immune to **Compulsion** and **Emotion** abilities. However, it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page 332).

Longbow Instant

The skeleton archer makes a +2 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+2 piercing damage.

Soulfire Demon

Level 13 [CR 6]
Large plane-forged

HP 300 **DR** 352
Defenses Armor 17 Fort 18 Ref 17 Ment 19
Vulnerable Cold iron weapons
Movement Land 40 ft.
Attributes Str 3, Dex 2, Con 3, Int 2, Per 4, Wil 4
Alignment Always chaotic evil

Soulfire Demon Abilities

Multiple Actions: The soulfire demon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Greater Combustion Instant
Magical
 The soulfire demon makes a +9 attack vs. Fortitude against one creature within Short (30 ft.) range.
Hit: The target takes 6d10+24 fire damage.

Greater Ignition Duration
Magical
 The soulfire demon makes a +9 attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: the target catches on fire as a **condition**. At the end of each round, The target takes 4d6+12 fire damage.
 The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **move action**. Dropping **prone** (*half speed, -2 accuracy, Armor, and Ref*) as part of this action gives a +5 bonus to this check.

Heavy Flail Instant
 The soulfire demon makes a +10 attack vs. Armor against vs. Armor.
Hit: The target takes 4d8+24 bludgeoning and fire damage.

Primal Pyrophobia Duration
Magical
 The soulfire demon makes a +10 attack vs. Mental against one creature within Medium (60 ft.) range.
Hit: The target is **frightened** (*-4 accuracy and Mental within 60 ft.*) by the soulfire demon and all other sources of fire as a **condition**.
Critical hit: The target is **panicked** (*-4 Mental and must flee within 60 ft.*) by the soulfire demon and all other sources of fire instead of shaken.

Supreme Inferno Instant
Magical
 The soulfire demon makes a +9 attack vs. Reflex against everything in a Huge (120 ft.) radius.
Hit: Each target takes 4d8+12 fire damage.

Supreme Pyrohemia Duration
Magical
 The soulfire demon makes a +9 attack vs. Fortitude against one creature within Short (30 ft.) range.
Hit: The target takes 4d8+12 fire damage. Each creature damaged by this attack is **briefly stunned** (*-4 defenses*).

Stock Aberration 1 (Cr 2) Level 1 [CR 2]

Medium aberration

HP 36 **DR** 12
Defenses Armor 6 Fort 7 Ref 5 Ment 6
Movement Land 30 ft.
Attributes Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1
Alignment Always true neutral

Stock Aberration 1 (Cr 2) Abilities

Bite Instant
 The stock aberration 1 (cr 2) makes a +2 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Aberration 1 (Cr 4) Level 1 [CR 4]

Medium aberration

HP 48 **DR** 24
Defenses Armor 7 Fort 8 Ref 6 Ment 7
Movement Land 30 ft.
Attributes Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1
Alignment Always true neutral

Stock Aberration 1 (Cr 4) Abilities

Multiple Actions: The stock aberration 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The stock aberration 1 (cr 4) makes a +2 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Aberration 2 (Cr 2) Level 2 [CR 2]

Medium aberration

HP 39 **DR** 16**Defenses** Armor 7 Fort 8 Ref 6 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral

Stock Aberration 2 (Cr 2) Abilities

Bite

Instant

The stock aberration 2 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Aberration 2 (Cr 4) Level 2 [CR 4]

Medium aberration

HP 52 **DR** 32**Defenses** Armor 8 Fort 9 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral

Stock Aberration 2 (Cr 4) Abilities

Multiple Actions: The stock aberration 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The stock aberration 2 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Aberration 3 (Cr 2) Level 3 [CR 2]

Medium aberration

HP 42 **DR** 20**Defenses** Armor 8 Fort 9 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral

Stock Aberration 3 (Cr 2) Abilities

Bite

Instant

The stock aberration 3 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Aberration 3 (Cr 4) Level 3 [CR 4]

Medium aberration

HP 56 **DR** 40**Defenses** Armor 9 Fort 10 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral

Stock Aberration 3 (Cr 4) Abilities

Multiple Actions: The stock aberration 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The stock aberration 3 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Aberration 4 (Cr 2) Level 4 [CR 2]

Medium aberration

HP 48 **DR** 24**Defenses** Armor 9 Fort 10 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral

Stock Aberration 4 (Cr 2) Abilities

Bite

Instant

The stock aberration 4 (cr 2) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Aberration 4 (Cr 4) Level 4 [CR 4]

Medium aberration

HP 64 **DR** 48**Defenses** Armor 10 Fort 11 Ref 9 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral

Stock Aberration 4 (Cr 4) Abilities

Multiple Actions: The stock aberration 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock aberration 4 (cr 4) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Aberration 5 (Cr 5) Level 5 [CR 2]

Medium aberration

HP 54 DR 28**Defenses** Armor 9 Fort 10 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 5 (Cr 2) Abilities****Bite** Instant

The stock aberration 5 (cr 2) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Aberration 5 (Cr 5) Level 5 [CR 4]

Medium aberration

HP 72 DR 56**Defenses** Armor 10 Fort 11 Ref 9 Ment 10**Movement** Land 30 ft.**Attributes** Str 2, Dex 0, Con 2, Int 1, Per 2, Wil 1**Alignment** Always true neutral**Stock Aberration 5 (Cr 4) Abilities**

Multiple Actions: The stock aberration 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock aberration 5 (cr 4) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animal 1 (Cr 2) Level 1 [CR 2]

Medium animal

HP 36 DR 12**Defenses** Armor 7 Fort 7 Ref 7 Ment 4**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 1 (Cr 2) Abilities****Bite** Instant

The stock animal 1 (cr 2) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animal 1 (Cr 4) Level 1 [CR 4]

Medium animal

HP 48 DR 24**Defenses** Armor 8 Fort 8 Ref 8 Ment 5**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 1 (Cr 4) Abilities**

Multiple Actions: The stock animal 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock animal 1 (cr 4) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animal 2 (Cr 2) Level 2 [CR 2]

Medium animal

HP 39 DR 16**Defenses** Armor 8 Fort 8 Ref 8 Ment 5**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 2 (Cr 2) Abilities****Bite** Instant

The stock animal 2 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animal 2 (Cr 4) Level 2 [CR 4]

Medium animal

HP 52 DR 32**Defenses** Armor 9 Fort 9 Ref 9 Ment 6**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 2 (Cr 4) Abilities**

Multiple Actions: The stock animal 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock animal 2 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animal 3 (Cr 2)**Level 3 [CR 2]**

Medium animal

HP 42 DR 20**Defenses** Armor 9 Fort 9 Ref 9 Ment 6**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 3 (Cr 2) Abilities****Bite** Instant

The stock animal 3 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animal 3 (Cr 4)**Level 3 [CR 4]**

Medium animal

HP 56 DR 40**Defenses** Armor 10 Fort 10 Ref 10 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 3 (Cr 4) Abilities**

Multiple Actions: The stock animal 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock animal 3 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animal 4 (Cr 2)**Level 4 [CR 2]**

Medium animal

HP 48 DR 24**Defenses** Armor 10 Fort 10 Ref 10 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 4 (Cr 2) Abilities****Bite** Instant

The stock animal 4 (cr 2) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animal 4 (Cr 4)**Level 4 [CR 4]**

Medium animal

HP 64 DR 48**Defenses** Armor 11 Fort 11 Ref 11 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 4 (Cr 4) Abilities**

Multiple Actions: The stock animal 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock animal 4 (cr 4) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animal 5 (Cr 2)**Level 5 [CR 2]**

Medium animal

HP 54 DR 28**Defenses** Armor 10 Fort 10 Ref 10 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Stock Animal 5 (Cr 2) Abilities****Bite** Instant

The stock animal 5 (cr 2) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animal 5 (Cr 4)**Level 5 [CR 4]**

Medium animal

HP 72 **DR** 56**Defenses** Armor 11 Fort 11 Ref 11 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 2, Wil -1**Alignment** Always true neutral**Bite**

Instant

The stock animate 1 (cr 4) makes a +1 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animate 2 (Cr 2)**Level 2 [CR 2]**

Medium animate

HP 42 **DR** 20**Defenses** Armor 7 Fort 9 Ref 6 Ment 6**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 2 (Cr 2) Abilities****Bite**

Instant

The stock animate 2 (cr 2) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animal 5 (Cr 4) Abilities

Multiple Actions: The stock animal 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The stock animal 5 (cr 4) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animate 1 (Cr 2)**Level 1 [CR 2]**

Medium animate

HP 39 **DR** 16**Defenses** Armor 6 Fort 8 Ref 5 Ment 5**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 2 (Cr 4)****Level 2 [CR 4]**

Medium animate

HP 56 **DR** 40**Defenses** Armor 8 Fort 10 Ref 7 Ment 7**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 2 (Cr 4) Abilities**

Multiple Actions: The stock animate 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The stock animate 2 (cr 4) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animate 1 (Cr 4)**Level 1 [CR 4]**

Medium animate

HP 52 **DR** 32**Defenses** Armor 7 Fort 9 Ref 6 Ment 6**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 3 (Cr 2)****Level 3 [CR 2]**

Medium animate

HP 48 **DR** 24**Defenses** Armor 8 Fort 10 Ref 7 Ment 7**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 3 (Cr 2) Abilities****Stock Animate 1 (Cr 4) Abilities**

Multiple Actions: The stock animate 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock animate 3 (cr 2) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animate 3 (Cr 4)**Level 3 [CR 4]**

Medium animate

HP 64 **DR** 48**Defenses** Armor 9 Fort 11 Ref 8 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 3 (Cr 4) Abilities**

Multiple Actions: The stock animate 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock animate 3 (cr 4) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Animate 4 (Cr 2)**Level 4 [CR 2]**

Medium animate

HP 54 **DR** 28**Defenses** Armor 9 Fort 11 Ref 8 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 4 (Cr 2) Abilities****Bite** Instant

The stock animate 4 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animate 4 (Cr 4)**Level 4 [CR 4]**

Medium animate

HP 72 **DR** 56**Defenses** Armor 10 Fort 12 Ref 9 Ment 9**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 4 (Cr 4) Abilities**

Multiple Actions: The stock animate 4 (cr 4) can take two standard actions each round. It cannot use the same ability or

weapon twice in the same round.

Bite Instant

The stock animate 4 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animate 5 (Cr 2)**Level 5 [CR 2]**

Medium animate

HP 60 **DR** 36**Defenses** Armor 9 Fort 11 Ref 8 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 5 (Cr 2) Abilities****Bite** Instant

The stock animate 5 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Animate 5 (Cr 4)**Level 5 [CR 4]**

Medium animate

HP 80 **DR** 72**Defenses** Armor 10 Fort 12 Ref 9 Ment 9**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 3, Int 0, Per 0, Wil 0**Alignment** Always true neutral**Stock Animate 5 (Cr 4) Abilities**

Multiple Actions: The stock animate 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock animate 5 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Dragon 1 (Cr 2)**Level 1 [CR 2]**

Medium dragon

HP 36 **DR** 12**Defenses** Armor 6 Fort 7 Ref 5 Ment 7**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 1 (Cr 2) Abilities**

Bite Instant

The stock dragon 1 (cr 2) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Dragon 1 (Cr 4)**Level 1 [CR 4]**

Medium dragon

HP 48 DR 24**Defenses** Armor 7 Fort 8 Ref 6 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 1 (Cr 4) Abilities**

Multiple Actions: The stock dragon 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock dragon 1 (cr 4) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Dragon 2 (Cr 2)**Level 2 [CR 2]**

Medium dragon

HP 39 DR 16**Defenses** Armor 7 Fort 8 Ref 6 Ment 8**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 2 (Cr 2) Abilities****Bite** Instant

The stock dragon 2 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Dragon 2 (Cr 4)**Level 2 [CR 4]**

Medium dragon

HP 52 DR 32**Defenses** Armor 8 Fort 9 Ref 7 Ment 9**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 2 (Cr 4) Abilities**

Multiple Actions: The stock dragon 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon

twice in the same round.

Bite Instant

The stock dragon 2 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Dragon 3 (Cr 2)**Level 3 [CR 2]**

Medium dragon

HP 42 DR 20**Defenses** Armor 8 Fort 9 Ref 7 Ment 9**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 3 (Cr 2) Abilities****Bite** Instant

The stock dragon 3 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Dragon 3 (Cr 4)**Level 3 [CR 4]**

Medium dragon

HP 56 DR 40**Defenses** Armor 9 Fort 10 Ref 8 Ment 10**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 3 (Cr 4) Abilities**

Multiple Actions: The stock dragon 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock dragon 3 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Dragon 4 (Cr 2)**Level 4 [CR 2]**

Medium dragon

HP 48 DR 24**Defenses** Armor 9 Fort 10 Ref 8 Ment 10**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 4 (Cr 2) Abilities**

Bite Instant

The stock dragon 4 (cr 2) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Dragon 4 (Cr 4)**Level 4 [CR 4]**

Medium dragon

HP 64 **DR** 48**Defenses** Armor 10 Fort 11 Ref 9 Ment 11**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 4 (Cr 4) Abilities**

Multiple Actions: The stock dragon 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock dragon 4 (cr 4) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Dragon 5 (Cr 2)**Level 5 [CR 2]**

Medium dragon

HP 54 **DR** 28**Defenses** Armor 9 Fort 10 Ref 8 Ment 10**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 5 (Cr 2) Abilities****Bite** Instant

The stock dragon 5 (cr 2) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Dragon 5 (Cr 4)**Level 5 [CR 4]**

Medium dragon

HP 72 **DR** 56**Defenses** Armor 10 Fort 11 Ref 9 Ment 11**Movement** Land 30 ft.**Attributes** Str 3, Dex 0, Con 2, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Dragon 5 (Cr 4) Abilities**

Multiple Actions: The stock dragon 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon

twice in the same round.

Bite Instant

The stock dragon 5 (cr 4) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Humanoid 1 (Cr 2)**Level 1 [CR 2]**

Medium humanoid

HP 33 **DR** 8**Defenses** Armor 5 Fort 6 Ref 6 Ment 7**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 1 (Cr 2) Abilities****Bite** Instant

The stock humanoid 1 (cr 2) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 1 (Cr 4)**Level 1 [CR 4]**

Medium humanoid

HP 44 **DR** 16**Defenses** Armor 6 Fort 7 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 1 (Cr 4) Abilities**

Multiple Actions: The stock humanoid 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock humanoid 1 (cr 4) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 physical damage.

Stock Humanoid 2 (Cr 2)**Level 2 [CR 2]**

Medium humanoid

HP 36 DR 12**Defenses** Armor 6 Fort 7 Ref 7 Ment 8**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 2 (Cr 2) Abilities****Bite**

Instant

The stock humanoid 2 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 physical damage.**Stock Humanoid 2 (Cr 2)****Level 2 [CR 4]**

Medium humanoid

HP 48 DR 24**Defenses** Armor 7 Fort 8 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 2 (Cr 4) Abilities**

Multiple Actions: The stock humanoid 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The stock humanoid 2 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 physical damage.**Stock Humanoid 3 (Cr 2)****Level 3 [CR 2]**

Medium humanoid

HP 39 DR 16**Defenses** Armor 7 Fort 8 Ref 8 Ment 9**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 3 (Cr 2) Abilities****Bite**

Instant

The stock humanoid 3 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 physical damage.**Stock Humanoid 3 (Cr 4)****Level 3 [CR 4]**

Medium humanoid

HP 52 DR 32**Defenses** Armor 8 Fort 9 Ref 9 Ment 10**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 3 (Cr 4) Abilities**

Multiple Actions: The stock humanoid 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The stock humanoid 3 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 physical damage.**Stock Humanoid 4 (Cr 2)****Level 4 [CR 2]**

Medium humanoid

HP 42 DR 20**Defenses** Armor 8 Fort 9 Ref 9 Ment 10**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 4 (Cr 2) Abilities****Bite**

Instant

The stock humanoid 4 (cr 2) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+6 physical damage.**Stock Humanoid 4 (Cr 4)****Level 4 [CR 4]**

Medium humanoid

HP 56 DR 40**Defenses** Armor 9 Fort 10 Ref 10 Ment 11**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 4 (Cr 4) Abilities**

Multiple Actions: The stock humanoid 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock humanoid 4 (cr 4) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+6 physical damage.

Stock Humanoid 5 (Cr 2) Level 5 [CR 2]

Medium humanoid

HP 48 **DR** 24**Defenses** Armor 8 Fort 9 Ref 9 Ment 10**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 5 (Cr 2) Abilities****Bite** Instant

The stock humanoid 5 (cr 2) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+6 physical damage.

Stock Humanoid 5 (Cr 4) Level 5 [CR 4]

Medium humanoid

HP 64 **DR** 48**Defenses** Armor 9 Fort 10 Ref 10 Ment 11**Movement** Land 30 ft.**Attributes** Str 1, Dex 1, Con 1, Int 2, Per 2, Wil 2**Alignment** Always true neutral**Stock Humanoid 5 (Cr 4) Abilities**

Multiple Actions: The stock humanoid 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock humanoid 5 (cr 4) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+6 physical damage.

Stock Magical Beast 1 (Cr 2) Level 1 [CR 2]

Medium magical beast

HP 36 **DR** 12**Defenses** Armor 7 Fort 7 Ref 7 Ment 5**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0**Alignment** Always true neutral**Stock Magical Beast 1 (Cr 2) Abilities****Bite** Instant

The stock magical beast 1 (cr 2) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Magical Beast 1 (Cr 4) Level 1 [CR 4]

Medium magical beast

HP 48 **DR** 24**Defenses** Armor 8 Fort 8 Ref 8 Ment 6**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0**Alignment** Always true neutral**Stock Magical Beast 1 (Cr 4) Abilities**

Multiple Actions: The stock magical beast 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock magical beast 1 (cr 4) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Magical Beast 2 (Cr 2) Level 2 [CR 2]

Medium magical beast

HP 39 **DR** 16**Defenses** Armor 8 Fort 8 Ref 8 Ment 6**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0**Alignment** Always true neutral**Stock Magical Beast 2 (Cr 2) Abilities****Bite** Instant

The stock magical beast 2 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Magical Beast 2 (Cr 4) Level 2 [CR 4]

Medium magical beast

HP 52 DR 32**Defenses** Armor 9 Fort 9 Ref 9 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0**Alignment** Always true neutral**Stock Magical Beast 2 (Cr 4) Abilities**

Multiple Actions: The stock magical beast 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The stock magical beast 2 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Magical Beast 3 (Cr 2)**Level 3 [CR 2]**

Medium magical beast

HP 42 DR 20**Defenses** Armor 9 Fort 9 Ref 9 Ment 7**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0**Alignment** Always true neutral**Stock Magical Beast 3 (Cr 2) Abilities****Bite**

Instant

The stock magical beast 3 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Magical Beast 3 (Cr 4)**Level 3 [CR 4]**

Medium magical beast

HP 56 DR 40**Defenses** Armor 10 Fort 10 Ref 10 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0**Alignment** Always true neutral**Stock Magical Beast 3 (Cr 4) Abilities**

Multiple Actions: The stock magical beast 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The stock magical beast 3 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Magical Beast 4 (Cr 2)**Level 4 [CR 2]**

Medium magical beast

HP 48 DR 24**Defenses** Armor 10 Fort 10 Ref 10 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0**Alignment** Always true neutral**Stock Magical Beast 4 (Cr 2) Abilities****Bite**

Instant

The stock magical beast 4 (cr 2) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Magical Beast 4 (Cr 4)**Level 4 [CR 4]**

Medium magical beast

HP 64 DR 48**Defenses** Armor 11 Fort 11 Ref 11 Ment 9**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0**Alignment** Always true neutral**Stock Magical Beast 4 (Cr 4) Abilities**

Multiple Actions: The stock magical beast 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite

Instant

The stock magical beast 4 (cr 4) makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Magical Beast 5 (Cr 2)**Level 5 [CR 2]**

Medium magical beast

HP 54 DR 28**Defenses** Armor 10 Fort 10 Ref 10 Ment 8**Movement** Land 30 ft.**Attributes** Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0**Alignment** Always true neutral

Stock Magical Beast 5 (Cr 2) Abilities

Bite	Instant
The stock magical beast 5 (cr 2) makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Magical Beast 5 (Cr 4) Level 5 [CR 4]

Medium magical beast

HP 72 DR 56
Defenses Armor 11 Fort 11 Ref 11 Ment 9
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int -6, Per 2, Wil 0
Alignment Always true neutral

Stock Magical Beast 5 (Cr 4) Abilities

Multiple Actions: The stock magical beast 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The stock magical beast 5 (cr 4) makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Monstrous Humanoid 1 (Cr 2) Level 1 [CR 2]

Medium monstrous humanoid

HP 36 DR 12
Defenses Armor 7 Fort 7 Ref 7 Ment 6
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1
Alignment Always true neutral

Stock Monstrous Humanoid 1 (Cr 2) Abilities

Bite	Instant
The stock monstrous humanoid 1 (cr 2) makes a +1 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 1 (Cr 4) Level 1 [CR 4]

Medium monstrous humanoid

HP 48 DR 24
Defenses Armor 8 Fort 8 Ref 8 Ment 7
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1
Alignment Always true neutral

Stock Monstrous Humanoid 1 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The stock monstrous humanoid 1 (cr 4) makes a +1 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 2 (Cr 2) Level 2 [CR 2]

Medium monstrous humanoid

HP 39 DR 16
Defenses Armor 8 Fort 8 Ref 8 Ment 7
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1
Alignment Always true neutral

Stock Monstrous Humanoid 2 (Cr 2) Abilities

Bite	Instant
The stock monstrous humanoid 2 (cr 2) makes a +2 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Monstrous Humanoid 2 (Cr 4) Level 2 [CR 4]

Medium monstrous humanoid

HP 52 DR 32
Defenses Armor 9 Fort 9 Ref 9 Ment 8
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1
Alignment Always true neutral

Stock Monstrous Humanoid 2 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock monstrous humanoid 2 (cr 4) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Monstrous Humanoid 3 (Cr 2) Level 3 [CR 2]

Medium monstrous humanoid

HP 42 **DR** 20

Defenses Armor 9 Fort 9 Ref 9 Ment 8

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1

Alignment Always true neutral

Stock Monstrous Humanoid 3 (Cr 2) Abilities**Bite** Instant

The stock monstrous humanoid 3 (cr 2) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Monstrous Humanoid 3 (Cr 4) Level 3 [CR 4]

Medium monstrous humanoid

HP 56 **DR** 40

Defenses Armor 10 Fort 10 Ref 10 Ment 9

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1

Alignment Always true neutral

Stock Monstrous Humanoid 3 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock monstrous humanoid 3 (cr 4) makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+4 physical damage.

Stock Monstrous Humanoid 4 (Cr 2) Level 4 [CR 2]

Medium monstrous humanoid

HP 48 **DR** 24

Defenses Armor 10 Fort 10 Ref 10 Ment 9

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1

Alignment Always true neutral

Stock Monstrous Humanoid 4 (Cr 2) Abilities**Bite** Instant

The stock monstrous humanoid 4 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Monstrous Humanoid 4 (Cr 4) Level 4 [CR 4]

Medium monstrous humanoid

HP 64 **DR** 48

Defenses Armor 11 Fort 11 Ref 11 Ment 10

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1

Alignment Always true neutral

Stock Monstrous Humanoid 4 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The stock monstrous humanoid 4 (cr 4) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Monstrous Humanoid 5 (Cr 2) Level 5 [CR 2]

Medium monstrous humanoid

HP 54 **DR** 28

Defenses Armor 10 Fort 10 Ref 10 Ment 9

Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1

Alignment Always true neutral

Stock Monstrous Humanoid 5 (Cr 2) Abilities**Bite** Instant

The stock monstrous humanoid 5 (cr 2) makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+6 physical damage.

Stock Monstrous Humanoid 5 (Cr 4) Level 5 [CR 4]

Medium monstrous humanoid

HP 72 DR 56
Defenses Armor 11 Fort 11 Ref 11 Ment 10
Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 1, Per 1, Wil 1
Alignment Always true neutral

Stock Monstrous Humanoid 5 (Cr 4) Abilities

Multiple Actions: The stock monstrous humanoid 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The stock monstrous humanoid 5 (cr 4) makes a +3 attack vs. Armor against vs. Armor.
Hit: The target takes 1d10+6 physical damage.

Stock Planeforged 1 (Cr 2) Level 1 [CR 2]

Medium planeforged

HP 36 DR 12
Defenses Armor 7 Fort 7 Ref 7 Ment 7
Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 1 (Cr 2) Abilities

Bite Instant
 The stock planeforged 1 (cr 2) makes a +2 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Planeforged 1 (Cr 4) Level 1 [CR 4]

Medium planeforged

HP 48 DR 24
Defenses Armor 8 Fort 8 Ref 8 Ment 8
Movement Land 30 ft.

Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 1 (Cr 4) Abilities

Multiple Actions: The stock planeforged 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The stock planeforged 1 (cr 4) makes a +2 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Planeforged 2 (Cr 2) Level 2 [CR 2]

Medium planeforged

HP 39 DR 16
Defenses Armor 8 Fort 8 Ref 8 Ment 8
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 2 (Cr 2) Abilities

Bite Instant
 The stock planeforged 2 (cr 2) makes a +3 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Planeforged 2 (Cr 4) Level 2 [CR 4]

Medium planeforged

HP 52 DR 32
Defenses Armor 9 Fort 9 Ref 9 Ment 9
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 2 (Cr 4) Abilities

Multiple Actions: The stock planeforged 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant
 The stock planeforged 2 (cr 4) makes a +3 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+4 physical damage.

Stock Planeforged 3 (Cr 2) Level 3 [CR 2]

Medium planeforged

HP 42 DR 20
Defenses Armor 9 Fort 9 Ref 9 Ment 9
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 3 (Cr 2) Abilities

Bite	Instant
The stock planeforged 3 (cr 2) makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Planeforged 3 (Cr 3) Level 3 [CR 4]

Medium planeforged

HP 56 DR 40
Defenses Armor 10 Fort 10 Ref 10 Ment 10
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 3 (Cr 4) Abilities

Multiple Actions: The stock planeforged 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The stock planeforged 3 (cr 4) makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Planeforged 4 (Cr 2) Level 4 [CR 2]

Medium planeforged

HP 48 DR 24
Defenses Armor 10 Fort 10 Ref 10 Ment 10
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 4 (Cr 2) Abilities

Bite	Instant
The stock planeforged 4 (cr 2) makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Planeforged 4 (Cr 4) Level 4 [CR 4]

Medium planeforged

HP 64 DR 48
Defenses Armor 11 Fort 11 Ref 11 Ment 11
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 4 (Cr 4) Abilities

Multiple Actions: The stock planeforged 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The stock planeforged 4 (cr 4) makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Planeforged 5 (Cr 2) Level 5 [CR 2]

Medium planeforged

HP 54 DR 28
Defenses Armor 10 Fort 10 Ref 10 Ment 10
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 5 (Cr 2) Abilities

Bite	Instant
The stock planeforged 5 (cr 2) makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Planeforged 5 (Cr 4) Level 5 [CR 4]

Medium planeforged

HP 72 DR 56
Defenses Armor 11 Fort 11 Ref 11 Ment 11
Movement Land 30 ft.
Attributes Str 2, Dex 2, Con 2, Int 2, Per 2, Wil 2
Alignment Always true neutral

Stock Planeforged 5 (Cr 4) Abilities

Multiple Actions: The stock planeforged 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The stock planeforged 5 (cr 4) makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Undead 1 (Cr 2)**Level 1 [CR 2]**

Medium undead

HP 39 DR 16
Defenses Armor 6 Fort 8 Ref 6 Ment 8
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 1 (Cr 2) Abilities

Bite	Instant
The stock undead 1 (cr 2) makes a +1 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Undead 1 (Cr 4)**Level 1 [CR 4]**

Medium undead

HP 52 DR 32
Defenses Armor 7 Fort 9 Ref 7 Ment 9
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 1 (Cr 4) Abilities

Multiple Actions: The stock undead 1 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The stock undead 1 (cr 4) makes a +1 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Undead 2 (Cr 2)**Level 2 [CR 2]**

Medium undead

HP 42 DR 20
Defenses Armor 7 Fort 9 Ref 7 Ment 9
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 2 (Cr 2) Abilities

Bite	Instant
The stock undead 2 (cr 2) makes a +2 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Undead 2 (Cr 4)**Level 2 [CR 4]**

Medium undead

HP 56 DR 40
Defenses Armor 8 Fort 10 Ref 8 Ment 10
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 2 (Cr 4) Abilities

Multiple Actions: The stock undead 2 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The stock undead 2 (cr 4) makes a +2 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Undead 3 (Cr 2)**Level 3 [CR 2]**

Medium undead

HP 48 DR 24
Defenses Armor 8 Fort 10 Ref 8 Ment 10
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 3 (Cr 2) Abilities

Bite	Instant
The stock undead 3 (cr 2) makes a +2 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Undead 3 (Cr 4)**Level 3 [CR 4]**

Medium undead

HP 64 DR 48
Defenses Armor 9 Fort 11 Ref 9 Ment 11
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 3 (Cr 4) Abilities

Multiple Actions: The stock undead 3 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon

twice in the same round.

Bite	Instant
The stock undead 3 (cr 4) makes a +2 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d8+4 physical damage.	

Stock Undead 4 (Cr 2)

Level 4 [CR 2]

Medium undead

HP 54 DR 28
Defenses Armor 9 Fort 11 Ref 9 Ment 11
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 4 (Cr 2) Abilities

Bite	Instant
The stock undead 4 (cr 2) makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Undead 4 (Cr 2)

Level 4 [CR 4]

Medium undead

HP 72 DR 56
Defenses Armor 10 Fort 12 Ref 10 Ment 12
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 4 (Cr 4) Abilities

Multiple Actions: The stock undead 4 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The stock undead 4 (cr 4) makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Undead 5 (Cr 2)

Level 5 [CR 2]

Medium undead

HP 60 DR 36
Defenses Armor 9 Fort 11 Ref 9 Ment 11
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 5 (Cr 2) Abilities

Bite	Instant
The stock undead 5 (cr 2) makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stock Undead 5 (Cr 4)

Level 5 [CR 4]

Medium undead

HP 80 DR 72
Defenses Armor 10 Fort 12 Ref 10 Ment 12
Movement Land 30 ft.
Attributes Str 2, Dex 1, Con 3, Int 0, Per 0, Wil 3
Alignment Always true neutral

Stock Undead 5 (Cr 4) Abilities

Multiple Actions: The stock undead 5 (cr 4) can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite	Instant
The stock undead 5 (cr 4) makes a +3 attack vs. Armor against vs. Armor.	
Hit: The target takes 1d10+6 physical damage.	

Stygian Leech

Level 7 [CR 1]

Medium magical beast

HP 18 DR 14
Defenses Armor 10 Fort 9 Ref 12 Ment 12
Movement Climb 30 ft. Land 30 ft. Climb +8
Senses Darkvision (120 ft.) Lifesense (120 ft.)
Attributes Str 2, Dex 3, Con 0, Int -6, Per 2, Wil 3
Alignment Always true neutral

Stygian Leech Abilities

Bite	Instant
The stygian leech makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d8+4 energy and physical damage.	

Leech Life

Instant

The stygian leech makes a +4 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d8+4 energy and physical damage. If any creature loses hit points from this attack, the stygian leech regains 2d6+4 hit points.	

Treants

Birch Treant**Level 5 [CR 2]**
Large animate**HP** 54 **DR** 28**Defenses** Armor 9 Fort 10 Ref 8 Ment 6**Vulnerable** Fire damage**Movement** Land 20 ft.**Senses** Awareness +7**Attributes** Str 2, Dex 0, Con 2, Int 0, Per 2, Wil -2**Alignment** Usually true neutral**Birch Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

Instant

The birch treant makes a +4 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 bludgeoning damage.

Chestnut Treant**Level 6 [CR 2]**
Large animate**HP** 60 **DR** 36**Defenses** Armor 10 Fort 11 Ref 9 Ment 10**Vulnerable** Fire damage**Movement** Land 20 ft.**Senses** Awareness +10**Attributes** Str 2, Dex 0, Con 2, Int 0, Per 4, Wil 1**Alignment** Usually true neutral**Chestnut Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

Instant

The chestnut treant makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 bludgeoning damage.

Willow Treant**Level 7 [CR 2]**
Large animate**HP** 66 **DR** 40**Defenses** Armor 11 Fort 11 Ref 12 Ment 7**Vulnerable** Fire damage**Movement** Land 20 ft.**Senses** Awareness +8**Attributes** Str 2, Dex 3, Con 2, Int 1, Per 2, Wil -2**Alignment** Usually true neutral**Willow Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam

Instant

The willow treant makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+8 bludgeoning damage.

Darkroot Treant**Level 8 [CR 2]**
Large animate**HP** 66 **DR** 40**Defenses** Armor 10 Fort 11 Ref 10 Ment 11**Movement** Land 20 ft.**Senses** Awareness +9**Attributes** Str 3, Dex 0, Con 1, Int 1, Per 2, Wil 1**Alignment** Usually neutral evil**Darkroot Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam Instant

The darkroot treant makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+8 bludgeoning damage.

Pine Treant**Level 9 [CR 2]**

Huge animate

HP 108 **DR** 64**Defenses** Armor 11 Fort 14 Ref 8 Ment 13**Vulnerable** Fire damage**Movement** Land 25 ft.**Senses** Awareness +9**Attributes** Str 3, Dex -2, Con 4, Int 0, Per 2, Wil 3**Alignment** Usually neutral good**Pine Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam Instant

The pine treant makes a +6 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+8 bludgeoning damage.

Oak Treant**Level 10 [CR 2]**

Huge animate

HP 120 **DR** 72**Defenses** Armor 12 Fort 15 Ref 9 Ment 14**Vulnerable** Fire damage**Movement** Land 25 ft.**Senses** Awareness +10**Attributes** Str 4, Dex -2, Con 4, Int 1, Per 2, Wil 3**Alignment** Usually neutral good**Oak Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees

in unsustainable locations except in desperate circumstances.

Slam Instant

The oak treant makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+12 bludgeoning damage.

Cyprus Treant**Level 11 [CR 2]**

Huge animate

HP 150 **DR** 88**Defenses** Armor 12 Fort 16 Ref 9 Ment 13**Movement** Land 25 ft.**Senses** Awareness +10**Attributes** Str 4, Dex -2, Con 5, Int 0, Per 2, Wil 2**Alignment** Usually true neutral**Cyprus Treant Abilities**

Animate Tree [Magical]: As a standard action, the treant can animate a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant uses it again or dismisses it as a **free action**. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Slam Instant

The cyprus treant makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+12 bludgeoning damage.

Vampire Eel**Level 6 [CR 0.5]**

Medium animal

HP 20 **DR** 0**Defenses** Armor 10 Fort 10 Ref 10 Ment 7**Movement** Swim 30 ft. Swim +8**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 1, Wil -1**Alignment** Always true neutral**Vampire Eel Abilities****Bite** Instant

The vampire eel makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+1 physical damage.

Warg**Level 1 [CR 2]**

Medium animal

HP 36 DR 12**Defenses** Armor 7 Fort 7 Ref 8 Ment 4**Movement** Land 30 ft.**Senses** Scent**Attributes** Str 3, Dex 3, Con 2, Int -7, Per 2, Wil -1**Alignment** Always true neutral**Warg Abilities****Bite** Instant

The warg makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+4 physical damage.**White Dragons**

Knowledge (arcana) 7: White dragons are the most bestial dragons. They are isolationists, and prefer the simplicity of a solitary hunt over any interaction with civilization or conversation. They pose little threat to towns, even within their territory, but are likely to prey on any small groups wandering the mountain peaks they call home.

Knowledge (arcana) 12: White dragons lack the cultivated cruelty of black dragons, but they have an insatiable hunger that makes their attacks on trespassers no less relentless. They dream of having vast caves full of frozen corpses to feed on at their whim. However, few have the patience and bounty of prey to seal meat into statues instead of consuming it on the spot.

Knowledge (arcana) 17: The lair of an adult white dragon is surrounded by perilous cold. Even some creatures adapted to mountain peaks can be found frozen solid around the landscape. Creatures in the area think and talk more slowly and struggle to grasp complex concepts.

Wyrmling White Dragon**Level 2 [CR 2]**

Small dragon

HP 54 DR 28**Defenses** Armor 10 Fort 11 Ref 10 Ment 6**Immune** Cold damage**Movement** Land 20 ft. Fly 40 ft. (poor)**Attributes** Str 2, Dex 4, Con 5, Int -2, Per 0, Wil 0**Alignment** Usually chaotic evil**Wyrmling White Dragon Abilities****Bite** Instant

The wyrmling white dragon makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+4 physical damage.**Breath Weapon**

Instant

The wyrmling white dragon makes a +2 attack vs. Reflex against everything in a Small (15 ft.) cone. After the wyrmling white dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 1d6+2 cold damage.**Claws**

Instant

The wyrmling white dragon makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 1d6+4 slashing damage.**Juvenile White Dragon****Level 6 [CR 4]**

Large dragon

HP 128 DR 120**Defenses** Armor 13 Fort 16 Ref 11 Ment 12**Immune** Cold damage**Movement** Land 40 ft. Fly 80 ft. (poor)**Attributes** Str 6, Dex 1, Con 6, Int 0, Per 2, Wil 2**Alignment** Usually chaotic evil**Juvenile White Dragon Abilities**

Multiple Actions: The juvenile white dragon can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The juvenile white dragon makes a +5 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+6 physical damage.**Breath Weapon**

Instant

The juvenile white dragon makes a +5 attack vs. Reflex against everything in a Medium (30 ft.) cone. After the juvenile white dragon uses this ability, it **briefly** cannot use it again.**Hit:** Each target takes 2d6+3 cold damage.**Claws**

Instant

The juvenile white dragon makes a +8 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+6 slashing damage.

Frighful Presence Duration

The juvenile white dragon makes a +5 attack vs. Mental against enemies in a Large (60 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the juvenile white dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the juvenile white dragon as a **condition**.

Adult White Dragon

Level 10 [CR 6]
Huge dragon

HP 300 DR 352

Defenses Armor 16 Fort 19 Ref 13 Ment 16

Immune Cold damage

Movement Land 50 ft. Fly 100 ft. (poor)

Attributes Str 6, Dex 0, Con 6, Int 1, Per 3, Wil 3

Alignment Usually chaotic evil

Adult White Dragon Abilities

Multiple Actions: The adult white dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The adult white dragon makes a +8 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+18 physical damage.

Breath Weapon Instant

The adult white dragon makes a +7 attack vs. Reflex against everything in a Large (60 ft.) cone. After the adult white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d6+9 cold damage.

Claws Instant

The adult white dragon makes a +11 attack vs. Armor against vs. Armor.

Hit: The target takes 2d10+18 slashing damage.

Frighful Presence Duration

The adult white dragon makes a +7 attack vs. Mental against enemies in a Huge (120 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the adult white dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the adult white dragon as a **condition**.

Slam Instant

The adult white dragon makes a +8 attack vs. Armor against vs. Armor.

Hit: The target takes 4d8+18 bludgeoning damage.

Ancient White Dragon

Level 14 [CR 6]
Gargantuan dragon

HP 528 DR 640

Defenses Armor 18 Fort 23 Ref 15 Ment 20

Immune Cold damage

Movement Land 70 ft. Fly 140 ft. (poor)

Attributes Str 7, Dex –1, Con 7, Int 2, Per 4, Wil 4

Alignment Usually chaotic evil

Ancient White Dragon Abilities

Multiple Actions: The ancient white dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The ancient white dragon makes a +11 attack vs. Armor against vs. Armor.

Hit: The target takes 4d10+24 physical damage.

Breath Weapon Instant

The ancient white dragon makes a +10 attack vs. Reflex against everything in a Huge (120 ft.) cone. After the ancient white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 4d8+12 cold damage.

Claws Instant

The ancient white dragon makes a +14 attack vs. Armor against vs. Armor.

Hit: The target takes 4d6+24 slashing damage.

Frighful Presence Duration

The ancient white dragon makes a +10 attack vs. Mental against enemies in a Gargantuan (240 ft.) radius.

Hit: Each target is **shaken** (–2 accuracy and Mental within 60 ft.) by the ancient white dragon as a **condition**.

Critical hit: Each target is **frightened** (–4 accuracy and Mental within 60 ft.) by the ancient white dragon as a **condition**.

Slam Instant

The ancient white dragon makes a +11 attack vs. Armor against vs. Armor.

Hit: The target takes 4d10+24 bludgeoning damage.

Slam Instant

The wyrm white dragon makes a +14 attack vs. Armor against vs. Armor.

Hit: The target takes 6d10+36 bludgeoning damage.

Wyrm White Dragon

Level 18 [CR 6]
Colossal dragon

HP 960 **DR** 1152

Defenses Armor 21 Fort 26 Ref 16 Ment 23

Immune Cold damage

Movement Land 100 ft. Fly 200 ft. (poor)

Attributes Str 8, Dex -2, Con 8, Int 3, Per 5, Wil 5

Alignment Usually chaotic evil

Wyrm White Dragon Abilities

Multiple Actions: The wyrm white dragon can take three standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The wyrm white dragon makes a +14 attack vs. Armor against vs. Armor.

Hit: The target takes 6d10+36 physical damage.

Breath Weapon Instant

The wyrm white dragon makes a +12 attack vs. Reflex against everything in a Gargantuan (240 ft.) cone. After the wyrm white dragon uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 5d10+18 cold damage.

Claws Instant

The wyrm white dragon makes a +17 attack vs. Armor against vs. Armor.

Hit: The target takes 4d10+36 slashing damage.

Frightful Presence Duration

The wyrm white dragon makes a +12 attack vs. Mental against enemies in a 480 ft. radius.

Hit: Each target is **shaken** (-2 accuracy and Mental within 60 ft.) by the wyrm white dragon as a **condition**.

Critical hit: Each target is **frightened** (-4 accuracy and Mental within 60 ft.) by the wyrm white dragon as a **condition**.

Wolf

Level 2 [CR 1]
Medium animal

HP 13 **DR** 8

Defenses Armor 8 Fort 8 Ref 9 Ment 5

Movement Land 30 ft.

Senses Scent

Attributes Str 2, Dex 3, Con 2, Int -7, Per 2, Wil -1

Alignment Always true neutral

Wolf Abilities**Bite** Instant

The wolf makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+2 physical damage.

Yrthak

Level 6 [CR 4]
Huge magical beast

HP 80 **DR** 72

Defenses Armor 12 Fort 12 Ref 12 Ment 9

Movement Fly 75 ft. (poor) Land 50 ft.

Senses Blindsight (120 ft.) Awareness +12

Attributes Str 4, Dex 2, Con 2, Int -4, Per 6, Wil -1

Alignment Usually true neutral

Yrthak Abilities

Multiple Actions: The yrthak can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Bite Instant

The yrthak makes a +7 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+6 physical damage.

Pouncing Bite Instant

The yrthak moves up to its speed in a straight line. Then, it makes a +8 attack vs. Armor against vs. Armor.

Hit: The target takes 2d8+3 physical damage.

Sonic Lance Instant

The yrthak makes a +7 attack vs. Fortitude against everything in a 10 ft. wide, Large (60 ft.) long line. After the yrthak uses this ability, it **briefly** cannot use it again.

Hit: Each target takes 2d8+3 sonic damage.

Thundering Hide Instant

At the end of each phase, the yrthak makes a +7 attack vs. Fortitude against each **enemy** within a Tiny (5 ft.) radius **emanation** of it that dealt damage to it during that phase.

Hit: Each target takes 2d10 sonic damage.

Slam Instant

The zombie walker makes a +0 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+2 bludgeoning damage.

Zombies**Zombie Shambler**

Level 1 [CR 0.5]
Medium undead

HP 13 DR 0

Defenses Armor 4 Fort 7 Ref 2 Ment 2

Vulnerable Slashing damage

Movement Land 30 ft.

Attributes Str 3, Dex -2, Con 3, Int 0, Per 0, Wil -2

Alignment Always neutral evil

Zombie Shambler Abilities

Mindless: The zombie shambler is not **sentient**. It is immune to **Compulsion** and **Emotion** abilities.

Undead: The zombie shambler is **undead**. It is not a **living** creature, and it is immune to **Compulsion** and **Emotion** abilities. However, it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page 332).

Slam Instant

The zombie shambler makes a +0 attack vs. Armor against vs. Armor.

Hit: The target takes 1d10+1 bludgeoning damage.

Zombie Walker

Level 1 [CR 1]
Medium undead

HP 14 DR 10

Defenses Armor 6 Fort 9 Ref 3 Ment 3

Vulnerable Slashing damage

Movement Land 30 ft.

Attributes Str 4, Dex -2, Con 4, Int 0, Per 0, Wil -2

Alignment Always neutral evil

Zombie Walker Abilities

Mindless: The zombie walker is not **sentient**. It is immune to **Compulsion** and **Emotion** abilities.

Undead: The zombie walker is **undead**. It is not a **living** creature, and it is immune to **Compulsion** and **Emotion** abilities. However, it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page 332).

Zombie Brute

Level 2 [CR 2]
Medium undead

HP 54 DR 28

Defenses Armor 7 Fort 11 Ref 4 Ment 4

Vulnerable Slashing damage

Movement Land 30 ft.

Attributes Str 5, Dex -2, Con 5, Int 0, Per 0, Wil -2

Alignment Always neutral evil

Zombie Brute Abilities

Mindless: The zombie brute is not **sentient**. It is immune to **Compulsion** and **Emotion** abilities.

Undead: The zombie brute is **undead**. It is not a **living** creature, and it is immune to **Compulsion** and **Emotion** abilities. However, it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page 332).

Slam Instant

The zombie brute makes a +2 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+4 bludgeoning damage.

Zombie Hulk

Level 3 [CR 4]
Large undead

HP 88 DR 80

Defenses Armor 10 Fort 14 Ref 6 Ment 6

Vulnerable Slashing damage

Movement Land 40 ft.

Attributes Str 6, Dex -2, Con 6, Int 0, Per 0, Wil -2

Alignment Always neutral evil

Zombie Hulk Abilities

Mindless: The zombie hulk is not **sentient**. It is immune to **Compulsion** and **Emotion** abilities.

Multiple Actions: The zombie hulk can take two standard actions each round. It cannot use the same ability or weapon twice in the same round.

Undead: The zombie hulk is **undead**. It is not a **living** creature, and it is immune to **Compulsion** and **Emotion** abilities. However, it is affected in a special way by spells from the *vivimancy mystic sphere* (see Vivimancy, page 332).

Slam	Instant
The zombie hulk makes a +2 attack vs. Armor against vs. Armor.	
Hit: The target takes 2d8+4 bludgeoning damage.	

Appendix G

Modules

This chapter contains self-contained modules that you can use to run a few sessions of Rise. Each module can be used as an entirely standalone short campaign with new characters, or as a small part of a larger story featuring existing characters.

Appendix H

The House of Liberation

This module is designed for level 1 characters, and it's a good module to start a campaign with. The characters start out trapped together in the middle of nowhere with no idea how they got there. This makes it easy to encourage teamwork and makes it easier to justify any weird combination of character concepts. Players often take a session or two to get used to new characters and figure out how to play them, and the characters are expected to be a bit disoriented in-universe, so it's an easy fit.

Unlike most modules, the players don't make any conscious choice to enter this module. If this module is being run as part of an existing campaign, the party should spend some time at an inn. It doesn't matter too much whether it's an inn in a city or just a hostel along the side of a road, but the cheaper and more disreputable, the better. If you're starting a campaign with this module, the party might just be thrown together randomly instead of already travelling together as a group. In that case, the party might have originally stayed at a wide variety of different inns. Regardless, they'll all end up in a single holding cell together when the adventure properly starts.

Each inn has a sketchy-looking human staying at it who is hanging out in the tavern area starting conversations with people to ask about their past. A DV 10 Social Insight check reveals that he is explicitly trying to learn whether people have magical abilities. While the party is asleep, he will knock them unconscious and kidnap them without their knowledge. It's possible to run this as a combat sequence where the expected outcome is defeat. However, that is often frustrating, especially as a first encounter with a module, so most groups will probably have more fun if that is skipped.

Part1: The Holding Cells

The module starts with the party inside of a cell in a dungeon with none of their belongings. Usually, they have no memory of how they got there. They can make their way out of the cell, retrieve their belongings, and explore the strange dungeon they find themselves in. This section ends when the party finally escapes the dungeon.

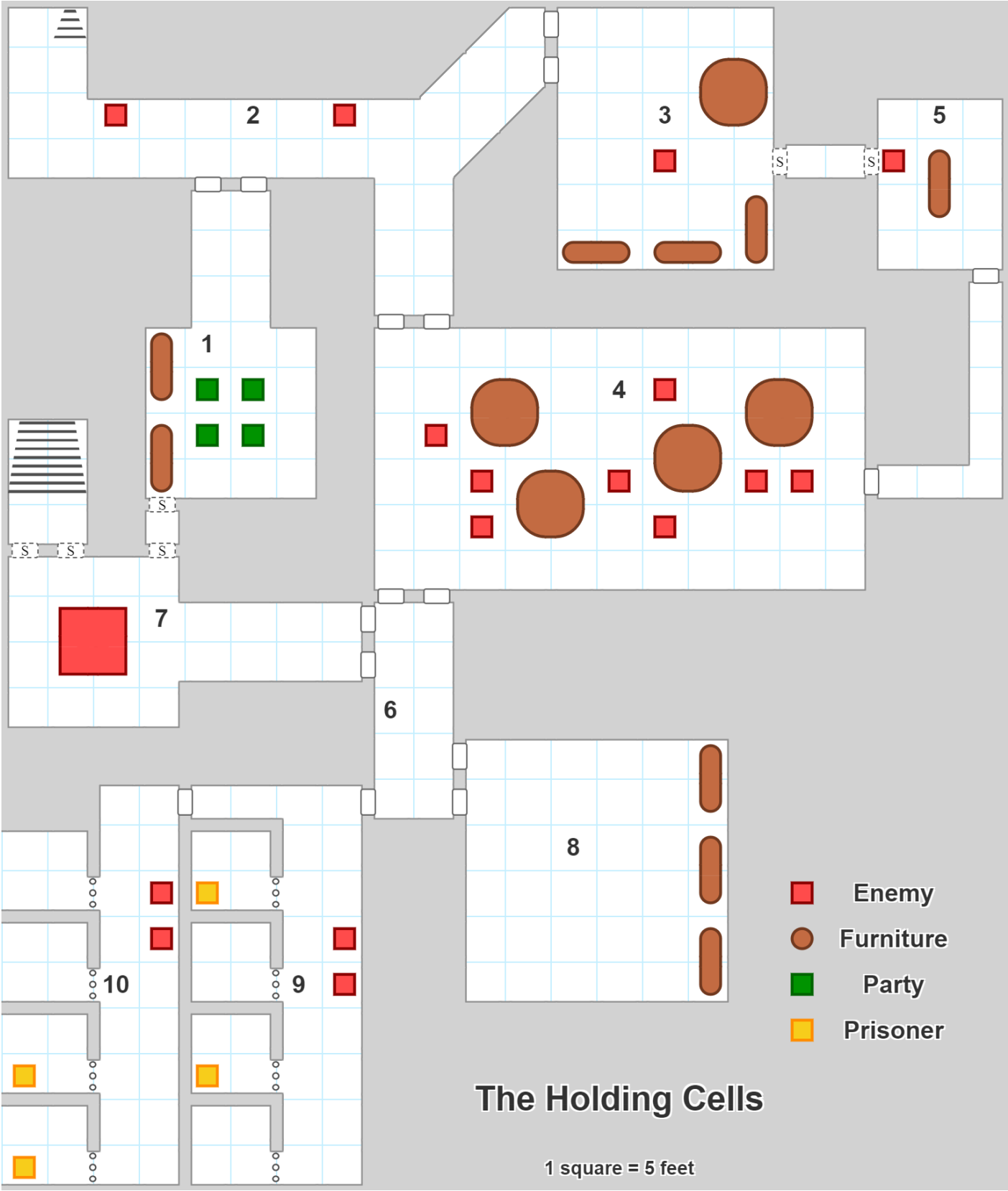
In general, if the party is defeated in battle in this area, they will be returned to their cell by any surviving guards. The guards have strict instructions to keep the prisoners alive, and will even attempt to save dying party members, though their +0 Medicine check may not let them save the party from especially dangerous vital wounds. They will attempt to fix any obvious explanation for the party's escape, but won't care enough to do a detailed sweep to address the general issues that make their cell escapable.

1. The Large Cell

The cell is surprisingly large, as if it was designed to hold a large group - or a monster. A pair of benches line one wall, and a drainage grate is on the other. The only exit seems to be through a large wooden double door to the north. Dim, flickering light filters into the room through a small barred window in each door. Somewhere around a corner to the right, you can hear sounds of humanoid voices loudly enjoying a raucous meal.

Under normal circumstances, the party simply wakes up in this room with no equipment or specific memory of how they got here. They still have the clothes they were wearing, but none of their bags or anything that looked obviously valuable or dangerous. The last thing they would remember is going to sleep at an inn. If someone looks out through the barred window, they can see Room 2.

The party can attempt to listen to the distant conversation with a DV 7 Awareness check. Most of what they would hear is meaningless mealtime banter from callous mercenaries. A DV 10 Social Insight check reveals that it all seems a bit exaggerated - the guards are nervous and trying not to show it. If the party listens for a few minutes, they would hear the following exchange.



Guard 1: Ey, what're we gonna do about all these people we've got? There's no more room!

Guard 2: Eh, Libby'll get back and fix that soon enough. We'll have a clean house before you know it.

Guard 3: Well, I wouldn't say *clean* exactly...

Guard 2: Ahaha!

No other specific conversations would be interesting before the meal ends in half an hour. At that point, the party could hear the following exchange.

Guard 1: Well, guess it's time to head up.

Guard 2: Yeah, I'll grab that weasel Melvin.

Guard 3: Pretty weird he stays down here, right?

Guard 2: What a creep. Don't trust anyone who likes a place like this too much, y'know?

Guard 3: Got that right.

Afterwards, the meal breaks up, and a group of six guards from Room 4 walks past the party's cell, plus Melvin from Room 5. Five of them are human warriors, and one is a human cleric. Melvin climbs up the ladder and touches his necklace to the trapdoor, then opens it. He climbs back down and four warriors climb upstairs before closing the trapdoor. Once the trapdoor is closed again, the other two guards are ready to head back, but Melvin interrupts them. The party may interrupt this conversation at any time if they think it is a good opportunity to try to take the key.

Melvin: Hey, you can't leave yet! We have to wait for the trapdoor to seal again!

Guard 2: Oh, Guftas, this again? Nobody cares.

Melvin: We had one of them get all the way upstairs once! You weren't there when I tried to explain it to Libera, but I hope you can imagine how angry she was.

Guard 2: Uh-huh.

Melvin: Very angry! And she was asking me, why didn't you make sure it was sealed Melvin, you know how important that is.

Guard 2: Sure, sure, whatever.

Melvin: I'm just saying it's important.

After that, they will stand in silence until one minute has passed since Melvin originally opened the trapdoor. At that point, they will all leave Room 2.

The door can be forced open with a DV 15 Strength check. If a character has at least 1 Strength, they can use one of the benches as an improvised battering ram to gain a +2 bonus to this check. A DV 10 Awareness check reveals that the door was recently patched to cover structural damage, and hitting the door in the same point should make it easier to break down. Taking advantage of the weak point grants a +4 bonus to this check.

Attempting to break open the door is loud, and may attract attention from the guards in Room 2. The guards have a -5

penalty to Awareness during their meal, or a +0 bonus after the meal. Hearing the attempts at that distance has a DV of 4. The party can accept a -2 penalty to the Strength check to increase the DV of this Awareness check by 2, but the Stealth skill doesn't help. Roll Awareness once for the guards during each round that the party spends attempting to break down the door. Success means that they hear something odd and will send two guards to investigate if the meal is still happening, or four guards after the meal.

Alternately, the door hinges can be disabled with a DV 13 Devices check. If the party doesn't have any thieves' tools since their gear was taken, they take a -5 penalty to this check, making it almost certainly impossible. A particularly well-prepared character may have a lockpick hidden in their boot or some other similar device, which would allow them to make the check without a penalty. However, they must make a DV 10 Sleight of Hand check to have successfully hid it from the people who searched the party.

The grate in the room can be opened with a DV 10 Strength check. The pipe below the grate is two and a half feet in diameter, so it can be travelled through. However, it only opens into an enclosed ten-foot square room that holds waste, making it useless as an escape path.

There is a secret door in the bottom left corner of the room that can be discovered with a DV 15 Awareness check. The party is likely to find it if they search the room carefully with the *search* ability. The passage leads to Room 7, which has a matching secret door. Before opening the door into Room 7, the party will be able to hear a deep, guttural snarling from a Large creature and occasional banging on walls, which may discourage them from venturing too far in that direction.

2. The North Passage

The area outside the cell is lit by flickering torches along the walls that fill the air with a thin, greasy smoke. A pair of skeleton guards mindlessly patrol the hallway. Each guard wields an old, battered scimitar and shield.

Skeleton Guard **Level 1 [CR 1]**
Medium undead

HP 11 DR 4
Defenses Armor 6 Fort 6 Ref 8 Ment 4
Vulnerable Bludgeoning damage
Movement Land 30 ft.

Attributes Str 2, Dex 3, Con 1, Int 0, Per 0, Wil -1
Alignment Always neutral evil

Skeleton Guard Abilities

Mindless: The skeleton guard is not *sentient*. It is immune to *Compulsion* and *Emotion* abilities.

Undead: The skeleton guard is *undead*. It is not a *living* creature, and it is immune to *Compulsion* and *Emotion* abilities.

ties. However, it is affected in a special way by spells from the *vivimancy* **mystic sphere** (see *Vivimancy*, page 332).

Scimitar

Instant

The skeleton guard makes a +0 attack vs. Armor against vs. Armor.

Hit: The target takes 1d8+2 slashing damage.

The skeleton guards respond to any noise or disruption by banging insistently on the door of the large cell with their scimitars before returning to their simple patrol pattern. If the party steps outside of their cell, the skeletons will attack the closest creature. They have no tactical skill, and will continue attacking their current target until it appears to be unconscious before moving on to the next target. If the party moves back into the cell and closes the door to block line of sight, the skeletons lack the intelligence to remember that the party previously left, and will simply resume their patrol.

If the party fights the skeletons in the hall, the human guards in Room 4 may hear them. The guards have a -5 penalty to Awareness during their meal, or a +0 bonus after the meal. Hearing the combat at that distance has a DV of 2. If the party lures the skeletons into Room 1 for the fight, the DV for the guards to hear the combat increases to 4. The party can further increase the DV to 6 if they close the doors of their cell. Roll Awareness once for the guards during each round of combat. Success means that they hear something odd and will send two guards to investigate if the meal is still happening, or four guards after the meal.

In the unlikely event that the skeletons defeat the party, they leave their unconscious or dead bodies in the hall and return to patrolling. After the meal is over, a guard from Room 4 will discover that the prisoners partially escaped and put them back in their cell.

There is a ladder in the northwest corner of the room. It leads to a closed trapdoor. The closed trapdoor has a keyhole and is tightly sealed. A DV 20 Strength check or a DV 25 Devices check can open it, which is almost certainly impossible for the party. A DV 17 Knowledge (arcana) check reveals that it is magically sealed. Critical success (DV 18) reveals that it was sealed with the *mystic lock* ritual, making it effectively impossible to open without the magic key.

3. The Kitchen

This room is filled with the smell of cooking meat and old vegetables. Storage chests and cooking implements line the walls, illuminated by a warm fire. There’s a massive orc in the room cooking with a furious intensity. Her back is turned to the door.

Orc Butcher

Level 2 [CR 2]
Medium humanoid

HP 39 DR 16

Defenses Armor 7 Fort 8 Ref 6 Ment 6

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 0, Con 2, Int -2, Per 2, Wil 0

Alignment Usually lawful evil

Orc Butcher Abilities

Crushing Sledgehammer

Instant

The orc butcher makes a +2 attack vs. Fortitude against vs. Fortitude.

Hit: The target takes 2d6+4 bludgeoning damage.

Sledgehammer

Instant

The orc butcher makes a +3 attack vs. Armor against vs. Armor.

Hit: The target takes 2d6+4 bludgeoning damage.

The orc butcher has a -2 Awareness modifier because she is distracted by cooking, making her easy to sneak up on. If she notices the party, she will immediately attack. During battle, she taunts the party by telling them that escaped prisoners make good meat. She prioritizes the weakest targets she can reach until they fall unconscious. If she drops below half her maximum hit points, she seems happy to have died in battle, and makes no attempt to call for backup. Instead, she asks the party to cook and eat her once she is dead. If she defeats the party, she wrestles with her desire to kill and eat them, but eventually goes to find the guards, grumbling about how the guards would figure out what happened if she did what she wanted.

Most of the storage chests in this room contain food, pots, pans, and various other cooking implements. One of the chests near the north of the room contains all of the party’s equipment, as well as the following additional items:

- Three sets of body armor with signs of battle damage: breastplate, hide, and a chain shirt
- Five weapons: two smallswords, one longbow (with arrows), one warhammer, and a dagger
- One standard shield
- Three standard adventuring kits, with some of the rations eaten
- One sapphire necklace (worth 10 gp)
- One silver ring (worth 2 gp) with the Dwarven runes for “Ironbeard” engraved on the inside

There is a secret door hidden on the east wall that leads to Room 5. The party can notice it with a DV 18 Awareness check.

4. The Mess Hall

If the party reaches this room before the meal ends, use this description.

This large hall has four tables haphazardly placed around the room. A total of eight humans are all in the room loudly sharing a meal together. Most of them are armed with broadswords, but one has a warhammer and a holy symbol of Murdoc. All of them are wearing scale mail.

If the party reaches this room after the meal ends, use this description.

This large hall has four tables haphazardly placed around the room. A total of four humans are all in the room playing cards together. Three of them are armed with broadswords, but one has a warhammer and a holy symbol of Murdoc.

the meal, they will send two warriors to investigate. After the meal, they will all investigate any noises as a group. If the guards notice the party enter the room, they will immediately attack, though it will take them all a standard action to draw their weapons. Although they have orders to keep all prisoners alive, they will not fight using **subdual damage** unless they are confident that they are not in danger.

The cleric has a *belt of vital persistence*, two *potion of healing* items and 4 gp. Each warrior carries 2 gp.

Human Cleric

Level 1 [CR 2]
Medium humanoid

HP 30 **DR 4**
Defenses Armor 5 Fort 5 Ref 5 Ment 8
Movement Land 25 ft.

Attributes Str 1, Dex 0, Con 0, Int 0, Per 0, Wil 3
Alignment Usually lawful neutral

Human Cleric Abilities

Divine Judgment Instant
Magical

The human cleric makes a +1 attack vs. Mental against one creature within Medium (60 ft.) range.
Hit: The target takes 1d10+4 energy damage.

Warhammer Instant

The human cleric makes a +1 attack vs. Armor against vs. Armor.
Hit: The target takes 1d6+4 bludgeoning damage.

Human Warrior

Level 1 [CR 1]
Medium humanoid

HP 12 **DR 6**
Defenses Armor 6 Fort 7 Ref 5 Ment 5
Movement Land 25 ft.

Attributes Str 2, Dex 0, Con 2, Int 0, Per 0, Wil 0
Alignment Usually lawful neutral

Human Warrior Abilities

Broadsword Instant

The human warrior makes a +0 attack vs. Armor against vs. Armor.
Hit: The target takes 1d8+2 slashing damage.

If the guards hear anything odd outside of their room during

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