

Contents

0	Introduction	5
0.1	What Is Rise?	5
0.2	How To Take Actions	5
0.3	Narrative Pacing	5
0.4	Principles of Rise	6
0.5	Character Creation	6
1	Core Mechanics	8
1.1	Combat Time	8
1.2	Checks	9
1.3	Attacks	10
1.4	Damage	10
1.5	Movement and Positioning	11
1.6	Ability Mechanics	13
1.7	Attributes	17
1.8	Resources	18
1.9	Character Statistics	20
1.10	Circumstances, Bonuses, and Penalties	22
1.11	Universal Abilities	25
1.12	Special Rules	29
1.13	Character Advancement	30
2	Species	32
2.1	Species Traits	32
2.2	Species Descriptions	32
3	Classes	34
3.1	How Classes Work	34
3.2	Class Introductions	34
3.3	Barbarian	35
3.4	Cleric	39
3.5	Druid	47
3.6	Fighter	55
3.7	Monk	59
3.8	Paladin	63
3.9	Ranger	68
3.10	Rogue	73
3.11	Sorcerer	78
3.12	Warlock	83
3.13	Wizard	88
4	Skills	93
4.1	Skill Overview	93

4.2	Agility (Dex)	95
4.3	Awareness (Per)	96
4.4	Deception (—)	98
4.5	Climb (Str)	99
4.6	Craft (Int)	101
4.7	Creature Handling (Per)	102
4.8	Deduction (Int)	104
4.9	Devices (Int)	104
4.10	Disguise (Int)	106
4.11	Endurance (Con)	107
4.12	Flexibility (Dex)	107
4.13	Intimidate (Varies)	108
4.14	Jump (Str)	108
4.15	Knowledge (Int)	109
4.16	Linguistics (Int)	110
4.17	Medicine (Int)	111
4.18	Perform (Varies)	111
4.19	Persuasion (—)	112
4.20	Profession (Varies)	113
4.21	Ride (Dex)	115
4.22	Sleight of Hand (Dex)	116
4.23	Social Insight (Per)	117
4.24	Spellsense (Per)	117
4.25	Stealth (Dex)	118
4.26	Survival (Per)	119
4.27	Swim (Str)	120
5	Maneuvers	121
5.1	Maneuver Lists	121
5.2	Maneuver Descriptions	123
6	Mystic Spheres	130
6.1	Categories of Magic	130
6.2	Spell and Ritual Mechanics	130
6.3	Spells	131
6.4	Rituals	131
6.5	Mystic Sphere Lists	132
6.6	Mystic Sphere Descriptions	132
7	Description	204
7.1	Alignment	204
7.2	Vital Statistics	204
7.3	Planes	205
7.4	Creatures and Objects	207
8	Equipment	208
8.1	Weapons	208
8.2	Armor	215
8.3	Goods And Services	219
8.4	Consumable Items	223
9	Magic Items	225
9.1	Magic Item Types	225
9.2	Using Magic Items	225
9.3	Item Description Format	226

9.4	Apparel	226
9.5	Weapons	239
9.6	Implements	243
9.7	Tools	247
9.8	Legacy Items	250
9.9	Magic Item Creation	250
10	Adventuring	251
10.1	Carrying Capacity	251
10.2	Movement	251
10.3	Vision and Light	252
10.4	Communication and Languages	253
10.5	Breaking Objects	253
10.6	Poison	254
10.7	Wealth And Money	255
A	Glossary	256
B	Wealth	265
B.1	Wealth By Level	265
B.2	Item Levels	265
C	Optional Rules	267
C.1	Attributes	267
C.2	Epic Fate	267
C.3	Species	269
C.4	Feats	271
C.5	Feat Descriptions	273
D	Feats	274
D.1	Gaining Feats	274
D.2	Feat Mechanics	274
D.3	Feat Tables	274
D.4	Feat Descriptions	277
D.5	Other Feat Rules	297

Acknowledgements

A number of marvelous people have helped me make this revision possible, and many clever minds produced ideas I that have incorporated into the new system. I cannot hope to properly credit everyone who contributed, knowingly or otherwise, but I can at least make an attempt here. The following individuals have my gratitude:

Connor Haines, for being a great brainstorming partner and excellent roommate.

Zontan Ferrah, for frequently telling me when my ideas were stupid. Sometimes he was even right.

Desmond Henderson, for his remarkably thorough and insightful feedback, and for being the first person brave enough to run a game with Rise.

Kyle McCauley, Linchaun Zhang, and Scott Kottkamp for helping to correct foolish errors that once littered this document and for providing ideas about how to improve the system.

Tarkisflux, for his excellent [Tome of Prowess](#), feedback on spell design, and more.

Kholai, for keeping me on my toes in our monstrously long discussions of rules minutia.

Douglas Milewski, for his insightful essay on the nature of fighters. It helped inspire me to think that I could make D&D right.

Rich Burlew, for providing a forum for house rule enthusiasts like myself to gather and for his insightful articles that guided my thought.

Shannon Carty, for the donation of her vocabulary.

Dave Rosenberg, for his insight into the nature of druids.

Ryan Beck, for his helpful commentary and criticism.

Jordan MacAvoy, for his endless patience and creativity that repeatedly revealed flaws in the wording and design of this book.

Wizards of the Coast, for making a great game and releasing it under the OGL license, which makes all of this tinkering possible.

Chapter 0

Introduction

What Is Rise?

Rise is a role-playing game. In Rise, you play a 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. Your character's abilities 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, and together, you will create and experience a story with the game master.

How To Take Actions

If you want your character to do something in Rise, just tell the game master what you want your character to do. Sometimes, you will have to wait until it's your turn. In many cases, your character will simply take the action — you don't need to roll or check your character's abilities to walk downstairs and order a dwarven ale.

However, sometimes you'll want to take a dramatic action with a chance of failure, such as picking a lock or swinging from a chandelier. In that case, you roll a ten-sided die, or d10, and add a number to the number on the die. This result is compared to a number representing how difficult the action is. For **attacks**, this number is the **defense** of the creature or object you're attacking. For **checks**, this number is the **difficulty rating** of the task you're attempting. If your result is at least as high as the defense or difficulty rating, your character's action succeeds. If it is lower, your character's action fails.

The number you add to the d10 roll represents how likely your character is to succeed at the action. If your character is very strong, they will probably succeed at breaking down a door — but if they are not very perceptive, they will probably not notice the trap. Your character's abilities can be modified in many ways, but they are most affected by three things: **attributes**, **skills**, and **classes**.

Attacks and Checks

In Rise, each character has many different actions they can take. You can take many actions without needing to roll a die at all. However, eventually you will need to do something where there

is a dramatically significant chance of failure. In that case, you will need to roll a die to see if you succeed or fail. How likely you are to succeed at that action depends on your character's numerical statistics.

Almost all rolls you will need to make can be described as an **attack roll** or a **check**. In either case, you roll 1d10 and add a number based on how good your character is at the relevant roll. If the result of the roll is high enough, you succeed. For attack rolls, the minimum number you need to get is the **defense** of the creature or object you are attacking. For checks, the minimum number you need to get is the **difficulty rating** of the task you are performing.

In general, abilities that affect **enemies** in some potentially harmful way require attack rolls. For example, hitting something with your sword is an attack, and requires an attack roll to succeed. In contrast, abilities that affect yourself, the environment, or **allies** usually require checks instead. For example, climbing a cliff requires a check using the Climb skill (see Climb, page 99).

Opposed Actions

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 roll a d10 and add your modifiers, and the creature with the higher result wins. This is called an opposed check. If you get the same result, the creature with the higher modifier wins. If you have the same modifier, roll again to break the tie.

Narrative Pacing

A typical game of Rise is broken up into two distinct concepts. Sometimes, you will interact with the world in broad, sweeping descriptions, as you describe in general terms what your character does. For example, you and your group may decide to travel overland for seven days to reach a distant city. Just like you don't need to mention every time your character breathes or takes a step, you don't need to track every second of time spent on that journey. Until something of dramatic significance happens, the GM should narrate the events of the journey in general terms to avoid spending time on irrelevant details.

If something important happens, the pace of the game should change to focus on the current events. For example, if your

group is ambushed by roaming bandits, the exact actions you take become important. This is called an encounter. During an encounter, the GM should ask each player to describe their character's actions more precisely. If the encounter is time-sensitive, such as combat, the GM should track the flow of time in **rounds**. A round represents six seconds of time, so there are ten rounds per minute.

Not all encounters require tracking time precisely. For example, if you and your party encounter a broken-down caravan carrying an angry prince, your exact actions can be important. Whether you show appropriate deference and fix his caravan, ignore him, or kill him to steal his jewelry can have important repercussions in the game world. However, the exact time it takes to make that decision and execute on it is not usually important.

Not every challenge needs to be handled with the narrative pacing of an encounter, especially if the outcome of the challenge is uninteresting or predetermined. Even combat can be described in broad terms, such as if you are significantly more powerful than your foes and your victory is assured. In all cases, the GM decides how to handle the flow of time and the narrative pacing. They may have information you don't about what is important and what is irrelevant.

Principles of Rise

- **The Game Master controls the world.** Everything about the game world is up to the GM: the people your character meets, the challenges they will overcome, and the very ground under their feet. Even the “rules” of the game are completely subject to the GM's whim.
- **You control your character.** A GM should never tell you how your character feels or what they try to do — unless, of course, your character is being controlled by hostile magic or some other power.
- **Respect and trust are critical.** The GM has a great deal of power in Rise, and the players have to trust that the GM knows what they are doing. Likewise, the GM needs to let the players do what they want — even if it doesn't suit their idea of what “should” happen. Some of the most memorable events happen when players do things that are totally unexpected.
- **Everything is flexible.** Rise contains hundreds of pages of rules. We think they're pretty good rules. But sometimes, you don't need them all — or you think you've come up with something better. Do whatever works for you and your group.
- **Do what makes sense.** This book doesn't contain rules for how to drink water, sleep, or blink. If something isn't described explicitly here, assume that it works the same way it does in reality.
- **It's just a game, so have fun.**

Rule of Drama

The Rule of Drama is simple: **Only dramatic actions matter.** In general, an action has dramatic significance if there is a conse-

quence for failure, the exact time required to perform the task is important, or the game master says so. This has several effects.

Checks without Rolls

A check represents an attempt to accomplish a dramatically significant goal, usually while under some sort of time pressure or distraction. When there is no dramatic significance to the task, a check should not be rolled.

Taking 5: Normally, if a check would be required but there is no dramatic significance to the check, assume the character rolled a 5 when determining whether the check is successful. This is called “taking 5”.

Taking 10: If a character would not succeed when taking 5, the character can try to “take 10” instead. Taking 10 requires spending ten times the amount of time normally required to accomplish the task. If a task takes a variable amount of time, assume it took the average amount of time required to make a check. In exchange, the character calculates their check result if they had rolled a 10.

Essentially, taking 10 means the character repeatedly attempts the task until they succeed. It is possible to take 10 on a task that has consequences for failure, but taking 10 guarantees that those consequences occur.

Narrative Time

In most cases, the exact time of day and exactly how long an action takes is not very important. No one really cares whether the orc horde broke through the town gates at the crack of dawn, or at 6:55 AM. Likewise, travelling from a tavern in a city to the blacksmith probably takes a few minutes, depending on the size of the city, but it's not usually important.

Rise contains rules which you can use to decide exactly how much time things take, but when it's not important, it's generally better to only worry about time in broad strokes. It makes everyone's life a bit easier — especially for the GM.

Character Creation

The first thing you will probably want to do in Rise is create a character. This involves a mixture of thematic and mechanical decisions that will work together to create a fun character that is rewarding to play. There are five thematic considerations when creating a character: concept, personality, motivation, background, and appearance. There are five mechanical considerations: attributes, species, class, skills, and feats. These decisions are described below in a recommended order. However, you can make these decisions in any order, and you may find it easier to create a character in a different way.

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

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.

Motivation

Why does your character act the way they do? To help you answer that question, there are several choices you must make to determine your character's motivation: an alignment, a goal, and a flaw.

Alignment

Your character's alignment reflects their moral character: are they more inclined to good or to evil, to order or chaos? Alignments are described in more detail at [Alignment](#), page 204.

Attributes

Is your character strong and stupid, frail but agile, or just generally talented? There are six core attributes in Rise: Strength, Dexterity, Constitution, Intelligence, Perception, and Willpower. These attributes determine a great deal about your character's strengths and weaknesses. Attributes are described in more detail at [Attributes](#), page 17.

Species

Is your character a surly dwarf, an agile elf, or a dim-witted half-orc? There are six core species in Rise: Humans, dwarves, elves, gnomes, halflings, and half-orcs. Your character's species doesn't have a strong effect on your character's abilities, but it can be important when thinking about your personality and background. Species are described in more detail at [Species](#), page 32.

Class

Your character's class is what they have chosen to focus on, and their source of power — the fundamental element that makes them rise above a mere commoner. It is the most mechanically significant choice you make. Classes are described in more detail at [Classes](#), page 34.

Background

Appearance

Equipment

Your character begins with 75 gold pieces, and you decide how to spend them.

Chapter 1

Core Mechanics

This chapter describes the core mechanics of Rise. It defines how attributes work and explains how to make attacks in combat.

Combat Time

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 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 8). 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 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 11.

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 126).

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. The order of resolution matters when creatures take actions that directly conflict with each other.

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 27).

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 21). Starting from the highest check result and continuing to the lowest, each creature decides to resolve its chosen action or delay to choose a different action. After the lowest initiative check result has made its choice, each creature that delayed can resolve a different action of its choice, starting from the lowest check result and continuing to the highest. When deciding, each creature knows the resolved effects of the actions chosen by

previous creatures that it can observe.

When determining whether two actions conflict, it is best to be generous and consider the intention of the action. The only downside to treating actions as conflicting is the time required to resolve the initiative checks and consider action changes.

For example, one of the most common conflicts occurs when a creature tries to move into melee range with a foe that unexpectedly moves away. Although the two movements not mutually impossible, the first creature can easily end up out of melee range from all foes at the end of the phase if it doesn't have enough movement to reach its target. Treating the movements as conflicting allows the first creature to sprint or change its action if it chooses.

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 rating** that represents the difficulty of the task. The more difficult the task, the higher the **difficulty rating** will be. If your result is equal to or higher than the **difficulty rating**, the check succeeds. This usually means you accomplish a task successfully. Normal Difficulty Ratings are described in Table 1.1: Difficulty Ratings (page 9).

Table 1.1: Difficulty Ratings

Difficulty Rating	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 (Agility)
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 rating**, 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 99).

Critical Failure

If your check result is at least 10 lower than the **difficulty rating**, 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 99).

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 21). 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 20). Otherwise, the attack misses.

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. For example, if you attack an **unaware** target, your attack roll explodes regardless of the roll.

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**. Many attacks have special effects on critical hits. Unless its critical hit effects are otherwise noted, any attack that deals damage deals double that damage on a critical hit.

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. Some attacks have effects when you get a glancing blow, as indicated in their descriptions or in other abilities. Glancing blow effects are always weaker than the effect of a successful hit, but they are always better than missing entirely. A glancing blow is no different from a complete miss unless some abilities have specific effects on glancing blows.

Damage

Many **attacks** deal damage to their targets. When you would be dealt damage, you first reduce that damage with your relevant **resistance** to that attack's damage type (see Resistances, page 21). Any damage in excess of your resistance causes you to lose that many **hit points** (see Hit Points, page 19). Whenever you take damage that would reduce your hit points below 0, you gain a **vital wound**. If you take a very large amount of damage at once, you can gain vital wounds before your hit points reach 0 (see Vital Threshold, page 11).

Vital Wounds

A **vital wound** represents serious damage to your body. Each **vital wound** has a specific detrimental effect on you.

To determine the effect of a **vital wound**, make a **vital roll** and find the corresponding effect in Table 1.2: 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. The result determines the effect of the **vital wound**, as listed in Table 1.2: Vital Wound Effects (page 10). 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 111).

Table 1.2: 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	You take a –2 penalty to accuracy
3	You take a –2 penalty to all defenses
4	Your maximum hit points and resistances are halved
5	You take a –2 penalty to future vital rolls
6	You move at half speed while you have less than full hit points
7	You take a –1 penalty to accuracy
8	You take a –1 penalty to all defenses
9	Your maximum resistances are halved
10	You take a –1 penalty to future vital rolls
11 or more	No effect

Removing Vital Wounds

Vital wounds take time to heal. Whenever you take a **long rest**, you gain a +5 bonus to one **vital roll** for one vital wound you have. This changes the effect of the vital wound, generally making it less severe. If this makes the total **vital roll** for that

vital wound 11 or more, the vital wound is removed completely.

If you have multiple vital wounds, the vital wounds heal in order from lowest vital roll to highest vital roll.

Vital Threshold

Extraordinarily powerful attacks can cause you to gain vital wounds before your hit points reach 0. Your vital threshold is equal to half your maximum hit points. If you lose at least as many hit points as your vital threshold from a single attack, you gain a **vital wound**. If you lose at least twice as many hit points as your vital threshold, you gain two vital wounds, and so on for additional multiples of your vital threshold. Any vital wounds you gain this way are applied in addition to the normal vital wound you gain from taking damage that would reduce your hit points below 0.

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 four subtypes: acid damage, bludgeoning damage, piercing damage, and slashing damage. Energy damage has four subtypes: 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 have a **resistance to physical damage**, that resistance 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. When you take damage with multiple damage types, you use your lowest applicable **resistance** to defend against it. For this purpose, an immunity is considered the highest possible resistance. The higher resistance is not used to defend against the attack. If both of your relevant resistances are the same, you choose which resistance to use. Other abilities similarly apply only if they apply to all damage types dealt by the attack.

For example, a flaming longsword deals slashing and fire damage. If you were hit with a strike with that longsword, you would use the lower of your resistance against **physical damage** and your resistance against **energy damage** to resist the damage.

An ability that gave you immunity to fire damage would not prevent you from taking damage from the attack unless you were also immune to slashing damage.

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 gains two **fatigue points** instead.

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 **resistances** without subtracting from the remaining value of those resistances. Any environmental damage in excess of a creature's resistances is dealt as hit points like normal.

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

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. How-

ever, you can come up with other reactive movements. The only requirement is that a reactive movement must have a simple criteria for determining how you move.

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

Hustle

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

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

Block

Choose a creature to block, and the area you want to block it from entering. During the current phase, you automatically move to intercept the target as it approaches the blocked area, up to the limit of your movement speed. Usually, blocking a target requires an opposed **initiative** check against the target. Success means you successfully keep ahead of the target as it moves, preventing it from entering the area (unless it can move through you). Failure means the target moves around you (if there is room) to enter the area.

Multiple creatures can coordinate to block a single creature. The blocked creature must beat the initiative of all blocking creatures to enter the blocked area.

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

Follow

Choose a creature to follow, 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 movement speed. If the target uses an ability that makes it impossible to follow with movement, such as teleporting, you stop moving when you become adjacent to the position where it used that ability.

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

Withdraw

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 Agility check (see Agility, page 95).

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**, you move at half speed, and you take a -4 penalty to **accuracy** with **strikes** and 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 is **difficult terrain** and provides **concealment**.

Heavy Undergrowth: Heavy undergrowth quadruples the movement cost required to move out of each square and provides **concealment**. In addition, using the *charge* and *sprint* actions is impossible in heavy undergrowth (see Movement Abilities, page 11).

Movement Modes

A movement mode is a method of moving from one location to another. The most common movement mode is a land speed. 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 99). 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. It must not be carrying weight in excess of its maximum carrying capacity (see Carrying Capacity, page

251). Flying normally has the **Focus** tag, so a creature that flies during the movement phase takes **focus penalties** for the rest of the round (see Focus, page 16).

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

Normally, a flying creature must move forward by at least half its fly speed each round. If it does not, it falls. Turning by 90 degrees costs 5 feet of movement, and it can't turn in the same place by more than 90 degrees. It 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.

Maneuverability: Some creatures have fly speeds with special maneuverability rules.

Good Maneuverability: If a creature has good maneuverability while flying, it gains four benefits while flying.

- The creature does not need to move forward to maintain its flight, allowing it to hover.
- The creature can turn in place without spending movement.
- The creature can move up at the same speed as it moves horizontally.
- The creature's flight does not have the **Focus** tag, so it takes no penalties for flying.

Poor Maneuverability: If a creature has poor maneuverability while flying, it must spend five feet of movement to turn by 45 degrees, and it can't turn in the same place by more than 45 degrees. In addition, it can only descend by up to one square vertically per square traveled horizontally without falling.

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.

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 Carrying Capacity, page 251). Gliding has the **Focus** tag, so a creature that glides during the movement phase takes **focus penalties** for the rest of the round (see Focus, page 16).

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.

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.

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. A **spell** that fails in this way is **miscast** (see Miscasting, page 130).

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 14). There are four common ranges: Close (*30 ft.*), Medium (*100 ft.*), Long (*300 ft.*), and Extreme (*1,000 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-sphere, up to the given length.

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. In a narrative sense, most walls have a defined width. However, in a mechanical sense, walls are considered to have no width and simply occupy the boundary between squares. Like

lines, walls can be shapeable.

Walls can normally be created within occupied squares, but not within solid objects. Some walls are called solid walls, and cannot be created within occupied squares.

Specific Shapes: Some abilities specify a series of volumes that make up the area of the ability. Most commonly, the volumes are cubes. You may arrange the volumes as you want, with the restriction that each volume in the ability's area must be adjacent to one other volume in the ability's area.

Area Size

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

Small: Small abilities extend 10 feet from their point of origin.

Medium: Medium abilities extend 20 feet from their point of origin.

Large: Large abilities extend 50 feet from their point of origin.

Area Types

Burst: A burst ability has an immediate effect on all valid targets within an area.

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 an ability is always a grid intersection. When determining whether a given creature is within the area of an 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 an 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.

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 27). There are several other abilities that can also remove conditions.

Attunement

Many abilities last as long as a creature attunes to them. Attuning to an ability costs an **attunement point**. As long as you remain attuned to that ability, you cannot recover that attunement point by any means. After you stop being attuned to that ability, you can recover that attunement point when you take your next **short rest**.

As a **free action**, you can use the *release attunement* ability to stop being attuned to an ability you have attuned to.

Release Attunement

You stop being attuned to one effect you have attuned to.

Attuned abilities continue to work across any distance, but not across planar boundaries. At the end of each round, your attunement to all abilities created by creatures on a different plane than your current plane ends. Planar travel that does not last a full round, such as teleportation within a plane, does not interrupt your attunement.

Attunement Types

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. A ritual attunement ability requires any participant in the ritual to attune to the effect. In addition, ritual attunement abilities are not subject to the normal restrictions on multiple attunement. You can maintain any number of activations of a particular ritual attunement ability at once.

Multiple Attunement

You can attune to multiple **Attune** (target) and **Attune** (self) abilities, and multiple creatures can attune to different uses of the same **Attune** (target) ability you have. However, you cannot attune to the same ability more than once, regardless of whether it is **Attune** (self) or **Attune** (target).

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. 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. Taking an action to sustain a spell is not a **Focus** ability.

If a sustained ability has effects that trigger at the end of the action phase, 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

Some abilities last permanently. Such abilities never expire on their own, but can be **dismissed** or removed by other abilities appropriately.

Targeting and Durations

If an ability targets creatures or objects directly, the effects travel with the targets for the ability's duration. 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.

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. They are described below.

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 *remove 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.

Flesh: Flesh abilities manipulate the physical flesh of creatures. They have no effect on creatures without flesh, such as ghosts or oozes.

Focus: Focus abilities require concentration to use. When you use a Focus ability, you take a -4 penalty to Armor and Reflex defenses until the end of the round. This penalty is called your **focus penalty**. It applies immediately, affecting attacks made against you during the current phase. Some abilities can reduce or increase your **focus penalty**. Most **spells** are **Focus** abilities.

When you use a Focus ability during the **delayed action phase**, the ability has a 50% chance to fail if you already took damage in the current round. If your **focus penalty** is reduced to 0, this failure chance no longer applies.

If a **Focus** ability has a **Sustain** tag, sustaining the ability does not require focus and does not cause to suffer penalties.

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 130.

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.

Any creature trained in Spell sense can notice the sensor by making a **difficulty rating** 20 Spell sense check. 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.

Sensation: Sensation abilities create or manipulate light, sound,

or other sensations. You can only create sensations you understand. For example, you cannot create an illusory figment which speaks coherently in a language you do not understand.

If a Sensation ability appears to create a physical object or creature, its defenses are equal to 0.

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 130.

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. Subtle spells can still be identified with the Spell sense skill (see Spell sense, page 117), but the **difficulty rating** is 10 higher than normal.

Sustain: Sustain abilities require an action to sustain. For details, see Sustained Abilities, page 15.

Swift: Swift abilities take effect before other abilities used during the same phase. For details, see Swift Abilities, page 9.

Visual: Visual abilities use visible objects or forces to cause their effects. Creatures and objects that cannot see the effect are immune to it.

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.

Attribute Descriptions

Strength (Str): Strength measures muscle and physical power. It has the following effects:

- Strength determines how much you can carry (see Table 10.1: Carrying Capacity by Strength (page 251)).
- You gain a bonus (or penalty) to your **power** with **mundane** abilities, such as normal weapon attacks, equal to half your Strength (see Power, page 20).
- You reduce your total **encumbrance** from **armor** by an amount equal to your base Strength (see Encumbrance, page 21).
- You apply your base Strength as a bonus or penalty to Strength-based **skills**: Climb, Jump, and Swim (see Skills, page 93).
- If your base Strength is at least 3, you are **trained** with your Strength-based **class skills** (see Class Skills, page 93).

Dexterity (Dex): Dexterity measures hand-eye coordination, agility, and reflexes. It has the following effects:

- You gain a bonus (or penalty) to your Armor and Reflex defenses equal to your base Dexterity.
- You apply your base Dexterity as a bonus or penalty to Dexterity-based **skills**: Agility, Flexibility, Ride, Sleight of Hand, and Stealth (see Skills, page 93).
- If your base Dexterity is at least 3, you are automatically **trained** with your Dexterity-based **class skills** (see Class Skills, page 93).

Constitution (Con): Constitution represents your health and stamina. It has the following effects:

- You gain a bonus (or penalty) to your Fortitude defense equal to your base Constitution.
- You gain a bonus (or penalty) to your **resistance** against **physical damage** equal to your Constitution (see Resistances, page 21).
- You gain a bonus (or penalty) to your **fatigue tolerance** equal to your base Constitution (see Fatigue, page 19).
- Your Constitution influences your **hit points** (see Hit Points, page 19).
- You apply your base Constitution as a bonus or penalty to the Constitution-based **skill**: Endurance (see Skills, page 93).
- If your base Constitution is at least 3, you are automatically **trained** with your Constitution-based **class skills** (see Class Skills, page 93).

Intelligence (Int): Intelligence represents how well you learn and reason. It has the following effects:

- You gain a bonus (or penalty) to **skill points** equal to twice your base Intelligence (see Skill Points, page 20).
- You gain a bonus (or penalty) to **insight points** equal to your base Intelligence (see Insight Points, page 20).
- You gain bonus languages equal to your base Intelligence (see Languages, page 253).
- You apply your base Intelligence as a bonus or penalty to Intelligence-based **skills**: Craft, Deduction, Disguise, Knowledge, Linguistics, and Medicine (see Skills, page 93).
- If your base Intelligence is at least 3, you are automatically **trained** with your Intelligence-based **class skills** (see Class Skills, page 93).

An animal has an Intelligence score of -6 or lower. A creature of humanlike intelligence has a score of at least a -5 Intelligence.

Perception (Per): Perception describes your ability to observe and be aware of your surroundings. It has the following effects:

- You apply your Perception as a bonus or penalty to Perception-based **skills**: Awareness, Creature Handling, Social Insight, Spell sense, and Survival (see Skills, page 93).
- If your base Perception is at least 3, you are automatically **trained** with your Perception-based **class skills** (see Class Skills, page 93).

- If your Perception is negative, you take a penalty to accuracy with all attacks equal to half your Perception.
- You apply half your base Perception as a bonus or penalty to **accuracy** with all attacks (see Accuracy, page 20).

Willpower (Wil): Willpower represents your ability to endure mental hardships. It has the following effects:

- You gain a bonus (or penalty) to your **resistance** against **energy damage** equal to your Willpower (see Resistances, page 21).
- You gain a bonus (or penalty) to your **power** with **magical** abilities, such as spells, equal to half your Willpower (see Power, page 20).
- You gain a bonus (or penalty) to your Mental defense equal to your base Willpower.
- You gain a bonus (or penalty) to your **fatigue tolerance** equal to your base Willpower (see Fatigue, page 19).

Base Attributes

Some statistics depend on a **base attribute**, while others depend on your total value for that attribute. For example, your base Dexterity modifies your Reflex and Armor defenses, but your Dexterity is used to determine your bonus with Dexterity-based skills. Your attributes automatically increase with level as defined in Table 1.3: Increasing Attributes With Level (page 18), but your base attributes do not automatically increase with level.

A small number of abilities can increase your **base attributes** after 1st level. If you change a base attribute, the total value for that attribute changes appropriately.

Table 1.3: Increasing Attributes With Level

Base Attribute	Bonus
0 or lower	0
1	+1 at 4th level and every 4 levels thereafter
2	+1 at every even level
3	+1 per level after 1st
4+	+1 per level after 1st, and an additional +1 at every even level

Determining Attributes

There are several options for how to determine attribute scores.

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, 1, 1, 0

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

4, 2, 1, 1, 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 match what you want to be able to do. All your attribute scores start at 0. You get 10 points to distribute among your attributes. Attributes can be bought according to the costs on Table 1.4: Attribute Score Point Costs. The listed cost is the total cost required to gain the listed base attribute. You are 1st level when you start, which adds appropriately to your total attribute score.

Table 1.4: Attribute Score Point Costs

Base Attribute Score	Total Attribute Score	Cumulative Point Cost
0	0	0
1	1 + one quarter level	1
2	1 + half level	2
3	2 + level	4
4	3 + one and a half level	6

Attribute Penalties

Regardless of how you determine your attributes, you can voluntarily take penalties to your attributes. If you reduce an attribute to a total of -1, you gain an additional **skill point**. If you reduce an attribute to a total of -2, you instead gain an additional **insight point**. You cannot gain these benefits from reducing more than two attributes below 0 in this way.

Extraordinary Attributes

Some abilities can increase your base attributes above 4. For each point of base attribute beyond 4, you increase your current attribute by half your level.

For example, a 20th level half-orc cleric with the Strength domain who spent 7 points on their base Strength would have a total base Strength of 6. Their total Strength would be equal to 3 + two and a half times their level, for a total of 53.

Resources

Characters have many resources that they can expend. Insight points and skill points are spent during the character creation and leveling process, while all other resources are spent throughout the in-game time. Many resources can be regained by resting (see Resting, page 28).

Attunement Points

You can use **attunement points** to **attune** to effects such as spells or items (see Attunement, page 15). Abilities that require attunement have the **Attune** tag (see Ability Tags, page 16).

A 1st level character typically has 1 **attunement point**. At higher levels, you gain additional **attunement points** (see Character Advancement, page 30). 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 28.

Fatigue

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

Fatigue Points

Your level of fatigue is measured with **fatigue points**. A number of abilities and attacks can cause you to gain fatigue points.

Fatigue Tolerance

You can gain a number of **fatigue points** equal to 2 + your base Constitution + your base Willpower without suffering any consequences (minimum 0). This value is called your **fatigue tolerance**. Some abilities can modify your fatigue tolerance.

Fatigue Penalty

You take a penalty to **accuracy** and **checks** equal to the number of fatigue points you have – your **fatigue tolerance**. This penalty is called your **fatigue penalty**. If you have a fatigue penalty of at least –1, you are **fatigued**.

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**, you remove all of your **fatigue points**.

Hit Points

Your **hit points** measure how hard you are to seriously injure or kill. Whenever you take damage that is not prevented by your **resistances**, you lose that many hit points (see Taking Damage, page ??). If you lose a lot of hit points at once, you can gain a **vital wound** (see Vital Threshold, page 11). Whenever you take damage that would reduce your hit points below 0, you gain a **vital wound** and your hit points stay at 0. Once you reach 0 hit points, you can die quickly from any additional damage.

The number of hit points you have is based on the sum of your level and your base Constitution, as defined in Table 1.5: Hit Points (page 19). 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 a single hit point 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

Table 1.5: Hit Points

Level + Base Con	Hit Points
–1 or lower	9
0	10
1	11
2	12
3	13
4	15
5	17
6	19
7	22
8	25
9	28
10	31
11	35
12	39
13	44
14	50
15	56
16	63
17	70
18	78
19	88
20	100
21	112
22	125
23	140
24	155
25+ ¹	—

1. For each point beyond 24, a creature increases its maximum hit points by 15.

luck runs out eventually.

Regaining Hit Points

Some abilities cause you to regain lost hit points. For example, the *recover* ability allows you to regain half your maximum hit points (see Recover, page 27). You can’t normally exceed your maximum hit points, even with magical healing.

Limitations: Multiple effects that cause you to regain hit points in the same round do not stack. Instead, you only apply the highest total healing value. For example, if an effect caused you to regain one hit point during the action phase, and a second effect caused you to regain two hit points during the delayed action phase, you would regain one hit point during each phase for a total of two hit points.

Timing: If you regain hit points and lose hit points in the same phase, the two values offset before checking other effects or limitations on the healing or damage. For example, if you were at one hit point and both regained two hit points and lost two hit points simultaneously, you would not receive a vital wound for dropping below 0 HP. Instead, you would simply be at one hit point after both the healing and damage were applied. Similarly, if you were at your maximum hit points and both regained and lost two hit points simultaneously, you would still be at your

maximum hit points.

Insight Points

You can spend **insight points** to learn new special abilities. You normally have a number of **insight points** equal to 2 + your base 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 34).
- You can spend an **insight point** to gain two **skill points**.
- You can spend an **insight point** to gain proficiency in an additional **usage class** of armor (light, medium, or heavy).
- 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.

In addition, every class has at least one way to spend **insight points** to learn additional abilities. The list of ways to spend **insight points** on class abilities is given below.

- Barbarian: Primal maneuvers
- Cleric: Divine spells
- Druid: Nature spells, wild aspects
- Fighter: Battle tactics, martial maneuvers
- Mage: Arcane spells
- Monk: Estoric maneuvers, ki manifestations
- Paladin: Divine spells
- Ranger: Hunting styles, wild maneuvers
- Rogue: Trick maneuvers
- Warlock: Pact spells

Skill Points

You can spend **skill points** to gain training in skills (see Skills, page 93). You normally have a number of **skill points** equal to 6 + twice your base Intelligence. Some other abilities, such as the rogue *skill lore* ability, can grant additional skill points (see Skill Lore, page 78).

Character Statistics

This section explains how character statistics, such as how strong you are or how accurate your attacks are, should be calculated.

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 your level + half your base Perception. In addition to this base number, your accuracy can include any number of bonuses and penalties from other sources.

Proficiency: Each creature is **proficient** with a number of weapons. For details about the weapons you can be proficient with, see Weapons, page 208. Your proficiencies are primarily determined by your class, but some abilities also grant proficiency with additional weapons. If you make an attack with a

weapon you are not proficient with, you take a -2 penalty to accuracy.

Power

Your **power** with an ability is a general measure of how strong the ability's effect is. Many abilities have stronger effects depending on your power, but not all. Your power with an ability normally depends on whether it is **magical** or **mundane**. Some abilities specify an unusual method of determining your power with them in their descriptions.

Magical Abilities: Your power with magical abilities is normally equal to half your Willpower.

Mundane Abilities: Your power with mundane abilities is normally equal to half your Strength.

Damage

Many attacks deal damage when they hit. In general, most damaging attacks deal an amount of damage determined by rolling some number of dice and adding some multiplier of your power. The details are given in each attack's description.

Dealing Damage, Taking Damage, and Losing Hit Points: You deal damage whenever you hit with a damaging attack, regardless of whether the damage is **resisted** by the target's **resistances** (see Resistances, page 21). Likewise, you take damage whenever anything deals damage to you. However, you only lose hit points if the damage is not mitigated by your **resistances**. Many special abilities require the target to lose hit points from a damaging attack, which does not happen if the damage is resisted.

Dice Increments

Many attacks deal damage based on the result rolled from a pool of dice. Many abilities can increase or decrease your damage. Some modifiers add or subtract flat values from the damage you deal. Others add or subtract **dice increments**. 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 damage dice reach 8d10, each additional die increment simply adds an additional 10 flat damage.

Defenses

Usually, when you are attacked, the attacker has to make an **attack roll** against a specific defense. If the attack roll is at least as high as that defense, the attack succeeds.

- **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 deadly spells.
- **Mental defense:** Your Mental defense protects you from attacks you have to mentally endure or resist, such as terrifying creatures and magical manipulation.

Defense Values

Your defenses are calculated in the following way:

- **Armor:** Level + base Dexterity + class defense bonus + defense bonuses from equipped body armor and shield
- **Fortitude:** Level + base Constitution + class defense bonus
- **Reflex:** Level + base Dexterity + class defense bonus
- **Mental:** Level + base Willpower + class defense bonus

In addition to the normal calculation, each defense may have additional bonuses or penalties applied by various abilities.

Class Bonuses: Each class provides bonuses to some combination of Armor, Fortitude, Reflex, and Mental defenses.

Natural Armor: Creatures with unusually tough skin or thick hide, including most monsters, gain bonuses to their Armor defense. These bonuses stack with any armor such creatures might wear.

Resisting Attacks

If an attack fails against you, you almost always suffer 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. The Spell sense skill can be used to learn about failed **magical** attacks against you (see Spell sense, page 117).

Lowering Defenses: When you are subject to an attack that you are aware of, you can voluntarily lower your defenses against the attack. If you do, your defense is treated as 0 against the attack.

Encumbrance

Your encumbrance is a value that represents how much you are burdened by armor and weight. You apply your encumbrance as a penalty to all Strength and Dexterity-based checks you make.

You can increase your encumbrance by wearing armor or by carrying an excessive weight (see Carrying Capacity, page 251). In addition, you reduce your total encumbrance from **armor** by an amount equal to your base Strength, to a minimum of 0. You apply this reduction to the total encumbrance applied by all armor you wear, not individually for each piece of armor.

Resting in armor is difficult. If you take a **long rest** while you have any encumbrance, you wake up with a number of **fatigue points** equal to the value of your encumbrance. In addition, only half the time you spend sleeping counts as sleep for the purpose of determining your fatigue (see Sleep and Fatigue, page 29).

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 9. Your bonus on **initiative** checks is normally equal to your Dexterity or Perception, whichever is higher.

Movement-Based Initiative: When making **initiative** checks to determine the success of movement, having a faster movement speed is helpful (see Movement and Positioning, page 11). For every 5 feet of movement you would have available after completing your movement, you gain a +2 bonus to any initiative checks necessary to determine whether your movement succeeds. Regardless of whether your initiative check succeeds or fails, you cannot use that “excess” movement to move after making such an initiative check.

Resistances

Creatures can have a resistance to particular damage types. Whenever you take damage, you first apply that damage to your resistance against that damage type before applying it to your hit points. You reduce your remaining resistance by an amount equal to the damage you take. If the damage is less than your remaining resistance, the damage is **resisted**, and you do not lose any hit points. If the damage is more than your resistance, your resistance is reduced to 0 and you lose hit points equal to the excess damage.

Essentially, resistances function like extra hit points that are always subtracted before you start losing actual hit points. Many attacks have specific consequences if you lose hit points from them, and resistances can protect you from those consequences.

You restore all of your resistances to their full values whenever you take a **short rest**. Resistances cannot be restored by effects that cause creatures to regain hit points. Some specific special abilities can restore resistances.

Noticing Resistances: In general, it is impossible to determine whether a creature has resistances simply by observing them unless there are obvious visual cues like armor. 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 rating** 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 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.

Common Resistance Sources: All creatures have a resistance to **physical damage** equal to their Constitution, and a resistance to **energy damage** equal to their Willpower. Body armor provides additional resistance bonuses, and many special abilities also increase resistances.

Stacking Magic Bonuses: A **magic bonus** to a specific type of resistance does not stack with a **magic bonus** to a more general resistance if both apply. For example, if you have a **magic bonus** to resistances against energy damage and another **magic bonus** to resistances against fire damage, you only use the higher of the two when you take fire damage.

Circumstances, Bonuses, and Penalties

Many effects can grant bonuses or penalties to actions you take.

Size in Combat

Your size affects your **space** and **reach** in combat, your **base speed**, your base attributes, and how easily you are **overwhelmed** (see Overwhelm, page 23). These effects are shown on Table 1.6: Size in Combat.

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. Enemies within a creature's reach are considered **threatened** (see Overwhelm, page 23).

Base Speed

A creature's **base speed** is the distance that it can usually move. In addition to a base speed, most creatures have specific **movement modes** that allow them to move in particular ways. 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 their base speed. There are other movement modes that can allow creatures to move in different ways. For example, most birds have a **fly speed**, which allows them to move through the air. For details about other speeds, see Movement Modes, page 12.

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 118). 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. You can fit four Tiny creatures in a square, twenty-five Diminutive creatures, or 100 Fine creatures.

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. Since they have no natural reach, they do not threaten the squares around them.

If a creature without a natural reach uses a Long weapon, it gains no benefits or penalties (see Long Weapon, page 210).

Movement: Creatures three 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 210).

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

Immunities: Creatures at least three 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 or by using ranged weapons, you can get critical hits normally.

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 rating** of the task, or the defense of the attacked crea-

Table 1.6: Size in Combat

Size	Space ¹	Reach ¹	Base Speed	Strength Modifier ²	Dexterity Modifier ²	Example Creature
Fine	1/2 ft.	0	10 ft.	-4	+4	Fly
Diminutive	1 ft.	0	15 ft.	-3	+3	Toad
Tiny	2-1/2 ft.	0	20 ft.	-2	+2	Cat
Small	5 ft.	5 ft.	25 ft.	-1	+1	Halfling
Medium	5 ft.	5 ft.	30 ft.	—	—	Human
Large (tall)	10 ft.	10 ft.	40 ft.	+1	-1	Ogre
Large (long)	10 ft.	5 ft.	40 ft.	+1	-1	Horse
Huge (tall)	15 ft.	15 ft.	50 ft.	+2	-2	Cloud giant
Huge (long)	15 ft.	10 ft.	50 ft.	+2	-2	Bulette
Gargantuan (tall)	20 ft.	20 ft.	60 ft.	+3	-3	50-ft. animated statue
Gargantuan (long)	20 ft.	15 ft.	60 ft.	+3	-3	Kraken
Colossal (tall)	25+ ft.	25+ ft.	70 ft.	+4	-4	Colossal animated object
Colossal (long)	25+ ft.	25+ ft.	70 ft.	+4	-4	Great wyrm red dragon

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

2. Applies to base attribute value. These modifiers only apply to creature that naturally have the given size, without any temporary modifiers.

ture.

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.

Overwhelm

When you are being attacked by multiple foes at once, you are less able to defend yourself. If there are at least two creatures threatening you, you take a -2 penalty to your Armor and Reflex defenses. If every space adjacent to you contains a creature threatening you, this penalty increases to -4. This penalty is called an **overwhelm penalty**. If you are suffering at least a -1 overwhelm penalty, you are **overwhelmed**.

Size Differences

Small creatures are less overwhelming in combat. Creatures one **size category** smaller than you only count as half a creature for the purpose of determining your **overwhelm penalty**. Creatures two **size categories** smaller than you count as one quarter of a creature. Creatures three or more **size categories** smaller than you do not contribute to your **overwhelm penalty** at all.

Range Increments

Most **mundane** ranged attacks are less accurate against distant targets. This is represented with a **range increment** for the attack, which is always measured in feet. You take a -1 penalty to accuracy with the ranged attack for each full range increment between you and your target. For example, when using a longbow with a range increment of 100 feet against a target 170 feet away, you take a -1 penalty to accuracy. You cannot make a ranged attack beyond 10 range increments away from you.

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 118).

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**. A creature or object with concealment from you gains a +2 bonus to Armor defense. The concealment bonus does not apply if you can't see your opponent (such as if you close your eyes). 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. Its base Dexterity is treated as -10 for the purpose of determining its Armor and Reflex defenses. Paralyzed, bound, and unconscious creatures are helpless. A helpless creature does not take additional defense penalties for being **unaware**.

Invisibility

If it is impossible to see your target, you can't attack him normally. However, you can attack a square that you think it occupies. An attack into a square occupied by an invisible enemy has a 50% miss chance. If an adjacent invisible creature strikes you, you can automatically identify the square it occupied when it struck you.

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 **unaware** until that point.

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 rating** 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 threatening 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 threaten 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, depending on the nature of the mount.

Combat while Mounted: With a **difficulty rating** 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 penalty to accuracy with ranged strikes. If your mount uses the *sprint* ability, this penalty increases to -4 (see *Sprint*, page 27).

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. You are not proficient with your unarmed attack, so you are usually **defenseless** while unarmed. In addition, an unarmed attack always deals **subdual damage**. 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 25).

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.

Underwater Combat

Land-based creatures have considerable difficulty when fighting in water. You take a -4 penalty to **accuracy** with **mundane** attacks, Strength and Dexterity-based **checks**, and Armor and Reflex defenses. In addition, all ranged attacks with a **range increment** are considered to have a **range increment** of 5 feet, regardless of the attack's normal range increment or any other modifiers.

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.

All strikes are **mundane** abilities. Your **accuracy** with a strike is equal to your normal accuracy (see Accuracy, page 20). Your **damage** with a strike is determined by your mundane **power** and the weapon you hit with (see Strike Damage, page 25).

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 26.

Melee Strike

Target: One creature or object within your weapon's **reach** (see text)

Choose one **melee weapon** that you can attack with. The target must be within your reach with that weapon. Make an attack with that weapon against the target's Armor defense.

Hit: The target takes damage from the weapon (see Strike Damage, page 25).

Critical Hit: The target takes double damage from the weapon, as normal for critical hits (see Critical Hits, page 10).

Projectile Strike

Target: One creature or object within ten **range increments** of you (see text)

Choose one **projectile weapon** that you can attack with. The target must be within ten **range increments** of you with that weapon. Make an attack with that weapon against the target's Armor defense. The attack takes a -1 penalty to **accuracy** for each full **range increment** between you and the target.

Hit: The target takes damage from the weapon (see Strike Damage, page 25).

Critical Hit: The target takes double damage from the weapon, as normal for critical hits (see Critical Hits, page 10).

Thrown Strike

Target: One creature or object within five **range increments** of you (see text)

Choose one **thrown weapon** you can attack with. The target must be within five **range increments** of you with all chosen weapons. Make an attack with that weapon against the target's Armor defense. The attack takes a -1 penalty to **accuracy** for each full **range increment** between you and the target.

Hit: The target takes damage from the weapon (see Strike Damage, page 25).

Critical Hit: The target takes double damage from the weapon, as normal for critical hits (see Critical Hits, page 10).

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 **power** with mundane abilities to determine their damage.

Weapon damage dice are defined in the Equipment chapter (see Weapons, page 208). 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 20.

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

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

Table 1.7: Special Combat Abilities

Ability	Defense	Brief Description
Charge ¹	Armor	Move and attack
Desperate Exertion ²	—	Gain a bonus on a single roll
Dirty Trick	Any	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
Trip	Ref	Trip a foe

1. This ability gives you a **fatigue point** when used.

Charge

Move up to your speed in a single straight line. At the end of your movement, if you are at least 10 feet from your original location, you can make a melee **strike** from your new location.

After you use this ability, you gain a **fatigue point**.

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

Swift

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**). 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.

When you use this ability, after resolving the rerolled attack or check, you gain two **fatigue points** (see Fatigue, page 19).

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

Dirty Trick

Target: One creature within your **reach**

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.

Make a melee attack with a free hand against the target's Fortitude or Reflex defense. The target uses whichever defense is appropriate to the nature of the trick you describe.

On a hit, as a **condition**, the target suffers a -2 penalty to one of the following statistics: **accuracy** with **mundane** abilities, Armor defense, Fortitude defense, Reflex defense, or Mental defense.

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

Disarm

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 Armor 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 (such as a ring or shield), you can choose to knock it loose. 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

Target: One creature within your **reach**

Make a melee attack with a free hand against the target's Fortitude and Reflex defenses.

On a hit against both defenses, you and the target are **grappled** by each other. For details, see Grappling, page 27.

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.

Offhand Strike

Choose one non-heavy weapon you can attack with. You cannot use this ability unless you also make a **strike** with a different weapon during the same phase.

Make a **strike** with your chosen weapon. You take a -2 penalty to **accuracy**, 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

Move up to your movement speed. 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. You use your Strength in place of your Perception to determine your **accuracy** with this attack. In addition, for each size category larger or smaller than the target that you are, you gain a +4 bonus or penalty to **accuracy**.

On a hit, you can move through each target's space, though you treat it as **difficult terrain**. On a critical hit, each target is knocked **prone**, and you do not treat its space as **difficult terrain** when you move through it. On a miss, you fall **prone** and end your movement immediately.

After you use this ability, you gain a **fatigue point**.

Recover: You can use the *recover* ability as a standard action. As long as you are conscious, no effect can prevent you from using this ability, even effects that prohibit using any other abilities.

Recover**Swift**

When you use this ability, you gain a **fatigue point** (see *Fatigue*, page 19).

You regain half of your maximum **hit points** (rounded down). In addition, you remove all **conditions** affecting you. This cannot remove a condition applied during the current round.

After you use this ability, you cannot use it again until you take a **short rest**. Because this is a **Swift** ability, this healing and condition removal happens before you suffer the effects of attacks in the current phase.

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

Shove

Make a melee attack with a free hand against a creature's Fortitude defense. You use your Strength in place of your Perception to determine your **accuracy** with this attack. In addition, for each size category larger or smaller than the target that you are, you gain a +4 bonus or penalty to **accuracy**.

On a hit, you **push** the target up half to your movement speed. You can move the same distance that you push the target.

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

Sprint

You move up to double your normal movement speed. After you use this ability, you gain a **fatigue point**.

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

Struggle

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.

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

Total Defense**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

Make a melee attack with a free hand against a creature's Reflex defenses. For each size category smaller than the target that you are, you take a -4 penalty to **accuracy**.

On a hit, the target becomes **prone**.

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 28

- You must use a free hand (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer

a -10 penalty to accuracy with all **mundane** attacks until you have a free hand.

- You take a -4 penalty to accuracy with weapons that are not **light weapons**, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast **spells** or perform **rituals** with **somatic components**.
- You cannot normally move from your location (but see the *move grapple* ability, below).

Grapple Actions

While grappled, you can use four special abilities to try to affect the grapple. For all grapple actions, you can use your Strength in place of your Perception to determine your **accuracy**.

Bind Foe: As a standard action, you can use the *bind foe* ability to bind a foe you are grappling in restraints.

Bind Foe

You must have physical restraints, such as rope, in hand to use this ability (in addition to the free hand required to grapple).

Make an attack vs. Fortitude and Reflex against a creature who is grappled by you. If you have the time, you can **take 10** on this attack to secure bindings on a helpless foe, including a foe rendered helpless through this attack.

Hit: The target is bound, rendering it **helpless** and effectively **paralyzed**. The only physical actions a bound creature can take are to escape or break the bindings. Escaping the bindings requires an attack or Flexibility check which beats the attack result made to bind the creature. Breaking the bindings requires making a Strength check sufficient to break the item used to bind the creature.

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

Escape Grapple

Make an attack vs. Reflex against every creature that you are grappled by.

Hit: You are not grappled by each target, and each target is not grappled by you.

Move Grapple: As a **move action**, you can use the *move grapple* ability to move yourself and all creatures you are grappling with.

Move Grapple

Make an attack vs. Fortitude against every creature grappled by you. If a target also uses this ability to affect you during the same phase, you compare your attack result against its attack result instead of against its Fortitude defense.

If you hit every target or beat every target's attack result, you can move yourself and all other creatures grappled by you a distance up to half your speed.

Pin: As a standard action, you can use the *pin* ability to further restrict the actions of a creature you are grappling with.

Pin

Make an attack vs. Fortitude and Reflex against a creature who is grappled by you. This ability requires two free hands to use.

Hit: The target is completely immobile as long as you use two free hands to hold it still. The only physical action the target can take is the *escape grapple* ability (see above), though it can take mental actions. At your discretion, you can cover the mouth of a pinned creature to prevent it from speaking. You may release the target as a **free action**, ending this effect.

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.

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.

Short Rest

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

- You regain all of your **hit points**.
- You regain any **attunement points** you released from **attuned** abilities (see Attunement, page 15).
- 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 36).

Long Rest

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

- You make progress towards removing one of your vital wounds (see Removing Vital Wounds, page 10). The Medicine skill can increase this healing (see Accelerate Recovery, page 111).
- You remove all of your **fatigue points**.
- Some other abilities have specific effects that last until you take a long rest.

Special Rules

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 effects that change a creature's **size category** do not stack. If multiple 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

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. For example, if you make an attack that deals double damage and you get a critical hit, you deal triple damage.

Real-World Values: Values that are “real”, such as movement and distance, are an exception. Any real value has a unit that it measures, such as feet. Abstract values, such as bonuses and penalties to attacks and checks, do not have units. If you double a real-world value twice, it becomes four times as large.

Changing Statistics

Your modifiers and defenses can change for many reasons. In general, all changes take effect immediately, though some side effects of those changes may not happen until you rest or level up.

Numerical Modifiers: Changes to numerical modifiers always take effect immediately. For example, if a barbarian enters a

rage, their damage and defenses are all adjusted immediately.

Skill Points: Effects that change a character's skill points take effect immediately. However, the character cannot spend additional skill points on new skills until they level up. If a character's total skill points are decreased below their currently spent skill points, they immediately lose training from skills until their spent skill points are equal to their total skill points.

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 107).

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.

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 rating** of an Awareness check to hear this sound for a Medium creature or object is 10. This difficulty rating 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 Carrying Capacity, page 251). 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.

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 1.8: Character Advancement.

- A character that increases in level gains additional benefits.
- At 2nd level, and every 3 levels thereafter, you gain an additional **attunement point** (see Attunement Points, page 18).
 - At 3rd level, and every 6 levels thereafter, you gain a **legacy item** upgrade (see Legacy Items, page 250).
 - At 4th level, and every 3 levels thereafter, your maximum **archetype rank** increases (see Archetype Ranks, page 34).

Table 1.8: Character Advancement

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

1. This is your maximum rank in your class archetypes (see Archetype Ranks, page 34).
2. This is the number of abilities you gain with your **legacy item** (see Legacy Items, page 250).
3. This is the number of **attunement points** you have (see Attunement Points, page 18).

Leveling Up

- When you gain a level, the following things happen:
- Your **hit points** increase (see Table 1.5: Hit Points (page 19)).
 - Your **accuracy** increases by 1 (see Accuracy, page 20)
 - All of your **defenses** increase by 1 (see Defenses, page 21)
 - You gain an additional **archetype rank** (see Archetypes,

- page 34)
- Some of your **attributes** increase (see Increasing Attributes With Level, page ??)
 - Some of your skill modifiers increase by 1 (see Skill Modifier, page 93)

Chapter 2

Species

Each character has a species.

Species Traits

Species and Languages

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a language unique to its species, as appropriate. For each point of Intelligence a character has at 1st level, they also know one additional language of their choice. See Linguistics, page 110, for details about languages.

Small Characters

A Small character has the following effects based on their size.

- -1 penalty to starting Strength.
- +1 bonus to starting Dexterity.
- +2 bonus to the Stealth skill (see Stealth, page 118).

In addition, a Small character generally has a move speed five feet slower than a Medium character. A Small character must also use smaller weapons than a Medium character.

Species Descriptions

Humans

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 20).
- *Skilled:* Humans gain two additional **skill points**. They can spend those skill points on any skills (see Skills, page 93).

Automatic Language: Common.

Dwarves

Size: Medium.

Attributes: +1 starting Constitution, -1 starting Dexterity.

Speed: 25 feet.

Special Abilities:

- *Darkvision:* Dwarves can see in the dark clearly up to 50 feet. Darkvision does not function if a dwarf is in a brightly lit area, and does not resume functioning until the end of the next round after the dwarf leaves the brightly lit area.
- *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 215).
- *Earthen Crafting:* Dwarves gain a +2 bonus to the Craft (metal) and Craft (stone) skills.

Automatic Languages: Common, Dwarven.

Elves

Size: Medium.

Attributes: +1 starting Dexterity, -1 starting Constitution.

Speed: 30 feet.

Special Abilities:

- *Elven Serenity:* Elves gain a +1 bonus to Mental defense and reduce their **focus penalty** by 1.
- *Keen Senses:* Elves gain a +2 bonus to the Awareness skill (see Awareness, page 96).
- *Low-light Vision:* Elves treat sources of light as if they had double their normal illumination range.
- *Sure-Footed:* Elves gain a +2 bonus to the Agility skill (see Agility, page 95).
- *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.

Gnomes

Size: Small. This gives several benefits and penalties, as described at Small Characters, page 32.

Attributes: +1 starting Constitution, -1 starting Strength. This replaces the normal bonuses and penalties to attributes from

being Small.

Speed: 25 feet.

Special Abilities:

- *Fae Light* (Magical): A gnome can use the *fae light* ability as a **standard action**.

Fae Light **Attune** (self)
A Tiny glowing orb appears at a location within Medium (100 ft.) range. It sheds pale, **bright illumination** in a Medium (20 ft.) radius, and **shadowy illumination** for an additional 20 feet. The orb is intangible, and cannot be moved once placed.

- *Low-light Vision*: Gnomes treat sources of light as if they had double their normal illumination range.
- *Tinker*: Gnomes gain a +2 bonus to two Craft skills of their choice (see Craft, page 101).

Automatic Languages: Common, Gnome.

Half-Elves

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Diplomatic*: Half-elves gain a +2 bonus to the Persuasion skill.
- *Dual Heritage*: For all effects related to species, a half-elf is considered both a human and an elf.
- *Low-light Vision*: Half-elves treat sources of light as if they had double their normal illumination range.
- *Skilled*: Half-elves gain two additional **skill points**. They can spend those skill points on any skills (see Skills, page 93).

Automatic Languages: Common, Elven.

Half-Orcs

Size: Medium.

Attributes: +1 starting Strength, -1 starting Intelligence.

Speed: 30 feet.

Special Abilities:

- *Darkvision*: Half-orcs can see in the dark clearly up to 50 feet. Darkvision does not function if a half-orc is in a brightly lit area, and does not resume functioning until the end of the next round after the half-orc leaves the brightly lit area.
- *Dual Heritage*: For all effects related to species, a half-orc is considered both a human and an orc.
- *Flexible*: Half-orcs gain an additional **insight point**. Insight points can be spent to learn new special abilities (see Insight Points, page 20).
- *Intimidating*: Half-orcs gain a +2 bonus to the Intimidate skill (see Intimidate, page 108).

Automatic Languages: Common, Orc.

Halflings

Size: Small. This gives several benefits and penalties, as described at Small Characters, page 32.

Attributes: Being Small gives halflings a -1 penalty to starting Strength and a +1 bonus to starting Dexterity.

Speed: 25 feet.

Special Abilities:

- *Nimble Combatant*: Halflings gain a +1 bonus to Armor defense.
- *Stout-Hearted*: Halflings gain a +1 bonus to Mental defense.
- *Sure-Footed*: Halflings gain a +2 bonus to the Agility skill (see Agility, page 95).

Automatic Languages: Common, Halfling.

Chapter 3

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.

Archetypes

Each class has a number of **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 have an **archetype rank** associated with each archetype you have.

Archetype Ranks

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 3.1: Archetype Ranks by Level. This minimum level is included in each class table as a reminder.

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.

Table 3.1: Archetype Ranks by Level

Archetype Rank	Minimum Level
1	1
2	4
3	7
4	10
5	13
6	16
7	19

Multiclass Characters

You can spend two **insight points** to become a **multiclass** character (see Insight Points, page 20). If you do, choose a class other than your base 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 exchange any number of your basic class abilities, such as weapon proficiencies, for the corresponding abilities of that class.
- If that class has any class abilities which are not part of an archetype, such as a druid’s *metal abhorrence* ability, you gain those abilities.
- You may gain one **archetype** from your that class in place of one **archetype** from your base class.

You may gain access to multiple classes in this way, spending two **insight points** for each class.

Class Introductions

There are nine classes in Rise.

- Barbarians are mighty warriors who draw power from their physical prowess.
- Clerics are divine spellcasters who draw power from their veneration of a 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 variety.
- Monks are agile masters of “ki” who hone their personal

- abilities to strike down foes and perform supernatural feats.
- Paladins are divinely empowered warriors embody 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 dark pact made with infernal creatures.
- Wizards are arcane spellcasters who study magic to unlock its powerful secrets.

Class Description Format

Each class is described from the perspective of a member of that class, using “you” in the description.

Class Table: The class's table describes the special abilities a member of that class gains at each level, assuming they have all of that class's **archetypes**.

Alignment: Some classes require specific alignments (see Alignment, page 204). 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 93). These skills are called **class skills**. It is easier to become **mastered** in class skills than in other skills. For details, see Skill Training, page 93.

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 the physical strength of their bodies. A typical barbarian is strong, fast, and durable - and a terrifying threat for their unfortunate enemies to behold. They are more inclined to chaos than law, and often have little respect for civilized society, though they may respect authorities with the power to back up their claims. They tend to forgo defense in favor of offense, trusting their physical durability to keep them in the fight. Barbarians have limited utility outside of combat, though their physical prowess often gives them high physical skills.

Alignment: Any.

Archetypes: Barbarians have the Battlerager, Battleforged Resilience, Outland Savage, and Primal Warrior **archetypes**.

Basic Class Abilities

If you are a barbarian, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +2 Armor, +6 Fortitude, +4 Reflex, +3 Mental.

Skills

You have the following **class skills**:

- Strength*: Climb, Jump, Swim.
- Dexterity*: Agility, Flexibility, Ride.
- Constitution*: Endurance.
- Intelligence*: Craft, Medicine.
- Perception*: Awareness, Creature Handling, Survival.
- Other*: Deception, Intimidate, Persuasion, Profession.

Weapon Proficiencies

You are proficient with simple weapons and any two other **weapon groups**.

Armor Proficiencies

You are proficient with light and medium armor.

Table 3.2: Barbarian Progression

Rank	Min Level	Battleforged Resilience	Battlerager	Outland Savage	Primal Warrior
0	—	Endurance	Seething anger	Savage instincts	Primal might
1	1	Battle-scarred	Rage	Fast movement	Primal maneuvers
2	4	Unbattered resilience	Insensible anger	Savage precision	Maneuver rank (2), primal force
3	7	Greater endurance	Greater seething anger	Savage force	Maneuver rank (3), glancing strikes
4	10	Greater battle-scarred	Greater rage	Greater fast movement	Maneuver rank (4), primal maneuver
5	13	Greater unbattered resilience	Greater insensible anger	Greater savage precision	Maneuver rank (5), greater primal force
6	16	Supreme endurance	Supreme seething anger	Greater savage force	Maneuver rank (6), greater primal might
7	19	Supreme battle-scarred	Supreme rage	Supreme fast movement	Maneuver rank (7), primal maneuver

Battleforged Resilience

This archetype improves your durability in combat.

Rank 0 – Endurance

You gain a +1 bonus to your **fatigue tolerance**.

Rank 1 – Battle-Scarred

You gain a bonus equal to twice your rank in this archetype to your **resistance** against **physical damage** (see Resistances, page 21).

Rank 2 – Unbattered Resilience

At the end of each round, if you did not resist any physical damage that round, you regain physical damage resistance equal to your rank in this archetype.

Rank 3 – Greater Endurance

The bonus from your *endurance* ability increases to +2. In addition, you increase your maximum **hit points** by an amount equal to your rank in this archetype.

Rank 4 – Greater Battle-Scarred

The bonus from your *battle-scarred* ability increases to be equal to three times your rank in this archetype.

Rank 5 – Greater Unbattered Resilience

The amount of physical damage resistance you regain with your *unbattered resilience* ability increases to twice your rank in this archetype.

Rank 6 – Supreme Endurance

The bonus from your *endurance* ability increases to +3. In addition, the hit point increase from your *greater endurance* ability increases to be equal to twice your rank in this archetype.

Rank 7 – Supreme Battle-Scarred

The bonus from your *battle-scarred* ability increases to be equal to four times your rank in this archetype.

Battlerager

This archetype grants you a devastating rage, improving your combat prowess.

Rank 0 – Seething Anger

You gain a +2 bonus to the Intimidate skill and a +1 bonus to Mental defense.

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, Attune (self), Swift

For the duration of this ability, you gain the following benefits and drawbacks:

- You gain a bonus equal to twice your rank in this archetype to your **power** with **mundane** abilities.
- Your current **hit points** increase by an amount equal to three times your rank in this archetype. This can allow your current hit points to exceed your normal maximum hit points. When this effect ends, you take physical **subdual damage** equal to the hit points you gained this way.
- 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 **Focus** abilities of any kind.
- At the end of each round, if you did not make a **mundane** attack that round, this ability ends.

Rank 2 – Insensible Anger

You reduce your maximum hit points by an amount equal to twice your rank in this archetype. In exchange, you gain a bonus equal to twice your rank in this archetype to your **resistances** against both **physical damage** and **energy damage** (see Resistances, page 21).

Rank 3 – Greater Seething Anger

The Intimidate skill bonus from your *seething anger* ability increases to +4. In addition, the Mental defense bonus from that ability increases to +2.

Rank 4 – Greater Rage

You gain a +1 bonus to **accuracy** during your *rage* ability. In addition, the number of hit points you gain from that ability increases to four times your rank in this archetype.

Rank 5 – Greater Insensible Anger

The hit point reduction and resistance bonuses from your *insensible anger* ability both increase to be equal to three times your rank in this archetype.

Rank 6 – Supreme Seething Anger

The Intimidate skill bonus from your *seething anger* ability increases to +6. In addition, the Mental defense bonus from that ability increases to +3. Finally, you become immune to **Compulsion** effects.

Rank 7 – Supreme Rage

When you use your *rage* ability, you can grow by one **size category**. In addition, the **accuracy** bonus from your *greater rage* ability increases to +2.

Outland Savage

This archetype improves your mobility and combat prowess with direct, brutal abilities.

Rank 0 – Savage Instincts

You gain a +2 bonus to **initiative** checks and a +1 bonus to Reflex defense.

Rank 1 – Fast Movement

You gain a +10 foot bonus to your **base speed**.

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*, *shove*, and *trip* abilities, as well as with grapple actions (see Special Combat Abilities, page 25, and Grapple Actions, page 28). In addition, you gain a +2 bonus to **accuracy** with those abilities.

Rank 3 – Savage Force

You gain a +1d bonus to your damage with all weapons.

Rank 4 – Greater Fast Movement

The speed bonus from your *fast movement* ability increases to +20 feet. In addition, you gain a +2 bonus to Reflex defense.

Rank 5 – Greater Savage Precision

The accuracy bonus from your *savage precision* ability increases to +4. In addition, choose one of the following **weapon tags** (see Weapon Tags, page 209): Disarming, Forceful, Grappling, or Tripping. You may treat all weapons you wield as if they had your chosen weapon tag.

Rank 6 – Greater Savage Force

The bonus from your *savage force* ability increases to +2d.

Rank 7 – Supreme Fast Movement

The speed bonus from your *fast movement* ability increases to +30 feet. In addition, the Reflex defense bonus from your *greater fast movement* ability increases to +4.

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 – Primal Maneuvers

You can channel your primal energy into ferocious attacks. You learn two **maneuvers** from the primal maneuver list (see Primal Maneuvers, page 122). You can also spend **insight points** to learn one additional **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

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 – Maneuver Rank

You become a rank 2 primal maneuverist. 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 – Maneuver Rank

You become a rank 3 primal maneuverist. This gives you access to maneuvers that require a minimum rank of 3 and can improve the effectiveness of your existing maneuvers.

Rank 3 – Glancing Strikes

Whenever you miss by 2 or less with a **strike**, the target takes half damage from the strike. This is called a **glancing blow**.

Rank 4 – Maneuver Rank

You become a rank 4 primal maneuverist. This gives you access to maneuvers that require a minimum rank of 4 and can improve the effectiveness of your existing maneuvers.

Rank 4 – Primal Maneuver

You learn an additional primal **maneuver** (see Primal Maneuvers, page 122).

Rank 5 – Maneuver Rank

You become a rank 5 primal maneuverist. This gives you access to maneuvers that require a minimum rank of 5 and can improve the effectiveness of your existing maneuvers.

Rank 5 – Greater Primal Force

The bonus from your *primal force* ability increases to +2d.

Rank 6 – Maneuver Rank

You become a rank 6 primal maneuverist. This gives you access to maneuvers that require a minimum rank of 6 and can improve the effectiveness of your existing maneuvers.

Rank 6 – Greater Primal Might

The bonuses from your *primal might* ability increase to +2.

Rank 7 – Maneuver Rank

You become a rank 7 primal maneuverist. This gives you access to maneuvers that require a minimum rank of 7 and can improve the effectiveness of your existing maneuvers.

Rank 7 – Primal Maneuver

You learn an additional primal **maneuver** (see Primal Maneuvers, page 122).

Cleric

Clerics are divine spellcasters that draw power from their worship of a specific deity. Divine magic tends to be more subtle than other forms of magic, and focuses more on aiding yourself and allies than destroy foes with flashy bursts. A cleric's deity often grants them influence over specific aspects of the world that the deity has purview over, aligning the cleric's power more closely with that of the deity. Some clerics pursue a path of healing, allowing them to keep themselves and their allies healthy through dangerous trials. These clerics are commonly found in temples of their gods, tending to the needs of their fellow followers or the wider community.

Alignment: Your alignment must be within one step of your deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both).

Archetypes: Clerics have the Divine Magic, Domain Influence, and Divine Spell Mastery **archetypes**.

Basic Class Abilities

If you are a cleric, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +2 Armor, +4 Fortitude, +3 Reflex, +6 Mental.

Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Knowledge (arcana, local, religion, the planes), Linguistics, Medicine.
- *Perception*: Awareness, Social Insight, Spellsense.
- *Other*: Deception, Intimidate, Persuasion, Profession.

Weapon Proficiencies

You are proficient with simple weapons and any one other **weapon group**.

Armor Proficiencies

You are proficient with light and medium armor.

Deity

You must worship a specific deity to be a cleric. Deities and their associated domains are listed in Table 3.4: Deities.

Divine Magic

This archetype grants you the ability to cast divine spells.

Rank 0 – Cantrips (Magical)

Your deity grants you the ability to use divine magic. You gain access to one divine **mystic sphere** (see Divine Mystic Spheres, page 132). You may spend **insight points** to learn 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 130). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 130.

Rank 1 – Spellcasting (Magical)

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 Rank (Magical)

You become a rank 2 divine spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Spell Rank (Magical)

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 Rank (Magical)

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 4 – Spell Knowledge

You learn an additional divine **spell**.

Rank 5 – Spell Rank (Magical)

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 5 – Spell Knowledge

You learn an additional divine **spell**.

Rank 6 – Spell Rank (Magical)

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.

Table 3.3: Cleric Progression

Rank	Min Level	Divine Magic	Divine Spell Mastery	Domain Influence	Healer
0	—	Cantrips	Mystic training	Domains, domain gift	Healer's wisdom
1	1	Spellcasting	Insightful caster	Domain gift	Restoration
2	4	Spell rank (2)	Mystic insight	Domain aspect	Healer's grace
3	7	Spell rank (3)	Wellspring of power	Domain aspect	Divine healing
4	10	Spell rank (4), spell knowledge	Mystic insight	Domain essence	Greater healer's wisdom
5	13	Spell rank (5)	Greater insightful caster	Domain essence	Greater healer's grace
6	16	Spell rank (6)	Mystic insight	Miracle	Revivify
7	19	Spell rank (7), spell knowledge	Greater wellspring of power	Domain masteries	Healing versatility

Table 3.4: Deities

Deity	Alignment	Domains
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
Pabs, 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
Chavi, god of stories	Chaotic good	Chaos, Knowledge, Trickery
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
Raphael, monk god of retribution	Lawful neutral	Death, Law, Protection, Travel
Declan, god of fire	True neutral	Destruction, Fire, Knowledge, Magic
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
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

Rank 7 – Spell Rank (Magical)

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.

Rank 7 – Spell Knowledge

You learn an additional divine **spell**.

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.

Rank 0 – Mystic Training

You gain a +2 bonus to the Spellcraft skill and a +1 bonus to Mental defense.

Rank 1 – Insightful Caster

You gain access to an additional divine **mystic sphere**, including all **cantrips** from that sphere. In addition, you learn an additional divine **spell**.

Rank 2 – Mystic Insight (Magical)

You gain your choice of one of the following abilities.

Divine Guidance: Once per **long rest**, you may use the *desperate exertion* ability without gaining any **fatigue points** to affect a divine spell you cast (see *Desperate Exertion*, page 26). You cannot choose this ability multiple times.

Focused Caster: You reduce your **focus penalty** by 1. You cannot choose this ability multiple times.

Insight Point: You gain an additional **insight point**. You can choose this ability multiple times, gaining an additional insight point each time.

Rituals: You gain the ability to perform divine rituals to create unique magical effects (see *Rituals*, page 131). The maximum **rank** of divine ritual you can learn or perform is equal to the maximum **rank** of divine spell that you can cast. You cannot choose this ability multiple times.

Spell Power: Choose an divine **spell** you know. You gain a bonus equal to your rank in this archetype to your **power** with that spell. You can choose this ability multiple times, choosing a different spell each time.

Spell Precision: Choose an 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.

Rank 3 – Wellspring of Power (Magical)

You gain a +2 bonus to your **power** with **magical** abilities.

Rank 4 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 5 – Greater Insightful Caster

You learn two additional divine **spells**.

Rank 6 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +8.

Domain Influence

This archetype grants you divine influence over two domains of your choice.

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 0 – Domain Gift (Magical)

Each domain has a corresponding *domain gift*. You gain the *domain gift* for one of your domains (see *Cleric Domain Abilities*, page 43).

Rank 1 – Domain Gift (Magical)

You gain the *domain gift* for another one of your domains.

Rank 2 – Domain Aspect (Magical)

Each domain has a corresponding *domain aspect*. You gain the *domain aspect* for one of your domains (see *Cleric Domain Abilities*, page 43).

Rank 3 – Domain Aspect (Magical)

You gain the *domain aspect* for another one of your domains.

Rank 4 – Domain Essence (Magical)

Each domain has a corresponding *domain essence*. You gain the *domain essence* for one of your domains (see *Cleric Domain Abilities*, page 43).

Rank 5 – Domain Essence (Magical)

You gain the *domain essence* for another one of your domains.

Rank 6 – Miracle (Magical)

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 7 – Domain Masteries (Magical)

Each domain has a corresponding *domain mastery*. You gain the *domain mastery* for both of your domains (see Cleric Domain Abilities, page 43).

Healer

This archetype grants you healing abilities.

Rank 0 – Healer’s Wisdom

You gain a +2 bonus to the Medicine skill and a +1 bonus to Mental defense.

Rank 1 – Restoration

You can use the *restoration* ability as a standard action.

RestorationMagical

Target: One living ally within reach

The target regains hit points equal to 1d6 plus your power.

The healing increases by +1d for each rank beyond 1.
Rank 3: The healing increases by an additional +1d.
Rank 5: The healing increases by an additional +1d.
Rank 7: The healing increases by an additional +1d.

Rank 2 – Healer’s Grace

You gain a +1 bonus to all defenses. After you attack a living creature, you lose this bonus until the end of the next round.

Rank 3 – Divine Healing

You can use the *divine healing* ability as a standard action.

Divine HealingMagical

Target: One living ally within reach.

When you use this ability, you gain two fatigue points (see Fatigue, page 19).
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 gain fatigue points when you use this ability.
Rank 7: The target can remove an additional vital wound.

Rank 4 – Greater Healer’s Wisdom

The Medicine bonus from your *healer’s wisdom* increases to +4, and the bonus to Mental defense increases to +2.

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

When you use this ability, you gain three fatigue points (see Fatigue, page 19).
Choose a dead creature within reach. If it was dead for no more than 1 minute, it is restored to life, as the resurrection ritual. After using this ability, you cannot use it for 24 hours.

Rank 7 – Healing Versatility

The range with your abilities from this archetype increases to Medium (100 ft.).

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 130). In addition, you add the Jump skill to your **class skill** list.

Gift: You gain a +2 bonus to the Jump skill (see Jump, page 108). In addition, you gain a +1 bonus to Reflex defense.

Aspect: You gain a **glide speed** equal to your **base speed** (see Gliding, page 13).

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 (100 ft.) **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.

Mastery: As long as you are within 1,000 feet of the ground, you gain a **fly speed** equal to your **base speed** (see Flying, page 12).

Chaos

If you choose this domain, you add the Deception skill to your **class skill** list.

Gift: You are immune to **Compulsion** attacks.

Aspect: If you roll a 1 on an attack roll, it explodes (see Exploding Attacks, page 10). 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

An improbable event occurs within Long (300 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: You gain a +5 bonus to **accuracy** with any attack roll that explodes (see Exploding Attacks, page 10).

Death

Gift: You gain a +2 bonus to Fortitude defense.

Aspect: Whenever you kill a creature, you gain a +2 bonus to **accuracy** until the end of the next round.

Essence: You can use the *Speak with dead* ability as a standard action.

Speak with Dead

Attune (self)

Choose a corpse within Close (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: Whenever you inflict a **vital wound** on a living creature, you may cause that creature to immediately die.

Destruction

Gift: You can use the *destructive attack* ability as a standard action.

Destructive Attack

Make a **strike** with a -2 penalty to **accuracy**. You gain a +2d bonus damage with the strike.

Rank 3: The damage bonus increases to +3d.

Rank 5: The damage bonus increases to +4d.

Rank 7: The damage bonus increases to +5d.

Aspect: Your abilities deal double damage to objects.

Essence: You can use the *lay waste* ability as a standard action.

Lay Waste

You make an attack vs. Fortitude against all unattended objects in a Medium (20 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 **resistance** against **physical damage** is lower than your **power**, it crumbles into a fine powder and is irreparably **destroyed**.

Rank 6: The area increases to a Large (50 ft.) radius.

Mastery: You gain a +4 bonus to your **power** with all abilities.

Earth

If you choose this domain, you add the *terramancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 130).

Gift: You gain a +2 bonus to Fortitude defense.

Aspect: You increase your maximum **hit points** by 2.

Essence: You can use the *Speak with earth* ability as a standard action.

Speak with Earth

Attune (self)

You can speak with earth within a Huge (100 ft.) **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.

Mastery: The bonus from this domain's gift increases to +5, and the number of hit points you gain from its aspect increases to 5.

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 (100 ft.) range.

Essence: You can use the *compel evil* ability as a standard action.

Compel Evil

Compulsion

Make an attack vs. Mental against a creature within Medium (100 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. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire.

Glancing Blow: As above, except that the effect ends at the end of the next round.

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 130).

Gift: You gain a bonus equal to twice your rank in this archetype to your **resistance** against fire damage.

Aspect: Your abilities cannot deal fire damage to your **allies**.

Essence: You can use the *Speak with fire* ability as a standard action.

*Speak with Fire***Attune** (self)

You can speak with and command fire within a Huge (100 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 to 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.

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 (20 ft.) radius **emanation** from you.

Essence: You can use the *compel good* ability as a standard action.

*Compel Good***Compulsion**

Make an attack vs. Mental against a creature within Medium (100 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 good action as soon as it can. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire.

Glancing Blow: As above, except that the effect ends at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Mastery: Once per round, when an **ally** within a Huge (100 ft.) radius **emanation** from you loses one or more **hit points**, you may lose a single hit point instead. The target suffers any other effects of the attack normally.

Knowledge

If you choose this domain, you add all Knowledge skills to your cleric **class skill** list.

Gift: You gain two skill points.

Aspect: Your extensive knowledge of all methods of attack and defense grants you a +1 bonus to all defenses.

Essence: You can use the *share knowledge* ability as a standard action.

Share Knowledge

You make a Knowledge check of any kind. You and your **allies** within a Large (50 ft.) radius learn the results of your check. Creatures believe the information gained in this way to be true as if they had seen it with their own eyes.

You cannot alter the knowledge you gain 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***Compulsion**

Make an attack vs. Mental against all creatures within a Large (50 ft.) radius.

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.

Glancing Blow: As above, except that the effect ends at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Mastery: When you roll less than a 6 on an **attack roll**, it is treated as if you had rolled a 6.

Life

Gift: You gain a +4 bonus to the Medicine skill (see Medicine, page 111).

Aspect: You gain a +1 bonus to **vital rolls**.

Essence: At the end of each round, if you became **unconscious** from a **vital wound** that round, 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 base Constitution.

Magic

If you choose this domain, you add the *thaumaturgy mystic sphere* to your list of divine mystic spheres (see Mystic

Spheres, page 130).

Gift: You gain a +4 bonus to the Spellcraft skill (see Spellcraft, page ??).

Aspect: You learn an additional **spell** from a divine **mystic sphere** you have access to.

Essence: You gain a +4 bonus to your **power** with **magical** abilities.

Mastery: The power bonus from this domain's essence increases to +8.

Protection

Gift: You gain a bonus equal to twice your rank in this archetype to your **resistance** against **energy damage**.

Aspect: Your **allies** adjacent to you gain a +1 bonus to all defenses.

Essence: The bonus from this domain's gift increases to be equal to three times your rank in this archetype.

Mastery: The bonus from this domain's aspect 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 two skill points.

Aspect: You gain a +4 bonus to Strength for the purpose of checks and determining your carrying capacity.

Essence: You can use the *divine strength* ability as a **minor action**.

<i>Divine Strength</i> You gain a +4 magic bonus to Strength.	Attune (self)
---	----------------------

Mastery: You gain a +2 bonus to your base Strength.

Travel

If you choose this domain, you add the *astromancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 130). In addition, you add the Knowledge (geography), Survival, and Swim skills to your cleric **class skill** list.

Gift: You gain two skill points.

Aspect: You gain a +20 foot **magic bonus** to your **base speed**, up to a maximum of double your normal speed.

Essence: You can use the *dimensional travel* ability as a standard action.

<i>Dimensional Travel</i> 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.	Teleportation
<i>Rank 6:</i> The maximum distance increases to 5 miles.	

Mastery: When you would move, 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 two skill points.

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.

<i>Compel Belief</i> Make an attack vs. Mental against a creature within Medium (100 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. <i>Hit:</i> 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. <i>Glancing Blow:</i> As above, except that the effect ends at the end of the next round.	Compulsion, Sustain (minor)
---	------------------------------------

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 heavy armor and an additional **weapon group** of your choice.

Aspect: Whenever you miss by 2 or less with a **strike**, the target takes half damage from the strike. This is called a **glancing blow**.

Essence: You deal half damage to your allies with **magical** abilities.

Mastery: You gain a +4 bonus to your **power** with all abilities.

Water

If you choose this domain, you add the *aquamancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 130). 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 (100 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.

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 130). In addition, you add the Creature Handling, Knowledge (nature), and Survival skills to your cleric **class skill** list.

Gift: You gain two skill points.

Aspect: This ability functions like the *wild aspect* druid ability from the Shifter archetype (see Shifter, page 51), 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 that draw power from their veneration of the natural world. Nature magic can be used to help allies or to crush foes with natural elements like air or fire. Many druids live outside of organized society, either on their own or in small communes with other druids and similarly minded people. Druids have strong ties to the natural world with a variety of abilities other than their spells. They can speak with and command animals or elements, or even change their body to take on aspects of animals themselves.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Archetypes: Druids have the Elementalist, Nature Magic, Nature Spell Mastery, Shifter, and Wildspeaker **archetypes**.

Basic Class Abilities

If you are a druid, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +2 Armor, +5 Fortitude, +4 Reflex, +5 Mental.

Skills

You have the following **class skills**:

- **Strength:** Climb, Jump, Swim.
- **Dexterity:** Agility, Ride, Stealth.
- **Constitution:** Endurance.
- **Intelligence:** Craft, Deduction, Knowledge (geography, nature), Medicine.
- **Perception:** Awareness, Creature Handling, Survival.
- **Other:** Deception, Intimidate, Persuasion, Profession.

Weapon Proficiencies

You are proficient with simple weapons, any one other **weapon group**, scimitars, and sickles.

Armor Proficiencies

You are proficient with light and medium armor.

Table 3.5: Druid Progression

Rank	Min Level	Elementalist	Nature Magic	Nature Spell Mastery	Shifter	Wildspeaker
0	—	Elemental lore	Cantrips	Natural training	Shifting defense	Nature's ally
1	1	Elemental balance	Spellcasting	Combat caster	Wild aspects	Natural servant
2	4	Elemental magic	Spell rank (2)	Mystic insight	Shift body	Animal speech
3	7	Elemental influence	Spell rank (3)	Wellspring of power	Greater shifting defense, glancing natural strikes	Greater nature's ally
4	10	Greater elemental balance	Spell rank (4), spell knowledge	Mystic insight	Wild aspect	Greater natural servant
5	13	Elemental spell	Spell rank (5)	Greater combat caster	Greater shift body	Plant speech
6	16	Elemental control	Spell rank (6)	Mystic insight	Supreme shifting defense	Supreme nature's ally
7	19	Supreme elemental balance	Spell rank (7), spell knowledge	Greater wellspring of power	Wild fusion	Supreme natural servant

Elementalist

This archetype grants you influence over four elements that define the natural world: air, earth, fire, and water.

Rank 0 – Elemental Lore

You gain two skill points.

Rank 1 – 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 Fortitude defense.
- Fire: You gain a bonus equal to twice your rank in this archetype to your **resistance** against fire damage.
- Water: You gain a +2 bonus to the Swim skill.

Rank 2 – Elemental Magic

Choose one of the **mystic spheres** associated with the four elements: *aeromancy*, *aquamancy*, *pyromancy*, or *terramancy*. If you already have access to that mystic sphere, you learn two spells from that sphere. Otherwise, you gain access to that mystic sphere, including all **cantrips** from that sphere.

Rank 3 – 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 (100 ft.) **zone** from your location. You can ask the elements simple questions and understand their responses. 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. 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.

Rank 4 – Greater Elemental Balance

The bonuses from your *elemental balance* ability improve.

- Air: You gain a **glide speed** equal to your **base speed**.
- Earth: The bonus to Fortitude defense increases to +2.
- Fire: The bonus to your **resistance** increases to be equal to three times your rank in this archetype.
- Water: You gain a **swim speed** equal to your **base speed**.

Rank 5 – Elemental Spell

You learn an additional spell from any of the spheres associated with the four elements: *aeromancy*, *aquamancy*, *pyromancy*, or *terramancy*.

Rank 6 – 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 7 – Supreme Elemental Balance

The bonuses from your *elemental balance* ability improve.

- Air: You gain a **fly speed** equal to your **base speed** while you are within 100 feet of the ground.
- Earth: The bonus to Fortitude defense increases to +3.
- Fire: The bonus to your **resistance** increases to be equal to four times your rank in this archetype.
- Water: You suffer no penalties for fighting underwater, and you can breathe water as if it was air.

Nature Magic

This archetype grants you the ability to cast nature spells.

Rank 0 – Cantrips (Magical)

Your deity grants you the ability to use nature magic. You gain access to one nature **mystic sphere** (see Nature Mystic Spheres, page 132). You may spend **insight points** to learn 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 130). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 130.

Rank 1 – Spellcasting (Magical)

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 Rank (Magical)

You become a rank 2 nature spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Spell Rank (Magical)

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 Rank (Magical)

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 4 – Spell Knowledge

You learn an additional nature **spell**.

Rank 5 – Spell Rank (Magical)

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 5 – Spell Knowledge

You learn an additional nature **spell**.

Rank 6 – Spell Rank (Magical)

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 Rank (Magical)

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.

Rank 7 – Spell Knowledge

You learn an additional nature **spell**.

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.

Rank 0 – Natural Training

You gain a +2 bonus to the Knowledge (nature) skill and a +1 bonus to Fortitude defense.

Rank 1 – Combat Caster

You reduce your **focus penalties** by 2.

Rank 2 – Mystic Insight (Magical)

You gain your choice of one of the following abilities.

Nature Guidance: Once per **long rest**, you may use the *desperate exertion* ability without gaining any **fatigue points** to affect a nature spell you cast (see Desperate Exertion, page 26). You cannot choose this ability multiple times.

Focused Caster: You reduce your **focus penalty** by 1. You cannot choose this ability multiple times.

Insight Point: You gain an additional **insight point**. You can choose this ability multiple times, gaining an additional insight point each time.

Rituals: You gain the ability to perform nature rituals to create unique magical effects (see Rituals, page 131). The maximum **rank** of nature ritual you can learn or perform is equal to the maximum **rank** of nature spell that you can cast. You cannot choose this ability multiple times.

Spell Power: Choose an nature **spell** you know. You gain a bonus equal to your rank in this archetype to your **power** with that spell. You can choose this ability multiple times, choosing a different spell each time.

Spell Precision: Choose an 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.

Rank 3 – Wellspring of Power (Magical)

You gain a +2 bonus to your **power** with **magical** abilities.

Rank 4 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 5 – Greater Combat Caster

You gain a +1 bonus to Armor defense.

Rank 6 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +8.

Shifter

This archetype grants you the ability to embody aspects of the natural world in your own form.

Rank 0 – Shifting Defense

You gain a +1 bonus to Fortitude, Reflex, or Mental defense. You can change the defense this bonus applies to as a **standard action**.

Rank 1 – Wild Aspects (Magical)

You gain the ability to embody an aspect of an animal or of nature itself. Choose a single wild aspect 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. That effect lasts until you activate a different wild aspect you know.

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 209, for details about natural weapons.

Form of the Bear

You gain a +2 bonus to Fortitude defense. In addition, your mouth and hands transform, granting you bite and claw **natural weapons**. The bite deals 1d8 damage, and the claws deal 1d6 damage.

Rank 3: You gain a +1d bonus to your damage with natural weapons.

Rank 5: The Fortitude bonus increases to +4.

Rank 7: The bonus increases to +2d.

Form of the Bull

You gain a +2 bonus to **accuracy** with the *shove* ability (see Shove, page 27, and Overrun, page 27). In addition, your head transforms, granting you a ram **natural weapon**. The weapon deals 1d8 damage, and has the Forceful weapon tag (see Weapon Tags, page 209).

Rank 3: Your penalties to accuracy and defenses from the *charge* ability are reduced by 1.

Rank 5: Your *shove* ability moves the target as a **knockback** instead of as a **push**. In addition, the accuracy bonus increases to +4.

Rank 7: Your penalties to accuracy and defenses from the *charge* ability are removed.

Form of the Constrictor

You gain a +2 bonus to **accuracy** with the Grapple ability and all grapple actions (see Grapple, page 26). In addition, you gain a constrict **natural weapon**. This weapon deals 1d10 damage, and it has the Grappling weapon tag (see Weapon Tags, page 209). It can only be used against a foe you are grappling with.

Rank 3: You can contort your body, allowing it to act as a free hand for the purpose of using the *grapple* ability and grapple actions.

Rank 5: The accuracy bonus increases to +4.

Rank 7: When you grapple a creature the *grapple* ability, you are not considered to be **grappled** (see Asymmetric Grappling, page 28).

Form of the Fish

You gain a **swim speed** equal to your **base speed**. In addition, you gain a bite **natural weapon** that deals 1d8 damage.

Rank 3: You can breathe water as easily as a human breathes air, preventing you from drowning or suffocating underwater.

Rank 5: You suffer no penalties for acting underwater.

Rank 7: You are immune to **magical** effects that restrict your mobility. In addition, you gain a +4 bonus to defenses against the *grapple* ability and grapple actions (see Grapple, page 26).

Form of the Hawk

You gain **low-light vision**. If you already have low-light vision, you double its benefit, allowing you to treat sources of light as if they had four times their normal illumination range. In addition, you gain a +3 bonus to Awareness.

Rank 3: You grow wings, granting you a glide speed equal to your **base speed** (see Gliding, page 13).

Rank 5: The Awareness bonus increases to +6.

Rank 7: The glide speed is replaced with a **fly speed** equal to your **base speed** (see Flying, page 12).

Form of the Hound

You gain the **scent** ability. In addition, you gain a bite **natural weapon** that deals 1d8 damage.

Rank 3: You gain the ability to move on all four limbs. When doing so, you gain a +20 foot bonus to your land speed, up to a maximum of double your original 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.

Rank 5: You gain an additional +10 bonus to scent-based Awareness checks (see Awareness, page 96).

Rank 7: You gain a +10 foot bonus to your land speed.

Form of the Monkey

You gain a **climb speed** equal to your **base speed**. In addition, you gain a bite **natural weapon** that deals 1d8 damage.

Rank 3: You grow a tail that you can use as a free hand for the purpose of climbing.

Rank 5: You gain a +10 foot bonus to your climb speed.

Rank 7: You can use the *creature climb* ability against creatures only two or more size categories larger than you instead of three size categories.

Form of the Mouse

You gain a +2 bonus to the Flexibility and Stealth skills. In addition, you gain a bite **natural weapon** that deals 1d8 damage.

Rank 3: When you use this wild aspect, you can choose to shrink by one **size category**.

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 Oak

Your movement speed is halved. In exchange, you gain a bonus equal to twice your rank in this archetype to your **resistance** against **physical damage**.

Rank 3: You also gain a +1 bonus to Armor defense.

Rank 5: The resistance bonus increases to be equal to three times your rank in this archetype.

Rank 7: The defense bonus increases to +2.

Form of the Viper

You gain a **climb speed** equal to half your **base speed**. You do not need to use your hands to climb in this way. In addition, you gain a bite **natural weapon** that deals 1d8 damage.

Rank 3: When a creature takes damage from your bite **natural weapon**, it is poisoned. At the end of each round, you make an attack vs. Fortitude against the target. If you hit, the target is **sickened** until it removes the poison. The poison is removed if you miss the target on this attack three times.

Rank 5: On a critical hit with the poison, the target is **nauseated** instead of **sickened**.

Rank 7: The poison makes the target **nauseated** instead of **sickened**.

Form of the Wolf

You gain a +1 bonus to **accuracy** against **overwhelmed** creatures. In addition, you gain a bite **natural weapon** that deals 1d8 damage.

Rank 3: You gain a +1d bonus to your damage with natural weapons.

Rank 5: You are treated as one **size category** larger for the purpose of determining the **overwhelm penalty** you inflict on other creatures.

Rank 7: The damage bonus increases to +2d.

Myriad Form

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**.

Rank 5: You can use the *Disguise Creature* ability to disguise yourself as a **standard action** (see Disguise Creature, page 106).

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

As long as you are in natural sunlight, you gain a +10 foot bonus to your **base speed**.

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 +20 feet.

Rank 7: When you take a **short rest** while you are in natural sunlight, you remove a **vital wound**.

Plantspeaker

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.

Rank 3: You gain a +1 bonus to Armor and Reflex defenses while standing in **undergrowth**.

Rank 5: The movement penalties from **undergrowth** are doubled for enemies within a Huge (100 ft.) radius emanation from you.

Rank 7: The bonus to 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 17). 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 +2.

Rank 3 – Glancing Natural Strikes

Whenever you miss by 2 or less with a **strike** using a **natural weapon**, the target takes half damage from the strike. This is called a **glancing blow**.

Rank 4 – Wild Aspect (Magical)

You learn an additional *wild aspect*.

Rank 5 – Greater Shift Body

The bonus from your *shift body* ability increases to +2.

Rank 6 – Supreme Shifting Defense

The bonus from your *shifting defense* ability increases to +4.

Rank 7 – Wild Fusion

You can have two *wild aspect* abilities active simultaneously. Whenever you use a new *wild aspect* ability, you can choose which of your existing aspects to replace.

Wildspeaker**Rank 0 – Nature's Ally**

Wild animals will not willingly attack you. They can be compelled to attack you with a Creature Handling check with a **difficulty rating** equal to 10 + twice your rank in this archetype. If you attack a creature you are protected from, this ability no longer provides protection against it and its **allies**. This effect does not protect your allies from attack, though it may give you time to make Creature Handling checks to avoid the attack.

Rank 1 – Natural Servant (Magical)

You can use the *natural servant* ability. This ability requires spending 1 hour performing rituals in a natural area.

*Natural Servant***Attune** (self), **Magical**

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. Animals are unable to understand complex concepts, so their ability to obey convoluted instructions is limited. If you leave the animal's natural habitat, it remains behind and this effect ends. If the animal gains a **vital wound** or has no hit points remaining at the end of the round, 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 **hit points** are equal to the base value for your level + your base Constitution (see Table 1.5: Hit Points (page 19)).
- It has no **resistances** (see Resistances, page 21).
- Each of its **defenses** is equal to 5 + your level.
- Its **accuracy** is equal to your **accuracy**. It gains the benefit of all of your accuracy bonuses. Any **magic bonuses** you have do not stack with **magic bonuses** applied directly to the creature.
- Its **power** with its attacks is equal to your **power** – 2.
- Its **base speed** is the normal base speed for its size (see Table 1.6: Size in Combat (page 23)).
- It has no **attunement points**.

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 Small shark appears that has a 30 foot **swim speed** and no land speed. It has a bite **natural weapon**.
- **Arctic:** A Small arctic fox appears that has no penalties for being in cold environments. It has a bite **natural weapon**.
- **Desert:** A Small hyena appears that has no penalties for being in hot environments. It has a bite **natural weapon**.

- Mountain: A Small goat appears that can move up or down steep slopes without slowing its movement. It has a ram **natural weapon**.
- Forest: A Small wolverine appears that has two additional **hit points**. It has a bite **natural weapon**.
- Plains: A Small wolf appears that has the **scent** ability. It has a bite **natural weapon**.
- Swamp: A Small crocodile appears that has a 15 foot **land speed** and a 25 foot **swim speed**. It has a bite **natural weapon**.
- Underground: A Small dire rat appears that has **low-light vision**. It has a bite **natural weapon**.

Rank 2 – Animal Speech (Magical)

You can use the *animal speech* ability as a standard action.

Animal Speech **Sustain** (minor)

Choose an animal within Long (300 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 3 – Greater Nature's Ally (Magical)

Your **allies** within a Large (50 ft.) radius **emanation** from you also gain the benefit of your *nature's ally* ability. The protection ends if any target attacks a creature you are protected from instead of only if you attack. In addition, the **difficulty rating** of the Creature Handling check increases to 20 + twice your rank in this archetype.

Rank 4 – Greater Natural Servant (Magical)

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 summon an alternate *natural servant* based on your local environment, as described below.

- Aquatic: A Medium shark appears that has a 40 foot **swim speed** and no land speed. It has a bite **natural weapon**.
- Arctic: An Medium polar bear appears that has a bonus equal to twice your rank in this archetype to its **resistance** against cold damage. It has a bite **natural weapon** and two claw **natural weapons**.
- Desert: A Medium camel appears that has no penalties for being in hot environments. It has a bite **natural weapon**.
- Mountain: A Medium goat appears that can move up or down steep slopes without slowing its movement. It has a ram **natural weapon**.
- Forest: A Medium bear appears that has four additional **hit points**. It has a bite **natural weapon** and two claw **natural weapons**.

- Plains: A Medium wolf appears that has the **scent** ability. It has a bite **natural weapon**.
- Swamp: A Medium crocodile appears that has a 20 foot **land speed** and a 30 foot **swim speed**. It has a bite **natural weapon**.
- Underground: A Medium dire rat appears that has **low-light vision** and **darkvision**. It has a bite **natural weapon**.

Rank 5 – Plant Speech (Magical)

When you use your *animal speech* ability, you can target a plant instead of an animal. When you do, you can speak to and understand the speech of the target plant, and any other plants of the same species.

Rank 6 – Supreme Nature's Ally (Magical)

Your *nature's ally* ability also protects you and your allies from plant creatures and elementals. 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.

Rank 7 – Supreme Natural Servant (Magical)

Your *natural servant* gains two additional **attunement points**.

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 disciplined warriors that excel in all aspects of physical combat. What they lack in utility, they make up for with tactical talent, combat experience, and physical skill. Fighters can span all variety of alignments, social stations, and roles in life.

Alignment: Any.

Archetypes: Fighters have the Combat Discipline, Equipment Training, Martial Mastery, and Tactician **archetypes**.

Basic Class Abilities

If you are a fighter, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +3 Armor, +5 Fortitude, +3 Reflex, +4 Mental.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Agility, Flexibility, Ride.
- *Constitution*: Endurance.
- *Intelligence*: Craft.
- *Perception*: Awareness.
- *Other*: Deception, Intimidate, Persuasion, Profession.

Weapon Proficiencies

You are proficient with simple weapons and any two other **weapon groups**.

Armor Proficiencies

You are proficient with all armor.

Combat Discipline

This archetype allows you to improve your defenses and resist conditions.

Rank 0 – Enduring Discipline

You gain a +1 bonus to your **fatigue tolerance**.

Rank 1 – Discipline

You can use the *discipline* ability as a **standard action**.

Discipline

Remove a **condition** affecting you. This cannot remove a condition applied during the current round.

Rank 3: You can remove an additional **condition**.

Rank 5: This ability gains the **Swift** tag. When you use it, the penalties from the removed conditions do not affect you during the current phase.

Rank 7: You can remove any number of **conditions**.

Rank 2 – Disciplined Force

You gain a +1d bonus to your damage with all weapons.

Rank 3 – Greater Enduring Discipline

The bonus from your *enduring discipline* ability increases to +2. In addition, you gain a +2 bonus to Mental defense.

Rank 4 – Disciplined Reaction

You do not suffer any effects from **conditions** in the first round that they are applied. You suffer their normal effects in the following round. In addition, you gain a +2 bonus to the Deception and Intimidate skills.

Rank 5 – Greater Disciplined Force

The bonus from your *disciplined force* ability increases to +2d.

Rank 6 – Greater Enduring Discipline

The bonus from your *enduring discipline* ability increases to +3. In addition, the bonus from your *greater enduring discipline* ability increases to +4.

Rank 7 – Greater Disciplined Reaction

You do not suffer any effects from **conditions** until the end of the next round after they are applied. You suffer their normal effects after that time. In addition, the skill bonuses from your *disciplined reaction* ability increase to +4.

Table 3.6: Fighter Progression

Rank	Min Level	Combat Discipline	Equipment Training	Martial Mastery	Tactician
0	—	Enduring discipline	Armor expertise	Defensive expertise	Tactical insight
1	1	Discipline	Weapon training	Martial maneuvers	Battle tactics
2	4	Disciplined force	Equipment efficiency	Maneuver rank (2), martial force	Tactical coordination
3	7	Greater enduring discipline	Greater armor expertise	Maneuver rank (3), glancing strikes	Tactical force
4	10	Disciplined reaction	Weapon expertise	Maneuver rank (4), martial maneuver	Tactical insight
5	13	Greater disciplined force	Greater equipment efficiency	Maneuver rank (5), greater martial force	Greater tactical coordination
6	16	Greater enduring discipline	Supreme armor expertise	Maneuver rank (6), greater defensive expertise	Greater tactical force
7	19	Greater disciplined reaction	Greater weapon expertise	Maneuver rank (7), martial maneuver	Tactical insight

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

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 treat body armor were one usage class lighter than normal when doing so would be beneficial for you (see Armor Usage Classes, page 215).

Rank 4 – Weapon Expertise

You gain a +1d bonus to your damage with all weapons.

Rank 5 – Greater Equipment Efficiency

The number of attunement points you gain from your *efficient equipment* ability increases to two. In addition, you can use the attunement points from that ability to attune to any magic item, not just weapons and armor.

Rank 6 – Supreme Armor Expertise

The **encumbrance** reduction from your *armor expertise* ability increases to 3. In addition, you treat body armor as if it were an additional usage class lighter than normal when doing so would be beneficial for you.

Rank 7 – Greater Weapon Expertise

The bonus from your *weapon expertise* ability increases to +3d.

Martial Mastery

This archetype grants you special abilities to use in combat.

Rank 0 – Defensive Expertise

You gain a +1 bonus to Armor defense.

Rank 1 – Martial Maneuvers

You can channel your martial prowess into a wide variety of dangerous attacks. You learn two **maneuvers** from the martial maneuver list (see Martial Maneuvers, page 121). You can also spend **insight points** to learn one additional **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

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 – Maneuver Rank

You become a rank 2 martial maneuverist. 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 – Maneuver Rank

You become a rank 3 martial maneuverist. This gives you access to maneuvers that require a minimum rank of 3 and can improve the effectiveness of your existing maneuvers.

Rank 3 – Glancing Strikes

Whenever you miss by 2 or less with a **strike**, the target takes half damage from the strike. This is called a **glancing blow**.

Rank 4 – Maneuver Rank

You become a rank 4 martial maneuverist. 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 martial **maneuver** (see Martial Maneuvers, page 121).

Rank 5 – Maneuver Rank

You become a rank 5 martial maneuverist. This gives you access to maneuvers that require a minimum rank of 5 and can improve the effectiveness of your existing maneuvers.

Rank 5 – Greater Martial Force

The bonus from your *martial force* ability increases to +2d.

Rank 6 – Maneuver Rank

You become a rank 6 martial maneuverist. This gives you access to maneuvers that require a minimum rank of 6 and can improve the effectiveness of your existing maneuvers.

Rank 6 – Greater Defensive Expertise

The bonus from your *defensive expertise* ability increases to +2.

Rank 7 – Maneuver Rank

You become a rank 7 martial maneuverist. This gives you access to maneuvers that require a minimum rank of 7 and can improve the effectiveness of your existing maneuvers.

Rank 7 – Martial Maneuver

You learn an additional martial **maneuver** (see Martial Maneuvers, page 121).

Tactician

Rank 0 – Tactical Insight

You gain an additional **insight point**.

Rank 1 – Battle Tactics

You can lead your allies using tactics appropriate for the situation. Choose a single battle tactic 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**. Your *battle tactics* affect your **allies** within a Huge (100 ft.) radius **emanation** from you who can either see or hear you.

All *battle tactics* have the **Sustain** (free) tag, so they last as long as you **sustain** them (see Sustained Abilities, page 15). You cannot sustain multiple battle tactics simultaneously.

Break Through **Sustain** (free)

Each target that is adjacent to at least one other target gains a +2 bonus to **accuracy** with the *overrun* and *shove* abilities (see Special Combat Abilities, page 25).

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 that is adjacent to at least one other target gains a +2 bonus to **accuracy** with the *grapple* ability and with all grapple actions (see Grapple, page 26, and Grapple Actions, page 28).

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 Armor defense against non-**melee** attacks.

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 two other targets gains a +1 bonus to Armor defense.

Rank 3: Each target affected by the Armor defense bonus also gains a +2 bonus to Mental defense.

Rank 5: The Armor defense bonus increases to +2.

Rank 7: The Mental defense bonus increases to +4.

Hold The Line

Sustain (free)

Your **enemies** treat all areas **threatened** by at least two targets as **difficult terrain**.

Rank 3: This ability affects areas threatened by each target rather than areas threatened by at least two targets.

Rank 5: Each area threatened by at least two targets is doubly difficult terrain, and costs quadruple the normal movement cost to move out of.

Rank 7: Each area threatened by each target is doubly difficult terrain.

Hustle

Sustain (free)

Each target gains a +5 foot bonus to its **base speed**.

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 Armor defense until the end of the round.

Rank 3: Each target affected by the Armor defense bonus also gains a +2 bonus to Reflex defense.

Rank 5: The Armor defense bonus increases to +2.

Rank 7: The Reflex defense bonus increases to +4.

Stand Your Ground

Sustain (free)

Each target that ends the **movement phase** without moving gains a +1 bonus to Armor defense until it moves.

Rank 3: Each target affected by the Armor defense bonus also gains a +2 bonus to Fortitude defense.

Rank 5: The Armor defense bonus increases to +2.

Rank 7: The Fortitude defense bonus increases to +4.

Rank 2 – Tactical Coordination

You gain a +1 bonus to **accuracy** against **overwhelmed** creatures.

Rank 3 – Tactical Force

You gain a +1d bonus to damage with all weapons.

Rank 4 – Tactical Insight

You gain an additional **insight point**.

Rank 5 – Greater Tactical Coordination

The bonus from your *tactical coordination* ability increases to +2.

Rank 6 – Greater Tactical Force

The bonus from your *tactical force* ability increases to +2d.

Rank 7 – Tactical Insight

You gain an additional **insight point**.

Monk

Monks are agile warriors that use intensive training to move beyond the limits of their physical bodies. They are usually lightly armored and use light weapons - if they use weapons or armor at all. The intense dedication monks must have to their training means they tend not to be chaotic.

Alignment: Any.

Archetypes: Monks have the Ki, Esoteric Warrior, Transcendent Sage, and Perfected Form **archetypes**.

Basic Class Abilities

If you are a monk, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +3 Armor, +3 Fortitude, +5 Reflex, +4 Mental.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Agility, Flexibility, Ride, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Deduction, Medicine.
- *Perception*: Awareness, Spellsense, Survival.
- *Other*: Deception, Intimidate, Perform, Persuasion, Profession.

Weapon Proficiencies

You are proficient with simple weapons and monk weapons.

Armor Proficiencies

You are not proficient with any armor.

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 – Esoteric Maneuvers

You can use your esoteric combat style to perform unusual attacks. You learn two **maneuvers** from the esoteric maneuver list (see Esoteric Maneuvers, page 121). You can also spend **insight points** to learn one additional **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

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 – Maneuver Rank

You become a rank 2 esoteric maneuverist. 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 – Maneuver Rank

You become a rank 3 esoteric maneuverist. This gives you access to maneuvers that require a minimum rank of 3 and can improve the effectiveness of your existing maneuvers.

Rank 3 – Glancing Strikes

Whenever you miss by 2 or less with a **strike**, the target takes half damage from the strike. This is called a **glancing blow**.

Rank 4 – Maneuver Rank

You become a rank 4 esoteric maneuverist. This gives you access to maneuvers that require a minimum rank of 4 and can improve the effectiveness of your existing maneuvers.

Rank 4 – Esoteric Maneuver

You learn an additional esoteric **maneuver** (see Esoteric Maneuvers, page 121).

Rank 5 – Maneuver Rank

You become a rank 5 esoteric maneuverist. This gives you access to maneuvers that require a minimum rank of 5 and can improve the effectiveness of your existing maneuvers.

Rank 5 – Greater Esoteric Force

The bonus from your *esoteric force* ability increases to +2.

Rank 6 – Maneuver Rank

You become a rank 6 esoteric maneuverist. This gives you access to maneuvers that require a minimum rank of 6 and can improve the effectiveness of your existing maneuvers.

Table 3.7: Monk Progression

Rank	Min Level	Esoteric Warrior	Ki	Perfected Form	Transcendent Sage
0	—	Esoteric fluidity	Ki barrier	Unarmed warrior	Transcend frailty
1	1	Esoteric maneuvers	Ki manifestations	Fast movement	Clear the mind
2	4	Maneuver rank (2), esoteric force	Ki self, greater ki barrier	Perfect precision	Feel the flow of life
3	7	Maneuver rank (3), glancing strikes	Ki power	Perfect body	Transcend time
4	10	Maneuver rank (4), esoteric maneuver	Ki manifestation	Greater fast movement	Inner peace
5	13	Maneuver rank (5), greater esoteric force	Supreme ki barrier	Greater perfect precision	Greater feel the flow of life
6	16	Maneuver rank (6), greater esoteric fluidity	Greater ki power	Greater perfect body	Transcend mortality
7	19	Maneuver rank (7), esoteric maneuver	Greater ki manifestation	Supreme fast movement	Inner transcendence

Rank 6 – Greater Esoteric Fluidity

The bonus from your *esoteric fluidity* ability increases to +2.

Rank 7 – Maneuver Rank

You become a rank 7 esoteric maneuverist. This gives you access to maneuvers that require a minimum rank of 7 and can improve the effectiveness of your existing maneuvers.

Rank 7 – Esoteric Maneuver

You learn an additional esoteric **maneuver** (see Esoteric Maneuvers, page 121).

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.

Rank 0 – Ki Barrier (Magical)

If you are not wearing armor, you gain a ki barrier around your body. This functions like body armor that provides a +2 bonus to Armor defense and has no **encumbrance**. It also provides a +4 bonus to **resistance** against **energy damage**. The armor has no **encumbrance**.

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 a physical shield.

Rank 1 – Ki Manifestations (Magical)

You can channel your ki to temporarily enhance your abilities. Choose one *ki manifestation* 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 cannot use a *ki manifestation* until after the end of the next round.

*Abandon the Fragile Self***Swift**

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 effect lasts until the end of the round.

Rank 7: The defense penalty is reduced to –1.

Burst of Blinding Speed**Swift**

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 +20 feet.

Rank 7: You can also move or stand on liquids as if they were solid this phase.

Elegant Whirl of Fluid Motion**Swift**

You can use this ability as a **free action**. You gain a +5 bonus to the Agility skill this round (see Agility, page 95).

Rank 3: The bonus increases to +10.

Rank 5: The bonus lasts until the end of the next round.

Rank 7: The bonus increases to +20.

Extend the Flow of Ki**Swift**

You can use this ability as a **free action**. You gain a +5 foot **magic bonus** to **reach** this phase.

Rank 3:

Rank 5: The bonus to **reach** increases to 10 feet.

Rank 7:

Flash Step**Teleportation**

You can use this ability as part of movement. 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: You can use this ability to move even if you are **immobilized** or **grappled**.

Rank 5: The movement cost to teleport is reduced to be equal to the distance you teleport.

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.

Leap of the Heavens**Swift**

You can use this ability as a **free action**. You gain a +5 bonus to the Jump skill this round (see Jump, page 108).

Rank 3: The bonus increases to +10.

Rank 5: The bonus lasts until the end of the next round.

Rank 7: The bonus increases to +20.

Scale the Highest Tower**Swift**

You can use this ability as a **free action**. You gain a +5 bonus to the Climb skill this round (see Climb, page 99).

Rank 3: The Climb bonus increases to +10.

Rank 5: The bonus lasts until the end of the next round.

Rank 7: The bonus increases to +20.

Sense the Mystic Truth**Swift**

You can use this ability as a **free action**. You gain a +5 bonus to the Spellsense skill this round (see Spellsense, page 117).

Rank 3: The bonus increases to +10.

Rank 5: The bonus lasts until the end of the next round.

Rank 7: The bonus increases to +20.

Step Between the Mystic Worlds**Swift**

You can use this ability as a **free action**. You gain a +2 bonus to **defenses** against **magical** abilities this phase. After the effect ends, you take a -2 penalty to **defenses** against **magical** attacks until the end of the next round.

Rank 3: The defense bonus is increased to +3.

Rank 5: The effect lasts until the end of the current round.

Rank 7: The defense bonus is increased to +5.

Surpass the Mortal Limits**Swift**

You can use this ability as a **free action**. You can use your **power** in place of your Strength, Dexterity, and Constitution when making checks this phase.

Rank 3: You also gain a +2 bonus to checks based on Strength, Dexterity, and Constitution.

Rank 5: The effect lasts until the end of the current round.

Rank 7: The bonus increases to +4.

Rank 2 – Ki Self

You can treat all strikes you make as **magical** abilities, allowing you to use your **power** with magical abilities to determine their damage.

Rank 2 – Greater Ki Barrier

In addition, the bonus to **resistance** against **energy damage** from your *ki barrier* ability increases to be equal to three times your rank in this archetype.

Rank 3 – Ki Power

You gain a +2 bonus to your **power** with **magical** abilities.

Rank 4 – Ki Manifestation (Magical)

You learn an additional *ki manifestation*.

Rank 5 – Supreme Ki Barrier

The defense bonus from the body armor provided by your *ki barrier* ability increases to +3. In addition, the bonus to **resistance** against **energy damage** increases to be equal to four times your rank in this archetype.

Rank 6 – Greater Ki Power

The bonus from your *ki power* ability increases to +6.

Rank 7 – Greater Ki Manifestation (Magical)

After using a *ki manifestation* ability, you can use another one after the end of the current round instead of the end of the next round.

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 208). In addition, you gain a +2d bonus to damage with **Unarmed** weapons. For details about how to fight while unarmed, see Unarmed Combat, page 24.

Rank 1 – Fast Movement

You gain a +10 foot bonus to your **base speed**.

Rank 2 – Perfect Precision

You gain a +1 bonus to **accuracy** with attacks using weapons from the monk weapons and unarmed weapons **weapon groups**, and to any attack using one or more **free hands**.

Rank 3 – Perfect Body

You gain a +1 bonus to the base value of one physical **attribute** of your choice: Strength, Dexterity, or Constitution.

Rank 4 – Greater Fast Movement

The speed bonus from your *fast movement* ability increases to +20 feet.

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 +30 feet.

Transcendent Sage

This archetype grants you abilities to resist or remove conditions.

Rank 0 – Transcend Frailty (Magical)

You are immune to being **sickened** and **nauseated**.

Rank 1 – Clear the Mind

You can use the *clear the mind* ability as a standard action.

Clear the Mind

Remove a **condition** affecting you. This cannot remove a condition applied during the current round.

Rank 3: You can remove an additional **condition**.

Rank 5: This ability gains the **Swift** tag. When you use it, the penalties from the removed conditions do not affect you during the current phase.

Rank 7: You can remove any number of **conditions**.

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 the **lifesense** ability with a 100 foot range. In addition, you gain the **lifesight** ability with a 20 foot range.

Rank 3 – Transcend Time

You are immune to being **slowed** and **decelerated**.

Rank 4 – Inner Peace

You are immune to **Compulsion** and **Emotion** attacks.

Rank 5 – Greater Feel the Flow of Life (Magical)

The range of your **lifesense** ability increases by 200 feet. In addition, the range of your **lifesight** ability increases by 80 feet.

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**.

Ex-Monks

As long as you are chaotic, you lose all of your **magical** monk abilities.

Paladin

Alignment: Any other than true neutral.

Archetypes: Paladins have the Devoted Paragon, Divine Magic, Zealous Warrior, and Stalwart Guardian **archetypes**.

Basic Class Abilities

If you are a paladin, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +3 Armor, +5 Fortitude, +3 Reflex, +4 Mental.

Skills

You have the following **class skills**:

- **Dexterity:** Ride.
- **Intelligence:** Craft, Deduction, Knowledge (local, religion), Medicine.
- **Constitution:** Endurance.
- **Perception:** Awareness, Social Insight.
- **Other:** Deception, Intimidate, Persuasion, Profession.

Weapon Proficiencies

You are proficient with simple weapons and any two other **weapon groups**.

Armor Proficiencies

You are proficient with all armor.

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.

Table 3.8: Paladin Progression

Rank	Min Level	Devoted Paragon	Divine Magic	Divine Spell Expertise	Stalwart Guardian	Zealous Warrior
0	—	Devoted mind	Cantrips	Divine training	Enduring defender	Zealous exertion
1	1	Aligned aura	Spellcasting	Combat caster	Lay on hands	Smite
2	4	Aligned immunity	Spell rank (2)	Insight point	Stalwart resilience	Zealous offense
3	7	Paragon power	Spell rank (3)	Wellspring of power	Greater enduring defender	Glancing strikes
4	10	Greater aligned aura	Spell rank (4), spell knowledge	Insight point	Greater lay on hands	Zealous purge
5	13	Greater devoted mind	Spell rank (5)	Greater combat caster	Greater stalwart resilience	Greater zealous offense
6	16	Greater paragon power	Spell rank (6)	Insight point	Supreme enduring defender	Greater zealous exertion, zealous fixation
7	19	Supreme aligned aura	Spell rank (7), spell knowledge	Greater wellspring of power	Supreme lay on hands	Pass judgment

Devoted Paragon

This archetype deepens your connection to your alignment, granting you an aura and improving your combat abilities.

Rank 0 – Devoted Mind

You gain a +2 bonus to Mental defense.

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 (20 ft.) radius **emanation** from you. You can freely choose whether yourself and your **allies**, **enemies**, and other creatures are affected by the aura. The effect of the aura depends on your devoted alignment, as described below. You can suppress or resume the aura as a **minor action**.

Chaos: When a target rolls a 1 on an attack roll with a **strike**, it **explodes** (see Exploding Attacks, page 10). This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 10).

Evil: Each target suffers a –1 penalty to **defenses** as long as it is affected by at least one **condition**.

Good: When 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: When 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 10).

Rank 2 – Aligned Immunity (Magical)

Your ability to resist attacks based on your alignment improves.

Chaos: You are immune to hostile **Compulsion** abilities.

Evil: You are immune to poisons and diseases.

Good: You are immune to being **shaken**, **frightened**, and **panicked**.

Law: You are immune to hostile **Emotion** abilities.

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.

Chaos: The effect applies to all attacks, not just **strikes**.

Evil: When a target removes a **condition**, it gains a **fatigue point**.

Good: When a target loses a **hit point**, you may lose that hit point instead. The target suffers any other effects of the attack normally.

Law: The effect applies to all attacks, not just **strikes**.

Rank 5 – Greater Devoted Mind

The bonus from your *devoted mind* ability increases to +4.

Rank 6 – Greater Paragon Power

The bonus from your *paragon power* ability increases to +6.

Rank 7 – Supreme Aligned Aura

The area of your *aligned aura* increases to a Huge (100 ft.) radius **emanation** from you.

Divine Magic

This archetype grants you the ability to cast divine spells.

Rank 0 – Cantrips (Magical)

Your deity grants you the ability to use divine magic. You gain access to one divine **mystic sphere** (see Divine Mystic Spheres, page 132). You may spend **insight points** to learn 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 130). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 130.

Rank 1 – Spellcasting (Magical)

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 Rank (Magical)

You become a rank 2 divine spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Spell Rank (Magical)

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 Rank (Magical)

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 4 – Spell Knowledge

You learn an additional divine **spell**.

Rank 5 – Spell Rank (Magical)

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 5 – Spell Knowledge

You learn an additional divine **spell**.

Rank 6 – Spell Rank (Magical)

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 Rank (Magical)

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.

Rank 7 – Spell Knowledge

You learn an additional divine **spell**.

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 – Divine Training

You gain a +1 bonus to Fortitude defense and Mental defense.

Rank 1 – Combat Caster

You reduce your **focus penalty** by 2.

Rank 2 – Insight Point

You gain an additional **insight point**.

Rank 3 – Wellspring of Power (Magical)

You gain a +2 bonus to your **power** with **magical** abilities.

Rank 4 – Insight Point

You gain an additional **insight point**.

Rank 5 – Greater Combat Caster

You gain a +1 bonus to Armor defense.

Rank 6 – Insight Point

You gain an additional **insight point**.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +8.

Stalwart Guardian

This archetype grants you healing abilities and improves your defensive prowess.

Rank 0 – Enduring Defender

You gain a +1 bonus to **fatigue tolerance** (see Fatigue Tolerance, page 19).

Rank 1 – Lay on Hands (Magical)

You can use the *lay on hands* ability as a standard action.

Lay on Hands

Target: Yourself or a living **ally** within **reach**

The target regains **hit points** equal to 1d6 plus half your **power**.

The healing increases by +1d for each rank beyond 1.

Rank 3: The healing increases by an additional +1d.

Rank 5: The healing increases by an additional +1d.

Rank 7: The healing increases by an additional +1d.

Rank 2 – Stalwart Resilience

You gain a bonus equal to your rank in this archetype to your **resistances** against both **physical damage** and **energy damage** (see Resistances, page 21).

Rank 3 – Greater Enduring Defender

The bonus from your *enduring defender* ability increases to +2. In addition, you gain a +1 bonus to Fortitude and Mental defense.

Rank 4 – Greater Lay on Hands

You gain a +1d bonus to the healing from your *lay on hands* ability. In addition, when you use that ability, you can choose to remove a **condition** of the target's choice from it instead of restoring its hit points.

Rank 5 – Greater Stalwart Resilience

The resistance bonuses from your *stalwart resilience* ability both increase to be equal to twice your rank in this archetype.

Rank 6 – Supreme Enduring Defender

The bonus from your *enduring defender* ability increases to +3. In addition, the bonus from your *greater enduring defender* ability increases to +2.

Rank 7 – Supreme Lay on Hands (Magical)

The healing bonus from your *greater lay on hands* ability increases to +2d. In addition, when you use that ability, you can choose to remove a **vital wound** of the target's choice from it instead of restoring its hit points. If you do, you gain two **fatigue points**.

Zealous Warrior

This archetype improves your combat prowess, especially against foes who do not share your devoted alignment.

Rank 0 – Zealous Exertion

You gain a +2 bonus to any roll that you use the *desperate exertion* ability on. This bonus stacks with the normal +2 bonus provided by that ability.

Rank 1 – Smite (Magical)

You can use the *smite* ability as a standard action.

Smite

Make a **strike**. Because this is a **magical** ability, you use your **power** with **magical** abilities to determine your damage instead of your power with **mundane** abilities. If your target shares your devoted alignment, the strike deals no damage. Otherwise, you gain a +1d bonus to damage with the strike.

Rank 3: The damage bonus increases to +2d.

Rank 5: The damage bonus increases to +3d.

Rank 7: The damage bonus increases to +4d.

Rank 2 – Zealous Offense

You gain a +1 bonus to **accuracy**.

Rank 3 – Glancing Strikes

Whenever you miss by 2 or less with a **strike**, the target takes half damage from the strike. This is called a **glancing blow**.

Rank 4 – Zealous Purge

You can use your *zealous purge* ability as a standard action.

Zealous Purge

Make a **strike**. You add half your **power** to damage with the strike instead of your full power. Because this is a **magical** ability, you use your **power** with **magical** abilities to determine your damage instead of your power with **mundane** abilities.

If the target takes damage from the strike, it stops being **attuned** to one effect. It can freely choose which effect it releases its attunement to.

Rank 6: The target stops being attuned to two effects instead of one.

Rank 5 – Greater Zealous Offense

The bonus from your *zealous offense* ability increases to +2.

Rank 6 – Greater Zealous Exertion

The bonus from your *zealous exertion* ability increases to +5.

Rank 6 – Zealous Fixation

Whenever you hit a creature with a **strike**, you ignore **concealment** and 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 7 – Pass Judgment (Magical)

You can use the *pass judgment* ability as a **minor action**.

Pass Judgment

Target: One creature within Long (300 ft.) range

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 ability lasts until you **dismiss** it 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.

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

Alignment: Any.

Archetypes: Rangers have the Beastmaster, 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**: +3 Armor, +4 Fortitude, +5 Reflex, +3 Mental.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Agility, Flexibility, Ride, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Deduction, Knowledge (dungeoneering, geography, nature), Medicine.
- *Perception*: Awareness, Creature Handling, Survival.
- *Other*: Deception, Intimidate, Persuasion, Profession.

Weapon Proficiencies

You are proficient with simple weapons and any one other **weapon group**. In addition, you are also proficient with your choice of bows, crossbows, or thrown weapons.

Armor Proficiencies

You are proficient with light and medium armor.

Beastmaster

This archetype improves your connection to animals, allowing you to control and command them in battle.

Rank 0 – Handling Lore

You gain two additional **skill points**.

Rank 1 – Animal Companion

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 102).

Animal Companion **Attune** (self), **Emotion**, **Magical**

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. Animals are unable to understand complex concepts, so their ability to obey convoluted instructions is limited.

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 **hit points** are equal to the base value for your level + your base Constitution (see Table 1.5: Hit Points (page 19)).
- Its **resistance** to **physical damage** is equal to your Constitution (see Resistances, page 21).
- Its **resistance** to **energy damage** is equal to your Willpower.
- Each of its **defenses** is normally equal to 5 + your level.
- Its **accuracy** is equal to your **accuracy**. It gains the benefit of all of your accuracy bonuses. Any **magic bonuses** you have do not stack with **magic bonuses** applied directly to the creature.
- Its **power** with its attacks is normally equal to your **power** – 2.
- It has no **attunement points**.

Rank 2 – Pack Tactics

Any **overwhelmed** creature that is **threatened** by you or your animal companion takes a –1 penalty to **accuracy**.

Rank 3 – Beast Affinity

You gain a +3 bonus to the Creature Handling skill (see Creature Handling, page 102). In addition, you gain a +1 bonus to **accuracy** and **defenses** against animals and magical beasts.

Rank 4 – Greater Animal Companion

Your *animal companion* gains an **attunement point**. In addition, it gains a +1 bonus to **accuracy**, **defenses**, and **vital rolls**.

Table 3.9: Ranger Progression

Rank	Min Level	Beastmaster	Huntmaster	Scout	Wilderness Warrior
0	—	Handling lore	Endurance hunter	Scouting expertise	Wild senses
1	1	Animal companion	Quarry	Keen vision	Wild maneuvers
2	4	Pack tactics	Hunting style	Skirmisher	Maneuver rank (2), wild force
3	7	Beast affinity	Greater endurance hunter	Perceive weakness	Maneuver rank (3), glancing strikes
4	10	Greater animal companion	Greater quarry	Blindsight	Maneuver rank (4), wild maneuver
5	13	Greater pack tactics	Hunting style	Greater skirmisher	Maneuver rank (5), greater wild force
6	16	Greater beast affinity	Supreme endurance hunter	Greater perceive weakness	Maneuver rank (6), greater wild senses
7	19	Supreme animal companion	Supreme quarry	Greater blindsight	Maneuver rank (7), wild maneuver

Rank 5 – Greater Pack Tactics

The penalty from your *pack tactics* ability increases to -2.

Rank 6 – Greater Beast Affinity

The bonus to the Creature Handling skill from your *beast affinity* ability increases to +6. In addition, the bonuses to accuracy and defenses from that ability increase to +2.

Rank 7 – Supreme Animal Companion

Your *animal companion* gains an additional **attunement point**. In addition, the bonuses from your *greater animal companion* ability increase to +2.

Huntmaster

This archetype grants you and your allies abilities to hunt down specific foes.

Rank 0 – Endurance Hunter

You gain a +2 bonus to the Survival skill and a +1 bonus to Fortitude defense.

Rank 1 – Quarry

You can use the *quarry* ability as a **minor action**.

Quarry **Attune** (self)
Choose a creature within Long (300 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** with **mundane** attacks 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 one hunting style 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

As long as your quarry is **threatened** by at least two members of your hunting party, it cannot travel extradimensionally. This prevents all **Manifestation**, **Planar**, and **Teleportation** effects.

Rank 4: This effect instead applies if your quarry is within Medium (100 ft.) range of at least two members of your hunting party.

Rank 6: This effect instead applies if your quarry is within Long (300 ft.) range of at least two members of your hunting party.

Coordinated Stealth

Your quarry takes a -4 penalty to Awareness checks to notice members of your hunting party.

Rank 4: The accuracy bonus from your *quarry* ability increases to +2 if your quarry is **unaware** of every member of the hunting party.

Rank 6: The Awareness penalty increases to -8.

Cover Weaknesses

The accuracy bonus against your quarry is replaced with a +1 bonus to defenses against your quarry's attacks.

Rank 4: Your party's **overwhelm penalty** is reduced by 2 against your quarry's attacks.

Rank 6: The defense bonus increases to +2.

Decoy

If you **threaten** your quarry, it takes a -2 penalty to accuracy 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

As long as your quarry is **threatened** by at least two members of your **hunting party**, it cannot regain **hit points**.

Rank 4: This effect instead applies if the target is within Medium (100 ft.) range of at least two members of your hunting party.

Rank 6: This effect instead applies if your quarry is within Long (300 ft.) range of at least two member of your hunting party.

Martial Suppression

As long as your quarry is **threatened** by at least two members of your hunting party, it takes a -1 penalty to accuracy with **mundane** attacks.

Rank 4: The penalty increases to -2.

Rank 6: The penalty increases to -3.

Mystic Guidance

Magical

The accuracy bonus from your *quarry* ability applies to all attacks your hunting party makes against your quarry, instead of only to **mundane** attacks.

Rank 4: Your hunting party gains a +1 bonus to Fortitude, Reflex, and Mental defenses against attacks from your quarry.

Rank 6: The accuracy bonus against your quarry is increased to +2.

Mystic Suppression

As long as your quarry is **threatened** by 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

Your hunting party other than you gains no benefit from your *quarry* ability. In exchange, you gain a +1 bonus to 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

When you use your *quarry* ability, you can target any number of creatures to be your quarry.

Rank 4: You reduce your **overwhelm penalty** by 1.

Rank 6: The penalty reduction applies to all members of your hunting party.

Wolfpack

At the start of each **phase**, if your quarry is **threatened** by at least two members of your hunting party, it is **slowed** until the end of that phase.

Rank 4: This effect instead applies if your quarry is within Medium (100 ft.) range of at least two members of your hunting party.

Rank 6: This effect instead applies if your quarry is within Long (300 ft.) range of at least two members of your hunting party.

Rank 3 – Greater Endurance Hunter

The bonus to the Survival skill from your *endurance hunter* ability increases to +4. In addition, the bonus to Fortitude defense from that ability increases to +2. Finally, you gain a +1 bonus to your **fatigue tolerance** (see Fatigue Tolerance, page 19).

Rank 4 – Greater Quarry

You gain a +1d bonus to your damage with **strikes** against your *quarry*.

Rank 5 – Hunting Style

You learn an additional *hunting style*.

Rank 6 – Supreme Endurance Hunter

The bonus to the Survival skill from your *endurance hunter* ability increases to +6. In addition, the bonus to Fortitude defense from that ability increases to +3. Finally, the bonus to your fatigue tolerance from your *greater endurance hunter* ability increases to +2.

Rank 7 – Supreme Quarry

The bonus from your *greater quarry* ability increases to +2d.

Scout

This archetype improves your senses and overall scouting ability.

Rank 0 – Scouting Expertise

You gain a +2 bonus to the Awareness and Stealth skills.

Rank 1 – Keen Vision

You gain **low-light vision**, allowing you to treat sources of light as if they had double their normal illumination range. If you already have low-light vision, you double its benefit, allowing you to treat sources of light as if they had four times their normal illumination range. In addition, you gain **darkvision** with a 50 foot range, allowing you to see in complete darkness clearly. If you already have that ability, you increase its range by 50 feet.

Rank 2 – Skirmisher

You gain a +5 foot bonus to your **base speed**. In addition, you reduce your **range increment** penalties for attacking at long range by 1.

Rank 3 – Perceive Weakness

You gain a +1 bonus to **accuracy**.

Rank 4 – Blindsight

Your perceptions are so finely honed that you can sense your enemies without seeing them. You gain the **blindsense** ability out to 100 feet. This ability allows you to sense the presence and location of objects and foes within its range without seeing them. If you already have the blindsense ability, you increase its range by 100 feet. In addition, you gain the **blindsight** ability out to 20 feet. With this ability, you can fight just as well with your eyes closed as with them open. If you already have the blindsight ability, you increase its range by 20 feet.

Rank 5 – Greater Skirmisher

The speed bonus from your *skirmisher* ability increases to +10 feet. In addition, the penalty reduction from that ability increases to 2.

Rank 6 – Greater Perceive Weakness

The bonus from your *perceive weakness* ability increases to +2.

Rank 7 – Greater Blindsight

The range of your **blindsense** ability increases by 200 feet. In addition, the range of your **blindsight** ability increases by 80 feet.

Wild 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 – Wild Maneuvers

You can channel your wild energy into ferocious attacks. You learn two **maneuvers** from the wild maneuver list (see Wild Maneuvers, page 123). You can also spend **insight points** to learn one additional **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

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 – Maneuver Rank

You become a rank 2 wild maneuverist. 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 – Maneuver Rank

You become a rank 3 wild maneuverist. This gives you access to maneuvers that require a minimum rank of 3 and can improve the effectiveness of your existing maneuvers.

Rank 3 – Glancing Strikes

Whenever you miss by 2 or less with a **strike**, the target takes half damage from the strike. This is called a **glancing blow**.

Rank 4 – Maneuver Rank

You become a rank 4 wild maneuverist. This gives you access to maneuvers that require a minimum rank of 4 and can improve the effectiveness of your existing maneuvers.

Rank 4 – Wild Maneuver

You learn an additional wild **maneuver** (see Wild Maneuvers, page 123).

Rank 5 – Maneuver Rank

You become a rank 5 wild maneuverist. This gives you access to maneuvers that require a minimum rank of 5 and can improve the effectiveness of your existing maneuvers.

Rank 5 – Greater Wild Force

The bonus from your *wild force* ability increases to +2d.

Rank 6 – Maneuver Rank

You become a rank 6 wild maneuverist. This gives you access to maneuvers that require a minimum rank of 6 and can improve the effectiveness of your existing maneuvers.

Rank 6 – Greater Wild Senses

The bonus from your *wild senses* ability increases to +2.

Rank 7 – Maneuver Rank

You become a rank 7 wild maneuverist. This gives you access to maneuvers that require a minimum rank of 7 and can improve the effectiveness of your existing maneuvers.

Rank 7 – Wild Maneuver

You learn an additional wild **maneuver** (see Wild Maneuvers, page 123).

Rogue

Alignment: Any.

Archetypes: Rogues have the Assassin, Bard, Combat Trickster, and Jack of All Trades **archetypes**.

Basic Class Abilities

If you are a rogue, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +2 Armor, +3 Fortitude, +6 Reflex, +4 Mental.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Agility, Flexibility, Sleight of Hand, Stealth.
- *Intelligence*: Craft, Deduction, Devices, Disguise, Knowledge (dungeoneering, local), Linguistics.
- *Perception*: Awareness, Social Insight.
- *Other*: Deception, Intimidate, Perform, Persuasion, Profession.

Weapon Proficiencies

You are proficient with simple weapons, any one other **weapon group**, and saps.

Armor Proficiencies

You are proficient with light armor.

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 and a +1 bonus to Reflex defense.

Rank 1 – Sneak Attack

You can use the *sneak attack* ability as a standard action.

Sneak Attack

Make a **strike** with a **light weapon** or a **projectile weapon** against a creature within Close (30 ft.) range. If the target is **unaware** or is **threatened** by one of your **allies**, you gain a +2d bonus to damage with the strike. You do not gain this damage bonus against creatures who that you are unable to score a **critical hit** against, such as excessively large creatures or oozes.

Rank 3: The damage bonus increases to +3d.

Rank 5: The damage bonus increases to +4d.

Rank 7: The damage bonus increases to +5d.

Rank 2 – Evasion

You take half damage from abilities that affect an area. 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 (Magical)

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 senses:

- **Blindsense** and **blindsight**
- **Darkvision**
- **Detection** abilities
- **Lifesense** and **lifesight**
- **Scent**
- **Scrying** abilities
- **Tremorsense** and **tremorsight**

Rank 4 – Hide in Plain Sight

You can use the Stealth skill to hide while observed. Creatures observing you while you try to hide gain a +10 bonus to checks to notice you. You must still have cover or concealment to hide successfully.

Rank 5 – Greater Evasion

You can use your Reflex defense in place of any other defense against abilities that affect an area. This does not protect you from abilities that affect multiple specific targets without affecting an area.

Table 3.10: Rogue Progression

Rank	Min Level	Assassin	Bard	Combat Trickster	Jack of All Trades
0	—	Stealthy instincts	Bardic lore	Tricky finesse	Skill lore
1	1	Sneak attack	Bardic performances	Maneuver rank (1), trick lore	Skill exemplar
2	4	Evasion	Combat performer	Maneuver rank (2), glancing strikes	Dabbler
3	7	Darkstalker	Loremaster	Maneuver rank (3), trick maneuver	Versatile power
4	10	Hide in plain sight	Virtuoso	Maneuver rank (4), tricky force	Greater skill exemplar
5	13	Greater evasion	Greater combat performer	Maneuver rank (5), greater tricky finesse	Greater dabbler
6	16	Assassination	Greater loremaster	Maneuver rank (6), greater tricky finesse	Greater versatile power
7	19	Greater darkstalker	Greater virtuoso	Maneuver rank (7), trick maneuver	Supreme skill exemplar

Rank 6 – Assassination

You can use the *assassination* ability as a **minor action**.

Assassination

Swift

You study a creature within Medium (100 ft.) range, finding weak points you can take advantage of. Until the end of the next round, if you make a melee **strike** against the target while it is **unaware**, your attack deals maximum damage.

Rank 7 – Greater Darkstalker

When you use your *darkstalker* ability, you become undetectable by any number of the listed senses, not just one.

Bard

This archetype grants you the ability to inspire your allies and impair your foes with musical performances.

Rank 0 – Bardic Lore

You gain two additional skill points. In addition, you gain all Knowledge skills as **class skills**.

Rank 1 – Bardic Performances

You learn two *bardic performances* from the list below. You can also spend **insight points** to learn one additional bardic performance per **insight point**. As a **standard action**, you can use any bardic performance you know.

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 be **trained** with a Perform skill capable of making an auditory performance to use a bardic performance ability. If you are **mastered** with an appropriate Perform skill, you gain a +2 bonus to **accuracy** with the ability.

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.

Ballad of Belligerence **Auditory, Emotion, Sustain** (minor)
Target: All **enemies** in a Large (50 ft.) radius from you

Make an attack vs. Mental against the target.

Hit: Each target is unable to take any **standard actions** that do not cause it to make an attack. For example, a target could make a **strike** or cast an offensive spell, but it could not heal itself or summon a creature.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Cacaphony **Auditory**
Targets: All **enemies** within a Medium (20 ft.) radius from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes sonic damage equal to 1d6 plus half your **power**.

The damage increases by +1d for each rank beyond 1.

Cadenza of Courage **Auditory, Emotion, Sustain** (minor)
Target: One **ally** within Medium (100 ft.) range

The target gains a +1 **magic bonus** to **accuracy**.

Rank 3: The target also gains a +2 **magic bonus** to Mental defense.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The bonus to Mental defense increases to +4.

Cleansing Counterpoint **Auditory**
Target: One **ally** within Medium (100 ft.) range

The target can remove a **condition**. This can only remove a condition applied during the previous round.

Rank 3: The target can remove a condition applied during any previous round, but not during the current round.

Rank 5: The target can remove two conditions.

Rank 7: The target can remove three conditions.

Dizzying Ditty **Auditory, Compulsion, Sustain** (minor)
Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **dazed**.

Critical Hit: The target is **stunned**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Dirge of Doom **Auditory, Emotion, Sustain** (minor)
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target's **resistances** are reduced by an amount equal to your **power**. When this effect ends, it regains resistances equal to the amount it lost this way.

Critical Hit: As above, except that the reduction increases to twice your power.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Frightening Fugue **Auditory, Emotion, Sustain** (minor)
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target takes 1d6 sonic damage. If it loses **hit points** from this damage, it is **frightened** by you.

The damage increases by +1d for each rank beyond 1.

Hypnotic Hymn **Auditory, Emotion, Sustain** (minor)
Target: One creature within Medium (100 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** 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 +1 bonus to **accuracy** with the attack for each rank beyond 1.

Inspiring Intonation **Auditory, Emotion, Sustain** (minor)
Target: One **ally** within Medium (100 ft.) range

The target gains a +2 **magic bonus** to **checks**.

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +5.

Mesmerizing Melody **Auditory, Emotion, Sustain** (minor)
Targets: All creatures in a Large (50 ft.) radius from you

Make an attack vs. Mental against each target.

Hit: Each target is **fascinated** by you. Any act by you or your apparent allies that damages a target or that causes it to feel that it is in danger breaks the effect for that creature. An observant target may interpret overt threats to its allies as a threat to itself.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Palliative Poem **Auditory, Emotion, Sustain** (minor)

Target: One **ally** within Close (30 ft.) range

The target regains **hit points** equal to 1d6 plus half your **power**.

The healing increases by +1d for each rank beyond 1.

Serenade of Serenity **Auditory, Emotion, Sustain** (minor)

Targets: All **allies** within a Large (50 ft.) radius **emanation** from you

Each target gains a +4 bonus to defenses against hostile **Compulsion** and **Emotion** effects.

Rank 3: At the end of each round, each target removes all **conditions** caused by Compulsion and Emotion effects that were not applied during that round.

Rank 5: The area increases to a Huge (100 ft.) radius.

Rank 7: Each target is immune to hostile Compulsion and Emotion effects.

Tranquil Tune **Auditory, Emotion, Sustain** (minor)

Targets: All creatures within a Large (50 ft.) radius from you

Make an attack vs. Mental against each target.

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.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Vigorous Verse **Auditory, Emotion, Sustain** (minor)

Target: One **ally** within Medium (100 ft.) range

The target increases its current **hit points** by 5. This can allow its current hit points to exceed its normal maximum hit points. When this effect ends, the target takes sonic **subdual damage** equal to the hit points it gained this way.

Rank 3: The number of hit points increases to 10.

Rank 5: The number of hit points increases to 20.

Rank 7: The number of hit points increases to 40.

Rank 4 – Virtuoso

You learn an additional bardic performance. In addition, the area and range of all of your bardic performances is doubled.

Rank 5 – Greater Combat Performer

The Perform skill bonus from your *combat performer* ability increases to +4. In addition, the Armor defense bonus from that ability increases to +2.

Rank 6 – Greater Loremaster

The Knowledge skill bonus from your *loremaster* ability increases to +5.

Rank 7 – Greater Virtuoso

Once per round, you can **sustain** two bardic performances as a single **minor action**. In addition, you gain a +1 bonus to **accuracy** with your bardic performance abilities.

Rank 2 – Combat Performer

You gain a +2 bonus to all Perform skills and a +1 bonus to Armor defense.

Rank 3 – Loremaster

You gain a +2 bonus to all Knowledge skills. In addition, when can use the *desperate exertion* ability to affect the result of a Knowledge skill check, you only gain one **fatigue point** instead of two.

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 – Trick Maneuvers

You can confuse and confound your foes in combat. You learn two **maneuvers** from the trick maneuver list (see Trick Maneuvers, page 122). You can also spend **insight points** to learn one additional **maneuver** per **insight point**. As a **standard action**, you can use any **maneuver** you know.

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 – Maneuver Rank

You become a rank 2 trick maneuverist. This gives you access to maneuvers that require a minimum rank of 2.

Rank 2 – Trick Lore

You gain two additional **skill points**.

Rank 3 – Maneuver Rank

You become a rank 3 trick maneuverist. This gives you access to maneuvers that require a minimum rank of 3 and can improve the effectiveness of your existing maneuvers.

Rank 3 – Glancing Strikes

Whenever you miss by 2 or less with a **strike**, the target takes half damage from the strike. This is called a **glancing blow**.

Rank 4 – Maneuver Rank

You become a rank 4 trick maneuverist. This gives you access to maneuvers that require a minimum rank of 4 and can improve the effectiveness of your existing maneuvers.

Rank 4 – Trick Maneuver

You learn an additional trick **maneuver** (see Trick Maneuvers, page 122).

Rank 5 – Maneuver Rank

You become a rank 5 trick maneuverist. This gives you access to maneuvers that require a minimum rank of 5 and can improve the effectiveness of your existing maneuvers.

Rank 5 – Tricky Force

You gain a +1d bonus to your damage with all weapons.

Rank 6 – Maneuver Rank

You become a rank 6 trick maneuverist. This gives you access to maneuvers that require a minimum rank of 6 and can improve the effectiveness of your existing maneuvers.

Rank 6 – Greater Tricky Finesse

The bonus from your *tricky finesse* ability increases to +2.

Rank 7 – Maneuver Rank

You become a rank 7 trick maneuverist. This gives you access to maneuvers that require a minimum rank of 7 and can improve the effectiveness of your existing maneuvers.

Rank 7 – Trick Maneuver

You learn an additional trick **maneuver** (see Trick Maneuvers, page 122).

Jack of All Trades

This archetype improves your skills.

Rank 0 – Skill Lore

You gain two additional skill points. In addition, choose any two skills. You treat those skills as **class skills** for you.

Rank 1 – Skill Exemplar

You gain two additional skill points. In addition, you gain a +1 bonus to all skills.

Rank 2 – 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 – Greater 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.

Sorcerer

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**: +1 Armor, +3 Fortitude, +4 Reflex, +7 Mental.

Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Knowledge (arcana, the planes), Linguistics.
- *Perception*: Awareness, Spellsense.
- *Other*: Deception, Intimidate, Persuasion, Profession.

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 130).

Table 3.11: Sorcerer Progression

Rank	Min Level	Arcane Magic	Arcane Spell Mastery	Draconic Magic	Innate Arcanist	Wild Magic
0	—	Cantrips, mage armor	Mystic insight	Draconic bloodline	Arcane body	Chaotic exertion
1	1	Spellcasting	Combat caster	Draconic focus	Innate magic	Wildspell
2	4	Spell rank (2)	Mystic insight	Draconic hide	Personal enhancement	Chaotic miscast, wild soul
3	7	Spell rank (3), greater mage armor	Wellspring of power	Greater draconic bloodline	Mystic tolerance	Greater chaotic exertion
4	10	Spell rank (4), spell knowledge	Mystic insight	Draconic precision	Spell absorption	Greater wildspell
5	13	Spell rank (5)	Greater combat caster	Greater draconic hide	Greater personal enhancement	Controlled chaos
6	16	Spell rank (6), supreme mage armor	Mystic insight	Supreme draconic bloodline	Greater mystic tolerance	Supreme chaotic exertion
7	19	Spell rank (7), spell knowledge	Greater wellspring of power	Greater draconic precision	Greater spell absorption	Supreme wildspell

Arcane Magic

This archetype grants you the ability to cast arcane spells.

Rank 0 – Cantrips (Magical)

Your deity grants you the ability to use arcane magic. You gain access to one arcane **mystic sphere** (see Arcane Mystic Spheres, page 132). You may spend **insight points** to learn 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 130). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 130.

Rank 0 – Mage Armor (Magical)

You can use the *mage armor* ability as a standard action.

Mage Armor

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 Armor defense and has no **encumbrance**. It also provides a +4 bonus to **resistance** against **energy damage**. The body armor does not appear if you are wearing other body armor of any kind.

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 a physical shield.

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

Rank 1 – Spellcasting (Magical)

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 Rank (Magical)

You become a rank 2 arcane spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Spell Rank (Magical)

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 3 – Greater Mage Armor (Magical)

The defense bonus from the body armor created by your *mage armor* ability increases to +3. In addition, the bonus to **resistance** against **energy damage** increases to be equal to three times your rank in this archetype.

Rank 4 – Spell Rank (Magical)

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 4 – Spell Knowledge

You learn an additional arcane **spell**.

Rank 5 – Spell Rank (Magical)

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 5 – Spell Knowledge

You learn an additional arcane **spell**.

Rank 6 – Spell Rank (Magical)

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 (Magical)

The defense bonus from the body armor created by your *mage armor* ability increases to +3. In addition, the bonus to **resistance** against **energy damage** increases to be equal to four times your rank in this archetype.

Rank 7 – Spell Rank (Magical)

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.

Rank 7 – Spell Knowledge

You learn an additional arcane **spell**.

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.

Rank 0 – Mystic Training

You gain a +2 bonus to the Spellcraft skill and a +1 bonus to Mental defense.

Rank 1 – Combat Caster

You reduce your **focus penalties** by 2.

Rank 2 – Mystic Insight (Magical)

You gain your choice of one of the following abilities.

Focused Caster: You reduce your **focus penalty** by 1. You cannot choose this ability multiple times.

Insight Point: You gain an additional **insight point**. You can choose this ability multiple times, gaining an additional insight point each time.

Spell Power: Choose an arcane **spell** you know. You gain a bonus equal to your rank in this archetype to your **power** with that spell. You can choose this ability multiple times, choosing a different spell each time.

Spell Precision: 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.

Rank 3 – Wellspring of Power (Magical)

You gain a +2 bonus to your **power** with **magical** abilities.

Rank 4 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 5 – Greater Combat Caster

You gain a +1 bonus to Armor defense.

Rank 6 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +8.

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

Choose a type of dragon from among the dragons on Table 3.12: Draconic Bloodline Types. You have the blood of that type of dragon in your veins. You gain a bonus equal to twice your rank in this archetype to your **resistance** to the damage type dealt by that dragon's breath weapon.

Table 3.12: Draconic Bloodline Types

Dragon	Damage Type	Mystic Sphere
Black	Acid	Vivimancy
Blue	Electricity	Electromancy
Brass	Fire	Delusion
Bronze	Electricity	Revelation
Copper	Acid	Terramancy
Gold	Fire	Photomancy
Green	Acid	Compulsion
Red	Fire	Pyromancy
Silver	Cold	Telekinesis
White	Cold	Cryomancy

Rank 1 – Draconic Focus

You reduce your **focus penalties** by 1.

Rank 2 – Draconic Hide

You gain a bonus to your **resistance** against **physical damage** equal to your rank in this archetype. In addition, you gain a +1 bonus to Fortitude defense.

Rank 3 – Greater Draconic Bloodline

You learn an spell from the mystic sphere associated with your dragon. In addition, the bonus to **resistance** from your *draconic bloodline* ability increases to be equal to three times your rank in this archetype.

Rank 4 – Draconic Precision

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 – Greater Draconic Hide

The resistance bonus from your *draconic hide* ability increases to be equal to twice your rank in this archetype. In addition, the defense bonus increases to +2.

Rank 6 – Supreme Draconic Bloodline

You learn an additional spell from the mystic sphere associated with your dragon. In addition, the bonus to **resistance** from your *draconic bloodline* ability increases to be equal to four times your rank in this archetype.

Rank 7 – Greater Draconic Precision

The bonus from your *draconic precision* ability increases to +2.

Innate Arcanist

This archetype deepens your innate connection to arcane magic. You must have the Arcane Magic archetype from the sorcerer class to gain the abilities from this archetype.

Rank 0 – Arcane Body

You gain a +2 bonus to the Spellcraft skill and a +1 bonus to Fortitude defense.

Rank 1 – Innate Magic

None of your arcane spells have **somatic components** or **verbal components**.

Rank 2 – Mystic Tolerance

You gain a bonus equal to twice your rank in this archetype to your **resistance** against **energy damage**.

Rank 3 – Personal Enhancement

You gain a +1 **magic bonus** to **accuracy**, **defenses**, and **power**. Because this is a magic bonus, it does not stack with other magic bonuses (see Stacking Rules, page 29).

Rank 4 – Spell Absorption

Whenever another creature uses a spell to attack you, you gain the ability to cast the spell once. When you cast the spell, you use your own **accuracy**, **power**, and abilities to determine the effects of the spell. Once you cast the spell, you expend the absorbed energy, and you cannot cast it again.

Whenever you are attacked by a new spell, if you already have the ability to cast a spell with this ability, you choose which spell you gain the ability to cast. When you take a **long rest**, you lose the ability to cast any spells you have stored with this ability.

Rank 5 – Greater Mystic Tolerance

The bonus from your *mystic tolerance* ability increases to be equal to three times your rank in this archetype.

Rank 6 – Greater Personal Enhancement

The bonuses from your *personal enhancement* ability increase to +2.

Rank 7 – Greater Spell Absorption

You can store the ability to cast up to three spells with your *spell absorption* ability. In addition, you can cast each stored spell twice before you lose the ability to cast it instead of only once.

Wild Magic

This archetype makes the magic you cast more chaotic, generally increasing its power at the cost of your control over your magic.

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 bonus equal to your rank in this archetype to **power** with the spell. In addition, roll 1d10 and apply the corresponding wild magic effect from Table 3.13: 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.

Table 3.13: Wild Magic Effects

Roll	Effect
1 or lower	You miscast the spell
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 is also dazed until the end of the next round
7	Each target that loses hit points from the spell this round is also sickened until the end of the next round
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 or higher	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 Miscast

Whenever you **miscast** a spell for any reason other a wild magic effect, you may instead roll on the Table 3.13: Wild Magic Effects table to determine the spell's effect. You take a –5 penalty to the roll. If the spell's effect is impossible after this roll, such as if all of its targets are invalid, it fails with no effect and is not miscast.

Rank 2 – Wild Soul

You are immune to **Compulsion** attacks.

Rank 3 – Greater Chaotic Exertion

Once per **long rest**, you can use the *desperate exertion* ability without gaining any **fatigue points**.

Rank 4 – Greater Wildspell

The bonus to **power** from your *wildspell* ability increases to be equal to twice your rank in this archetype.

Rank 5 – Controlled Chaos

Whenever you make a wild magic roll, you can choose to gain a +1 bonus to the roll after seeing the result.

Rank 6 – Supreme Chaotic Exertion

The number of times you can use the *desperate exertion* ability with your *greater chaotic exertion* ability increases to two.

Rank 7 – Supreme Wildspell

You replace your normal wild magic effects from your *wildspell* ability with the effects from the table below.

Table 3.14: Epic Wild Magic Effects

Roll	Effect
1 or lower	The spell has its normal effect
2	All damage dealt by the spell is considered to be all damage types
3	When you attack with the spell this round, you roll twice and take the higher result
4	When you deal damage with the spell this round, you roll twice for the spell 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 stunned until the end of the next round
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 or higher	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

Alignment: Any.

Archetypes: Warlocks have the Pact Magic, Pact Spell Mastery, and Blessings of the Abyss **archetypes**.

Basic Class Abilities

If you are a warlock, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +2 Armor, +4 Fortitude, +3 Reflex, +6 Mental.

Skills

You have the following **class skills**:

- **Dexterity:** Ride.
- **Intelligence:** Craft, Deduction, Disguise, Knowledge (arcana, planes, religion), Linguistics.
- **Perception:** Awareness, Social Insight, Spellsense.
- **Other:** Deception, Intimidate, Persuasion, Profession.

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light 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 130).

Infernal Pact (Magical)

To become a warlock, you must make a pact with a powerful demon or devil. If you somehow lose this ability, you lose all other warlock abilities. You must make a dark 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.

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.

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 subsumed by the plane you are on. Only a soul of extraordinary strength can maintain its integrity after decades or centuries in the Abyss. Many warlocks seek power zealously while mortal to

Table 3.15: Warlock Progression

Rank	Min Level	Blessings of the Abyss	Pact Magic	Pact Spell Mastery	Soulkeeper's Chosen
0	—	Abyssal tolerance	Armor tolerance, cantrips	Infernal training	Empowering whispers
1	1	Eldritch blast	Spellcasting	Combat caster	Possession
2	4	Fiendish resistance	Spell rank (2)	Mystic insight	Exchange soul fragment
3	7	Abyssal jaunt	Spell rank (3), greater armor tolerance	Wellspring of power	Greater empowering whispers
4	10	Abyssal substitution, hellfire	Spell rank (4), spell knowledge	Mystic insight	Greater possession
5	13	Greater fiendish resistance	Spell rank (5)	Greater combat caster	Exchange vitality
6	16	Abyssal curse	Spell rank (6), supreme armor tolerance	Mystic insight	Supreme empowering whispers
7	19	Greater abyssal substitution, greater hellfire	Spell rank (7), spell knowledge	Greater wellspring of power	Supreme possession

gain the mental fortitude necessary to keep their soul after death.

Whispers of the Lost (Magical)

You hear the voices of souls lost to the Abyss, 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

This archetype enhances your connection to the Abyss and allows you to channel its sinister power more directly.

Rank 0 – Abyssal Tolerance

You gain a +1 bonus to Fortitude defense and a +1 bonus to Mental defense.

Rank 1 – Eldritch Blast

You can use the *eldritch blast* ability as a standard action.

Eldritch Blast

Magical

Make an attack vs. Armor against one creature or object within Medium (100 ft.) range.

Hit: The target takes fire damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1.

Rank 3: On a **glancing blow**, the target takes half damage.

Rank 5: The damage increases by an additional +1d.

Rank 7: The damage increases by an additional +1d.

Rank 2 – Fiendish Resistance

You gain a bonus equal to twice your rank in this archetype to your **resistance** against **energy damage**.

Rank 3 – Abyssal Jaunt

You can use the *abyssal jaunt* ability as a standard action.

Abyssal Jaunt**Magical**

Make an attack vs. Mental against one creature or object within Close (30 ft.) range.

Hit: The target takes fire damage equal to 2d6 plus half your **power**. 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.

Glancing Blow: As above, except that the target takes half damage.

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 – Abyssal Substitution

Whenever you use an ability that deals **energy damage** or any subtype of energy damage, you can change the type of the damage to fire damage. Any other aspects of the ability remain unchanged.

Rank 4 – Hellfire

You gain a +4 bonus to **power** with abilities that deal fire damage.

Rank 5 – Greater Fiendish Resistance (Magical)

The bonus from your *fiendish resistance* ability increases to be equal to three times your rank in this archetype.

Rank 6 – Abyssal Curse

You can use the *abyssal curse* ability as a standard action.

Abyssal Curse**Curse, Magical**

Make an attack vs. Fortitude against one creature or object within Medium (100 ft.) range.

Hit: The target is **nauseated** until it takes a **short rest**.

Glancing Blow: The target is nauseated until the end of the next round.

Critical Hit: The target is nauseated until this curse is removed.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Rank 7 – Greater Abyssal Substitution

Whenever you use an ability that deals damage, you may change the type of damage it deals to be fire damage. Any other aspects of the ability remain unchanged.

Rank 7 – Greater Hellfire

The power bonus from your *hellfire* ability increases to +8.

Pact Magic

This archetype grants you the ability to cast pact spells. You must have a base Willpower of at least 1 to gain this archetype.

Rank 0 – Cantrips (Magical)

Your deity grants you the ability to use pact magic. You gain access to one pact **mystic sphere** (see Pact Mystic Spheres, page 132). You may spend **insight points** to learn 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 130). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 130.

Rank 0 – Armor Tolerance

You reduce your **encumbrance** by 2 when determining your **somatic component failure**.

Rank 1 – Spellcasting (Magical)

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 Rank (Magical)

You become a rank 2 pact spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Spell Rank (Magical)

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 3 – Greater Armor Tolerance (Magical)

The penalty reduction from your *armor tolerance* ability increases to 3.

Rank 4 – Spell Rank (Magical)

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 4 – Spell Knowledge

You learn an additional pact **spell**.

Rank 5 – Spell Rank (Magical)

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 5 – Spell Knowledge

You learn an additional pact **spell**.

Rank 6 – Spell Rank (Magical)

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 (Magical)

The penalty reduction from your *armor tolerance* ability increases to 4.

Rank 7 – Spell Rank (Magical)

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.

Rank 7 – Spell Knowledge

You learn an additional pact **spell**.

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.

Rank 0 – Infernal Training

You gain a +2 bonus to the Knowledge (planes) skill and a +1 bonus to Mental defense.

Rank 1 – Combat Caster

You reduce your **focus penalties** by 2.

Rank 2 – Mystic Insight (Magical)

You gain your choice of one of the following abilities.

Focused Caster: You reduce your **focus penalty** by 1. You cannot choose this ability multiple times.

Insight Point: You gain an additional **insight point**. You can choose this ability multiple times, gaining an additional insight point each time.

Rituals: You gain the ability to perform pact rituals to create unique magical effects (see Rituals, page 131). The maximum **rank** of pact ritual you can learn or perform is equal to the maximum rank of pact spell that you can cast. You cannot choose this ability multiple times.

Spell Power: Choose an arcane **spell** you know. You gain a bonus equal to your rank in this archetype to your **power** with that spell. You can choose this ability multiple times, choosing a different spell each time.

Spell Precision: 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.

Rank 3 – Wellspring of Power (Magical)

You gain a +2 bonus to your **power** with **magical** abilities.

Rank 4 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 5 – Greater Combat Caster

You gain a +1 bonus to Armor defense.

Rank 6 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +8.

Soulkeeper's Chosen

This archetype enhances your connection to your soulkeeper, granting you abilities relating to your pact.

Rank 0 – Empowering Whispers (Magical)

You gain an ability based on the type of whispers you hear with your *whispers of the lost* ability.

Mentoring Whispers: You gain two additional **skill points**.

Spiteful Whispers: Whenever you miss a creature with an attack, you gain a +1 bonus to **accuracy** against the creature you missed during the next round.

Sycophantic Whispers: You gain a +2 bonus to 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 Fortitude defense.

Rank 1 – Possession

You can use the *possession* ability as a **free action** to allow your soulkeeper to directly control 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.

Possession

Attune (self)

You gain the following benefits and drawbacks:

- You increase your current **hit points** by an amount equal to three times your rank in this archetype. This can allow your current hit points to exceed your normal maximum hit points. When this ability ends, you take energy **subdual damage** equal to the hit points you gained this way.
- You gain a bonus equal to your rank in this archetype to your **power** with all abilities.
- You gain a +4 bonus to your **fatigue tolerance**.
- You take a -2 penalty to Mental defense.
- You are unable to fully control your actions. At the start of each round, your soulkeeper chooses one of three behavior patterns: attack your enemies, protect your allies, or protect yourself. You must follow the chosen behavior that round during the best of your ability. If you are not in combat, your soulkeeper may influence your behavior in more subtle ways.
- At the start of each round, if either you or your soulkeeper choose to end this ability, the ability ends.

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

Magical, Swift

When you use this ability, you gain a **fatigue point**.

Remove a **condition** affecting you. This cannot remove a condition applied during the current round. Because this ability has the **Swift** tag, the penalties from the removed condition do not affect you during the current phase.

Rank 3 – Greater Empowering Whispers (Magical)

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

During your *possession* ability, you can choose one behavior category at the start of each round. Your soulkeeper cannot compel you to take the chosen behavior that round. In addition, the number of hit points you gain from that ability increases to four times your rank in this archetype.

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

Magical, Swift

When you use this ability, you gain two **fatigue points**.

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 (Magical)

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**.

Whispers of the Mighty: You gain a bonus to your **resistances** equal to your rank in this archetype.

Rank 7 – Supreme Possession

Your soulkeeper does not influence your actions during your *possession* ability, and that ability no longer imposes a penalty

to your Mental defense.

Wizard

Alignment: Any.

Archetypes: Mages have the Alchemist, Arcane Magic, Arcane Spell Mastery, and Arcane Scholar **archetypes**.

Basic Class Abilities

If you are a wizard, you gain the following abilities.

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +3 Fortitude, +4 Reflex, +7 Mental.

Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Knowledge (all kinds, taken individually), Linguistics.
- *Perception*: Awareness, Spellsense.
- *Other*: Deception, Intimidate, Persuasion, Profession.

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 130).

Table 3.16: Wizard Progression

Rank	Min Level	Alchemist	Arcane Magic	Arcane Scholar	Arcane Spell Mastery
0	—	Alchemical infusion	Cantrips, mage armor	Scholastic lore	Mystic training
1	1	Portable workshop	Spellcasting	Ritualist	Insightful caster
2	4	Alchemical discovery	Spell rank (2)	Scholastic insight	Mystic insight
3	7	Greater alchemical infusion	Spell rank (3), greater mage armor	Greater scholastic lore	Wellspring of power
4	10	Experienced quaffing	Spell rank (4), spell knowledge	Contingency	Mystic insight
5	13	Alchemical discovery	Spell rank (5)	Arcane insight	Greater insightful caster
6	16	Supreme alchemical infusion	Spell rank (6), supreme mage armor	Greater ritualist	Mystic insight
7	19	Greater portable workshop	Spell rank (7), spell knowledge	Multiple contingency	Greater wellspring of power

Alchemist

This archetype improves your ability to use achemy to create unusual concoctions to aid your allies and harm your foes.

Rank 0 – Alchemical Infusion

You gain a +2 bonus to Craft (alchemy) checks. In addition, whenever you create or use an alchemical item, you may use your **power** with **magical** abilities in place of the item's normal power to determine its effects.

Rank 1 – Portable Workshop

You carry materials necessary to refine low-grade alchemical items wherever you are. Items created with this ability deteriorate and become useless after 24 hours or after you finish a long rest, whichever comes first. The items are just as effective when used as items created normally. You can use this ability create alchemical items with a item level up to your level (see Item Levels, page ??).

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, the difficulty rating goes up by 5 after each successful craft. Third, if you fail to craft an item in this way, you cannot try again until you destroy all items crafted with this ability and finish a short rest.

If you use this ability extensively without visiting civilization or some other area where you can restock your personal supplies for weeks, you may run low on supplies and your ability to use this ability may be limited.

Rank 2 – Alchemical Discovery

You gain your choice of one of the following benefits.

Complex Construction: You can use your portable workshop ability to create items with an item level up to two levels higher than your level.

Durable Construction: You double the range of alchemical items you create.

Efficient Crafting: It takes you half the normal time and material components to craft alchemical items.

Explosive Construction: You double the area affected by al-

chemical items you create.

Potent Construction: Alchemical items you create gain a +2 bonus to power.

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 increase to your crafting difficulty.

Safe Construction: Creatures who are not trained in Craft (alchemy) can use alchemical items you create without a mishap chance.

Rank 3 – Greater Alchemical Infusion

The skill bonus from your *alchemical infusion* ability increases to +4. In addition, you gain a +1 bonus to accuracy with alchemical items.

Rank 4 – Experienced Quaffing

You can drink up to two doses of potions, elixirs, and other drinkable alchemical items simultaneously with no mishap risk.

Rank 5 – Alchemical Discovery

You gain an additional *alchemical discovery* ability.

Rank 6 – Supreme Alchemical Infusion

The skill bonus from your *alchemical infusion* ability increases to +6. In addition, the accuracy bonus from your *greater alchemical infusion* ability increases to +2.

Rank 7 – Greater Portable Workshop

The difficulty rating to craft a new alchemical item with your *portable workshop* ability does not increase with each successful craft.

Arcane Magic

This archetype grants you the ability to cast arcane spells.

Rank 0 – Cantrips (Magical)

Your deity grants you the ability to use arcane magic. You gain access to one arcane **mystic sphere** (see Arcane Mystic Spheres, page 132). You may spend **insight points** to learn 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 130). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 130.

Rank 0 – Mage Armor (Magical)

You can use the *mage armor* ability as a standard action.

Mage Armor

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 Armor defense and has no **encumbrance**. It also provides a +4 bonus to **resistance** against **energy damage**. The body armor does not appear if you are wearing other body armor of any kind.

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 a physical shield.

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

Rank 1 – Spellcasting (Magical)

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 Rank (Magical)

You become a rank 2 arcane spellcaster. This gives you access to spells that require a minimum rank of 2.

Rank 3 – Spell Rank (Magical)

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 3 – Greater Mage Armor (Magical)

The defense bonus from the body armor created by your *mage armor* ability increases to +3. In addition, the bonus to **resistance** against **energy damage** increases to three times your rank in this archetype.

Rank 4 – Spell Rank (Magical)

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 4 – Spell Knowledge

You learn an additional arcane **spell**.

Rank 5 – Spell Rank (Magical)

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 5 – Spell Knowledge

You learn an additional arcane **spell**.

Rank 6 – Spell Rank (Magical)

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 (Magical)

The defense bonus from the body armor created by your *mage armor* ability increases to +3. In addition, the bonus to **resistance** against **energy damage** increases to four times your rank in this archetype.

Rank 7 – Spell Rank (Magical)

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.

Rank 7 – Spell Knowledge

You learn an additional arcane **spell**.

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.

Rank 0 – Scholastic Lore

You gain a +2 bonus to the Spell sense skill and all Knowledge skills.

Rank 1 – Ritualist

You gain the ability to perform arcane rituals to create unique magical effects (see Rituals, page 131). The maximum rank of arcane ritual you can learn or perform is equal to the maximum rank of arcane spell that you can cast. If you have the ability to cast rank 1 arcane spells, you may immediately scribe one rank 1 ritual without paying the normal costs. In addition, whenever you gain access to a new spell rank, you can scribe one ritual of that rank or lower without paying the normal costs.

Rank 2 – Scholastic Insight (Magical)

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.

Signature Spell: Choose a **spell** you know. The spell loses the **Focus** tag, allowing you to cast it without lowering your guard in combat.

If you choose this insight multiple times, you must choose a different **spell** each time.

Sphere Specialization: Choose a **mystic sphere** you have access to. You gain a +1 bonus to **accuracy** with abilities from that **mystic sphere**. In addition, you learn an additional **spell** 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.

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. If you lead a ritual from that **mystic sphere**, it requires half the normal amount of time to perform and causes half the normal number of **fatigue points**.

You can choose this insight multiple times, choosing a different **mystic sphere** each time.

Rank 3 – Greater Scholastic Lore

The bonuses from your *scholastic lore* ability increase to +4.

Rank 4 – 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 5 – Arcane Insight (Magical)

You learn an additional *arcane insight*.

Rank 6 – Greater Ritualist

Whenever you lead a ritual, it requires half the normal number of **fatigue points** and half the normal time to complete.

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.

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.

Rank 0 – Mystic Training

You gain a +2 bonus to the Spellcraft skill and a +1 bonus to Mental defense.

Rank 1 – Insightful Caster

You gain access to an additional arcane **mystic sphere**, including all **cantrips** from that sphere. In addition, you learn an additional arcane **spell**.

Rank 2 – Mystic Insight (Magical)

You gain your choice of one of the following abilities.

Focused Caster: You reduce your **focus penalty** by 1. You cannot choose this ability multiple times.

Insight Point: You gain an additional **insight point**. You can choose this ability multiple times, gaining an additional insight point each time.

Rituals: You gain the ability to perform arcane rituals to create unique magical effects (see Rituals, page 131). The maximum **rank** of arcane ritual you can learn or perform is equal to the maximum rank of arcane spell that you can cast. You cannot choose this ability multiple times.

Spell Power: Choose an arcane **spell** you know. You gain a bonus equal to your rank in this archetype to your **power** with that spell. You can choose this ability multiple times, choosing a different spell each time.

Spell Precision: 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.

Rank 3 – Wellspring of Power (Magical)

You gain a +2 bonus to your **power** with **magical** abilities.

Rank 4 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 5 – Greater Insightful Caster

You learn two additional arcane **spells**.

Rank 6 – Mystic Insight (Magical)

You gain an additional *mystic insight* ability.

Rank 7 – Greater Wellspring of Power (Magical)

The bonus from your *wellspring of power* ability increases to +8.

Chapter 4

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 acquire and use skills.

Skill Training

You can spend **skill points** to become **trained** or **mastered** in skills (see Skill Points, page 20). Your level of training can grant you a bonus to attacks and checks using that skill, as described below. If you are already **trained** in a skill, you only pay the difference in skill point costs to become **mastered** in that skill.

- **Untrained** Becoming untrained in a skill costs no skill points. You are untrained in all skills by default. Being untrained in a skill grants no bonus to the skill.
- **Trained** Becoming trained in a skill costs one skill point. In addition, if the base value for one of your attributes is at least 2, you become trained in all of your **class skills** associated with that attribute. Being trained in a skill gives you a bonus with the skill equal to 2 + half your level.
- **Mastered** Mastering a skill costs three skill points, or two skill points if the skill is a **class skill** for you. Being mastered in a skill gives you a bonus with the skill equal to 3 + your level.

Skill Modifier

Your bonus with a skill is calculated as follows:

Training bonus (see Skill Training, page 93) + base value of **key attribute** + other bonuses and penalties

Bonuses and Penalties: Species abilities, class abilities, penalties from **encumbrance**, and other effects can increase or decrease your bonus with a skill.

Key Attributes With Skills

Most skills have a single **key attribute** they are associated with. You gain a bonus or penalty to attacks and checks with each skill equal to your base value with that skill's key attribute. In addition, if your base value for an attribute is at least 3, you are automatically trained in your **class skills** associated with that

attribute.

Class Skills

Each class has a set of skills that members of that class are typically skilled at. Your bonus with skills that are not class skills for you can be just as high as your bonus with class skills, but it requires more investment. You are automatically **trained** in all **class skills** associated with each of your attributes that has a base value of 2 or higher. In addition, mastering class skills is cheaper than mastering other skills. It costs two skill points to master a non-class skill if you are already trained in that skill, but only one skill point to master a class skill.

The class skills for each class are summarized on Table 4.1: Class 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 4.2: 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

Table 4.1: 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
Agility	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	—	—	—	—	Per
Social Insight	—	C	—	—	—	C	—	C	—	C	—	Per
Spellsense	—	C	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

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.

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

Table 4.2: 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 (geography)
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 28).

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!

Agility (Dex)

The Agility skill represents your ability to balance, tumble, and perform similar feats of agility and poise.

Agile Charge

You can make a **difficulty rating** 10 Agility check while **charging** to change directions while charging. 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**.

Balance

When you are on a slippery or narrow surface, you must make an Agility 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 rating** of Agility checks to balance varies with the surface, as described in Table 4.3: Balancing Difficulty Ratings. In addition, if you are forcibly moved while on a slippery or narrow surface, you must make an Agility check against the same **difficulty rating**. Success means you stay standing. Failure means you fall prone.

Table 4.3: Balancing Difficulty Ratings

Narrow Surface	Difficulty Rating
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

Mitigate Fall

As you hit the ground after a fall, you can make an Agility check to reduce falling damage. A **difficulty rating** 5 check allows you to treat a fall as if it were 10 feet shorter. For every 10 points by which you beat that **difficulty rating**, you can reduce the falling damage by 10 additional feet.

Rapid Stand

You can use the *rapid stand* ability as a **minor action**.

Rapid Stand

Swift

You make a **difficulty rating** 15 Agility 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.

Awareness (Per)

The Awareness skill represents your ability to observe things which you might otherwise fail to notice. It can be used to spot concealed things, to correctly identify sounds, or to smell the distinctive rotting flesh smell that accompanies undead.

Each creature has a variety of senses. The Awareness skill governs the use of every sense. It is most commonly used with sight, hearing, and smell, though other uses are possible. Often, bonuses or penalties will apply only to certain senses. For example, it is extremely difficult to see when there is no light, but that has no effect on how difficult it is for you to hear sounds. In such cases, you only roll one Awareness check, and you apply the modifiers separately for each sense.

While sleeping, you take a -10 penalty to the Awareness skill.

Discern Illusion [Hidden]

When you observe the effect of a **Sensation** ability, you can make an Awareness check to notice its unreal nature. The **difficulty rating** is specified in the description of the ability creating the illusion, but is usually equal to a check result made when using the ability. Success means you recognize the effect as an illusion, and can see through it as if it was almost entirely transparent. Failure means you don't notice anything amiss.

If the illusion is completely missing a sense that should logically be present, such as a *silent image* of people marching in heavy armor, the **difficulty rating** to interact with the illusion with that sense is lowered by 5.

You cannot retry this check until you gain meaningful new information that would help you identify the illusion.

Identify Disguise [Hidden]

When you observe a disguised creature or object, you can make an Awareness check to identify the disguise. The **difficulty rating** is equal to the Disguise check result used to create the disguise (see Disguise, page 106). 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 rating** to identify a forgery is equal to the Craft check result used to make the item (see Craft, page 101). 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 rating** depends on the sense used and the obvious-

ness 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 rating**, 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 rating** to identify the location is equal to the **difficulty rating** to notice the creature or object using the appropriate sense + 5 (since you need to learn an additional piece of information).

Read Lips

When you see a creature speaking, you can make an sight-based Awareness check to read its lips. The **difficulty rating** 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

As a standard action, 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 within 10 feet of you. You gain a +5 bonus to this check.

Senses

Sight: The **difficulty rating** to see something depends on the obviousness of the sight, as shown on Table 4.4: Sight-based Difficulty Ratings, and other modifiers given at Table 4.7: Awareness Difficulty Modifiers.

Table 4.4: Sight-based Difficulty Ratings

Situation	Base Difficulty Rating 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 4.7: Awareness Difficulty Modifiers (page 98)

2 Don't add size-based difficulty modifiers since they are redundant with the modifiers applied to the creature's Stealth check result.

Sound: The **difficulty rating** to hear a sound depends on the intensity of the sound, as shown on Table 4.5: Sound-based Difficulty Ratings, and other modifiers given at Table 4.7: Awareness Difficulty Modifiers.

Scent: The **difficulty rating** to smell something depends on the

Table 4.5: Sound-based Difficulty Ratings

Situation	Base Difficulty Rating ¹
Creature shouting	-5 ¹
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 4.7: Awareness Difficulty Modifiers (page 98)

2 Don't add size-based difficulty modifiers since they are redundant with the modifiers applied to the creature's Stealth check result.

intensity of the scent, as shown on Table 4.6: Scent-based Difficulty Ratings, and other modifiers given at Table 4.7: Awareness Difficulty Modifiers.

The **difficulty ratings** given are for a creature with an ordinary sense of smell, like a human.

Smell intensity can vary widely depending on the circumstances. In general, an unusually strong smell, such as a creature wearing perfume, has a **difficulty rating** which is 5 lower. An unusually weak smell, such as a creature who has just taken an unscented bath, has a **difficulty rating** which is 5 higher.

Smells dissipate quickly with distance. Double the normal distance modifiers for scent-based perception checks.

Scent Ability: Some creatures have an unusually good sense of smell. Creatures with the scent ability gain a +5 bonus to scent-based Awareness checks.

Table 4.6: Scent-based Difficulty Ratings

Situation	Base Difficulty Rating ¹
Strong scent (rotting flesh, pungent spices)	0
Moderate scent (fresh food)	5
Living creature	10

1 Always add any appropriate modifiers from Table 4.7: Awareness Difficulty Modifiers (page 98)

Other Senses: Other senses can exist, and creatures can make Awareness checks to use those other senses appropriately.

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 4.7: 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 4.7: Awareness Difficulty Modifiers

Distance	Difficulty Modifier ¹
Up to 20 feet away	+0
21–100 feet away	+2
101–500 feet away	+5
501–2500 feet away	+10
2500–10000 feet away	+15
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
Background	Difficulty Modifier
Nothing similar	0
Many similar sensations	+5
Many more intense sensations	+10

¹ Doubled for scent-based Awareness checks.

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 take a –5 penalty to the Awareness and Social Insight skills against targets other than you until the end of the next round. 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 rating** 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 118, 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 96). 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 106).

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 112).

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 rating** is 10 for simple messages and 15 for complex messages. If the message contains

completely new information, the **difficulty rating** increases by 5. You can freely increase the **difficulty rating** 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 rating** 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.

Climb (Str)

The Climb skill represents your ability to climb obstacles.

Climb

You can make a Climb check as a **move action** to move up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds). Success means you move a number of feet equal to the size of your space, as described on Table 4.8: Climb Speeds. Critical success means you move at twice that speed. Failure means your action is wasted and you do not move. Critical failure means you fall.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand.

Table 4.8: Climb Speeds

Size	Speed
Fine	1/2 ft.
Diminutive	1 ft.
Tiny	2-1/2 ft.
Small	5 ft.
Medium	5 ft.
Large	10 ft.
Huge	15 ft.
Gargantuan	20 ft.
Colossal	25+ ft.

The **difficulty rating** of the check depends on the difficulty of the task and the conditions of the climbing surface, as shown on Table 4.9: Climb Difficulty Ratings and Table 4.10: Climb Difficulty Modifiers.

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 rating** to avoid falling.

Climb Speed: A creature with a climb speed can move a distance equal to its climb speed with a successful Climb check. However, it does not move double its speed if it gets a critical success on a Climb check.

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 rating** of the check depends on the nature of the edge, but a typical stone or similarly solid edge has a **difficulty rating** 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 rating**.

Your ability to grab an edge depends on your reach. The maximum vertical reach (height the creature can reach without 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

Table 4.9: Climb Difficulty Ratings

Difficulty Rating	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

Table 4.10: 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).

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.

If you can't reach an edge, you can jump to grab it (see Leap, page 108).

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.

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 rating** equal to the wall's **difficulty rating** + 10.

Wallrun

As part of movement, you can make a Climb check to run along a wall rather than climbing it. The **difficulty rating** is 5 higher than normal for the wall, but this does not require free hands. Success means you move up to half your land speed horizontally, or up to a quarter 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 rating** increases by 5.

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 three 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 rating** equal to its Reflex defense. The creature takes a -4 penalty to **accuracy** with **mundane** attacks 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 appropriate ability, such as the *shove* ability (see Shove, page 27).

Craft (Int)

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 4.11: Crafting Time (page 101), and the expenditure of one quarter of the item's price in raw materials. In order to craft an item, you must make a Craft check against the item's **Craft difficulty rating**, as shown on Table 4.12: Craft Difficulty Ratings. 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 crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check may be made with a penalty, or may be impossible, depending 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. Note that raw materials for some items, particularly alchemical items, may be hard to come by in some areas. A typical day's work consists of 8 hours of work.

To determine the time required to craft an item, consult the

table below.

Table 4.11: Crafting Time

Item Price	Crafting Time
1gp or less	One hour
10gp or less	Eight hours
100gp or less	One week ¹
500gp or less	One month ¹
1000gp or less	Two months ¹

¹ Assuming 8 hours of work each day.

Table 4.12: Craft Difficulty Ratings

Item	Craft Skill	Difficulty Rating
Alchemical item	Alchemy	5 + item level
Armor or shield	Metal or wood	5 + AD bonus
Longbow or shortbow	Wood	10
Crossbow	Wood	10
Simple melee or thrown weapon	Metal or wood	5
Martial or exotic melee or thrown weapon	Metal or wood	10
Mechanical trap	Traps	Varies ¹
Very simple item (wooden spoon)	Varies	2
Typical item (iron pot)	Varies	5
High-quality item (bell, average lock)	Varies	10
Complex or superior item (fine china, document with official seal)	Varies	15+

¹ Traps have their own rules for construction.

Appraise Item

You can make a Craft check to estimate the value of an item with 1 minute of careful study. The Craft skill used must be related to the item.

The **difficulty rating** depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are **difficulty rating** 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are **difficulty rating** 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are **difficulty rating** 20.

Success means you know the value of the item. Failure means you think the item is worth (d10 + 5)/10 x the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Create Forgery

You can use the Craft skill to create false or defective versions of objects. 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 rating** 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 use. 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 rating** 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.

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 ratings** 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 rating**.

Creature Handling (Per)

The Creature Handling skill represents your ability to handle creatures without being able to speak with them. 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 ratings** listed are for animals; the **difficulty ratings** 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 (100 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 *recover* ability (see Recover, page 27).

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 107).

The target's defense is increased if it is not an animal, as normal for Creature Handling attacks and checks. You take a -10 penalty to accuracy 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 rating** 5 Creature Handling check on an **ally** within Long (300 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 rating**. 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 ratings**) include, but are not necessarily limited to, the following.

Attack (difficulty rating 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 rating 5): The creature comes to you, even if it normally would not do so.

Defend (difficulty rating 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 rating 5): The creature breaks off from combat 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 rating 5): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (difficulty rating 10): The creature stays in place and prevents others from approaching.

Heel (difficulty rating 5): The creature follows you closely, even to places where it normally wouldn't go.

Messenger (difficulty rating 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 rating 20** Creature Handling check as a standard action. The **difficulty rating** 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 54), that check is unnecessary.

Perform (difficulty rating 10): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (difficulty rating 5): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (difficulty rating 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 rating 10): The creature tracks the scent pre-

sented to it. (This requires the creature to have the scent ability)

Work (difficulty rating 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 rating** 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.

Deduction (Int)

You can use the Deduction skill 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 rating** for this check is 10. This **difficulty rating** is modified depending on the difficulty of the deduction and the quality of the evidence available to you, as shown on Table 4.13: Deduction Difficulty Modifiers.

Devices (Int)

You can use the Devices skill to manipulate mechanical devices such as locks, traps, and other contraptions. With enough skill, you can even manipulate magical devices.

The **difficulty rating** of a Devices check depends on the device being manipulated. In addition, some actions are easier than others, and modify the **difficulty rating** accordingly. **Difficulty ratings** are listed on Table 4.14: Devices Difficulty Ratings.

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 rating** by 5, but increases the Awareness **difficulty rating** 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. 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 rating** 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. The **difficulty rating** 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 rating** 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 two Tiny devices, a Medium device in the time required to make two

Table 4.13: Deduction Difficulty Modifiers

Evidence Quality	Example	Difficulty Modifier
No irrelevant or misleading evidence	Determining a historical truth by reading the relevant passage in a 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 sun is out; therefore, it is daytime	-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.

Table 4.14: Devices Difficulty Ratings

Device Type	Devices Difficulty Rating
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 + double spell level
Extraordinary device (extraordinary lock)	25

Small devices, and so on. You make a Devices check against the **difficulty rating** 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 rating** 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 rating**.

Subvert Device

As a standard action, you can make a Devices check to subvert the normal functionality of a device. The **difficulty rating** 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 rating** 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 two size categories smaller than you are. 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. 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 rating 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 perservere through physical trials.

Hold Breath

You can hold your breath for up to 5 rounds without making an Endurance check. After that time, you must make an Endurance check at the end of each round. The **difficulty rating** starts at 5, and increases by 5 in each subsequent round. 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** and must continue making this check in subsequent rounds.

Overland Exertion

You can exert yourself while travelling overland to cover more ground (see Overland Movement, page 252). 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 rating** 5 Endurance check. The **difficulty rating** 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 rating** 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 rating** 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**. You must make another check every 8 hours as long as you are still beyond your normal sleep limits.

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 ratings** of various restraints are given on the table below.

Table 4.15: Flexibility Difficulty Ratings

Restraint	Difficulty Rating
Ropes	Binder’s grapple or Devices check
Net	10
Manacles	20
Masterwork manacles	25
Grappler	Grappler’s attack result
<i>Entangle</i> and similar spells	Spellcaster’s attack result

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 rating** 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. A **difficulty rating** 20 check allows you to move in a space that can fit your head, but not your shoulders. Success means you make progress through the space, while failure means your action is wasted.

This functions like **squeezing**, except that the penalties are increased to -8. If you are squeezing in a space that cannot fit your shoulders, you are also treated as **helpless**.

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 base 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 base 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 rating** 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 (100 ft.) range. Your **accuracy** is equal to your Intimidate skill.

Hit: The target is **shaken** by you until the end of the next round.

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. Distance moved with Jump checks is counted against your normal maximum movement in a phase.

Several modifiers apply to all Jump checks, which are described below.

Running Start: If you move at least twenty feet before jumping, you have a running start. Jumping without a running start is difficult. If you make a Jump attack or check without a running start, you roll twice and take the lower result.

Hop Up

You can make a **difficulty rating 5** Jump check while moving to jump up onto an object as tall as your waist, such as a table or small boulder. Doing so counts as 5 feet of movement. Success means you land on top of the object and can continue your movement. Failure indicates you stop your movement where you are. You do not need to get a running start to hop up.

Jump Down

You can make a **difficulty rating 5** Jump check while moving to intentionally jump down from a height to reduce your falling damage. Success means you take damage as if you had dropped 10 fewer feet than you actually did. Failure means you take the normal falling damage. You do not need to get a running start to hop up.

Leap

As part of movement, you can make a Jump check to jump. You move forward any number of feet, up to a maximum equal to one quarter of your land speed + your Jump check result. Your maximum height must be no greater than half of your Jump check result, and at least equal to a quarter of your forward distance travelled. For example, if you have a land speed of 30 feet and you get a Jump check result of 20, you can move forward a maximum of 25 feet. If you instead jump forward twenty feet, your maximum height must be between 5 and 10 feet.

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.

When leaping, your movement may not stopped by hitting the ground after travelling the normal distance, such as if you jump off of a ledge. In that case, you move one quarter of your jump distance farther forward as you fall before your fall becomes entirely downward. If an insufficiently long jump would cause you to fall into a gap, you can attempt to stop your fall (see Stop

Fall, page 100) if you can reach the wall.

Rebounding Leap

While in midair, if you make contact with a solid object that can support your weight, you can jump off of that object, as the *leap* ability. You are not considered to have a running start. In addition, you take a -5 penalty to the check (in addition to the penalty for not having a running start), because rebounding off of an object in midair is difficult. You must travel at least 10 feet in the air between each rebounding jump.

Knowledge (Int)

Like the Craft, Profession, and Perform skills, Knowledge actually encompasses a number of separate skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study.

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Engineering (architecture, buildings, bridges, fortifications, siege weapons)
- Dungeoneering (aberrations, caverns, oozes, spelunking, subterranean monsters)
- Geography (lands, terrain, climate, people, outdoor monsters)
- Local (humanoids, legends, inhabitants, laws, customs, history, nobility, royalty)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Planes (the Primal Planes, the Aligned Planes, the Astral Plane, planeformed, magic related to the planes, extraplanar monsters)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)

You cannot retry Knowledge checks until you are presented with significant new information about the subject 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 rating** 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 ??)
- Highest defense
- Lowest 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.

Answer Question/Recall Information

You can make a Knowledge check reactively to remember information related to your field of study. The **difficulty rating** varies depending on the difficulty of the question. Answering a simple or trivial question that most students would be familiar with is **difficulty rating** 5. Answering a challenging question which would be beyond the reach of most initiates is R 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 rating** 20 or higher.

Appraise Item

You can make a Knowledge check to estimate the value of an item with 1 minute of careful study. The Knowledge skill used must be related to the item.

The **difficulty rating** depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are **difficulty rating** 5. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are **difficulty rating** 10. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are **difficulty rating** 20.

Success means you know the value of the item. Failure means you think the item is worth $(d10 + 5)/10 \times$ the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

Linguistics (Int)

The Linguistics skill represents your mastery of spoken and written languages (see Languages, page 253). 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.

Learning Languages: If you are trained in Linguistics, you learn additional **common languages** equal to one plus one quarter of your level (see Table 10.6: Common Languages (page 253)). If you have mastered Linguistics, you instead learn additional common languages equal to two plus half your level. In place of two common languages, you may instead learn a **rare language** (see Table 10.7: Rare Languages (page 253)). Rare languages are more difficult to learn, and are usually only spoken by unusual creatures.

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 rating** 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 rating** 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 rating** 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 253.

Medicine (Int)

The Medicine skill allows you to tend to the injuries and afflictions of others. 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 rating** 10 Medicine check to accelerate the recovery of up to four willing creatures during a **long rest**. Success means that each creature gains an additional +5 bonus to one of its **vital rolls**, as if it had taken an additional long rest (see Removing Vital Wounds, page 10). For every 10 points by which you succeed, each creature gets an additional +5 bonus.

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 rating** 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 10.

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.

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 poison or disease in a character. To resist the next attack by the 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)

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 base Dexterity to the Perform check. On the other hand, if you issue a bombastic series of trumpet blasts, you can add your base 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. You cannot cast spells or take other actions requiring similar levels of focus and concentration. In addition, you take a -10 penalty to the Perform skill for any other performances. This penalty stacks. For example, if you were playing a lyre, singing, and juggling balls with your feet, you would take a -10 penalty to your singing and a -20 penalty to your juggling. 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 a number of minutes equal to 5 + your Constitution. After that time, you must rest for 5 minutes 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 (—)

You can use the Persuasion skill to convince people to do or think what you want. 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 rating** for a Persuasion check against a group is equal to 5 + the highest level of any character in the group or the highest Social Insight 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 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

Table 4.16: 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 4.17: 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

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 rating** 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 rating** for the check is generally at least 5. The difficulty depends on how widely known and shared the information you seek is.

Table 4.18: 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
Enemy: Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an orc bandit who is robbing you.	+5
Personal Foe: Someone with whom you have a regularly antagonistic personal relationship. Example: An evil warlord whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.	+10
Nemesis: Someone who has sworn to do you, personally, harm. Example: The brother of a man you murdered in cold blood.	+15

Profession (Varies)

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 base Strength to the Profession check. On the other hand, if you use your experience as a sailor to de-

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 subject 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 subject. 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 subject. 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 subject 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 subject 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

termine the right angle for sails in the current wind, you can add your base Perception to the Profession check.

normal skill for the task.

Appraise Item

You can make a Profession check to estimate the value of an item with 1 minute of careful study. The Profession skill used must be related to the item. This check is always Intelligence-based, regardless of your profession.

The **difficulty rating** depends on the rarity of the item. Common items, such as nonmagical equipment and utensils, are **difficulty rating 5**. Rare items, such as valuable gems and magic items worth less than 100,000 gp, are **difficulty rating 10**. Extraordinarily rare items, such as unique gems and magic items worth at least 100,000 gp, are **difficulty rating 20**.

Success means you know the value of the item. Failure means you think the item is worth $(d10 + 5)/10 \times$ the item's actual value. (The d10 roll is made secretly, so you don't know how close you are.) Critical failure means you can't estimate the item's value at all.

After you appraise an item, you can't appraise it again with any skill until you gain a level.

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 rating** when using Profession may be higher than it would be to use the

Ride (Dex)

The Ride skill allows you to ride 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 115.

Control Mount

When riding an **ally** in combat that is not trained for battle, you must a **difficulty rating** 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.

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 rating** 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 rating** 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 rating** 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 27). 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 rating** 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 rating** 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.

Ride Modifiers

If a mount is not trained as a mount, the **difficulty rating** to ride it increases by 10. If it lacks a saddle and other riding gear, the **difficulty rating** to ride it increases by 5. If it takes a standard action other than movement, such as attacking, the **difficulty rating** to ride it that round increases by 5.

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 4.19: Sleight of Hand Difficulty Modifiers.

Table 4.19: Sleight of Hand Difficulty Modifiers

Size	Difficulty Modifier
Fine	-8
Diminutive	-4
Tiny	+0
Small	+4
Medium	+8
Large	+12
Huge	+16
Gargantuan	+20
Colossal	+24

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 rating** 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 rating** is equal to the creature's Reflex defense. Otherwise, the creature does not notice your attempt, and the **difficulty rating** is 10. Success means you successfully steal the object. Failure means you do not steal the object.

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 +8 bonus to conceal the action. Firing a longbow requires manipulating an object as large as you are, so you take a -8 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** 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

You can make a Sleight of Hand check as a standard action to conceal an item on your person. The object must be at least two size categories smaller than you are. 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.

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 rating** 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 rating** 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 ratings**.

Discern Lies [Hidden]

When you observe a creature speak, you can make a Social Insight check. The **difficulty rating** 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 rating** is equal to the **difficulty rating** of the secret message (see Deception, page 98). 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 rating** 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 rating**, 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 rating** may vary in usefulness depending on how obvious or subtle the situation is.

Spellsense (Per)

The Spellsense skill represents your ability to notice and understand spells and magical effects.

While sleeping, you take a -10 penalty to the Spellsense skill.

Notice Magical Effect

As a **free action**, you can notice magical effects around you. The **difficulty rating** is equal to 15 - the **power** of the effect. Extremely powerful effects are very easy to notice, but more difficult to identify.

Identify Magical Effect

When you notice a magical effect, you can make a Spellsense check to identify its nature. Generally, you use the same Spellsense roll to both notice and identify a magical effect. The **difficulty rating** is equal to 5 + the **power** of the effect. Success means you know in general terms what the effect does. Critical success means you know exactly what the effect does, and if it is a common effect, what ability caused it. Failure means you do not recognize the effect.

If the effect has obvious visual or other cues to its true nature, such as a wall of fire, the **difficulty rating** is lowered by 5. If the effect has obvious cues that are misleading, such as a wall of fire that heals creatures that pass through it, the **difficulty rating** is increased by 5.

You cannot retry this check until you gain meaningful new information that would help you identify the effect.

Identify Spellcasting

You can identify spells being cast within 100 foot **range** of you. The **difficulty rating** is equal to 5 + the spell level of the spell. Success means you know what spell is being cast. Failure means you do not.

Identify Potion

You can make a **difficulty rating** Spellsense check to identify a potion. This takes a minute of careful evaluation. For most potions, the **difficulty rating** is 15, and success means you identify what spell the potion contains. Failure means you do not learn anything about the potion's nature.

Potions can be crafted to conceal their true nature. The **difficulty rating** to identify such potions is usually 25. Success means you know what spell the potion contains. Failure means you identify the potion as whatever spell the potion is intended to resemble. Critical failure means you do not learn anything about the potion's nature.

Identify Magical Writing

You can make a Spellsense check as a standard action to identify a ritual or similar piece of magical writing. The **difficulty rating** depends on the complexity of the writing. If the writing describes a spell or ritual, the **difficulty rating** equal to 10 + three times the level of the spell or ritual. Success means you understand the magical writing. Once you decipher a particular magical writing,

you do not need to decipher it again.

Teleport Trace

As a standard action, you can make a Spell sense check to learn information about a teleportation within Medium (100 ft.) range of you. The **difficulty rating** is equal to 10 + 1 per round since the teleportation occurred. Success means you identify the direction of the teleportation. Critical success means you also identify the distance. Failure means you learn no information about the teleportation.

Modifiers

All Spell sense checks share the same set of modifiers. These are noted on Table 4.20: Spell sense 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 4.20: Spell sense Difficulty Modifiers

Distance	Difficulty Modifier ¹
Up to 20 feet away	+0
21–100 feet away	+2
101–500 feet away	+5
501–2500 feet away	+10
2500–10000 feet away	+15
Number	Difficulty Modifier
1–4 magical sources	+0
5–20 magical sources	–5
21–100 magical sources	–10
101–500 magical sources	–15
Background	Difficulty Modifier
Nothing similar	0
Many similar sensations	+5
Many more intense sensations	+10

Stealth (Dex)

The Stealth skill represents your ability to escape detection while moving or hiding. 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 larger or smaller than Medium gains an bonus or penalty to the Stealth skill equal to +2 per size larger than Medium, or –2 for per size smaller than Medium:

- Fine: +8
- Diminutive: +6
- Tiny: +4
- Small: +2
- Medium: +0
- Large: –2
- Huge: –4
- Gargantuan: –6
- Colossal: –8

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. Success means you remain unobserved. Failure means the person looking for you found 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 movement, or as a **move action** if you want to hide in place, you can make a Stealth check to hide so people can't see you. Your Stealth check is opposed by the Awareness checks of any observers. Success means that you can't be seen, heard, or detected in any way. Failure means that the observer can observe you using any senses they detected you with.

If you do not have **concealment** or **concealment** from a creature (see Cover, page 23 and Concealment, page 24), your Stealth check is automatically treated as a 0 against sight-based Awareness checks that creature makes, regardless of your modifiers. For this purpose, do not consider any cover that would be hidden as a result of a successful check, such as a shield you hold in front of you.

If you move at up to half your speed during your turn, you take a –5 penalty to the Stealth skill. If you move at up to your full speed during your turn, you take a –10 penalty to the Stealth skill. It's practically impossible (–20 penalty) to remain unobserved while attacking, sprinting, or charging.

Survival (Per)

The Survival skill represents your ability to take care of yourself and others in the wilderness, as well as your mastery of various survival-related tasks.

Navigate Wilderness

You can make a Survival check while moving overland to avoid natural hazards and getting lost. The **difficulty rating** depends on the terrain, as shown on Table 4.21: Terrain Difficulty Ratings. 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 rating**.

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 rating** depends on the terrain, as shown on Table 4.21: Terrain Difficulty Ratings. 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 4.21: Terrain Difficulty Ratings

Terrain	Navigation Rating	Difficulty	Sustenance Rating	Difficulty
Desert	15		20	
Forest	10		15	
Jungle	10		10	
Mountains	10		15	
Hills	5		10	
Plains	5		10	
Swamp	15		15	

Predict Weather

You can make a **difficulty rating** 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 rating** of the check depends on how easy

the tracks are to notice, as shown on Table 4.22: Track Difficulty Ratings and Table 4.23: 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 rating** depends on the surface and the prevailing conditions, as given on the table below: The base **difficulty rating** 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 4.22: Track Difficulty Ratings

Surface	Description	Difficulty Rating
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 rating** 10. Tying a special knot, such as one that slips, slides slowly, or loosens with a tug is **difficulty rating** 15. Knots can also be tied with the Devices skill.

You can also make a Survival check in place of a ranged attack to set a grappling hook. You take a –2 penalty per 10 feet.

Table 4.23: Track Difficulty Modifiers

Condition	Difficulty Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	-4
Huge	-8
Gargantuan	-12
Colossal	-16
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.

time, you must make a **difficulty rating** 10 Constitution check every round to continue holding your breath. Each round, the **difficulty rating** for the check increases by 5. If you fail, you begin to drown.

Swim Speed

A creature with a swim speed can move a distance equal to its swim speed with a successful Swim check. In addition, it gains a +10 bonus to any Swim checks it makes.

Swim (Str)

The Swim skill represents your ability to swim.

Swimming

You can make a Swim check to move through water as a **move action**. The **difficulty rating** depends on the turbulence of the water, as shown on Table 4.24: Swim Difficulty Ratings. Success means you move forward by up to one-quarter your speed. Critical success means you move twice as fast. Failure means you make no progress through the water.

Table 4.24: Swim Difficulty Ratings

Water	Difficulty Rating
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. You can hold your breath for a number of rounds equal to 5 + your Constitution. After that period of

Chapter 5

Maneuvers

Maneuver Lists

Esoteric Maneuvers

- 1 **Certain Strike:** Make a strike that trades damage for accuracy.
- 1 **Penetrating Strike:** Make a strike against Reflex defense.
- 1 **Power Strike:** Make a strike that trades accuracy for damage.
- 1 **Quickdraw:** Rapidly draw a new weapon and attack with it.
- 1 **Seeking Strike:** Make a strike that mitigates miss chances.
- 1 **Sweeping Strike:** Make weak strikes against nearby foes.
- 2 **Brace for Impact:** Take half physical damage.
- 2 **Counterstrike:** Make a strike with bonuses if attacked.
- 2 **Deattunement Strike:** Make a strike to break a target's attunement.
- 2 **Defensive Strike:** Make a careful strike without lowering your defenses.
- 2 **Feint:** Fake an attack to take an opponent off guard.
- 2 **Focused Strike:** You concentrate to strike a critical blow.
- 2 **Followup Strike:** Make a strike with bonuses if you previously missed.
- 2 **Lunge:** Strike foes in a line.
- 2 **Reaping Charge:** Make strikes while moving in a line.
- 2 **Retreating Strike:** Make a strike and back away from your target.
- 2 **Spellbane Strike:** Attack vulnerabilities in focusing foes.
- 2 **Strangle:** Grapple a creature by the throat.
- 2 **Wanderer's Strike:** Make a strike and move.
- 3 **Deathblow:** Make a powerful strike to finish off weak foes.
- 3 **Frightening Blow:** Make a strike that inflicts fear.
- 3 **Hamstring:** Make a strike that slows.
- 3 **Knockdown:** Knock a foe prone with brute force.
- 3 **Leaping Strike:** Jump and make a strike.
- 3 **Liver Shot:** Make a weak strike that nauseates.
- 3 **Rapid Flurry:** Make two strikes.
- 3 **Spring Attack:** Make a strike and continue moving.
- 3 **Stunning Fist:** Make a sickening strike with an unarmed attack.
- 3 **Stunning Headshot:** Make a strike that stuns.
- 4 **Whirlwind:** Make strikes against all nearby foes.
- 4 **Barrage:** Make rapid ranged strikes while staying in place.
- 4 **Counter Sweep:** Make a strike against everyone who attacked you.
- 4 **Flash Strike:** Move quickly and make a strike along the way.
- 4 **Second Wind:** Recover hit points.
- 4 **Unerring Strike:** Make a strike that ignores miss chances.
- 4 **Vault Over:** Leap around a foe and make a strike.
- 5 **Greater Certain Strike:** Make a strike that trades damage for more accuracy.
- 5 **Greater Power Strike:** Make a strike that trades accuracy for more

damage.

- 5 **Power Flurry:** Make two powerful strikes with low accuracy.
- 5 **Spellbreaker Strike:** Make a strike to break a strong target's attunement.
- 5 **Superior Strike:** Make a strike with bonuses to accuracy and damage.
- 6 **Brow Gash:** Make a strike that bleeds into the target's eyes.
- 6 **Confusing Headshot:** Make a strike that confuses.
- 6 **Counter Flurry:** Make two strikes with bonuses if attacked.
- 6 **Followup Flurry:** Make two strikes with bonuses if you previously missed.
- 6 **Liver Crush:** Make a strike that paralyzes.
- 6 **Reaping Harvest:** Make strikes while moving.
- 6 **Terrifying Blow:** Make a strike that inflicts fear.
- 7 **Infallible Blow:** Make a strike with a large accuracy bonus.
- 7 **Quivering Palm:** Make a devastating strike with an unarmed attack.
- 7 **Triple Flurry:** Make three strikes.
- 7 **Unstoppable Blow:** Make a strike with a large damage bonus.
- 7 **Whirlwind Flurry:** Make strikes against all nearby foes.

Martial Maneuvers

- 1 **Certain Strike:** Make a strike that trades damage for accuracy.
- 1 **Penetrating Strike:** Make a strike against Reflex defense.
- 1 **Power Strike:** Make a strike that trades accuracy for damage.
- 1 **Pulverizing Smash:** Make a strike against Fortitude defense.
- 1 **Quickdraw:** Rapidly draw a new weapon and attack with it.
- 1 **Seeking Strike:** Make a strike that mitigates miss chances.
- 1 **Strip the Flesh:** Make a strike that exposes weaknesses.
- 1 **Sweeping Strike:** Make weak strikes against nearby foes.
- 2 **Brace for Impact:** Take half physical damage.
- 2 **Challenging Strike:** Make a strike and draw attention.
- 2 **Counterstrike:** Make a strike with bonuses if attacked.
- 2 **Defensive Strike:** Make a careful strike without lowering your defenses.
- 2 **Distant Shot:** Make a long-ranged strike.
- 2 **Feint:** Fake an attack to take an opponent off guard.
- 2 **Focused Strike:** You concentrate to strike a critical blow.
- 2 **Followup Strike:** Make a strike with bonuses if you previously missed.
- 2 **Lunge:** Strike foes in a line.
- 2 **Point Blank Shot:** Make a projectile strike in melee range.
- 2 **Rally the Troops:** Suppress conditions on allies.
- 2 **Reaping Charge:** Make strikes while moving in a line.
- 2 **Retreating Strike:** Make a strike and back away from your target.
- 2 **Ricochet:** Make a thrown strike that hits multiple targets.

- 2 **Spellbane Strike**: Attack vulnerabilities in focusing foes.
- 2 **Strangle**: Grapple a creature by the throat.
- 2 **Strip the Armor**: Make a strike that strips away resistances.
- 3 **Deathblow**: Make a powerful strike to finish off weak foes.
- 3 **Fleshripping Slash**: Make a strike that exposes more weaknesses.
- 3 **Frightening Blow**: Make a strike that inflicts fear.
- 3 **Knockdown**: Knock a foe prone with brute force.
- 3 **Liver Shot**: Make a weak strike that nauseates.
- 3 **Pulverizing Power Smash**: Make a powerful strike against Fortitude defense.
- 3 **Rapid Flurry**: Make two strikes.
- 3 **Shield Slam**: Make a dazing strike with a shield.
- 3 **Titanic Slam**: Slam your weapon into the ground to deal damage in a line.
- 3 **Volley Fire**: Fire a flurry of projectiles to blanket an area.
- 3 **Whirlwind**: Make strikes against all nearby foes.
- 4 **Barrage**: Make rapid ranged strikes while staying in place.
- 4 **Counter Sweep**: Make a strike against everyone who attacked you.
- 4 **Penetrating Shot**: Fire a powerful projectile in a line.
- 4 **Second Wind**: Recover hit points.
- 4 **Unerring Strike**: Make a strike that ignores miss chances.
- 5 **Arrowstorm**: Fire a flurry of projectiles to blanket a large area.
- 5 **Greater Certain Strike**: Make a strike that trades damage for more accuracy.
- 5 **Greater Power Strike**: Make a strike that trades accuracy for more damage.
- 5 **Power Flurry**: Make two powerful strikes with low accuracy.
- 5 **Superior Strike**: Make a strike with bonuses to accuracy and damage.
- 6 **Brow Gash**: Make a strike that bleeds into the target's eyes.
- 6 **Counter Flurry**: Make two strikes with bonuses if attacked.
- 6 **Followup Flurry**: Make two strikes with bonuses if you previously missed.
- 6 **Liver Crush**: Make a strike that paralyzes.
- 6 **Reaping Harvest**: Make strikes while moving.
- 6 **Terrifying Blow**: Make a strike that inflicts fear.
- 7 **Infalible Blow**: Make a strike with a large accuracy bonus.
- 7 **Triple Flurry**: Make three strikes.
- 7 **Unstoppable Blow**: Make a strike with a large damage bonus.
- 7 **Whirlwind Flurry**: Make strikes against all nearby foes.

Primal Maneuvers

- 1 **Certain Strike**: Make a strike that trades damage for accuracy.
- 1 **Frenzied Strike**: Make a melee strike that becomes stronger when repeated.
- 1 **Power Strike**: Make a strike that trades accuracy for damage.
- 1 **Pulverizing Smash**: Make a strike against Fortitude defense.
- 1 **Quickdraw**: Rapidly draw a new weapon and attack with it.
- 1 **Strip the Flesh**: Make a strike that exposes weaknesses.
- 1 **Sweeping Strike**: Make weak strikes against nearby foes.
- 2 **Battle Cry**: Inspire allies.
- 2 **Brace for Impact**: Take half physical damage.
- 2 **Counterstrike**: Make a strike with bonuses if attacked.
- 2 **Fearsome Battlecry**: Inflict fear on nearby enemies.
- 2 **Lunge**: Strike foes in a line.
- 2 **Reaping Charge**: Make strikes while moving in a line.
- 2 **Reckless Strike**: Sacrifice defenses to make a powerful strike.
- 2 **Ricochet**: Make a thrown strike that hits multiple targets.
- 2 **Slipstrike**: Make an enthusiastic melee strike and fall prone.

- 2 **Spellbane Strike**: Attack vulnerabilities in focusing foes.
- 2 **Strangle**: Grapple a creature by the throat.
- 2 **Strip the Armor**: Make a strike that strips away resistances.
- 2 **Wanderer's Strike**: Make a strike and move.
- 3 **Deathblow**: Make a powerful strike to finish off weak foes.
- 3 **Demoralizing Battlecry**: Lower morale of nearby enemies.
- 3 **Fleshripping Slash**: Make a strike that exposes more weaknesses.
- 3 **Frightening Blow**: Make a strike that inflicts fear.
- 3 **Ground Stomp**: Stomp the ground to knock down nearby creatures.
- 3 **Knockdown**: Knock a foe prone with brute force.
- 3 **Leaping Strike**: Jump and make a strike.
- 3 **Liver Shot**: Make a weak strike that nauseates.
- 3 **Meteor Smash**: Make a strike with extra momentum from movement.
- 3 **Pulverizing Power Smash**: Make a powerful strike against Fortitude defense.
- 3 **Rapid Flurry**: Make two strikes.
- 3 **Shield Slam**: Make a dazing strike with a shield.
- 3 **Thunderous Shout**: Deal damage in a cone.
- 3 **Titanic Slam**: Slam your weapon into the ground to deal damage in a line.
- 3 **Whirlwind**: Make strikes against all nearby foes.
- 4 **Counter Sweep**: Make a strike against everyone who attacked you.
- 4 **Leap Slam**: Jump and slam into the ground.
- 4 **Second Wind**: Recover hit points.
- 4 **Vault Over**: Leap around a foe and make a strike.
- 5 **Frightening Battlecry**: Inflict fear on nearby enemies.
- 5 **Greater Certain Strike**: Make a strike that trades damage for more accuracy.
- 5 **Greater Power Strike**: Make a strike that trades accuracy for more damage.
- 5 **Power Flurry**: Make two powerful strikes with low accuracy.
- 5 **Superior Strike**: Make a strike with bonuses to accuracy and damage.
- 6 **Counter Flurry**: Make two strikes with bonuses if attacked.
- 6 **Liver Crush**: Make a strike that paralyzes.
- 6 **Reaping Harvest**: Make strikes while moving.
- 6 **Terrifying Blow**: Make a strike that inflicts fear.
- 7 **Earthshatter Stomp**: Stomp the ground to knock down your foes.
- 7 **Infalible Blow**: Make a strike with a large accuracy bonus.
- 7 **Thunderous Bellow**: Deal damage in a cone.
- 7 **Triple Flurry**: Make three strikes.
- 7 **Unstoppable Blow**: Make a strike with a large damage bonus.
- 7 **Whirlwind Flurry**: Make strikes against all nearby foes.

Trick Maneuvers

- 1 **Certain Strike**: Make a strike that trades damage for accuracy.
- 1 **Penetrating Strike**: Make a strike against Reflex defense.
- 1 **Power Strike**: Make a strike that trades accuracy for damage.
- 1 **Quickdraw**: Rapidly draw a new weapon and attack with it.
- 2 **Deattunement Strike**: Make a strike to break a target's attunement.
- 2 **Defensive Strike**: Make a careful strike without lowering your defenses.
- 2 **Feint**: Fake an attack to take an opponent off guard.
- 2 **Lunge**: Strike foes in a line.
- 2 **Retreating Strike**: Make a strike and back away from your target.
- 2 **Spellbane Strike**: Attack vulnerabilities in focusing foes.
- 2 **Strangle**: Grapple a creature by the throat.

- 3 **Frightening Blow**: Make a strike that inflicts fear.
- 3 **Hamstring**: Make a strike that slows.
- 3 **Injection**: Make a strike that excels at injecting poison.
- 3 **Leaping Strike**: Jump and make a strike.
- 3 **Liver Shot**: Make a weak strike that nauseates.
- 3 **Rapid Flurry**: Make two strikes.
- 3 **Spring Attack**: Make a strike and continue moving.
- 3 **Stunning Headshot**: Make a strike that stuns.
- 4 **Barrage**: Make rapid ranged strikes while staying in place.
- 4 **Flash Strike**: Move quickly and make a strike along the way.
- 4 **Vault Over**: Leap around a foe and make a strike.
- 5 **Greater Certain Strike**: Make a strike that trades damage for more accuracy.
- 5 **Greater Power Strike**: Make a strike that trades accuracy for more damage.
- 5 **Power Flurry**: Make two powerful strikes with low accuracy.
- 5 **Spellbreaker Strike**: Make a strike to break a strong target's attunement.
- 5 **Superior Strike**: Make a strike with bonuses to accuracy and damage.
- 6 **Brow Gash**: Make a strike that bleeds into the target's eyes.
- 6 **Confusing Headshot**: Make a strike that confuses.
- 6 **Liver Crush**: Make a strike that paralyzes.
- 6 **Terrifying Blow**: Make a strike that inflicts fear.
- 7 **Infallible Blow**: Make a strike with a large accuracy bonus.
- 7 **Triple Flurry**: Make three strikes.
- 7 **Unstoppable Blow**: Make a strike with a large damage bonus.

Wild Maneuvers

- 1 **Certain Strike**: Make a strike that trades damage for accuracy.
- 1 **Hunting Strike**: Make a strike and gain an accuracy bonus against the target.
- 1 **Penetrating Strike**: Make a strike against Reflex defense.
- 1 **Power Strike**: Make a strike that trades accuracy for damage.
- 1 **Pulverizing Smash**: Make a strike against Fortitude defense.
- 1 **Quickdraw**: Rapidly draw a new weapon and attack with it.
- 1 **Seeking Strike**: Make a strike that mitigates miss chances.
- 1 **Strip the Flesh**: Make a strike that exposes weaknesses.
- 1 **Sweeping Strike**: Make weak strikes against nearby foes.
- 2 **Brace for Impact**: Take half physical damage.
- 2 **Defensive Strike**: Make a careful strike without lowering your defenses.
- 2 **Distant Shot**: Make a long-ranged strike.
- 2 **Fearsome Battlecry**: Inflict fear on nearby enemies.
- 2 **Lunge**: Strike foes in a line.
- 2 **Point Blank Shot**: Make a projectile strike in melee range.
- 2 **Reaping Charge**: Make strikes while moving in a line.
- 2 **Retreating Strike**: Make a strike and back away from your target.
- 2 **Slipstrike**: Make an enthusiastic melee strike and fall prone.
- 2 **Spellbane Strike**: Attack vulnerabilities in focusing foes.
- 2 **Strangle**: Grapple a creature by the throat.
- 2 **Strip the Armor**: Make a strike that strips away resistances.
- 2 **Wanderer's Strike**: Make a strike and move.
- 3 **Demoralizing Battlecry**: Lower morale of nearby enemies.
- 3 **Fleshripping Slash**: Make a strike that exposes more weaknesses.
- 3 **Hamstring**: Make a strike that slows.
- 3 **Injection**: Make a strike that excels at injecting poison.
- 3 **Leaping Strike**: Jump and make a strike.
- 3 **Liver Shot**: Make a weak strike that nauseates.

- 3 **Meteor Smash**: Make a strike with extra momentum from movement.
- 3 **Pulverizing Power Smash**: Make a powerful strike against Fortitude defense.
- 3 **Rapid Flurry**: Make two strikes.
- 3 **Spring Attack**: Make a strike and continue moving.
- 3 **Thunderous Shout**: Deal damage in a cone.
- 3 **Volley Fire**: Fire a flurry of projectiles to blanket an area.
- 3 **Whirlwind**: Make strikes against all nearby foes.
- 4 **Barrage**: Make rapid ranged strikes while staying in place.
- 4 **Flash Strike**: Move quickly and make a strike along the way.
- 4 **Penetrating Shot**: Fire a powerful projectile in a line.
- 4 **Second Wind**: Recover hit points.
- 4 **Unerring Strike**: Make a strike that ignores miss chances.
- 4 **Vault Over**: Leap around a foe and make a strike.
- 5 **Arrowstorm**: Fire a flurry of projectiles to blanket a large area.
- 5 **Frightening Battlecry**: Inflict fear on nearby enemies.
- 5 **Greater Certain Strike**: Make a strike that trades damage for more accuracy.
- 5 **Greater Power Strike**: Make a strike that trades accuracy for more damage.
- 5 **Power Flurry**: Make two powerful strikes with low accuracy.
- 5 **Superior Strike**: Make a strike with bonuses to accuracy and damage.
- 6 **Liver Crush**: Make a strike that paralyzes.
- 6 **Reaping Harvest**: Make strikes while moving.
- 7 **Infallible Blow**: Make a strike with a large accuracy bonus.
- 7 **Thunderous Bellow**: Deal damage in a cone.
- 7 **Triple Flurry**: Make three strikes.
- 7 **Unstoppable Blow**: Make a strike with a large damage bonus.
- 7 **Whirlwind Flurry**: Make strikes against all nearby foes.

Maneuver Descriptions

Rank 1 Maneuvers

Certain Strike – Rank 1

Make a **strike** with a +2 accuracy bonus. You take a -2d penalty to damage with the strike, and your **power** is halved.

Lists: Esoteric, Martial, Primal, Trick, Wild

Frenzied Strike – Rank 1

Make a melee **strike**. For each previous consecutive round that you used this ability, you gain a +1 bonus to damage with the strike, up to a maximum of +3.

The damage bonus for each consecutive round increases by 1 for each rank beyond 1. In addition, the maximum damage bonus increases by 3 for each rank beyond 1.

Lists: Primal

Hunting Strike – Rank 1

Make a **strike** against a creature. After making the strike, you gain a +1 bonus to **accuracy** against one target of the strike with all future attacks. 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 use this ability on a different creature.

Lists: Wild

Penetrating Strike – Rank 1

Make a **strike** using a piercing weapon. The attack is made against each target's Reflex defense instead of its Armor defense.

Lists: Esoteric, Martial, Trick, Wild

Power Strike – Rank 1

Make a **strike** with a –2 penalty to **accuracy**. You gain a +2d bonus to damage with the strike.

Lists: Esoteric, Martial, Primal, Trick, Wild

Pulverizing Smash – Rank 1

Make a **strike** using a bludgeoning weapon. The attack is made against each target's Fortitude defense instead of its Armor defense.

Lists: Martial, Primal, Wild

Quickdraw – Rank 1

You draw a weapon into a single **free hand** and make a **strike** with the weapon.

Lists: Esoteric, Martial, Primal, Trick, Wild

Seeking Strike – Rank 1

Make a **strike**. You can reroll any **miss chances**, such as when attacking **invisible** creatures, and take the better result.

Lists: Esoteric, Martial, Wild

Strip the Flesh – Rank 1

Make a **strike** using a slashing weapon. You take a –2d penalty to damage with the strike, and your **power** is halved. If a creature loses hit points from the strike, it becomes **vulnerable** to slashing damage as a **condition**.

Lists: Martial, Primal, Wild

Sweeping Strike – Rank 1

Targets: Up to three creatures or objects within your weapon's **reach** (see text)

Make a melee **strike** using a slashing or bludgeoning weapon against each target. Your **power** with the strike is halved.

Lists: Esoteric, Martial, Primal, Wild

Brace for Impact – Rank 2**Swift**

Targets: Yourself

You take half damage from **physical damage** this round. This halving is applied before **resistances** and similar abilities. Because this is a **Swift** ability, it affects damage you take during the current phase.

Rank 4: You also take half damage from **energy** damage this round.

Rank 6: You also negate any **conditions** that you would gain this round.

Lists: Esoteric, Martial, Primal, Wild

Challenging Strike – Rank 2

Make a **strike**. You take a –2d penalty to damage with the strike, and your **power** is halved. If a creature takes damage from the strike, it takes a –2 penalty to **accuracy** against creatures other than you as a **condition**. This condition is removed if another creature applies this condition to the same target.

Lists: Martial

Counterstrike – Rank 2

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**. You gain a +2 bonus to **accuracy** with the strike against each creature that attacked you during the action phase of this round.

Lists: Esoteric, Martial, Primal

Deattunement Strike – Rank 2

Make a **strike**. You take a –2d penalty to damage with the strike. If a creature loses hit points from the strike, it stops being **attuned** to two effects. It can freely choose which effects it releases its attunement to.

Lists: Esoteric, Trick

Defensive Strike – Rank 2**Swift** (see text)

Make a melee **strike**. Your **power** with the strike is halved. 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.

Lists: Esoteric, Martial, Trick, Wild

Distant Shot – Rank 2

Make a ranged **strike**. You reduce your penalties for **range increments** by 2.

Lists: Martial, Wild

Fearsome Battlecry – Rank 2**Emotion**

Targets: **Enemies** in a Medium (20 ft.) radius from you.

Make an attack vs. Mental against each target.

Hit: Each target that has no remaining **resistance** to sonic damage is **shaken** by you as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Lists: Primal, Wild

Rank 2 Maneuvers

Battle Cry – Rank 2

Targets: All **allies** that can hear you

During the next round, each target gains a +1 bonus to **accuracy** and Mental defense.

Rank 4: The Mental defense bonus increases to +2.

Rank 6: The accuracy bonus increases to +2.

Lists: Primal

Feint – Rank 2

Make a melee **strike** with a +2 bonus to **accuracy**. The attack is made against each target's Reflex defense instead of its Armor defense. The strike deals minimum damage, and your **power** is halved. If a creature takes damage from the strike, it takes a -2 penalty to Armor defense until the end of the next round.

Lists: Esoteric, Martial, Trick

Focused Strike – Rank 2**Focus**

Target: One creature within Close (30 ft.) range

You can only use this ability during the **action phase**. During that phase, you concentrate on your target. You only suffer a **focus penalty** for this attack during the action phase.

During the **delayed action phase**, you can make a melee **strike** against the target. Your **power** with the strike is halved. The attack roll **explodes** regardless of what you roll.

Lists: Esoteric, Martial

Followup Strike – Rank 2

Make a **strike**. You gain a +2 bonus to **accuracy** with the strike against each target that you missed with a **strike** last round.

Lists: Esoteric, Martial

Lunge – Rank 2

Targets: **Enemies** in a Small (10 ft.), 5 ft. wide line from you

Make a melee **strike** using a piercing weapon against each target.

Lists: Esoteric, Martial, Primal, Trick, Wild

Point Blank Shot – Rank 2

Make a ranged **strike** using a **projectile** weapon against a creature adjacent to you. You are not **defenseless** against that creature during the current phase.

Lists: Martial, Wild

Rally the Troops – Rank 2**Swift**

Targets: You and your **allies** within a Medium (20 ft.) radius from you

Each target can ignore any effects from one **condition** it is already affected by until the end of the next round. Because this ability has the **Swift** tag, it allows your allies to ignore conditions they would be affected by during the current phase.

Rank 4: The area increases to a Large (50 ft.) radius from you.

Rank 6: The area increases to a Huge (100 ft.) radius from you.

Lists: Martial

Reaping Charge – Rank 2

Targets: See text

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.

Lists: Esoteric, Martial, Primal, Wild

Reckless Strike – Rank 2

Make a melee **strike**. You gain a +1d bonus to damage with the strike. During the next round, you take a -2 penalty to all defenses.

Lists: Primal

Retreating Strike – Rank 2

Make a melee **strike** and move up to half your movement speed in a straight line away from one target of the strike.

Lists: Esoteric, Martial, Trick, Wild

Ricochet – Rank 2

Targets: Up to three creatures or objects in a Medium (20 ft.) radius within Close (30 ft.) range (see text)

Make a thrown **strike** using a single weapon that deals slashing or bludgeoning damage against each target. Your **power** with the strike is halved. If you choose yourself as one of the targets, you can catch the weapon instead of taking damage from it.

Lists: Martial, Primal

Slipstrike – Rank 2

Make a melee **strike** with a +1d bonus to damage. After making the strike, you fall **prone**. If you use this ability during the **delayed action phase**, you cannot move during the **movement phase** of the following round.

Lists: Primal, Wild

Spellbane Strike – Rank 2

Make a melee **strike**. You gain a +2 bonus to **accuracy** with the strike against each creature that is using a **Focus** ability during the current phase.

Lists: Esoteric, Martial, Primal, Trick, Wild

Strangle – Rank 2

Target: One creature within your **reach**

Make an melee attack with a free hand against the target's Fortitude and Reflex defenses. On a hit against both defenses, the target takes bludgeoning damage equal to 1d10 plus your **power**. In addition, you and the target are **grappled** by each other. For details, see Grappling, page 27.

The damage increases by +1d for each rank beyond 2.

Lists: Esoteric, Martial, Primal, Trick, Wild

Strip the Armor – Rank 2

Make a **strike** with a +2 bonus to **accuracy**. You take a -2d penalty to damage with the strike, and your **power** is halved. If a creature resists all damage from the strike, it takes the damage from this strike again.

Lists: Martial, Primal, Wild

Wanderer's Strike – Rank 2

You can either move up to half your speed or make a **strike**. Your **power** with the strike is halved. During the **delayed action phase**, you can take the action you did not take during the **action phase**.

Lists: Esoteric, Primal, Wild

Rank 3 Maneuvers

Deathblow – Rank 3

Make a **strike** with a +2d bonus to damage. If a target has any **resistance** against the strike, this strike deals no damage to that target.

Lists: Esoteric, Martial, Primal

Demoralizing Battlecry – Rank 3

Targets: **Enemies** in a Medium (20 ft.) radius from you.

Make an attack vs. Mental against each target.

Hit: Each target takes a -2 penalty to defenses until the end of the next round.

Critical Hit: Each target takes a -2 penalty to defenses as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Lists: Primal, Wild

Fleshripping Slash – Rank 3

Make a **strike** using a slashing weapon. You take a -2d penalty to damage with the strike, and your **power** is halved. If a creature loses hit points from the strike, it becomes **vulnerable** to **physical damage** as a **condition**.

Lists: Martial, Primal, Wild

Frightening Blow – Rank 3**Emotion**

Make a **strike**. You take a -2d penalty to damage with the strike, and your **power** is halved. If a creature loses hit points from the strike, it is **frightened** by you as a **condition**.

Lists: Esoteric, Martial, Primal, Trick

Ground Stomp – Rank 3

Targets: Everything in a Small (10 ft.) radius from you that is on solid ground

Make an attack vs. Reflex against each target.

Hit: Each target takes bludgeoning damage equal to 2d6 plus half your **power**. In addition, each Large or smaller creature is knocked **prone**.

Glancing Blow: As above, except that each target takes half damage and is not knocked prone.

The damage increases by +1d for each rank beyond 3.

Lists: Primal

Hamstring – Rank 3

Make a **strike** using a slashing weapon. You take a -2d penalty to damage with the strike, and your **power** is halved. If a creature loses hit points from the strike, it is **decelerated** as a **condition**.

Lists: Esoteric, Trick, Wild

Injection – Rank 3

Make a **strike** using a piercing weapon. If a creature loses hit points from the strike, you gain a +5 accuracy bonus with injury-based poisons delivered with the strike.

Lists: Trick, Wild

Knockdown – Rank 3

Make a **strike** using a bludgeoning weapon. The attack is made against each target's Fortitude defense instead of its Armor defense. If a creature loses hit points from the strike, it falls **prone**.

Lists: Esoteric, Martial, Primal

Leaping Strike – 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 **base speed** (see Leap, page 108). You can make a melee **strike** from any location you occupy during the leap.

Lists: Esoteric, Primal, Trick, Wild

Liver Shot – Rank 3

Make a **strike** against Fortitude defense using a bludgeoning weapon. You take a -2d penalty to damage with the strike, and your **power** is halved. If a creature loses hit points from the strike, it is **nauseated** as a **condition**.

Lists: Esoteric, Martial, Primal, Trick, Wild

Meteor Smash – Rank 3

Make a melee **strike** using a bludgeoning or piercing weapon. If your movement during the **movement phase** consisted entirely of moving at least 20 feet in a straight line towards your target, you gain a +1d bonus to damage with the strike.

Lists: Primal, Wild

Pulverizing Power Smash – Rank 3

Make a **strike** using a bludgeoning weapon with a -2 penalty to accuracy. The attack is made against each target's Fortitude defense instead of its Armor defense. You gain a +2d bonus to damage with the strike.

Lists: Martial, Primal, Wild

Rapid Flurry – Rank 3

Make two melee **strikes** with a -2 penalty to **accuracy**. You take a -2d penalty to damage with both strikes, and your **power** is **halved**.

Lists: Esoteric, Martial, Primal, Trick, Wild

Shield Slam – Rank 3

Make a **strike** using a shield. If a creature loses hit points from the strike, it is **stunned** as a **condition**.

Lists: Martial, Primal

Spring Attack – Rank 3

Move up to half your movement speed and make a melee **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**.

Lists: Esoteric, Trick, Wild

Stunning Fist – Rank 3

Make a strike using an **unarmed attack**. If a creature loses hit points from the strike, it is **stunned** as a **condition**.

Lists: Esoteric

Stunning Headshot – Rank 3**Emotion**

Make a **strike** using a bludgeoning weapon. You take a –2d penalty to damage with the strike, and your **power** is halved. If a creature loses hit points from the strike, it is **stunned** as a **condition**.

Lists: Esoteric, Trick**Thunderous Shout** – Rank 3

Targets: Everything in a Medium (20 ft.) cone from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes sonic damage equal to 2d6 plus half your **power**.

The damage increases by +1d for each rank beyond 3.

Lists: Primal, Wild**Titanic Slam** – Rank 3

Targets: Everything on the ground in a Medium (20 ft.), 10 ft. wide line from you

Make a melee **strike** using a bludgeoning weapon against each target. Your **power** with the strike is halved. All damage dealt by this attack is bludgeoning damage instead of its normal types.

Lists: Martial, Primal**Volley Fire** – Rank 3

Targets: Each creature in a Small (10 ft.) radius within Medium (100 ft.) range.

Make a ranged **strike** using a projectile weapon against each target. Your **power** with the strike is halved. This strike costs one projectile per target.

Lists: Martial, Wild**Whirlwind** – Rank 3Targets: All **enemies** within your weapon's **reach**

Make a melee **strike** using a slashing weapon against each target. Your **power** with the strike is halved.

Lists: Esoteric, Martial, Primal, Wild**Flash Strike** – Rank 4

Move up to your movement speed in a straight line. You can make a melee **strike** at any point during the movement.

Lists: Esoteric, Trick, Wild**Leap Slam** – Rank 4

Targets: Everything within a Small (10 ft.) radius from you that is on earth or unworked stone (see text)

You make a Jump check to leap and move as normal for the leap, up to a maximum distance equal to your **base speed** (see Leap, page 108). 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, make an attack vs. Reflex against each target.

Hit: Each target takes bludgeoning damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that each target takes half damage.

The damage increases by +1d for each rank beyond 4.

Lists: Primal**Penetrating Shot** – Rank 4

Targets: Everything in a Large (50 ft.), 5 ft. wide line from you

Make a ranged **strike** against each target. Your **power** with the strike is halved.

Lists: Martial, Wild**Second Wind** – Rank 4**Swift**

Targets: Yourself

When you use this ability, you gain two **fatigue points**.

You regain half of your maximum **hit points** (rounded down). After you use this ability, you cannot use it again until you take a **short rest**.

Because this is a **Swift** ability, this healing happens before you suffer the effects of attacks in the current phase.

Lists: Esoteric, Martial, Primal, Wild**Sweeping Smash** – Rank 4Targets: Up to three creatures or objects within your weapon's **reach** (see text)

Make a melee **strike** using a slashing or bludgeoning weapon against each target.

Lists:**Unerring Strike** – Rank 4

Make a **strike**. You ignore all miss chance effects with the strike.

Lists: Esoteric, Martial, Wild**Vault Over** – Rank 4

Target: One creature adjacent to you no more than one size category larger than you

Make a Jump attack against the target's Reflex defense. If you hit, you leap up over its 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 your **land speed**. You can make a **strike** from any location you occupy during the leap.

Lists: Esoteric, Primal, Trick, Wild**Rank 4 Maneuvers****Barrage** – Rank 4

Make two ranged **strikes** with a –4 penalty to **accuracy**. Your **power** with the both strikes is halved. For each previous round that you used this ability without moving, you reduce the accuracy penalty by 1.

Lists: Esoteric, Martial, Trick, Wild**Counter Sweep** – 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.

Lists: Esoteric, Martial, Primal

Rank 5 Maneuvers

Arrowstorm – Rank 5

Targets: Everything in a Medium (20 ft.) radius within Medium (100 ft.) range.

Make a ranged **strike** using a projectile weapon against each target. Your **power** with the strike is halved. This strike costs one projectile per target.

Lists: Martial, Wild

Frightening Battlecry – Rank 5

Emotion

Targets: **Enemies** in a Medium (20 ft.) radius from you.

Make an attack vs. Mental against each target.

Hit: Each target that has no remaining **resistance** to sonic damage is **frightened** by you as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Lists: Primal, Wild

Greater Certain Strike – Rank 5

Make a **strike** with a +4 accuracy bonus. You take a -2d penalty to damage with the strike, and your **power** is halved.

Lists: Esoteric, Martial, Primal, Trick, Wild

Greater Power Strike – Rank 5

Make a **strike** with a -2 penalty to **accuracy**. You gain a +4d bonus to damage with the strike.

Lists: Esoteric, Martial, Primal, Trick, Wild

Power Flurry – Rank 5

Make two **strikes** with a -4 penalty to **accuracy**.

Lists: Esoteric, Martial, Primal, Trick, Wild

Precise Penetrating Strike – Rank 5

Make a **strike** with a +2 bonus to **accuracy** using a piercing weapon. The attack is made against each target's Reflex defense instead of its Armor defense.

Lists:

Reckless Flurry – Rank 5

Make two melee **strikes**. You take a -2d penalty to damage with both strikes, and your **power** is **halved**. During the next round, you take a -2 penalty to all defenses.

Lists:

Spellbreaker Strike – Rank 5

Make a **strike**. You take a -2d penalty to damage with the strike, and your **power** is halved. If a creature takes damage from the strike, it stops being **attuned** to one effect. It can freely choose which effect it releases its attunement to.

Lists: Esoteric, Trick

Superior Strike – Rank 5

Make a **strike** with a +1 bonus to **accuracy** and a +1d bonus to damage.

Lists: Esoteric, Martial, Primal, Trick, Wild

Rank 6 Maneuvers

Brow Gash – Rank 6

Make a **strike** using a slashing weapon. You take a -2d penalty to damage with the strike, and your **power** is halved. If a creature loses hit points from the strike, it is **blinded** as a **condition**.

Lists: Esoteric, Martial, Trick

Confusing Headshot – Rank 6

Emotion

Make a **strike** using a bludgeoning weapon. You take a -2d penalty to damage with the strike, and your **power** is halved. If a creature loses hit points from the strike, it is **confused** as a **condition**.

Lists: Esoteric, Trick

Counter Flurry – Rank 6

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.

Lists: Esoteric, Martial, Primal

Followup Flurry – Rank 6

Make two **strikes**. Your **power** with both strikes is halved. You take a -4 penalty to accuracy with the strikes against all targets except creatures that you missed with a **strike** last round.

Lists: Esoteric, Martial

Liver Crush – Rank 6

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. If a creature loses hit points from the strike, it is **nauseated** as a **condition**.

Lists: Esoteric, Martial, Primal, Trick, Wild

Reaping Harvest – Rank 6

Move up to your movement speed. 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.

Lists: Esoteric, Martial, Primal, Wild

Spellbane Flurry – Rank 6

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 is not using a **Focus** ability during the current phase.

Lists:

Terrifying Blow – Rank 6

Emotion

Make a **strike**. You take a -2d penalty to damage with the strike, and your **power** is halved. If a creature loses hit points from the strike, it is **panicked** by you as a **condition**.

Lists: Esoteric, Martial, Primal, Trick

Rank 7 Maneuvers

Earthshatter Stomp – Rank 7

Targets: Everything in a Large (50 ft.) radius from you that is on solid ground

Make an attack vs. Reflex against each target. You take a –4 penalty to accuracy with this attack against your **allies**.

Hit: Each target takes bludgeoning damage equal to 4d8 plus half your **power**. In addition, each Large or smaller creature is knocked **prone**.

Glancing Blow: As above, except that each target takes half damage and is not knocked prone.

Lists: Primal

Infallible Blow – Rank 7

Make a **strike** with a +3 bonus to **accuracy**.

Lists: Esoteric, Martial, Primal, Trick, Wild

Quivering Palm – Rank 7

Make a strike using an **unarmed attack**. If a creature loses hit points from the strike, it loses additional hit points equal to half its maximum hit points.

Lists: Esoteric

Thunderous Bellow – Rank 7

Targets: Everything in a Huge (100 ft.) cone from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes sonic damage equal to 4d8 plus half your **power**.

Lists: Primal, Wild

Triple Flurry – Rank 7

Make three melee **strikes** with a –3 penalty to **accuracy**. You take a –2d penalty to damage with all strikes, and your **power** is **halved**.

Lists: Esoteric, Martial, Primal, Trick, Wild

Unstoppable Blow – Rank 7

Make a **strike** with a +3d bonus to damage.

Lists: Esoteric, Martial, Primal, Trick, Wild

Whirlwind Flurry – Rank 7

Targets: All **enemies** within your weapon's **reach**

Make two melee **strikes** with a –2 penalty to **accuracy** using a slashing weapon against each target. You take a –2d penalty to damage with both strikes, and your **power** is halved.

Lists: Esoteric, Martial, Primal, Wild

Rank 8 Maneuvers

Chapter 6

Mystic Spheres

Categories of Magic

Magic Sources

There are four **magic sources** that characters can use to cast spells and perform rituals: arcane (cast by mages), 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 33). 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 Sphere Lists, page 132.

Spell and Ritual Mechanics

Spells and rituals share many common properties, defined here.

Ability Tags

All spells have the **Spell ability tag**, and all rituals have the **Ritual ability tag**. Since spells and rituals are already clearly indicated in this 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 both **verbal components** to cast or perform. In addition, arcane spells, pact spells, and all rituals 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, it is **miscast**.

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 measured and precise movement of at least one free hand.

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**, you **miscast** the ability (see Miscasting, page 130). When you perform a ritual, this roll must be repeated at the end of each round during the ritual.

Miscasting

If you start using a spell or ritual and fail to complete it successfully for any reason, you miscast it. A miscast spell or ritual does not have its normal effect. Instead, a wave of magical energy causes a **miscast backlash**. When a mystic backlash occurs, make an attack against the Mental defense of yourself and all creatures in a 5 foot radius from you. Your **power** with this ability is equal to your **power** with the spell or ritual you tried to use. On a hit, each target takes energy damage equal to 1d6 per rank of the spell or ritual (minimum 1d6).

Impossible Spells and Rituals: When you try to use a spell or ritual in an impossible way, the ability is **miscast** instead. This most commonly happens if you attempt to declare an invalid target for a spell. For example, if you try to cast a spell that only affects living creatures on a creature that is undead, the spell would be miscast.

Minor Action Spells: Spells that require a **minor action** to cast do not cause a **miscast backlash**, even if they are **miscast**.

Dismissal

As a **minor 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.

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.

Ritual Books

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 points** to perform the ritual. Scribing a ritual in a ritual book costs an amount of precious inks.

Ritual Costs

The costs to scribe rituals are described on Table 6.1: Ritual Costs.

Table 6.1: Ritual Costs

Ritual Rank	Cost to Scribe	Item Level
1	50 gp	1st
2	125 gp	2nd
3	800 gp	5th
4	2,750 gp	8th
5	10,000 gp	11th
6	37,000 gp	14th
7	125,000 gp	17th
8	400,000 gp	20th

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 gain **fatigue points**, 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 spend an fatigue point in place of or in addition to the fatigue point spent by the creature performing the ritual. If multiple creatures are willing to gain fatigue points points or attune to effects, the ritual leader decides which creatures gain fatigue points 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 half 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 one **fatigue point**. If the participant has access to the same **magic source** as the ritual, they can contribute any number of **fatigue points** (until they drop unconscious). Creatures willing to gain fatigue points generally gain them at a rate no faster than one fatigue point 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 Attunement, page 15.

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.

You can identify magical writing using the Spellsense skill (see Identify Magical Writing, page 117).

Mystic Sphere Lists

Arcane Magic

Arcane Mystic Spheres

- Astromancy:** Transport creatures and objects instantly through space.
- Barrier:** Construct barriers to shield allies and areas from hostile forces.
- Biomancy:** Manipulate the biological nature of creatures.
- 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.
- Umbramancy:** Manipulate shadows and darkness to conceal allies and inhibit foes.
- Vivimancy:** Manipulate life energy to aid allies or harm foes.

Divine Magic

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.

Nature Magic

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.
- Biomancy:** Manipulate the biological nature of creatures.
- 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.
- Verdamancy:** Animate and manipulate plants.

Pact Magic

Pact Mystic Spheres

- Astromancy:** Transport creatures and objects instantly through space.
- Biomancy:** Manipulate the biological nature of creatures.
- 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.
- Telekinesis:** Manipulate kinetic energy at a distance.
- Umbramancy:** Manipulate shadows and darkness to conceal allies and inhibit foes.
- Vivimancy:** Manipulate life energy to aid allies or harm foes.

Mystic Sphere Descriptions

Aeromancy

Command air to protect allies and blast foes.

Mystic Sphere Lists: Nature

Cantrips

Airborne Leap
Target: Yourself

You gain a +4 bonus to the Jump skill until the end of the next round.

Rank 3: The bonus increases to +6.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +10.

Breeze **Sustain** (free)
Targets: Everything in a Large (50 ft.) radius **emanation** from you

You can increase or decrease the wind speed by up to 10 miles per hour in the area. 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.

Rank 3: The area increases to a Huge (100 ft.) radius **emanation**.

Rank 5: You can change the wind speed by up to 20 miles per hour.

Rank 7: The area increases to an Extreme (200 ft.) radius **emanation**.

Detect Air **Detection**

You learn the approximate distance and direction to any air within Long (300 ft.) **range** of you. This spell can detect air pockets with a minimum size of Fine.

Rank 3: The range increases to Extreme (1,000 ft.).

Rank 5: The range increases to 2,000 feet.

Rank 7: The range increases to 5,000 feet.

Soften Landing
Target: Yourself or an **ally** within Long (300 ft.) range

Until the end of the round, the target treats all falls as if they were 20 feet shorter for the purpose of determining **falling damage**.

Rank 3: The distance reduction increases to 50 feet.

Rank 5: The distance reduction increases to 100 feet.

Rank 7: The distance reduction increases to 200 feet.

Spells**Curse of Arrow Attraction** – Rank 1 **Curse, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target takes a –2 penalty to defenses against **mundane** ranged attacks from weapons or projectiles that are Small or smaller until it takes a **short rest**.

Critical Hit: As above, except that the effect lasts until this curse is removed.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Dust Cloud – Rank 1 **Focus**
Targets: Creatures in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Reflex against each target.

Hit: Each target is **dazzled** until the end of the next round.

Critical Hit: Each target is **dazzled** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Propulsion – Rank 1 **Focus**
Target: Yourself or one Large or smaller **ally** in Medium (100 ft.) range

You **push** the target up to 100 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 200 feet.

Rank 5: The distance increases to 300 feet.

Rank 7: The distance increases to 500 feet.

Windstrike – Rank 1 **Focus**
Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Armor against the target.

Hit: The target takes bludgeoning damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Buffet – Rank 2 **Focus**
Target: One Large or smaller creature or object within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 1d10 bludgeoning damage. If it loses **hit points** from this damage, you **knockback** it up to 50 feet in any direction (see Knockback Effects, page 13). Moving the target upwards costs twice the normal movement cost.

The damage increases by +1d for each rank beyond 2

Wind Screen – Rank 2 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

You gain a +1 **magic bonus** to Armor defense. In addition, you gain a +2 bonus to defenses against **mundane** ranged attacks 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 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The bonus to Armor defense increases to +2.

Windtheft – Rank 2 **Focus**
Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Reflex with a +2 bonus to **accuracy** against the target.

Hit: The target drops all items it has that are not well secured (such as a ring) or held in a hand.

Critical Hit: As above, except that the target also drops items that are held in a single hand.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Cyclone – Rank 3 **Focus**
Targets: Everything in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Fortitude against each target.

Hit: Each target takes bludgeoning damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Gentle Descent – Rank 3 **Attune** (self), **Focus**
Target: Yourself

You gain a 30 foot **glide speed** (see Gliding, page 13).

Rank 5: You are immune to **falling damage** even if you do not glide.

Rank 7: You can reduce your **glide speed** to 20 feet or increase it to 60 feet during each phase that you glide.

Gust of Wind – Rank 3 **Focus**
Targets: Everything in a Large (50 ft.), 10 ft. wide line from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes 1d10 bludgeoning damage. In addition, each target is **pushed** 20 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.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Piercing Wind – Rank 3 **Focus**
Target: One creature or object within Medium (100 ft.) range

A rush of wind flows rapidly through the gaps in your foe's armor to pierce its heart. Make an attack vs. Reflex against the target.

Hit: The target takes piercing damage equal to 2d8 plus your **power**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 3

Retributive Winds – Rank 3 **Attune** (self), **Focus**
Target: Yourself

At the end of each phase, make an attack vs. Armor against each creature within Close (30 ft.) range 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 struck target takes bludgeoning damage equal to 2d6 plus half your **power**. Any individual creature can only be dealt damage in this way once per round.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Windblade – Rank 3 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

Melee weapons wielded by the target gain +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: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 7: The bonus to **reach** increases to +10 feet.

Windseal – Rank 3 **Focus**
Target: One Large or smaller creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: As a **condition**, the target is **slowed** by incredibly fast winds that inhibit movement. At the end of each phase, if it moved during that phase, it takes bludgeoning damage equal to 2d8 plus half your **power**.

Critical Hit: As above, except that that the target takes double damage.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 3

Windsnipe – Rank 3 **Focus**
Target: One creature or object within Long (300 ft.) range

Make an attack vs. Armor against the target.

Hit: The target takes bludgeoning damage equal to 2d8 plus your **power**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 3

Control Weather – Rank 4 **Attune** (self), **Focus**

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.

Hurricane – Rank 4 **Focus**
Targets: **Enemies** in a Medium (20 ft.) radius from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes bludgeoning damage equal to 2d8 half plus your **power**. In addition, each target is **pushed** 20 feet clockwise around you. Each target's final position should be the same distance from you as its starting position.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Buffeting Blast – Rank 5 **Focus**
Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes bludgeoning damage equal to 2d10 plus half your **power**. If it loses **hit points** from this damage, you **knockback** it up to 100 feet in any direction (see Knockback Effects, page 13). Moving the target upwards costs twice the normal movement cost.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 5

Flight – Rank 5 **Attune** (self), **Focus**
Target: Yourself

You gain a 30 foot **fly speed** as long as you are no more than 100 feet above solid ground (see Flying, page 12). If you are above that height, you gain a 30 foot **glide speed** instead.

Rank 7: The maximum distance above the ground increases to 200 feet.

Air Walk – Rank 6 **Attune** (self), **Focus**
Target: Yourself

You can walk on air as if it were solid ground as long as you are no more than 100 feet above solid ground. The magic only affects your legs and feet. By choosing when to treat the air as solid, you can traverse the air with ease.

Blast of Wind – Rank 6 **Focus**
Targets: Everything in a Huge (100 ft.), 10 ft. wide line from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes 2d10 bludgeoning damage. In addition, each target is **pushed** 50 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.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 6

Dustblind – Rank 6 **Focus**
Target: One creature within Close (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 spell is **miscast**. Make an attack vs. Reflex against the target.

Hit: The target is **blinded** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Blinding Dust Cloud – Rank 7 **Focus**
Targets: Creatures in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Reflex against each target.

Hit: Each target is **blinded** until the end of the next round.

Critical Hit: Each target is **blinded** as a **condition**.

Rituals

Air Bubble – Rank 3 **Attune** (target), **Focus**
Target: One ritual participant

The target can breathe clear, clean air regardless of its surroundings. This can allow it to breathe underwater and avoid air-based poisons. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Aquamancy

Command water to crush and drown foes.

Mystic Sphere Lists: Nature

Cantrips

Create Water **Creation**
Targets: Any number of locations within Close (30 ft.) range

You create up to two gallons of wholesome, drinkable water at the target locations, allowing you to fill multiple small water containers. You must create a minimum of one ounce of water in each location.

Rank 3: The volume created increases to five gallons.

Rank 5: The volume created increases to ten gallons.

Rank 7: The volume created increases to twenty gallons.

Detect Water **Detection**

You learn the approximate distance and direction to any bodies of water within Long (300 ft.) **range** of you. This spell can detect bodies of water with a minimum size of Fine.

Rank 3: The range increases to Extreme (1,000 ft.).

Rank 5: The range increases to 2,000 feet.

Rank 7: The range increases to 5,000 feet.

Purify Water **Manifestation**
Target: Up to five gallons of water within Close (30 ft.) range

You can separate out dirt, sand, and minor pollutants from the target water, moving the waste material to the edge of the water so 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 3: The volume affected increases to ten gallons.

Rank 5: The volume affected increases to twenty gallons.

Rank 7: The volume affected increases to fifty gallons.

Slippery Escape **Manifestation**
Target: Yourself

You gain a +4 bonus to the Flexibility skill until the end of the next round.

For each rank beyond 1, the bonus increases by 1.

Spells

Aquatic Propulsion – Rank 1 **Focus**
Target: Yourself

You release a blast of water away from you, throwing you in the other direction. You **push** yourself up to 50 feet in any direction. You cannot change the direction of the movement partway through. Moving yourself upwards costs twice the normal movement cost. This movement is doubled underwater instead of being dramatically slowed like normal for forced movement.

Rank 3: The distance increases to 100 feet.

Rank 5: The distance increases to 200 feet.

Rank 7: The distance increases to 300 feet.

Crushing Wave – Rank 1 **Focus, Manifestation**
Targets: Everything in a Medium (20 ft.), 10 ft. wide line from you

Make an attack vs. Reflex against each target.

Hit: Each target takes bludgeoning damage equal to 1d8 plus half your **power**.

The damage increases by +1d for each rank beyond 1

Dehydrate – Rank 1 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 1d6 physical damage. If it loses hit points from this damage, it is **nauseated** as a **condition**.

The damage increases by +1d for each rank beyond 1

Fog Wall – Rank 1 **Focus, Manifestation, Sustain** (minor)

You create a wall of fog in a 20 ft. high, Large (50 ft.) **wall** within Medium (100 ft.) range. The fog makes it difficult to see through the wall, granting **concealment** to anything viewed through the wall (see Concealment, page 24).

Rank 3: The area increases to a Large (50 ft.) line.

Rank 5: The area increases to a Huge (100 ft.) line.

Rank 7: The area increases to a Extreme (200 ft.) line.

Fountain – Rank 1 **Focus, Manifestation**
Targets: **Enemies** within a Small (10 ft.) radius from you

Make an attack vs. Armor against each target.

Hit: Each target takes bludgeoning damage equal to 1d8 plus half your **power**.

The damage increases by +1d for each rank beyond 1

Water Jet – Rank 1 **Focus, Manifestation**
Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Armor against the target. You may move up to 20 feet away from the target as the water propels you backwards. Moving yourself upwards costs twice the normal movement cost.

Hit: The target takes bludgeoning damage equal to 1d8 plus your **power**.

The damage increases by +1d for each rank beyond 1

Aqueous Tentacle – Rank 2 **Attune** (self), **Focus, Manifestation**
Target: Yourself

You grow a massive watery tentacle that extends from your body. The tentacle grants you a slam **natural weapon** (see Table 8.3: Natural Weapons (page 216)). The natural weapon deals 1d10 damage, as normal for a slam natural weapon. In addition, it has the Reach **weapon tag** (see Weapon Tags, page 209). Strikes using the tentacle are considered **magical** abilities, which means you use your **power** with **magical** abilities to determine their damage.

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.

Obscuring Mist – Rank 2 **Focus, Sustain** (minor)

Fog fills the air within a Medium (20 ft.) radius **zone** from your location. The fog partially obstructs sight, granting **concealment** to anything seen through the fog (see Concealment, page 24).

Rank 4: The area increases to a Large (50 ft.) radius **zone**.

Rank 6: The area increases to a Huge (100 ft.) radius **zone**.

Rainstorm – Rank 2 **Focus, Manifestation, Sustain** (minor)

Targets: Everything in the area (see text)

Torrential rain begins falling out of thin air within a Large (50 ft.) radius **zone** from your location. The rain extinguishes minor fires such as campfires and torches on contact. Everything in the area gain a bonus equal to your **power** to **resistances** against fire damage.

Rank 4: The area increases to a Huge (100 ft.) radius **zone**.

Rank 6: The area increases to a Extreme (200 ft.) radius **zone**.

Underwater Freedom – Rank 2 **Attune** (target), **Focus**

Target: Yourself

You can cast this spell as a **minor action**.

The target suffers no penalties for acting underwater, except for those relating to using ranged weapons.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The target also gains a swim speed equal to half its **base speed**.

Aquajet Blast – Rank 3 **Focus, Manifestation**

Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Armor against the target. You may move up to 50 feet away from the target as the water propels you backwards. Moving yourself upwards costs twice the normal movement cost.

Hit: The target takes bludgeoning damage equal to 2d6 plus your **power**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 3

Crushing Tide – Rank 3 **Focus, Manifestation**

Targets: Everything in a Large (50 ft.), 10 ft. wide line from you

Make an attack vs. Reflex against each target.

Hit: Each target takes bludgeoning damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Desiccating Curse – Rank 3**Curse, Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: Until it takes a **short rest**, the target is **sickened**. If the target immerses itself in or drinks a body of water of minimum size equal to two size categories smaller than the target, it stops being sickened for 10 minutes.

Critical Hit: As above, except that the effect lasts until this curse is removed.

Glancing Blow: As above, except that the effect is removed at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Fog Cloud – Rank 3 **Focus, Manifestation, Sustain** (minor)

Targets: Everything in a Medium (20 ft.) radius within Long (300 ft.) range

A cloud of fog appears in the area. All sight through the area is partially obscured, granting **concealment** to anything in the area and anything viewed through the area (see Concealment, page 24).

Rank 5: The area increases to a Large (50 ft.) radius.

Rank 7: The area increases to a Huge (100 ft.) radius.

Geyser – Rank 3 **Focus, Manifestation**

Targets: Everything in a Large (50 ft.), 5 ft. wide vertical line within Medium (100 ft.) range

Make an attack vs. Armor against each target. If this spell has its area increased, only the length of the line increases.

Hit: Each target takes bludgeoning damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Great Fountain – Rank 3 **Focus, Manifestation**

Targets: **Enemies** within a Medium (20 ft.) radius from you

Make an attack vs. Armor against each target.

Hit: Each target takes bludgeoning damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Wall of Water – Rank 3 **Focus, Manifestation, Sustain** (minor)

You create a wall of water in a 20 ft. high, Large (50 ft.) line within Medium (100 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 Huge (100 ft.) line.

Rank 7: The area of the wall increases to a Extreme (200 ft.) line.

Wave of Dehydration – Rank 3 **Focus**

Target: Creatures in a Large (50 ft.), 10 ft. wide line from you

Make an attack vs. Fortitude against each target.

Hit: Each target that has no remaining **resistance** to physical damage is **nauseated** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Aqueous Form – Rank 4 **Attune** (self), **Focus**

Target: Yourself

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 your **base 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 **resistance** to **physical damage** is reduced to 0.

Rank 6: The bonus to Flexibility increases to +12.

Desiccate – Rank 4 **Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes physical damage equal to 2d8 plus half your **power**. If it loses hit points from this damage, it is **nauseated** as a **condition**.

Glancing Blow: As above, except that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Misty Shroud – Rank 4 **Attune** (self), **Focus**

Fog fills the air within a Medium (20 ft.) radius **emanation** from your location. The fog partially obstructs sight, granting **concealment** to anything seen through the fog (see Concealment, page 24).

Rank 6: The area increases to a Large (50 ft.) radius **emanation**.

Raging River – Rank 4 **Focus, Manifestation**

Targets: Everything in a Large (50 ft.), 10 ft. wide line from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes 2d8 bludgeoning damage. In addition, each target is **pushed** 20 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.

Glancing Blow: As above, except that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Constraining Bubble – Rank 5 **Focus, Manifestation**

Target: One Large or smaller creature within Medium (100 ft.) range

Make an attack vs. Reflex against the target.

Hit: As a **condition**, the majority of the target's body is surrounded by a layer of water. This does not impede the target's ability to breathe, but it takes penalties as if it was fighting underwater (see Underwater Combat, page 25).

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the water also covers the target's face. This does not meaningfully impede its sight, but it prevents it from breathing anything other than the water.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Fluid Motion – Rank 5 **Attune** (self), **Focus**

Target: Yourself

When you move, 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.

Octopus Tentacles – Rank 5 **Attune** (self), **Focus**
Target: Yourself

This spell functions like the *aqueous tentacles* 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 210).

Rank 7: You gain a +5 bonus to **reach** with attacks using the tentacles.

Ring of Mist – Rank 6 **Focus**, **Sustain** (minor)

Fog fills the air within a Large (50 ft.) radius **zone** from your location. The fog partially obstructs sight, granting **concealment** to anything seen through the fog (see *Concealment*, page 24). 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.

Sphere of Constraint – Rank 6 **Focus**, **Manifestation**

Targets: All **enemies** completely within a Medium (20 ft.) radius within Medium (100 ft.) range

You create a sphere of water that contracts to stick to enemies in the area. Unlike most abilities, this ability only affects creatures whose entire space is within the area. Make an attack vs. Reflex against each target.

Hit: Until the end of the next round, the majority of the target's body is surrounded by a layer of water. This does not impede the target's ability to breathe, but it takes penalties as if it was fighting underwater (see *Underwater Combat*, page 25).

Critical Hit: As above, except that the effect is a **condition** instead of lasting until the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Excisicate – Rank 7 **Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes physical damage equal to 4d10 plus your **power**. If it loses hit points from this damage, it is **nauseated** as a **condition**.

Glancing Blow: As above, except that the target takes half damage.

Raging Flood – Rank 7 **Focus**, **Manifestation**

Targets: Everything in a Huge (100 ft.), 15 ft. wide line from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes 4d8 bludgeoning damage. In addition, each target is **pushed** 50 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.

Glancing Blow: As above, except that each target takes half damage.

Dampen – Rank 1 **Attune** (ritual), **Focus**

Target: Up to five ritual participants

Each target gains a bonus equal to your rank to their **resistance** to fire damage. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Water Breathing – Rank 3 **Attune** (ritual), **Focus**

Target: One ritual participant

The target can breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Rituals

Astromancy

Transport creatures and objects instantly through space.

Mystic Sphere Lists: Arcane, Pact

Cantrips

Dimension Hop

Target: Yourself

You teleport into an unoccupied destination within 5 foot **range**. If the destination is invalid, this spell is **miscast**.

Rank 3: The range increases to 10 feet.

Rank 5: The range increases to Close (30 ft.).

Rank 7: The range increases to Medium (100 ft.).

Translocate Object

Target: One Tiny or smaller unattended object within Close (30 ft.) range

The target teleports into an unoccupied location on a stable surface within range that can support the weight of the target. If the destination is invalid, the ability fails without effect.

Rank 3: The range increases to Medium (100 ft.).

Rank 5: The maximum size of the target increases to Small.

Rank 7: The range increases to Long (300 ft.).

Spells

Dimensional Grasp – Rank 1

Target: One creature or object within your **reach**

This spell does not have the **Focus** tag. You must have a **free hand** to cast this spell.

You partially teleport a touched target into the Astral Plane. Make a melee attack vs. Reflex against the target.

Hit: The target takes energy damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Dimensional Jaunt – Rank 1

Focus

Target: One creature within Medium (100 ft.) range

You partially teleport the target into the Astral Plane. Make an attack vs. Mental against the target.

Hit: The target takes energy damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Translocation – Rank 1

Focus

Target: Yourself or one Medium or smaller **ally** or unattended object within Close (30 ft.) range

The target **teleports** into an unoccupied destination within range. If the destination is invalid, this spell is **miscast**.

Rank 3: The range increases to Medium (100 ft.).

Rank 5: The range increases to Long (300 ft.).

Rank 7: The range increases to Extreme (1,000 ft.).

Dimensional Jaunt – Plane of Air – Rank 2

Focus

Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 1d10 bludgeoning damage. If it loses **hit points** from this damage, you **knockback** it up to 50 feet in any direction (see Knockback Effects, page 13). Moving the target upwards costs twice the normal movement cost.

The damage increases by +1d for each rank beyond 2

Dimensional Shuffle – Rank 2

Focus

Targets: Up to five targets within Medium (100 ft.) range from among you and your **allies**

Each target **teleports** into the location of a different target.

Rank 4: The range increases to Long (300 ft.).

Rank 6: The range increases to Extreme (1,000 ft.).

Flicker – Rank 2

Attune (self), **Focus**

Target: Yourself

You randomly flicker between your current plane and the Astral Plane. **Targeted 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 attacks also have the same failure chance.

Rank 4: The failure chance increases to 30%.

Rank 6: The failure chance increases to 40%.

Astral Instability – Rank 3

Attune (self), **Focus**

Target: Yourself

At the start of each phase, you may **teleport** into a random 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.

Rank 5: When you disappear, you can choose where you reappear. You can choose any unoccupied location within Close (30 ft.) range from the location where you disappeared.

Rank 7: The distance you can reappear at increases to Medium (100 ft.) range.

Banishment – Rank 3

Focus

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental with a +2 bonus to **accuracy** against the target.

Hit: The target takes energy damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that the target takes half damage.

Critical Hit: As above, except that the target takes double damage. In addition, if it is a **planeformed** not on its home plane, it is teleported to a random location on its home plane. If it is a creature created by a **Manifestation** ability, it immediately disappears.

The damage increases by +1d for each rank beyond 3

Phasing Blade – Rank 3 **Focus**
Target: Yourself

Whenever the target makes a **strike**, its 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 the target to ignore **cover**, or even attack through solid walls. It does not allow the target to ignore armor, shields, or or similar items used by the target of its attacks.

Rank 5: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 7: The strike can penetrate through any number of physical obstacles with a combined thickness of ten feet or less.

Silent Translocation – Rank 3 **Focus**
Target: Yourself or one Medium or smaller **ally** or unattended object within Close (30 ft.) range

This spell functions like the *translocation* spell, except that the target's departure and arrival with this spell are silent.

Rank 5: The range increases to Medium (100 ft.).

Rank 7: The range increases to Long (300 ft.).

Transposition – Rank 3 **Focus**
Target: Two Large or smaller creatures within Medium (100 ft.) range

Make an attack vs. Mental against each target. If either target is not standing on solid ground, this spell fails. If you hit both targets, they each teleport into each other's locations.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Banishing Grasp – Rank 4
Target: One creature or object within your **reach**

This spell does not have the **Focus** tag. You must have a **free hand** to cast this spell.

You partially teleport a touched target into the Astral Plane. Make a melee attack vs. Reflex against the target.

Hit: The target takes energy damage equal to 2d10 plus your **power**.

Glancing Blow: As above, except that that the target takes half damage.

Critical Hit: As above, except that that the target takes double damage. In addition, if it is a **planeforged** not on its home plane, it is teleported to a random location on its home plane. If it is a creature created by a **Manifestation** ability, it immediately disappears.

The damage increases by +1d for each rank beyond 4

Controlled Flicker – Rank 4 **Attune** (self), **Focus**
Target: Yourself

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 attacks do not have a failure chance, and attacks against you also do not have a failure chance.

Rank 6: The failure chance increases to 30%.

Dimension Door – Rank 4 **Focus**
Target: Yourself

You teleport to a location within Long (300 ft.) range of you. You must clearly visualize the destination's appearance, but you do not need **line of sight** or **line of effect** to your destination.

Rank 6: The range increases to Extreme (1,000 ft.) feet.

Dimension Walk – Rank 4 **Attune** (self), **Focus**
Target: Yourself

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 move to teleport in this way, so effects like being **immobilized** prevent this movement.

Rank 6: You can also teleport vertically or diagonally in addition to horizontally.

Dimensional Jaunt – Plane of Earth – Rank 4 **Focus**
Target: One creature within Medium (100 ft.) range

You partially teleport the target into the Plane of Earth. Make an attack vs. Mental against the target.

Hit: The target takes 2d6 bludgeoning damage. If it loses **hit points** from this damage, it is **immobilized** as a **condition**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Phasing Spells – Rank 4 **Attune** (self), **Focus**
Target: Yourself

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: The maximum thickness you can ignore increases to 5 feet.

Dimensional Jaunt – Myriad – Rank 5 **Focus**
Target: One creature within Medium (100 ft.) range

You partially teleport the target through a number of planes in sequence. Make an attack vs. Mental against the target.

Hit: The target takes damage of all damage types equal to 4d8 plus your **power**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 5

Dimensional Jitter – Rank 5 **Attune** (self), **Focus**
Target: Yourself

At the end of each **phase**, you may choose to teleport 10 feet 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.

Massive Transposition – Rank 5 **Focus**
Target: Two Gargantuan or smaller creatures within Medium (100 ft.) range

This spell functions like the *transposition* spell, except that it can affect creatures with a maximum size of Gargantuan.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Dimensional Jaunt – Plane of Fire – Rank 6 **Focus**
Target: One creature within Medium (100 ft.) range

You partially teleport the target into the Plane of Fire. Make an attack vs. Mental against the target.

Hit: The target takes fire damage equal to 4d8 plus half your **power**. If it loses **hit points** from this damage, it catches on fire as a **condition**. At the end of each subsequent round, it takes 4d6 fire damage.

If the target gains a **vital wound** from this damage, the condition ends. This condition can be removed if the target makes a **difficulty rating** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** as part of this action gives a +5 bonus to this check.

Glancing Blow: As above, except that the target takes half damage.

The damage of both the initial hit and the subsequent condition increases by +1d for each rank beyond 6.

Jittering Curse – Rank 6 **Curse, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: At the end of each **movement phase**, the target teleports 10 feet in a random direction. This effect lasts until it takes a **short rest**.

Glancing Blow: As above, except that the effect is removed at the end of the next round.

Critical Hit: As above, except that the effect lasts until the curse is removed.

Curse of Stagnancy – Rank 7 **Curse, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: At the end of each round, the target teleports back to the location it was in when this spell was cast. This effect lasts until it takes a **short rest**.

Glancing Blow: As above, except that the effect is removed at the end of the next round.

Critical Hit: As above, except that the effect lasts until the curse is removed.

Dimensional Jaunt – Deep Astral Plane – Rank 7 **Focus**
Target: One creature within Medium (100 ft.) range

You partially teleport the target into the Deep Astral Plane. Make an attack vs. Mental against the target.

Hit: The target takes 4d6 energy damage. In addition, it is **stunned** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Rituals

Plane Shift – Rank 4 **Focus**

Primary target: Up to five Large or smaller ritual participants

Secondary target: One **planar rift** within Medium (100 ft.) range

The target creatures teleport to the unoccupied spaces closest to the other side of the target planar rift. For details about **planar rifts**, see Planar Rifts, page 205.

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 takes 24 hours to perform, and it requires 32 **fatigue points** from its participants.

Retrieve Legacy – Rank 4 **Focus**

Target: One ritual participant

If the target's **legacy item** is on the same plane and **unattended**, it is teleported into the target's hand. This ritual takes 24 hours to perform, and it requires 32 **fatigue points** from its participants.

Astral Projection – Rank 5 **Focus**

Target: Up to five Large or smaller ritual participants

The targets teleport to a random location within the Inner Astral Plane (see The Astral Plane, page 207).

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 takes 24 hours to perform, and it requires 50 **fatigue points** from its participants.

Overland Teleportation – Rank 5 **Focus**

Target: Up to five Medium or smaller ritual participants

Choose a destination up to 100 miles away from you on your current plane. Each target is 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 takes 24 hours to perform, and it requires 50 **fatigue points** from its participants.

Homeward Shift – Rank 6

Focus

Target: Up to five Large or smaller ritual participants

This ritual can only be performed on the Astral Plane. The targets teleport to the last spaces they occupied on their home planes. This ritual takes 24 hours to perform, and it requires 72 **fatigue points** from its participants.

Gate – Rank 8

Focus, Sustain (standard)

Targets: Special

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 Small (10 ft.) radius circular disk, oriented 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 takes 24 hours to perform, and it requires 128 **fatigue points** from its participants.

Barrier

Construct barriers to shield allies and areas from hostile forces.

Mystic Sphere Lists: Arcane, Divine, Nature

Cantrips

Minor Barrier

This cantrip functions like the *mystic barrier* spell, except that its **range** is Close (30 ft.) and the maximum dimensions of the barrier are a 5 ft. by 5 ft. square.

Rank 3: The range increases to Medium (100 ft.).

Rank 5: The maximum dimensions of the wall increase to a 5 ft. by 10 ft. rectangle.

Rank 7: The maximum dimensions of the wall increase to a 10 ft. by 10 ft. square.

Spells

Kinetic Shield – Rank 1

Attune (target), Focus

Target: Yourself

You can cast this spell as a **minor action**.

The target gains a +2 **magic bonus** to its **resistance** against **physical** damage.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you. In addition, the bonus increases to +4.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Mystic Barrier – Rank 1

Focus, Manifestation, Sustain (minor)

You create a wall of magical energy within Medium (100 ft.) range. You can choose the dimensions of the wall, up to a maximum of a 20 ft. high, Medium (20 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 membrane 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**.

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 **hit points** of each 5-ft. square increase to be equal to three times your **power**.

Rank 5: The area increases to a Large (50 ft.) line.

Rank 7: The **hit points** of each 5-ft. square increase to be equal to four times your **power**.

Protective Sphere – Rank 1 **Focus, Manifestation, Sustain** (minor)
Target: Yourself or one Large or smaller **ally** within Medium (100 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 **hit points** equal to twice your **power**.

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 be equal to three times your **power**.

Rank 5: The maximum size of the target increases to Huge.

Rank 7: The **hit points** of each 5-ft. square increase to be equal to four times your **power**.

Resist Energy – Rank 1 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

The target gains a +2 **magic bonus** to its **resistance** against **energy** damage.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you. In addition, the bonus increases to +4.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Audible Barrier – Rank 2 **Focus, Manifestation, Sustain** (minor)

This spell functions like the *mystic barrier* spell, except that you can choose how much the barrier blocks sound. There are two possibilities: fully sound-permeable, and fully sound-blocking like a normal *mystic barrier*. You can change how much the barrier blocks sound as a **minor action**. Exceptionally strong sounds, such as sonic attacks that deal energy damage, are blocked by the barrier like other damaging effects. In addition, the **hit points** of each 5-ft. square increase to be equal to three times your **power**.

Rank 4: The **hit points** of each 5-ft. square increase to be equal to three times your **power**.

Rank 6: The area increases to a Large (50 ft.) line.

Deflective Shield – Rank 2 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

The target gains a +1 **magic bonus** to Armor defense and Reflex defense.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The bonus increases to +2.

Quickseal – Rank 2 **Focus, Manifestation, Sustain** (minor)
Target: One openable object within Medium (100 ft.) range (see text)

You create a curved field of magical energy that blocks access to the target's opening mechanism. The opening mechanism must be Small or smaller in size. Nothing can pass through the field until it is destroyed. The field has **hit points** equal to twice your **power**.

Rank 4: The **hit points** of the field increase to three times your **power**.

Rank 6: The **hit points** of the field increase to four times your **power**.

Visual Barrier – Rank 2 **Focus, Manifestation, Sustain** (minor)

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 a **minor action**.

Rank 4: The **hit points** of each 5-ft. square increase to be equal to three times your **power**.

Rank 6: The area increases to a Large (50 ft.) line.

Forceful Barrier – Rank 3 **Focus, Manifestation, Sustain** (minor)

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 2d6 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 be equal to three times your **power**.

Rank 5: The area increases to a Large (50 ft.) line.

Rank 7: The **hit points** of each 5-ft. square increase to be equal to four times your **power**.

Mystic Bridge – Rank 3 **Focus, Manifestation, Sustain** (minor)

You create a horizontal field of magical energy within Medium (100 ft.) range. You can choose the dimensions of the field, up to a maximum of a Medium (20 ft.) length, 10 ft. width line. If you create the field within a space too small to hold it, it fills as much of the space as possible, allowing you to completely block off small vertical tunnels. The field is visible as a shimmering magical membrane that does not block sight. Nothing can pass through the field until it is destroyed. Each 5-ft. square of the field has **hit points** equal to twice your **power**.

Rank 5: The area increases to a Large (50 ft.) line.

Rank 7: The area increases to be a Huge (100 ft.), 20 ft. wide line.

Universal Shield – Rank 3 **Attune** (target), **Focus**
Target: Yourself

The target gains a +2 **magic bonus** to its **resistances** against both **physical damage** and **energy damage**.

Rank 5: This spell can target an **ally** within Medium (100 ft.) range instead of you. In addition, the bonus increases to +4.

Rank 7: The bonus increases to +8.

Wall of Energy **Focus, Manifestation, Sustain** (minor)
Impedance – Rank 3

You create a wall of magical energy in a 20 ft. high, Medium (20 ft.) line within Medium (100 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 **hit points** equal to twice your **power**.

Rank 5: The area increases to a Large (50 ft.) line.

Rank 7: The **hit points** of each 5-ft. square increase to be equal to three times your **power**.

Mirror Barrier – Rank 4 **Focus, Manifestation, Sustain** (minor)

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 be equal to three times your **power**.

Rank 6: The area increases to a Large (50 ft.) line.

Repulsion Field – Rank 4 **Focus, Sustain** (minor)
 Targets: **Enemies** that enter the area (see text)

This spell creates a repulsive field in a Medium (20 ft.) radius **zone** from your location. When an enemy makes physical contact with the spell's area for the first time, you make an attack vs. Mental against it.

Hit: The target is unable to enter the spell's area with any part of its body. The rest of its movement in the current phase is cancelled.

Glancing Blow: As above, except that the effect is removed at the end of the next round, allowing the creature to freely enter the zone after that time.

Creatures in the area at the time that the spell is cast are unaffected by the spell.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Energy Immunity – Rank 5 **Attune** (self), **Focus**
 Target: Yourself

Choose a subtype of **energy damage**: 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.

Personal Sphere – Rank 5 **Focus, Manifestation, Sustain** (minor)
 Target: Yourself

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 the target from having **line of effect** to anything outside of the area. When you move, the sphere moves with you, though you cannot force it against another creature or object. Each 5-ft. square of the field has **hit points** equal to three times your **power**.

Rank 7: The **hit points** of each 5-ft. square increase to be equal to four times your **power**.

Retributive Kinetic Shield – Rank 5 **Attune** (self), **Focus**
 Target: Yourself

You can cast this spell as a **minor action**.

You gain a +8 **magic bonus** against **physical damage**. In addition, whenever you resist physical damage, the attacker takes energy damage equal to half the damage resisted this way. If the attacker is beyond Close (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 +16.

Wall of Magic Impedance **Focus, Manifestation, Sustain** (minor)
 – Rank 5

You create a wall of magical energy in a 20 ft. high, Medium (20 ft.) line within Medium (100 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 **magical** ability treats the wall as an impassable barrier. Each 5-ft. square of wall has **hit points** equal to three times your **power**.

Rank 7: The area increases to a Large (50 ft.) line.

Antilife Shell – Rank 6 **Focus, Sustain** (minor)
 Targets: **Enemies** that enter the area (see text)

This spell creates a repulsive field in a Medium (20 ft.) radius **zone** from your location. When an enemy makes physical contact with the spell's area for the first time, you make an attack vs. Mental against it. You gain a +10 bonus to **accuracy** against living creatures.

Hit: The target is unable to enter the spell's area with any part of its body. The rest of its movement in the current phase is cancelled.

Glancing Blow: As above, except that the effect is removed at the end of the next round, allowing the creature to freely enter the zone after that time.

Creatures in the area at the time that the spell is cast are unaffected by the spell.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Entrapping Sphere – **Focus, Manifestation, Sustain** (standard)
Rank 6
Target: One Large or smaller creature or object within Medium (100 ft.) range

Make an attack vs. Reflex against the target.

Hit: 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 **hit points** equal to twice your **power**.

If another creature is in the target's space when this spell is cast, this spell fails without effect.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the hit points of the sphere increase to four times your **power**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Invulnerable Barrier – **Focus, Manifestation, Sustain** (minor)
Rank 6

This spell functions like the *mystic barrier* spell, except that each 5-ft. square of wall has **hit points** equal to four times your **power**. In addition, the wall is **resistant** to physical damage.

One-Way Barrier – **Focus, Manifestation, Sustain** (standard)
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.

Rituals

Endure Elements – Rank 1 **Attune** (ritual), **Focus**
Target: Yourself or an **ally** or unattended object within Medium (100 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Mystic Lock – Rank 3 **Attune** (ritual), **Focus**
Target: One large or smaller closable, nonmagical object within Close (30 ft.) range, such as a door or box

The target object becomes magically locked. It can be unlocked with a Devices check against a **difficulty rating** equal to 20 + your **power**. The **difficulty rating** to break it open forcibly increases by 10.

You can freely pass your own *mystic lock* as if the object were not locked. This effect lasts as long as you **attune** to it. If you use this ability multiple times, you can attune to it each time. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Scryward – Rank 3

Focus

This ritual creates a ward against scrying in a Large (50 ft.) radius **zone** centered on your location. All **Scrying** effects fail to function in the area. This effect is permanent. This ritual takes 24 hours to perform, and it requires 18 **fatigue points** from its participants.

Explosive Runes – Rank 4

Attune (ritual), **Focus**

Targets: One Small or smaller unattended object with writing on it within Close (30 ft.) range

The writing on the target 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 target, the target explodes. You make an attack vs. Reflex against everything within a Medium (20 ft.) radius from the target. Each struck target takes energy damage equal to 2d8 plus half your **power**.

After the target object explodes in this way, the ritual is **dismissed**. If the target is destroyed or rendered illegible, the ritual is dismissed without exploding. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Private Sanctum – Rank 5

Focus

This ritual creates a ward against any external perception in a Large (50 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 darkvision 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 takes 24 hours to perform, and it requires 50 **fatigue points** from its participants.

Resilient Lock – Rank 5

Attune (ritual), **Focus**

Target: One large or smaller closable, nonmagical object within Close (30 ft.) range, such as a door or box

This ritual functions like the *mystic lock* ritual, except that the **difficulty rating** to unlock the target with a Devices check is instead equal to 30 + your **power**. In addition, the **difficulty rating** to break it open increases by 20 instead of by 10. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Biomancy

Manipulate the biological nature of creatures.

Mystic Sphere Lists: Arcane, Nature, Pact

Cantrips

Spells

Enhanced Senses – Rank 1 **Attune** (target), **Focus**
Target: Yourself

The target gains a +3 **magic bonus** to the Awareness skill.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +7.

Longshot – Rank 1 **Attune** (target), **Focus**
Target: Yourself

The target reduces its penalties for **range increments** by 1.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 5: The penalty reduction increases to 2.

Rank 7: The penalty reduction increases to 3.

Neutralize Poison – Rank 1 **Focus**
Target: Yourself or one target within Medium (100 ft.) range

The target gains an additional success to resist a poison currently affecting it (see Poison, page 254).

Rank 3: The number of additional successes increases to two.

Rank 5: The number of additional successes increases to three, which is enough to remove most poisons immediately.

Rank 7: The target can also gain the same number of successes to remove an additional poison affecting it.

Organ Failure – Rank 1 **Focus**
Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 1d6 physical damage. If it loses **hit points** from this damage, it is **nauseated** as a **condition**.

The damage increases by +1d for each rank beyond 1

Sickness – Rank 1 **Focus**
Target: One living creature within Close (30 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target is **sickened** as a **condition**.

Critical Hit: The target is **nauseated** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Bleed – Rank 2 **Focus**

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target begins bleeding as a **condition**. At the end of each round, it takes 1d8 physical damage. If the target gains a **vital wound** from this damage, the condition ends.

This condition can be removed with the *treat condition* ability from the Medicine skill (see Medicine, page 111). The **difficulty rating** of the check is equal to 10.

Critical Hit: As above, except that the damage from the condition is doubled.

The damage increases by +1d for each rank beyond 2

Brief Regeneration – Rank 2 **Focus**

Target: Yourself or one living **ally** within Close (30 ft.) range

The target regains **hit points** equal to 1d6 plus half your **power**.

The healing increases by +1d for each rank beyond 2.

Climber – Rank 2 **Attune** (target), **Focus**

Target: Yourself

You can cast this spell as a **minor action**.

The target gains a **climb speed** equal to its **base speed**. In addition, it gains a +2 **magic bonus** to Climb checks.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The bonus increases to +4.

Intensify Poison – Rank 2 **Focus**

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude with a +2 bonus to **accuracy** against the target. 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 254).

Critical Hit: As above, except that the poison progresses by two stages instead of one.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Poison – Asp Venom – Rank 2 **Focus, Manifestation**

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

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 254). A creature poisoned by asp venom becomes **sickened** as long as it is poisoned. Reaching the third **poison stage** causes the target to become **nauseated** as long as it is poisoned. A third failed attack ends the poison.

Critical Hit: As above, except that target immediately reaches the second **poison stage**, as normal for poisons.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Runner – Rank 2 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.
The target gains a +10 foot **magic bonus** to its **land speed**.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The bonus increases to +20 feet.

Sickening Curse – Rank 2 **Curse, Focus**
Target: One living creature within Close (30 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **sickened** until it takes a **short rest**.

Critical Hit: As above, except that the effect lasts until this curse is removed.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Swimmer – Rank 2 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

The target gains a **swim speed** equal to its **base speed**. In addition, it gains a +2 **magic bonus** to Swim checks.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The bonus increases to +4.

Withering – Rank 2 **Focus**
Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude with a +2 bonus to **accuracy** against the target.

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: As above, except that the penalty starts at –5.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Acidic Blood – Rank 3 **Attune** (target), **Focus**
Primary target: Yourself

Secondary targets: Everything adjacent to you

Your blood becomes acidic. This does not harm you, but your blood can be dangerous to anything nearby when you bleed. At the end of each round, if you lost **hit points** during that round, make an attack vs. Fortitude against everything adjacent to you.

Hit: Each secondary target takes acid damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Enhanced Muscles – Rank 3 **Attune** (self), **Focus**
Target: Yourself

You gain a +2 **magic bonus** to Strength-based checks.

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Poison – Dragon Bile – Rank 3 **Focus, Manifestation**
Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

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 loses 1d10 **hit points**. A third failed attack ends the poison.

Critical Hit: As above, except that 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.

Scent – Rank 3 **Attune** (self), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

You gain the **scent** ability, giving you a +10 bonus to scent-based Awareness checks (see Senses, page 97).

Rank 5: The bonus increases to +15.

Rank 7: The bonus increases to +20.

Withering Curse – Rank 3 **Curse, Focus**
Target: One living creature within Medium (100 ft.) range

Make an attack vs. Mental with a +2 bonus to **accuracy** against the target.

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.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the effect lasts until this curse is removed.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Eyebite – Rank 4 **Focus**
Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 2d6 physical damage. If it loses **hit points** from this damage, it is **blinded** as a **condition**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Regeneration – Rank 4 **Attune** (self), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

At the end of each round, if you did not lose any **hit points** that round, you regain 1d10 **hit points**.

The healing increases by +1d for each rank beyond 4.

Blood Fountain – Rank 5 **Focus**
Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target begins bleeding as a **condition**. At the end of each round, it takes 2d8 physical damage. If the target gains a **vital wound** from this damage, the condition ends.

This condition can be removed with the *treat condition* ability from the Medicine skill (see Medicine, page 111). The **difficulty rating** of the check is equal to 20.

Glancing Blow: As above, except that the condition is removed at the end of the next round after its damage is dealt.

Critical Hit: As above, except that the damage from the condition is doubled.

The damage increases by +1d for each rank beyond 5

Dragon Breath – Rank 5 **Attune** (self), **Focus**
Target: Yourself (see text)

You can cast this spell as a **minor action**.

You gain the ability to breath energy like a dragon. When you cast this spell, choose a type of damage: acid, cold, electricity, or fire. As a standard action, you can breath a cone of that type of energy. When you do, make an attack vs. Reflex against everything within a Large (50 ft.) cone from you.

Hit: Each target takes damage of the chosen type equal to 2d10 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 5

Vital Regeneration – Rank 5 **Attune** (target), **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

At the end of each round, the target can remove one of its **vital wounds**. If it does, it gains two **fatigue points**.

Rank 7: The target can remove two **vital wounds** instead of one. It gains two **fatigue points** per vital wound removed this way.

Cripple – Rank 7 **Focus**
Target: One living creature within Close (30 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target is **immobilized** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: The target is **paralyzed** as a **condition**.

Air Breathing – Rank 3 **Attune** (ritual), **Focus**
Target: One Medium 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Gills – Rank 3 **Attune** (ritual), **Focus**
Target: One Medium 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Awaken – Rank 6 **Focus**
Target: One Large or smaller **ally** within Medium (100 ft.) range

The target 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 takes 24 hours to perform, and it requires 72 **fatigue points** from its participants.

Rituals

Bless

Grant divine blessings to aid allies and improve combat prowess.

Mystic Sphere Lists: Divine

Cantrips

Spells

Blessing of Proficiency – Rank 1 **Attune** (target), **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

When you cast this spell, choose a weapon group or usage class of armor. If you choose armor, the target must be proficient with all lighter usage classes of armor. The target becomes proficient with the chosen weapon group or usage class of armor.

Rank 3: If the target would already be proficient with a chosen weapon group, it also becomes proficient with exotic weapons from that weapon group.

Rank 5: You may grant the target proficiency with an additional weapon group or usage class of armor.

Rank 7: The target becomes proficient with exotic weapons from a chosen weapon group regardless of its prior proficiencies.

Boon of Avoidance – Rank 1 **Focus**, **Swift**
Target: Yourself or an **ally** within Medium (100 ft.) range

The target gains a +2 bonus to **defenses** until the end of the round. Because this ability has the **Swift** tag, this improves the target's defenses against attacks made against it 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.

Boon of Precision – Rank 1 **Focus**, **Swift**
Target: Yourself or an **ally** within Medium (100 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 until 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 Might – Rank 2 **Attune** (target), **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

The target gains a +2 **magic bonus** to Strength for the purpose of determining its **carrying capacity**.

Rank 4: The bonus increases to +4.

Rank 6: The bonus increases to +6.

Blessing of the Purified Body – Rank 2 **Attune** (target), **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

The target gains a +4 bonus to **defenses** against **poisons** and **diseases**.

Rank 4: The bonus increases to +6.

Rank 6: The bonus increases to +8.

Blessing of Endurance – Rank 3 **Attune** (target), **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

The target increases its current **hit points** by 5. This can cause its current hit points to exceed its normal maximum hit points. When this ability ends, the target loses **hit points** equal to the number of hit points it gained this way.

Rank 5: The number of additional hit points increases to 10.

Rank 7: The number of additional hit points increases to 20.

Blessing of Perverserance – Rank 3 **Attune** (target), **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

Whenever the target gains a **condition**, it can choose to negate that condition. After negating a condition in this way, this spell ends.

Rank 5: The spell can negate two conditions before ending.

Rank 7: The spell can negate three conditions before ending.

Blessing of Power – Rank 3 **Attune** (target), **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

The target gains a +2 **magic bonus** to **power** with all abilities.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +8.

Blessing of Recovery – Rank 3 **Attune** (target), **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

The target gains a additional +5 bonus to a vital wound after a **long rest** (see Removing Vital Wounds, page 10).

Rank 5: The target gains two additional +5 bonuses.

Rank 7: The target gains three additional +5 bonuses.

Blessing of Swiftness – Rank 3 **Attune** (target), **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

The target gains a +10 foot **magic bonus** to its **base speed**, up to a maximum of double its **base speed**.

Rank 5: The speed bonus increases to +20 feet.

Rank 7: The speed bonus increases to +30 feet.

Boon of Cleansing – Rank 3 **Focus**

Target: Yourself or an **ally** within Medium (100 ft.) range

The target can remove a **condition**. This cannot remove a condition applied during the current round.

Rank 5: The target can remove two conditions.

Rank 7: The target can remove three conditions.

Blessing of Mental Clarity – Rank 4 **Attune** (target), **Focus**

Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

The target gains a +4 bonus to **defenses** against **Compulsion** and **Emotion** effects.

Rank 6: The bonus increases to +6.

Blessing of Precision – Rank 4 **Attune** (target), **Focus**

Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

The target gains a +1 **magic bonus** to **accuracy** with all attacks.

Rank 6: The bonus increases to +2.

Blessing of Protection – Rank 4 **Attune** (target), **Focus**

Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

The target gains a +1 **magic bonus** to Armor defense and Mental defense.

Rank 6: The bonus increases to +2.

Blessing of Wakefulness – Rank 4 **Attune** (target), **Focus**

Target: Yourself or an **ally** within Medium (100 ft.) range

The target cannot fall asleep or be knocked unconscious, even 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 6: The target is also immune to being **dazed** or **stunned**.

Blessing of Freedom – Rank 5 **Attune** (target), **Focus**

Target: Yourself or an **ally** within Medium (100 ft.) range

The target is immune to being **slowed**, **decelerated**, and **immobilized**.

Rank 7: The target is also immune to being **paralyzed**.

Boon of Invulnerability – Rank 6 **Focus**, **Swift**

Target: Yourself or one **ally** within Medium (100 ft.) range

The target becomes takes half damage from all sources until the end of the current round. Because this ability has the **Swift** tag, it affects all damage the target takes during the current phase.

Cleansing Benediction – Rank 6 **Focus**

Targets: You and each of your **allies** within a Medium (20 ft.) radius from you

Each target can remove a **condition**. This cannot remove a condition applied during the current round.

Blessing of Regeneration – Rank 7 **Attune** (target), **Focus**

Target: Yourself or an **ally** within Medium (100 ft.) range

At the end of each round, if the target did not lose any **hit points** that round, it regains 2d10 **hit points**.

Rituals**Bless Water – Rank 1** **Attune** (ritual), **Focus**

Target: One pint of unattended, nonmagical water within Close (30 ft.) range

The target becomes holy water. Holy water can be thrown as a splash weapon, dealing 1d8 points of damage to a struck **undead** or an evil **planeformed**. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Blessing of Fortification – Rank 1 **Attune** (ritual), **Focus**

Target: 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 **resistances** to both **physical damage** and **energy damage**. If the target is moved, this effect ends. Otherwise, it lasts for one year. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Blessing of Purification – Rank 1 **Focus**

Targets: All food and water in a single square within Close (30 ft.) range

The targets are 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Curse Water – Rank 1 **Attune** (ritual), **Focus**

Target: One pint of unattended, nonmagical water within Close (30 ft.) range

The target becomes unholy water. Unholy water can be thrown as a splash weapon, dealing 1d8 points of damage to a struck good **planeformed**. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Permanent Bless Water – Rank 3 **Focus**

Target: One pint of unattended, nonmagical water within Close (30 ft.) range

This ritual functions like the *bless water* ritual, except that it loses the **Attune** (ritual) tag and the effect lasts permanently. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Permanent Curse Water – Rank 3**Focus**

Target: One pint of unattended, nonmagical water within Close (30 ft.) range

This ritual functions like the *curse water* ritual, except that it loses the **Attune** (ritual) tag and the effect lasts permanently. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Enduring Fortification – Rank 4**Focus**

Target: One unattended, nonmagical object or part of an object of up to Large size

This ritual functions like the *blessing of fortification* ritual, except that the effect lasts for one hundred years. This ritual takes 24 hours to perform, and it requires 32 **fatigue points** from its participants.

Greater Fortification – Rank 4**Attune** (ritual), **Focus**

Target: One unattended, nonmagical object or part of an object of up to Large size

This ritual functions like the *blessing of fortification* ritual, except that the bonus to **resistances** increases to 10. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Greater Enduring Fortification – Rank 5**Focus**

Target: Greater Fortification

This ritual functions like the *greater fortification* ritual, except that the effect lasts for one hundred years. This ritual takes 24 hours to perform, and it requires 50 **fatigue points** from its participants.

Supreme Fortification – Rank 7**Attune** (ritual), **Focus**

Target: One unattended, nonmagical object or part of an object of up to Large size

This ritual functions like the *blessing of fortification* ritual, except that the bonus to **resistances** increases to 15. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Channel Divinity

Invoke divine power to smite foes and gain power.

Mystic Sphere Lists: Divine

Cantrips**Testament**

Target: Yourself

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 Close (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 3: The range increases to Medium (100 ft.).

Rank 5: 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 7: The range increases to Extreme (1,000 ft.).

Spells**Divine Authority – Rank 1****Attune** (self), **Focus**

Target: Yourself

You gain a +3 **magic bonus** to the Persuasion skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Divine Judgment – Rank 1**Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target takes energy damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Mantle of Faith – Rank 1**Attune** (self), **Focus**

Target: Yourself

You can cast this spell as a **minor action**.

You gain a +2 **magic bonus** to your **resistances** to both **physical damage** and **energy damage**.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Stunning Judgment – Rank 1 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is takes 1d6 energy damage. If it loses **hit points** from this damage, it is **stunned** as a **condition**.

The damage increases by +1d for each rank beyond 1

Word of Faith – Rank 1 **Focus**
Targets: **Enemies** in a Small (10 ft.) radius from you

Make an attack vs. Mental against each target.

Hit: Each target takes energy damage equal to 1d8 plus half your **power**.

The damage increases by +1d for each rank beyond 1

Divine Conduit – Rank 2 **Attune** (self), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

You reduce your **focus penalty** with divine spells by 2.

Rank 4: You gain a +1 **magic bonus** to **accuracy** with divine spells.

Rank 6: You gain a +4 **magic bonus** to **power** with divine spells.

Divine Favor – Rank 2 **Attune** (self), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

You gain a +1 **magic bonus** to **accuracy** with all attacks.

Rank 4: You also gain a +2 **magic bonus** to Mental defense.

Rank 6: The bonus to **accuracy** increases to +2.

Divine Power – Rank 2 **Attune** (self), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

You gain a +2 **magic bonus** to **power**.

Rank 4: The bonus increases to +4.

Rank 6: The bonus increases to +8.

Endurance of the Faithful – Rank 2 **Swift**
Target: Yourself

This spell does not have the **Focus** tag. You take half damage from **physical damage** this round. This halving is applied before **resistances** and similar abilities. Because this ability has the **Swift** tag, this improves your resistances against damage you take during the current phase.

Rank 4: You also take half damage from **energy** damage this round.

Rank 6: You also negate any **conditions** that you would gain this round.

Glimpse of Divinity – Rank 2 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **dazzled** as a **condition**.

Critical Hit: The target is **dazzled** and **dazed** as a single **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Judge Unworthy – Rank 2 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental with a +3 bonus against the target.

Hit: As a **condition**, the target takes a -2 penalty to Mental defense.

Critical Hit: As above, except that the penalty increases to -5.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Divine Presence – Rank 3 **Attune** (self), **Emotion**, **Focus**
Targets: **Enemies** in the area (see text)

You radiate an aura in a Small (10 ft.) radius **emanation** from you that invokes a fear of your divine connection. When you attune to this spell, and during each **action phase** in subsequent rounds, make an attack vs. Mental against each target. After you attack a creature this way, it becomes immune to this ability from you until it takes a **short rest**.

Hit: Each target is **shaken** by you until the end of the next round.

Critical Hit: Each target is **shaken** by you as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Faith Rewarded – Rank 3 **Focus**
Target: Yourself

At the end of the next round, you become infused with divine power. You remove one **condition** affecting you and heal one **hit point**. This cannot remove a condition applied during that round. In addition, you gain a +4 bonus to **accuracy** during the round after you become infused with divine power.

Rank 5: The accuracy bonus increases to +5.

Rank 7: The accuracy bonus increases to +6.

Faithful Endurance – Rank 3 **Attune** (self), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

You gain a +1 **magic bonus** to **vital rolls** (see Vital Rolls, page 10).

Rank 5: The bonus increases to +2.

Rank 7: The bonus increases to +3.

Proclamation of Faith – Rank 3 **Focus**
Targets: **Enemies** in a Medium (20 ft.) radius from you

Make an attack vs. Mental against each target.

Hit: Each target takes energy damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Divine Might – Rank 4 **Attune** (self), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

You increase your size by one **size category**. This increases your **base speed** and reduces your **Stealth** skill. It may also increase your **reach** (see Size in Combat, page 22). However, your physical form is not altered fully to match its new size, and your Strength and Dexterity are unchanged.

Rank 6: You can increase your size by two size categories instead of one.

Divine Seal – Rank 4 **Focus**, **Sustain** (minor)
Targets: Creatures in a Small (10 ft.) radius **zone** within Medium (100 ft.) range

You seal an area with divine power, limiting its connection to divine powers. 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), it has a 50% chance to **miscast** the spell.

Rank 6: The area increases to a Medium (20 ft.) radius.

Agent of the Divine – Rank 5 **Attune** (self), **Focus**
Target: Yourself

You gain a +1 **magic bonus** to **accuracy** and all **defenses**. In addition, you gain a +4 **magic bonus** to **power**.

Rank 7: The power bonus increases to +8.

Fear of the Divine – Rank 5 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **frightened** by you as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: The target is **panicked** by you as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Divine Offering – Rank 6 **Focus**, **Sustain** (free)
Target: Yourself

You can cast this spell as a **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**.

Divine Eminence – Rank 7 **Attune** (self), **Emotion**, **Focus**
Targets: **Enemies** in the area (see text)

This spell functions like the *divine presence* spell, except that the area increases to a Large (50 ft.) radius **emanation** from you.

Rituals

Consecrate – Rank 3 **Attune** (self), **Focus**

The area within an Large (50 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 takes 24 hours to perform, and it requires 18 **fatigue points** from its participants.

Divine Transit – Rank 5 **Focus**
Target: Up to five Medium or smaller ritual participants

Choose a destination up to 100 miles away from you on your current plane. Each target is 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 takes 24 hours to perform, and it requires 50 **fatigue points** from its participants.

Chronomancy

Manipulate the passage of time to inhibit foes and aid allies.

Mystic Sphere Lists: Arcane, Pact

Cantrips

Accelerated Reading **Sustain** (free)
Target: Yourself

You can read at twice your normal speed. However, the mental effort imposes a -4 penalty to Mental defense.

Rank 3: You can read at four times your normal speed.

Rank 5: You can read at six times your normal speed.

Rank 7: You can read at ten times your normal speed.

Accelerated Search
Target: Yourself

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 3: The bonus increases to +6.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +10.

Spells

Accelerated Reaction – Rank 1 **Attune** (target), **Focus**
Target: Yourself

You gain a +2 **magic bonus** to Reflex defense and **initiative** checks.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 5: The bonuses increase to +3.

Rank 7: The bonuses increase to +4.

Disjointed Slow – Rank 1 **Focus**
Target: One creature within Medium (100 ft.) range

You wildly and inconsistently slow down time within the target's body, weaponizing the accidental mishaps of inexperienced chronomancers. Make an attack vs. Mental against the target.

Hit: The target takes energy damage equal to 1d8 plus half your **power**. If it loses **hit points** from this damage, it is **slowed** as a **condition**.

The damage increases by +1d for each rank beyond 1

Haste – Rank 1 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

The target gains a +10 foot **magic bonus** to its **base speed**, up to a maximum of double its **base speed**.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 5: The speed bonus increases to +20 feet.

Rank 7: The speed bonus increases to +30 feet.

Slow – Rank 1 **Focus**
Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **slowed** as a **condition**.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Time Hop – Rank 2 **Focus**
Target: Yourself or one Medium or smaller **ally** or unattended object within Medium (100 ft.) range

You can cast this spell as a **minor action**.

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.

Rank 4: The maximum size of the target increases to Large.

Rank 6: The maximum size of the target increases to Huge.

Instant Analysis – Rank 3 **Focus**
Target: Yourself

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**.

Rank 5: You can cast this spell as a **minor action**.

Rank 7: The length of frozen time increases to five minutes.

Mass Slow – Rank 3 **Focus**
Targets: **Enemies** in a Medium (20 ft.) radius within Medium (100 ft.) range

Make an attack vs. Mental against each target.

Hit: Each target is **slowed** until the end of the next round.

Critical Hit: Each target is **slowed** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Slowing Curse – Rank 3 **Curse, Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **slowed** until it takes a **short rest**.

Glancing Blow: As above, except that the effect is removed at the end of the next round.

Critical Hit: As above, except that the effect lasts until the curse is removed.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Accelerated Strike – Rank 4 **Attune (self), Focus**

Target: Yourself

As a **minor action**, you can make a **strike** with a -3 penalty to **accuracy**. You take a -2d penalty to damage with the strike, and your **power** is halved.

Rank 6: The accuracy penalty is reduced to -2.

Disjointed Deceleration – Rank 4 **Focus**

Target: target

You wildly and inconsistently decelerate time within the target's body, weaponizing the accidental mishaps of dangerously inexperienced chronomancers. Make an attack vs. Mental against the target.

Hit: The target takes 2d6 energy damage. If it loses **hit points** from this damage, it is **decelerated** as a **condition**.

Glancing Blow: As above, except that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Evasion – Rank 4 **Attune (self), Focus**

Target: Yourself

You take half damage from abilities that affect an area. 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: You also gain a +2 **magic bonus** to Reflex defense.

Mental Lag – Rank 4 **Focus**

Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **slowed** and **dazed** as a single **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: The target is **slowed** and **stunned** as a single **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Temporal Stasis – Rank 4

Attune (self), Focus

Target: Yourself or one Medium or smaller **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

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 – Rank 4

Focus, Sustain (minor)

Target: Yourself or an **ally** within Medium (100 ft.) range

You lock the state of the target's body in time. Note the target's **hit points**, **vital wounds** (including **vital roll** results), and **conditions**. 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 **conditions** become identical to what they were when you cast this spell. This effect cannot restore **vital wounds**. This does not affect any other properties of the target, such as any resources expended. After you restore the target's state in this way, the spell ends.

Rank 6: The restoration effect can also remove **vital wounds** gained since the target was locked.

Accelerated Timestream – Rank 5

Focus

Targets: Everything within a Medium (20 ft.) radius **zone** from your location

Make an attack vs. Mental against each target. Whenever a creature enters the area, you make this attack against them. 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. In addition, it takes a -2 penalty to **accuracy** and **defenses** against creatures moving at normal speed.

Glancing Blow: As above, except that the effect is removed at the end of the next round, allowing to creature to act normally in the zone after that time.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Curse of Temporal Dislocation – Rank 5 **Curse, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

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. 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**.

Glancing Blow: As above, except that the effect is removed at the end of the next round.

Critical Hit: As above, except that the effect lasts until the curse is removed.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Stutterstop – Rank 5 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: As a **condition**, the target is **slowed** and randomly **immobilized**. At the start of each round, it has a 50% chance to be **immobilized** during that round.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: The target is **slowed** and **immobilized** as a single condition.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Temporal Duplicate – Rank 5 **Focus**
Target: Yourself or an **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

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. 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, except that it gains **fatigue points** equal to the amount used by its duplicate. Its **hit points**, conditions, and all other statistics are unaffected, regardless of any damage or other negative effects suffered by the duplicate. If this would reduce any of the target's resources below 0, it takes 4d10 energy damage from the paradox and becomes **stunned** as a **condition**.

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.

Accelerate Aging – Rank 6 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: As a **condition**, the target's body temporarily ages to become extremely old. The target suffers a –4 penalty to **accuracy**, **checks**, Armor defense, Fortitude defense, and Reflex defense. These penalties are doubled if the target was already suffering age-related penalties. In addition, the target moves at half speed.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the penalties increase to –6, and the target moves at one quarter speed.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Minor Acceleration – Rank 6 **Attune (self), Focus**
Target: Yourself

You can take two **minor actions** each round instead of one. You cannot take the same minor action twice in the same round.

Decelerate – Rank 7 **Focus**
Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **decelerated** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

Greater Evasion – Rank 7 **Attune (self), Focus**
Target: Yourself

You can use your Reflex defense in place of any other defense against abilities that affect an area. This does not protect you from abilities that affect multiple specific targets without affecting an area.

Time Stop – Rank 7 **Focus**
Target: Yourself

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** 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 – Rank 3

Attune (ritual), Focus

Target: One unattended, nonmagical object within Close (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 takes 24 hours to perform, and it requires one fatigue point from its participants.

Cryomancy

Drain heat to injure and freeze foes.
Mystic Sphere Lists: Arcane, Nature, Pact

Cantrips

Chill

Target: One creature or object within Close (30 ft.) range

Make an attack vs. Fortitude against the target.
Hit: The target takes 2 cold damage.

Rank 3: The damage increases to 5.
Rank 5: The damage increases to 10.
Rank 7: The damage increases to 20.

Spells

Chilled Mind – Rank 1

Focus

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.
Hit: The target takes 1d6 cold damage. If it loses hit points from this damage, it is stunned as a condition.

The damage increases by +1d for each rank beyond 1

Cone of Cold – Rank 1

Focus

Targets: Everything in a Medium (20 ft.) cone from you

Make an attack vs. Fortitude against each target.
Hit: Each target takes cold damage equal to 1d8 plus half your power.

The damage increases by +1d for each rank beyond 1

Freezing Grasp – Rank 1

Target: One creature or object within your reach

This spell does not have the Focus tag. You must have a free hand to cast this spell.
Make a melee attack vs. Reflex against the target.
Hit: The target takes cold damage equal to 1d10 plus your power.

The damage increases by +1d for each rank beyond 1

Icecraft – Rank 1 **Focus**
 Target: One pool of unattended, nonmagical water within Close (30 ft.) range.

This spell creates an icy weapon or a suit of icy armor 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 item you create.

The item functions like a normal item of its type, except that it is more fragile. Its **vital resistance** is equal to twice your **power**, and it is **vulnerable** to fire damage.

When a creature wearing armor created in this way takes physical damage, cold damage, or fire damage, that damage is also dealt to the armor. Likewise, when a creature wielding a weapon created in this way deals damage with the weapon, that damage is also dealt to the weapon. If the item becomes **broken**, this effect is **dismissed**.

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

Rank 3: The **vital resistance** of the item increases to three times your power. In addition, you can also create heavy armor.

Rank 5: The item created is magically enhanced. A weapon grants a +2 **magic bonus** to **power** with **mundane** abilities, and armor grants a +1 **magic bonus** to Armor defense.

Rank 7: The **vital resistance** of the item increases to four times your power.

Skate – Rank 1 **Attune** (target), **Focus**
 Target: Yourself

You can cast this spell as a **minor action**.

The target can move on top of calm water as if it were land. It treats the water as **difficult terrain**.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 5: The target can also move on top of rough or stormy water.

Rank 7: The target no longer treats the water as difficult terrain.

Freeze Poison – Rank 2 **Focus**
 Target: Yourself or one **ally** within Medium (100 ft.) range

The target takes 1d6 cold damage. In addition, it gains an additional success to resist a poison currently affecting it (see Poison, page 254).

Rank 4: The number of additional successes increases to two.

Rank 6: The number of additional successes increases to three, which is enough to remove most poisons immediately.

Icy Shell – Rank 2 **Attune** (self), **Focus**, **Manifestation**
 Target: Yourself

You cover your body with four overlapping layers of ice that crumble when they take damage. The ice does not cover your joints, allowing you to move freely. You are **resistant** to **physical damage** and **fire damage**. Whenever you take physical damage or fire damage, one layer of ice is destroyed. When the last layer of ice is destroyed, this ability provides no further benefit.

Rank 4: The spell creates six layers of ice.

Rank 6: The spell creates eight layers of ice.

Blizzard – Rank 3 **Focus**
 Targets: **Enemies** and objects in a Medium (20 ft.) radius from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes cold damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Brittle Chill – Rank 3 **Focus**
 Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 2d6 cold damage. If it loses **hit points** from this damage, it is **vulnerable** to bludgeoning damage as a **condition**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 3

Frostbite – Rank 3 **Focus**
 Target: One creature or object within Close (30 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes cold damage equal to 2d8 plus your **power**. If it loses **hit points** from this damage, it is **slowed** as a **condition**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 3

Ice Spike – Rank 3 **Focus**, **Manifestation**
 Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Armor against the target.

Hit: The target takes piercing and cold damage equal to 2d8 plus your **power**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 3

Skyskate – Rank 3 **Attune** (self), **Focus**, **Manifestation**
 Target: Yourself

Whenever you move, 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 can fall up to 50 feet before you start taking **falling damage**.

Rank 7: Your ice trail lasts until the end of the next round after your movement.

Winterwave – Rank 3 **Focus**
 Targets: Everything in a Large (50 ft.) cone from you

Make an attack vs. Fortitude against each target.
Hit: Each target takes cold damage equal to 2d6 plus half your **power**.
Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Frost Breath – Rank 4 **Attune (self), Focus**
 Target: Yourself

You can cast this spell as a **minor action**.
 As a standard action, you can breathe cold like a dragon. When you do, make an attack vs. Fortitude against everything in a Large (50 ft.) cone.
Hit: Each target takes cold damage equal to 2d8 plus half your **power**.
Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Frozen Legs – Rank 4 **Focus**
 Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.
Hit: The target takes 2d6 cold damage. If it loses **hit points** from this damage, it is **immobilized** as a **condition**.
Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Ice Lance – Rank 4 **Focus, Manifestation**
 Targets: Everything in a Large (50 ft.), 5 ft. wide line from you

Make an attack vs. Armor against each target.
Hit: Each target takes piercing and cold damage equal to 2d8 plus half your **power**.
Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Hailstorm – Rank 5 **Focus**
 Targets: Everything in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Armor against each target.
Hit: Each target takes cold and bludgeoning damage equal to 2d10 plus half your **power**.
Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 5

Mass Chilled Mind – Rank 5 **Focus**
 Targets: **Enemies** in a Large (50 ft.) radius from you

Make an attack vs. Fortitude against each target.
Hit: Each target that has no remaining **resistance** to cold damage is **stunned** as a **condition**.
Glancing Blow: As above, except that the condition is removed at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Mass Frozen Legs – Rank 6 **Focus**
 Targets: **Enemies** in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Fortitude against each target.
Hit: Each target that has no remaining **resistance** to cold damage is **immobilized** as a **condition**.
Glancing Blow: As above, except that the condition is removed at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Frostburn – Rank 7 **Focus**
 Target: One creature within Close (30 ft.) range

Make an attack vs. Fortitude against the target.
Hit: As a **condition**, the target is seared by painful cold. At the end of each round, it takes 4d10 cold damage.
Glancing Blow: As above, except that the condition is removed at the end of the next round after its damage is dealt.
Critical Hit: As above, except that the damage from the condition is doubled.

Rituals

Frostfall – Rank 4 **Attune (self), Focus**

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Froststorm – Rank 8 **Attune (self), Focus**

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Electromancy

Create electricity to injure and stun foes.

Mystic Sphere Lists: Arcane, Nature, Pact

Cantrips

Spark

Target: One creature or object within Close (30 ft.) range

Make an attack vs. Reflex against the target.

Hit: The target takes 2 electricity damage.

Rank 3: The damage increases to 5.

Rank 5: The damage increases to 10.

Rank 7: The damage increases to 20.

Spells

Discharge – Rank 1

Focus

Targets: **Enemies** and objects in a Small (10 ft.) radius from you

Make an attack vs. Reflex against each target.

Hit: Each target takes electricity damage equal to 1d8 plus half your **power**.

The damage increases by +1d for each rank beyond 1

Electric Jolt – Rank 1

Focus

Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes electricity damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Electroshock – Rank 1

Focus

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 1d6 electricity damage. If it loses **hit points** from this damage, it is **stunned** as a **condition**.

The damage increases by +1d for each rank beyond 1

Shocking Grasp – Rank 1

Target: One creature or object within your **reach**

This spell does not have the **Focus** tag. You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against the target.

Hit: The target takes electricity damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Energize – Rank 2

Attune (target), **Focus**

Target: Yourself

You can cast this spell as a **minor action**.

The target gains a +10 foot **magic bonus** to its **base speed**, up to a maximum of double its **base speed**.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The speed bonus increases to +20 feet.

Call Lightning – Rank 3

Focus

Targets: Everything in a Large (50 ft.), 5 ft. wide vertical line within Medium (100 ft.) range

Make an attack vs. Reflex against each target. 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 bludgeoning damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Lightning Bolt – Rank 3

Focus

Targets: Everything in a Large (50 ft.), 10 ft. wide line from you

Make an attack vs. Reflex against each target.

Hit: Each target takes electricity damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Magnetic Blade – Rank 3

Attune (target), **Focus**

Target: Yourself

You can cast this spell as a **minor action**.

Metal weapons wielded by the target gain a +1 bonus to **accuracy** against targets wearing metal armor or otherwise carrying or composed of a significant amount of metal.

Rank 5: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 7: The accuracy bonus increases to +2.

Personal Conduction – Rank 3

Attune (self), **Focus**

Primary target: Yourself

Secondary target: See text

You conduct electricity through your body. At the end of each round, make an attack vs. Fortitude against each creature that either is **grappling** with you or that attacked you with a metal melee weapon that round.

Hit: Each secondary target takes electricity damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Stunning Discharge – Rank 3 **Focus**
Targets: **Enemies** in a Medium (20 ft.) radius from you

Make an attack vs. Fortitude against each target.

Hit: Each target that has no remaining **resistance** to electricity damage is **stunned** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Ball Lightning – Rank 4 **Focus, Sustain** (minor)
Target: See text

You create a Medium ball of lightning in one space within Medium (100 ft.) range. The ball of lightning does not occupy space or block movement, and can move through creatures (but not solid objects) freely. As a **move action**, 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 100 feet from you, it disappears and this effect ends. Otherwise, make an attack vs. Reflex with a –2 penalty to accuracy against everything in its space.

Hit: Each target in the ball's space takes 2d8 electricity damage.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Disorienting Electroshock – Rank 4 **Focus**
Target: target

Make an attack vs. Fortitude against the target.

Hit: The target takes 2d6 electricity damage. If it loses **hit points** from this damage, it is **disoriented** as a **condition**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Electromagnetic Bolt – Rank 4 **Focus**
Targets: Everything in a Large (50 ft.), 10 ft. wide line from you

Make an attack vs. Reflex against each target. You gain a +2 bonus to accuracy against each target that is wearing metal armor or otherwise carrying or composed of a significant amount of metal.

Hit: Each target takes electricity damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Lightning Breath – Rank 4 **Attune** (self), **Focus**
Target: Yourself (see text)

You can cast this spell as a **minor action**.

As a standard action, you can breathe electricity like a dragon. When you do, make an attack vs. Reflex against everything within a Large (50 ft.) cone.

Hit: Each target takes electricity damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Chain Lightning – Rank 5 **Focus**
Primary target: One creature or object within Medium (100 ft.) range

Secondary targets: **Enemies** within a Small (10 ft.) radius from the primary target

Make an attack vs. Fortitude against the target.

Hit: The primary target takes electricity damage equal to 4d6 plus your **power**.

Glancing Blow: As above, except that that the target takes half damage.

In addition, regardless of whether you hit the primary target, make an attack vs. Reflex against each secondary target.

Hit: Each secondary target takes electricity damage equal to 2d10 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage to both the primary and secondary targets increases by +1d for each rank beyond 5.

Electrocute – Rank 5 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes electricity damage equal to 4d10 plus your **power**. If this damage would inflict a **vital wound**, it inflicts an additional **vital wound**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 5

Lightning Storm – Rank 5 **Focus**
Targets: **Enemies** and objects in a Large (50 ft.) radius from you

Make an attack vs. Reflex against each target.

Hit: Each target takes electricity damage equal to 2d10 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 5

Shock and Awe – Rank 6

Focus

Targets: **Enemies** in a Medium (20 ft.) radius within Medium (100 ft.) range

Make an attack vs. Fortitude against each target.
Hit: Each target is **dazed** and **disoriented** until the end of the next round.
Critical Hit: Each target is **dazed** and **disoriented** as a single **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Enchantment

Enchant the minds of your foes and allies.

Mystic Sphere Lists: Arcane, Divine, Pact

Cantrips

Cheer

Emotion, Sustain (free)

Target: Yourself or an **ally** within Medium (100 ft.) range

The target's mood improves and it feels more cheerful.

Rank 3: The range increases to Medium (100 ft.).
Rank 5: You may target an additional ally within range.
Rank 7: The range increases to Long (300 ft.).

Repeat

Compulsion

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.
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 cannot is unable to take an action of that type. For example, if a creature moved during the round that you cast this spell and was **immobilized** or knocked **prone**, it cannot move at all during the following round.

accuracy

Spells

Alluring Presence – Rank 1

Attune (self), Focus

Target: Yourself

You gain a +3 **magic bonus** to the Persuasion skill.

Rank 3: The bonus increases to +4.
Rank 5: The bonus increases to +5.
Rank 7: The bonus increases to +6.

Enrage – Rank 1

Emotion, Focus

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental with a +4 bonus to **accuracy** against the target.
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: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Heedless Rush – Rank 1 **Compulsion, Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental with a +4 bonus to **accuracy** against the target.

Hit: As a **condition**, the target is forced to use the *sprint* action whenever it moves (see *Sprint*, page 27). It can still stop before reaching its maximum movement speed, but it must pay the hit point cost if it moves from its current position.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Mass Fear – Rank 1 **Emotion, Focus**

Targets: **Enemies** in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Mental against each target.

Hit: Each target is **shaken** by you until the end of the next round.

Critical Hit: Each target is **shaken** by you as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Mass Repeat – Rank 1 **Compulsion, Focus**

Targets: **Enemies** in a Small (10 ft.) radius within Medium (100 ft.) range

This spell functions like the *repeat* spell, except that it affects more creatures.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Motivate – Rank 1 **Attune (target), Focus**

Target: Yourself

The target gains a +2 **magic bonus** to Mental defense.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Ominous Presence – Rank 1 **Attune (self), Focus**

Target: Yourself

You gain a +3 **magic bonus** to the Intimidate skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Slow Down – Rank 1 **Compulsion, Focus**

Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **slowed** as a **condition**.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Cause Fear – Rank 2 **Emotion, Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **shaken** by you as a **condition**.

Critical Hit: The target is **frightened** by you as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Collapse – Rank 2 **Compulsion, Focus**

Targets: **Enemies** in a Medium (20 ft.) radius within Medium (100 ft.) range

Make an attack vs. Mental against each target.

Hit: Each target falls **prone**.

Critical Hit: As above, and as a **condition**, each target is unable to stand up. If a target is somehow brought into a standing position, it will immediately fall and become prone again.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Dance – Rank 2 **Compulsion, Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

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: As above, except that the target must dance as a **standard action** to reset the penalties, instead of as a move action.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Demotivate – Rank 2 **Emotion, Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental with a +3 bonus against the target.

Hit: As a **condition**, the target takes a –2 penalty to Mental defense.

Critical Hit: As above, except that the penalty increases to –5.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Calm Emotions – Rank 3 **Emotion, Focus, Sustain** (standard)
Targets: All creatures within a Large (50 ft.) radius from you

Make an attack vs. Mental against each target.

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.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that situations which cause the target to feel that it is in danger without harming it do not break the effect.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Cause Redirected Fear – Rank 3 **Emotion, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **shaken** by an **ally** of your choice within range as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: The target is **frightened** by an **ally** of your choice within range as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Charm – Rank 3 **Emotion, Focus, Subtle, Sustain** (minor)
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target. 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** 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.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that acts that threaten the charmed person without harming them do not break the effect.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Curse of Phobia – Rank 3 **Focus**
Target: One creature within Medium (100 ft.) range

When you cast this spell, choose one of the following fears: blood (including any **bloodied** creature, 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 the target.

Hit: The is **shaken** by all sources of your chosen fear until it takes a **short rest**.

Glancing Blow: As above, except that the effect is removed at the end of the next round.

Critical Hit: As above, except that the effect lasts until this curse is removed.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Drop – Rank 3 **Compulsion, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target immediately drops anything it is holding in its hands.

Critical Hit: As above, and as a **condition**, the target is unable to pick up the dropped items. It can still hold other items, but if the dropped items are placed in its hands, it will immediately drop them again.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Fearsome Aura – Rank 3 **Attune** (self), **Emotion, Focus**
Targets: **Enemies** in the area (see text)

You radiate an aura of fear in a Small (10 ft.) radius **emanation** from you. When you attune to this spell, and during each **action phase** in subsequent rounds, make an attack vs. Mental against each target. After you attack a creature this way, it becomes immune to this ability from you until it takes a **short rest**.

Hit: Each target is **shaken** by you until the end of the next round.

Critical Hit: Each target is **shaken** by you as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Mass Slow Down – Rank 3 **Focus**
Targets: **Enemies** in a Medium (20 ft.) radius within Medium (100 ft.) range

Make an attack vs. Mental against each target.

Hit: Each target is **slowed** until the end of the next round.

Critical Hit: Each target is **slowed** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Monologue – Rank 3 **Compulsion, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

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.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Run – Rank 3 **Compulsion, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental with a +4 bonus to **accuracy** against the target.

Hit: As a **condition**, the target must move a distance equal to its maximum movement speed in a straight line during each **movement phase**. It must use its movement mode with the highest speed to move this way. It is not required to use the *sprint* ability, or use any other special movement ability, though it may choose to do so. If it is unable to move its full speed without making a skill check or encountering a solid obstacle, it may choose to stop its movement after moving the maximum possible distance without doing so.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Discordant Song – Rank 4 **Compulsion, Focus**
Targets: **Enemies** in a Small (10 ft.) radius from you

Make an attack vs. Mental against each target.

Hit: Each target is **disoriented** until the end of the next round.

Critical Hit: Each target is **disoriented** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Dramatic Reveal – Rank 4 **Emotion, Focus**
Targets: **Enemies** in a Medium (20 ft.) radius from you

Make an attack vs. Mental against each target.

Hit: Until the end of the next round, each target is convinced that they just learned some phenomenal cosmic truth or life-changing revelation, making them **stunned**.

Critical Hit: As above, except that the effect is a **condition** instead of ending at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Selfstrike – Rank 4 **Compulsion, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: During the next **action phase**, the target is compelled to make a **strike** against itself instead of taking any other actions. 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. This does not use up any of the creature's actions for the round, and it can take any unused actions during the **delayed action phase** of that round.

Critical Hit: As above, except that the target takes a -4 penalty to its defenses against the strike.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Dominate Person – Rank 5 **Compulsion, Focus**
Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **stunned** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: The target is **stunned** and **confused** as a single **condition**. If the target is humanoid and was already stunned and confused from a previous casting of this spell, it becomes **dominated** by you as long as you **attune** to this ability.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Frighten – Rank 5 **Emotion, Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **frightened** by you as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: The target is **panicked** by you as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Amnesiac Charm – **Emotion, Focus, Subtle, Sustain** (minor)
Rank 6
Target: One creature within Medium (100 ft.) range

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.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Confusion – Rank 6 **Compulsion, Focus**
 Targets: **Enemies** in a Small (10 ft.) radius within Close (30 ft.) range

Make an attack vs. Mental against each target.

Hit: Each target is **confused** until the end of the next round.

Critical Hit: Each target is **confused** as a **condition**.

Deaden Emotions – Rank 6 **Emotion, Focus**
 Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target.

Hit: As a **condition**, the target is unable to take any **standard actions** that cause it to make an attack. If it is harmed, either by taking damage or by experiencing significant subjective discomfort, this effect immediately ends.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Drop Everything – Rank 6 **Compulsion, Focus**
 Targets: **Enemies** in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Mental against each target.

Hit: Each target drops anything it is holding in its hands.

Critical Hit: As above, and as a **condition**, the target is unable to pick up the dropped items. It can still hold other items, but if the dropped items are placed in its hands, it will immediately drop them again.

Sleep – Rank 6 **Compulsion, Focus**
 Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target. You take a –5 penalty to **accuracy** with this attack against creatures who are engaged in combat or taking any physical actions during the current phase.

Hit: The falls asleep as a **condition**. It cannot be awakened while the condition lasts unless it takes a **vital wound**, which causes it to wake up and ends the sleeping part of the condition. After the condition ends, the target can wake up normally, though it continues to sleep until it would wake up naturally.

Critical Hit: As above, except that the target does not wake up until it suffers two **vital wounds**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Dominate Monster – Rank 7 **Compulsion, Focus**
 Target: One creature within Close (30 ft.) range

This spell functions like the *dominate person* spell, except that you are also able to dominate non-humanoid creatures with its critical hit effect.

Solipsism – Rank 7 **Focus, Subtle**
 Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target. 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.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Stop Moving – Rank 7 **Focus**
 Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **immobilized** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: The target is **paralyzed** as a **condition**.

Rituals

Tell the Truth – Rank 4 **Attune** (ritual), **Focus**
 Target: Up to five creatures within Medium (100 ft.) range

Make an attack vs. Mental against each target.

Hit: Each target is unable to say things it knows to be untrue. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Fabrication

Create objects to damage and impair foes.

Mystic Sphere Lists: Arcane, Pact

Cantrips

<i>Fabricate Trinket</i>	Attune (self), Manifestation
Target: Yourself	
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 (100 ft.) range of the item.	
This spell lasts until you use it again or until you dismiss it as a free action .	
<i>Rank 3:</i> The maximum size of the object increases to Small.	
<i>Rank 5:</i> The maximum size of the object increases to Medium.	
<i>Rank 7:</i> The maximum size of the object increases to Large.	

Spells

<i>Acid Orb</i> – Rank 1	Focus, Manifestation
Target: One creature or object within Medium (100 ft.) range	
Make an attack vs. Fortitude against the target.	
<i>Hit:</i> The target takes acid damage equal to 1d10 plus your power .	
The damage increases by +1d for each rank beyond 1	

<i>Cone of Acid</i> – Rank 1	Focus, Manifestation
Targets: Everything in a Medium (20 ft.) cone from you	
Make an attack vs. Fortitude against each target.	
<i>Hit:</i> Each target takes acid damage equal to 1d8 plus half your power .	
The damage increases by +1d for each rank beyond 1	

<i>Forge</i> – Rank 1	Attune (self), Focus
Target: One unoccupied square within Close (30 ft.) range	
Choose a type of body armor, weapon, or shield that you are proficient with. You cannot create heavy armor. You create a normal item of that type at the target location.	
The item cannot be constructed of any magical or extraordinary material. It is sized appropriately for you, up to a maximum of a Medium size item.	
<i>Rank 3:</i> You can also create heavy armor.	
<i>Rank 5:</i> The item created is magically enhanced. A weapon grants a +1 magic bonus to accuracy with mundane abilities, and armor grants a +1 magic bonus to Armor defense.	
<i>Rank 7:</i> You can cast this spell with the Sustain (minor) tag instead of the Attune (self) tag.	

<i>Mystic Arrow</i> – Rank 1	Focus, Manifestation
Target: One creature or object within Medium (100 ft.) range	
Make an attack vs. Armor against the target.	
<i>Hit:</i> The target takes piercing damage equal to 1d10 plus your power .	
The damage increases by +1d for each rank beyond 1	

<i>Personal Weapon</i> – Rank 1	Focus, Manifestation
Target: Yourself	
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 projectile weapon, you can fire it without ammunition by creating projectiles as you fire. The projectiles disappear after the attack is complete.	
This spell lasts until you use it again or until you dismiss it as a free action .	
<i>Rank 3:</i> You gain a +1 magic bonus to accuracy with strikes using the weapon.	
<i>Rank 5:</i> You gain a +4 magic bonus to power with strikes using the weapon.	
<i>Rank 7:</i> The bonus to accuracy increases to +2.	

<i>Blade Barrier</i> – Rank 2	Focus, Sustain (minor)
Target: Each creature that moves through the area (see text)	
A wall of whirling blades appears within Medium (100 ft.) range. The wall takes the form of a 20 ft. high, Large (50 ft.) line. The wall provides cover against attacks made through it. When a creature or object passes through the wall, make an attack vs. Armor against it.	
<i>Hit:</i> The target takes slashing damage equal to 1d10 plus half your power .	
The damage increases by +1d for each rank beyond 2	

<i>Caltrops</i> – Rank 2	Focus, Manifestation, Sustain (minor)
Target: One 5 ft. square within Close (30 ft.) range (see text)	
You create exceptionally sharp caltrops in the target location. Whenever a creature moves into the area, unless the creature moves at one quarter speed to avoid the danger, you make an attack vs. Armor against them. Unlike most attacks, this attack can happen during the movement phase . Caltrops may not be effective against creatures with an unusual anatomy.	
<i>Hit:</i> The target takes piercing damage equal to 1d10 plus half your power .	
The damage increases by +1d for each rank beyond 2	

<i>Shieldbearer</i> – Rank 2	Attune (self), Focus, Manifestation
Target: Yourself	
You can cast this spell as a minor action .	
You gain a +1 magic bonus to Armor defense.	
<i>Rank 4:</i> You are not considered defenseless as long as you are not unaware , even if you are not wielding a weapon or shield.	
<i>Rank 6:</i> The bonus increases to +2.	

Acid Rain – Rank 3 **Focus, Manifestation**
Targets: Everything in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Fortitude against each target.

Hit: Each target takes acid damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Blade Perimeter – Rank 3 **Focus, Sustain** (minor)
Target: Each creature that moves through the area (see text)

A wall of whirling blades appears within Medium (100 ft.) range. The wall takes the form of a 20 ft. high, Medium (20 ft.) radius line. The wall provides **cover** against attacks made through it. When a creature or object passes through the wall, make an attack vs. Armor against it.

Hit: The target takes slashing damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Bladestorm – Rank 3 **Manifestation**
Targets: **Enemies** within a Small (10 ft.) radius of you

This spell does not have the **Focus** tag. Make an attack vs. Armor against each target.

Hit: Each target takes slashing damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Hail of Arrows – Rank 3 **Focus, Manifestation**
Targets: Everything in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Armor against each target.

Hit: Each target takes piercing damage equal to 1d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Mystic Blast Arrow – Rank 3 **Focus, Manifestation**
Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Armor against the target.

Hit: The target takes piercing damage equal to 2d8 plus your **power**. If the target loses **hit points** from this damage, it is knocked **prone**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 3

Acid Breath – Rank 4 **Attune** (self), **Focus**
Target: Yourself (see text)

You can cast this spell as a **minor action**.

As a standard action, you can breathe acid like a dragon. When you do, make an attack vs. Fortitude against everything in a Large (50 ft.) cone from you.

Hit: Each target takes acid damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Web – Rank 4 **Focus, Manifestation, Sustain** (minor)
Targets: All Large or smaller creatures in the area (see text)

You fill a Small (10 ft.) radius **zone** within Medium (100 ft.) range with webs. The webs make the area **difficult terrain**. Each 5-ft. square of webbing has a **vital resistance** equal to twice your **power** and is **vulnerable** to fire damage.

In addition, make an attack vs. Reflex against each target.

Hit: Each secondary target is **slowed** as long as it has webbing from this ability in its space.

Glancing Blow: As above, except that the effect is removed at the end of the next round.

Critical Hit: Each secondary target is **immobilized** as long as it has webbing from this ability in its space.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Corrosive Orb – Rank 5 **Focus, Manifestation**
Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes acid damage equal to 4d6 plus your **power**. This attack deals double damage to objects.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 5

Missile Storm – Rank 5 **Focus, Manifestation**
Targets: **Enemies** in a Large (50 ft.) radius from you

Make an attack vs. Armor against each target.

Hit: Each target takes piercing damage equal to 2d10 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 5

Contracting Blade Perimeter – Rank 6**Focus**

Target: Each creature that moves through the area (see text)

This spell functions like the *blade perimeter* spell, except that the damage is increased to 4d6 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

Meteor – Rank 6**Focus, Manifestation**

Targets: Special

You create a meteor in midair within Medium (100 ft.) range that falls to the ground, crushing foes in its path. The meteor takes up a Small (10 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 bludgeoning and fire damage equal to 4d6 plus half your **power**.

Glancing Blow: As above, except that each target takes half damage.

The damage increases by +1d for each rank beyond 6

Greater Copy Writing – Rank 4**Focus**

Primary target: One Medium or smaller written work within Close (30 ft.) range

Secondary target: One Medium or smaller set of blank pages within Close (30 ft.) range

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 point** from its participants.

Rituals**Copy Writing – Rank 1****Focus**

Primary targets: One Small or smaller written work within Close (30 ft.) range

Secondary targets: One Small or smaller set of blank pages within Close (30 ft.) range

You copy the writing from the primary target onto the secondary target. The secondary target must have enough room for the 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 point** from its participants.

Create Sustenance – Rank 3**Creation, Focus**

Target: One unoccupied square within Close (30 ft.) range

This ritual creates food and drink in that square that is sufficient to sustain two Medium creatures per **power** for 24 hours. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Manifest Object – Rank 3 **Attune** (ritual), **Focus, Manifestation**

Target: One unoccupied square within Close (30 ft.) range

Make a Craft check to create an object of Small size or smaller. The object appears out of thin air in the target location. It must be made of nonliving, nonmagical, nonreactive vegetable matter, such as wood or cloth. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Photomancy

Create and manipulate light to hinder foes and conceal allies.

Mystic Sphere Lists: Arcane, Divine, Nature, Pact

Cantrips

Beautify **Sensation, Visual**
Target: Yourself

You alter your appearance in minor ways. This functions like the *disguise creature* ability with a +4 bonus, except that you cannot change the appearance of your equipment, species, creature type, or number of limbs (see *Disguise Creature*, page 106). 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.

Rank 3: The bonus increases to +6.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +10.

Illuminate **Sensation, Visual**
Target: One location within Medium (100 ft.) range

A glowing light appears in midair in the target location. It creates **bright illumination** in a radius of your choice, up to a 20 foot radius, and **shadowy illumination** in twice that radius. This effect lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 3: The maximum radius of bright illumination increases to 50 feet.

Rank 5: The maximum radius of bright illumination increases to 100 feet.

Rank 7: The maximum radius of bright illumination increases to 200 feet.

Spells

Lightburst – Rank 1 **Focus, Sensation, Visual**
Targets: All creatures in the area (see text)

A burst of bright light fills a Small (10 ft.) radius **zone** within Medium (100 ft.) range of you. **Bright illumination** fills a 100 foot radius around the area until the end of the next round. In addition, make an attack vs. Fortitude against each target.

Hit: Each target is **dazzled** until the end of the next round.

Critical Hit: Each target is **dazzled** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Mirror Image – Rank 1 **Attune** (self), **Focus, Sensation, Visual**
Target: Yourself

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** 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 – Rank 1 **Focus, Sensation, Visual**
Target: One creature within Medium (100 ft.) range

A ray of light flashes between you and the target. **Bright illumination** fills a 50 foot radius around the path the ray took until the end of the next round. In addition, make an attack vs. Reflex with a +1 bonus to **accuracy** against the target.

Hit: The target takes energy damage equal to 1d8 plus half your **power**.

The damage increases by +1d for each rank beyond 1

Blur – Rank 2 **Attune** (target), **Focus, Sensation, Visual**
Target: Yourself

You can cast this spell as a **minor action**.

The target's physical outline is distorted so it appears blurred, shifting, and wavering. It gains a +1 **magic bonus** to Armor defense and the Stealth skill. This effect provides no defensive benefit against creatures immune to **Visual** abilities.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The bonus increases to +2.

Flash – Rank 2 **Focus, Sensation, Visual**
Target: One creature within Medium (100 ft.) range

A burst of light flashes in front of a creature's eyes. **Bright illumination** fills a 50 foot radius around a location in the target's space until the end of the next round. In addition, make an attack vs. Fortitude against the target.

Hit: The target is **dazzled** as a **condition**.

Critical Hit: The target is **blinded** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Illusory Twin – Rank 2**Focus, Sustain** (minor)

You create an illusory duplicate of yourself overlayed on your body. Whenever you move, 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 (100 ft.) range from you, it is destroyed. This effect ends when there are no duplicates remaining.

Rank 4: The maximum range increases to Long (300 ft.).

Rank 6: You can create a second duplicate of yourself.

Wall of Light – Rank 2**Focus, Sensation, Sustain** (minor)

You create a wall of light in a 20 ft. high, Medium (20 ft.) line within Medium (100 ft.) range. If you create the wall within a space too small to hold it, it fills as much of the space as possible, allowing 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 4: The area increases to a Large (50 ft.) line.

Rank 6: The area increases to a Huge (100 ft.) line.

Disguise Image –**Attune** (target), **Focus, Sensation, Visual**

Rank 3

Target: Yourself

You make a Disguise check to alter the target's appearance (see Disguise Creature, page 106). You gain a +4 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 5: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 7: The bonus increases to +6.

Kaleidoscopic Pattern –**Compulsion, Focus, Sensation, Visual**

Rank 4

Targets: All creatures in the area (see text)

This spell creates a brilliant, rapidly shifting rainbow of lights in a Small (10 ft.) radius within Medium (100 ft.) range of you. They fill a 100 foot radius around the area with bright illumination until the end of the next round. In addition, make an attack vs. Mental against each target.

Hit: Each target is **stunned** until the end of the next round.

Critical Hit: Each target is **stunned** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Pillars of Light – Rank 4**Focus, Sensation, Visual**

Targets: All creatures in the area (see text)

A burst of bright light fills up to five Small (10 ft.) radius, 100 ft. high cylinder-shaped **zones** within Long (300 ft.) range of you. **Bright illumination** fills a 100 foot radius around each area until the end of the next round. In addition, make an attack vs. Fortitude against each target creature.

Hit: Each target is **dazzled** until the end of the next round.

Critical Hit: Each target is **dazzled** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Solar Ray – Rank 4**Focus, Sensation, Visual**

Target: One creature within Medium (100 ft.) range

A ray of light flashes between you and the target. **Bright illumination** fills a 100 foot radius around the path the ray took until the end of the next round. In addition, make an attack vs. Reflex with a +2 bonus to **accuracy** against the target.

Hit: The target takes energy damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that the target takes half damage.

Critical Hit: As above, except that that the target takes double damage. In addition, the target suffers consequences as if it had been struck by a beam of true sunlight.

The damage increases by +1d for each rank beyond 4

Displacement – Rank 6**Attune** (self), **Focus, Sensation, Visual**

Target: Yourself

Your image appears to be two to three feet from its real location. All **strikes** against you suffer a 20% miss chance. This ability provides no defensive benefit against creatures immune to **Visual** abilities.

Blinding Flash – Rank 7**Focus, Sensation, Visual**

Target: One creature within Close (30 ft.) range

A burst of light flashes in front of a creature's eyes. **Bright illumination** fills a 50 foot radius around a location in the target's space until the end of the next round. In addition, make an attack vs. Fortitude against the target.

Hit: The target is **blinded** as a **condition**.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

Sunburst – Rank 7**Focus, Sensation, Visual**

Targets: All creatures in the area (see text)

A burst of sunlight fills a Small (10 ft.) radius **zone** within Medium (100 ft.) range of you. **Bright illumination** fills a 100 foot radius around the area until the end of the next round. In addition, make an attack vs. Fortitude against each target creature.

Hit: Each target is **blinded** until the end of the next round.

Critical Hit: Each target is **blinded** as a **condition**. In addition, each target is affected as if it had entered natural sunlight.

Rituals

Continuous Light – Rank 1 **Attune** (ritual), **Focus**, **Sensation**
Target: Yourself or one Medium or smaller **ally** or unattended object within Medium (100 ft.) range

The target glows like a torch, shedding bright illumination in a Medium (20 ft.) radius (and shadowy illumination for an additional 20 feet). This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Permanent Light – Rank 3 **Focus**, **Sensation**
Target: One Medium or smaller unattended object within Close (30 ft.) range

This ritual functions like the *continuous light* ritual, except that it loses the **Attune** (ritual) tag and the effect lasts permanently. In addition, it can only target objects. This ritual takes 24 hours to perform, and it requires 18 **fatigue points** from its participants.

Polymorph

Change the physical shape or outward form of objects and creatures.

Mystic Sphere Lists: Arcane, Nature, Pact

Cantrips

Alter Object

Target: Unattended, nonmagical object you can touch

You make a Craft check to alter the target (see Craft, page 101), except that you do not need any special tools to make the check (such as an anvil and furnace). The maximum **vital 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 3: The amount of work you accomplish with the spell increases to five rounds.

Rank 5: The amount of work you accomplish with the spell increases to one minute.

Rank 7: The amount of work you accomplish with the spell increases to two minutes.

Spells

Camouflage – Rank 1 **Attune** (target), **Focus**
Target: Yourself

The target gains a +3 **magic bonus** to the Stealth skill.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +7.

Natural Weapon – Rank 1 **Attune** (self), **Focus**
Target: Yourself

You gain your choice of one of the following **natural weapons**: bite, claw, constrict, gore, ram, slam, or talon. For details, see Table 8.3: Natural Weapons (page 216).

Rank 3: You gain a +2 **magic bonus** to **power** with natural weapons.

Rank 5: The power bonus increases to +4.

Rank 7: The power bonus increases to +8.

Piercing Grasp – Rank 1

Target: One creature within your **reach**

This spell does not have the **Focus** tag. You must have a **free hand** to cast this spell.

You twist your hand into a spike that bends past armor to injure your foe. Make a melee attack vs. Reflex against the target.

Hit: The target takes piercing damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Shrink – Rank 1 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

The target's size decreases by one **size category**. This decreases its **base speed** and improves its **Stealth** skill. It may also decrease the target's **reach** (see Size in Combat, page 22). However, its physical form is not altered fully to match its new size, and its Strength and Dexterity are unchanged.

Rank 3: This spell can target a Small or larger **ally** within Medium (100 ft.) range instead of you.

Rank 5: The minimum size category is reduced to Diminutive.

Rank 7: You can decrease the target's size category by up to two size categories.

Stoneskin – Rank 1 **Attune** (target), **Focus**
Target: Yourself or an **ally** in Medium (100 ft.) range

You can cast this spell as a **minor action**.

The target gains a +2 **magic bonus** to **resistances** against **physical** damage.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you. In addition, the bonus increases to +4.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Twist Flesh – Rank 1 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes physical damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Absorb Object – Rank 3 **Focus**
Targets: One Small or smaller **unattended** object you touch

You absorb the target into your body. Your weight is increased by the weight of the object, but the object's presence cannot be otherwise physically detected. 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 Medium.

Rank 7: The maximum size of the object increases to Large.

Alter Appearance – Rank 3 **Attune** (target), **Focus**
Target: Yourself

You make a Disguise check to alter the target's appearance (see Disguise Creature, page 106). You gain a +4 bonus on the check, and you ignore penalties for changing the target's gender, species, subtype, or age. However, this effect is unable to alter the target's clothes or equipment in any way.

Rank 5: This spell can target a Large or smaller **ally** within Medium (100 ft.) range instead of you.

Rank 7: The bonus increases to +6.

Enlarge – Rank 3 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

The target's size increases by one **size category**. This increases its **base speed** and reduces its **Stealth** skill. It may also increase the target's **reach** (see Size in Combat, page 22). However, its physical form is not altered fully to match its new size, and its Strength and Dexterity are unchanged.

Rank 5: This spell can target a Large or smaller **ally** within Medium (100 ft.) range instead of you.

Rank 7: You can increase the target's size category by up to two size categories.

Spikeform – Rank 3 **Attune** (self), **Focus**
Primary target: Yourself
Secondary target: See text

You transform your body to have dangerous spikes. At the end of each round, make an attack vs. Armor against each creature adjacent to you that either is **grappling** with you or that attacked you with a melee weapon that round.

Hit: Each secondary target takes electricity damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Malleable Body – Rank 4 **Attune** (self), **Focus**
Target: Yourself

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 your **base 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 **resistance** to **physical damage** is reduced to 0.

Rank 6: The bonus to Flexibility increases to +12.

Baleful Polymorph – Rank 5 **Focus**
Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 2d8 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**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

The damage increases by +1d for each rank beyond 5

Craft Object – Rank 5**Focus**

Targets: Any number of unattended, nonmagical objects within Close (30 ft.) range

You make a Craft check to transform the targets into a new item (or items) made of the same materials. You require none of the tools or time expenditure that would normally be necessary. The total size of all targets combined must be Large size or smaller.

Rank 7: The maximum combined size is increased to Huge.

Disintegrate – Rank 5**Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes physical damage equal to 4d6 plus your **power**. In addition, if the target has no hit points remaining 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.

Glancing Blow: As above, except that the target takes half damage.

The damage increases by +1d for each rank beyond 5

Extruding Spikeform – Rank 7**Attune** (self), **Focus**

Primary target: Yourself

Secondary targets: **Enemies** adjacent to you (see text)

You transform your body to have dangerous spikes that you can consciously extrude to impale nearby foes. As a **minor action**, you can extend the spikes to make an attack vs. Armor against each creature adjacent to you.

Hit: Each secondary target takes piercing damage equal to 4d8 plus half your **power**.

Glancing Blow: As above, except that each target takes half damage.

The damage increases by +1d for each rank beyond 7

Sludgeform – Rank 7**Focus**

Target: One creature within Close (30 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 4d6 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 has no **free hands**, causing it to drop anything it is holding and making it unable to take any actions that require free hands. Its speed with all of its **mundane** movement modes are reduced to one quarter normal. It is also unable to speak normally or use verbal or somatic **components**.

Glancing Blow: As above, except that the target takes half damage.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

Rituals**Fortify** – Rank 1**Attune** (ritual), **Focus**

Target: 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 **resistances** against **physical damage** and **energy damage**. If the target is moved, this effect ends. Otherwise, it lasts for one year. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Mending – Rank 1**Focus**

Target: One **unattended** object within Close (30 ft.) range

The target regains hit points equal to 1d6 plus half your **power**. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Morph Weapon – Rank 1**Attune** (ritual), **Focus**

Target: One unattended manufactured weapon

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Purify Sustenance – Rank 1**Focus**

Targets: All food and water in a single square within Close (30 ft.) range

The targets are 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Exotic Morph Weapon – Rank 3**Attune** (ritual), **Focus**

Target: One unattended manufactured weapon

This ritual functions like the *morph weapon* ritual, except that you can also change the target into an exotic weapon. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Enduring Fortify – Rank 4**Focus**

Target: One **unattended**, nonmagical object or part of an object of up to Large size.

This ritual functions like the *fortify* ritual, except that the effect lasts for one hundred years. This ritual takes 24 hours to perform, and it requires 32 **fatigue points** from its participants.

Greater Fortify – Rank 4**Attune** (ritual), **Focus**

Target: One **unattended**, nonmagical object or part of an object of up to Large size.

This ritual functions like the *fortify* ritual, except that the bonus to **resistances** increases to 10. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Ironwood – Rank 4

Focus

Targets: One Small or smaller unattended, nonmagical wooden object within Close (30 ft.) range

The target 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 takes 24 hours to perform, and it requires 32 **fatigue points** from its participants.

Enduring Greater Fortify – Rank 5

Focus

Target: Greater Fortify

This ritual functions like the *greater fortify* ritual, except that the effect lasts for one hundred years. This ritual takes 24 hours to perform, and it requires 50 **fatigue points** from its participants.

Supreme Fortify – Rank 7

Attune (ritual), Focus

Target: One **unattended**, nonmagical object or part of an object of up to Large size.

This ritual functions like the *fortify* ritual, except that the bonus to **resistances** increases to 15. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Pyromancy

Create fire to incinerate foes.
Mystic Sphere Lists: Arcane, Nature, Pact

Cantrips

Detect Flame

Detection

You learn the approximate distance and direction to any active fires within Long (300 ft.) **range** of you. This spell can sense fires as small as a candle flame, but no smaller.

Rank 3: The range increases to Extreme (1,000 ft.).

Rank 5: The range increases to 2,000 feet.

Rank 7: The range increases to 5,000 feet.

Kindle

Target: One creature or object within Close (30 ft.) range

Make an attack vs. Fortitude against the target.
Hit: The target takes 2 fire damage. If the target is highly flammable, such as a torch or campfire, it ignites.

Rank 3: The damage increases to 5.

Rank 5: The damage increases to 10.

Rank 7: The damage increases to 20.

Extinguish

Target: One Medium or smaller active flame within Medium (100 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 target flame is extinguished.

Rank 3: The maximum size increases to Large.

Rank 5: The maximum size increases to Huge.

Rank 7: The maximum size increases to Gargantuan.

Personal Torch

Target: Yourself

You create a flame in your hand. You can create it at any intensity, up to a maximum heat equivalent to a burning torch. At it most intense, it sheds **bright illumination** in a 20 foot radius and shadowy illumination in an 40 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.
This effect lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 3: The damage increases to 5.

Rank 5: The damage increases to 10.

Rank 7: The damage increases to 20.

Spells

Burning Grasp – Rank 1Target: One creature or object within your **reach**

This spell does not have the **Focus** tag. You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against the target.

Hit: The target takes fire damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Cone of Fire – Rank 1**Focus**

Targets: Everything in a Medium (20 ft.) cone from you

Make an attack vs. Reflex against each target.

Hit: Each target takes fire damage equal to 1d8 plus half your **power**.

The damage increases by +1d for each rank beyond 1

Firebolt – Rank 1**Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Armor against the target.

Hit: The target takes fire damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Pyrohemia – Rank 1**Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes fire damage equal to 1d8 plus half your **power**. If it loses **hit points** from this damage, it is **sickened** as a **condition**.

The damage increases by +1d for each rank beyond 1

Combustion – Rank 2**Focus**

Target: One creature within Close (30 ft.) range

You set the target on fire from the inside out. Make an attack vs. Fortitude against the target.

Hit: The target takes fire damage equal to 2d8 plus your **power**.

The damage increases by +1d for each rank beyond 2

Eyes of Flame – Rank 2**Attune** (self), **Focus**

Target: Yourself (see text)

You can cast this spell as a **minor action**.

As a standard action, you can set something on fire simply by staring at it. When you do, make an attack vs. Fortitude against one creature or object within Medium (100 ft.) range from you.

Hit: The target takes fire damage equal to 2d6 plus your **power**.

The damage increases by +1d for each rank beyond 2

Heat Metal – Rank 2**Focus, Sustain** (minor)

Target: One Medium or smaller metal object within Medium (100 ft.) range

If the target is **attended**, make an attack vs. Reflex against the attending creature. Otherwise, this attack automatically hits.

Hit: The target object becomes burning hot to the touch. At the end of each round, it and anything touching it takes fire damage equal to 1d10 plus half your **power**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Ignition – Rank 2**Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target catches on fire as a **condition**. At the end of each round, it takes 1d6 fire damage.

If the target gains a **vital wound** from this damage, the condition ends. The condition can also be removed if the target makes a **difficulty rating** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** as part of this action gives a +5 bonus to this check.

Critical Hit: As above, except that the damage from the condition is doubled.

The damage increases by +1d for each rank beyond 2

Inferno – Rank 2**Focus**

Targets: Everything in a Medium (20 ft.) radius from you

Make an attack vs. Reflex against each target.

Hit: Each target takes fire damage equal to 1d8 plus half your **power**.

The damage increases by +1d for each rank beyond 2

Kindled Fireburst – Rank 2**Focus**

Target: One Tiny or larger active fire within Medium (100 ft.) range (see text)

You cause a small source of fire, such as a torch, to erupt into a larger burst of flame. Make an attack vs. Reflex against everything within an Small (10 ft.) radius from the target.

Hit: Each target takes fire damage equal to 1d10 plus half your **power**.

The damage increases by +1d for each rank beyond 2

Pyrophobia – Rank 2**Emotion, Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **shaken** by you and all other sources of fire as a **condition**.

Critical Hit: The target is **panicked** by you and all other sources of fire as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Fireball – Rank 3 **Focus**
 Targets: Everything in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Reflex against each target.

Hit: Each target takes fire damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Flame Blade – Rank 3 **Attune** (target), **Focus**
 Target: Yourself

You can cast this spell as a **minor action**.

The target's weapons shed light like a torch. In addition, all damage the target deals with **strikes** becomes fire damage in addition to the attack's normal damage types.

Rank 5: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 7: The target also gains a +4 **magic bonus** to **power** with strikes.

Personal Ignition – Rank 3 **Attune** (self), **Focus**

Primary target: Yourself

Secondary target: See text

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 round, make an attack vs. Reflex against each creature adjacent to you that either is **grappling** with you or that attacked you with a melee weapon that round.

Hit: Each secondary target takes fire damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Wall of Fire – Rank 3 **Focus**, **Sustain** (minor)

Target: Each creature that moves through the area (see text)

You create a wall of fire in a 20 ft. high, Large (50 ft.) **wall** within Medium (100 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. When a creature passes through the wall, you make an attack vs. Reflex against that creature. You can only make an attack in this way against a given creature once per **phase**.

Hit: The target takes fire damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

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.

The damage increases by +1d for each rank beyond 3

Flame Breath – Rank 4 **Attune** (self), **Focus**

Target: Yourself (see text)

You can cast this spell as a **minor action**.

As a standard action, you can breathe fire like a dragon. When you do, make an attack vs. Reflex against everything within a Large (50 ft.) cone from you.

Hit: Each target takes fire damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Flame Serpent – Rank 4 **Focus**

Targets: Everything in a Large (50 ft.), 5 ft. wide shapeable line that starts within Close (30 ft.) range

Make an attack vs. Reflex against each target.

Hit: Each target takes fire damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Flaming Spheres – Rank 4 **Attune** (self), **Focus**

Target: Yourself (see text)

You can cast this spell as a **minor action**.

When you cast this spell, five flaming spheres appear 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 Close (30 ft.) range. When you do, make an attack vs. Armor against that target.

Hit: The target takes fire damage equal to 2d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Nauseating Pyrohemia – Rank 4 **Focus**

Target: target

Make an attack vs. Fortitude against the target.

Hit: The target takes fire damage equal to 2d8 plus half your **power**. If it loses **hit points** from this damage, it is **nauseated** as a **condition**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Curse of Flammability – Rank 5 **Curse, Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

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 2d8 fire damage at the end of each round.

It can put out the fire by making a **difficulty rating** 10 Dexterity check as a **move action** to put out the flames. Dropping **prone** as part of this action gives a +5 bonus to this check. Putting out the flames in this way does not remove this effect.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the effect lasts until the curse is removed.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Immolate – Rank 5 **Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes fire damage equal to 4d6 plus your **power**. In addition, if the target has no hit points remaining 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.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 5

Persistent Ignition – Rank 5 **Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target catches on fire as a **condition**. At the end of each round, it takes 2d6 fire damage. If the the target gains a **vital wound** from this damage, the condition ends.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the damage from the condition is doubled.

The damage increases by +1d for each rank beyond 5

Pyroclasm – Rank 5 **Focus**

Targets: Everything in a Medium (20 ft.) radius within Medium (100 ft.) range

Make an attack vs. Reflex against each target.

Hit: Each target takes fire damage equal to 2d10 plus half your **power**. In addition, if the target is a flammable object, it catches on fire.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 5

Wings of the Phoenix – Rank 5**Attune** (self), **Focus**

Target: Yourself

You gain a 25 foot **fly speed** as long as you are no more than 50 feet above solid ground (see Flying, page 12). If you are above that height, you gain a 30 foot **glide speed** instead.

Rank 7: The maximum distance above the ground increases to 100 feet.

Flame Aura – Rank 7**Attune** (self), **Focus**

Primary target: Yourself

Secondary targets: Everything in a Small (10 ft.) radius from you (see text)

You can cast this spell as a **minor action**.

Heat constantly radiates in a Small (10 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 fire damage equal to 4d8 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 7

Rituals**Heat Wave – Rank 4****Attune** (self), **Focus**

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Pyrostorm – Rank 8**Attune** (self), **Focus**

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Revelation

Share visions of the present and future, granting insight or combat prowess.

Mystic Sphere Lists: Arcane, Divine, Nature

Cantrips

Reveal Sensation

Target: Yourself

Choose a sense, such as vision or hearing. You gain a +4 bonus to Awareness checks using that sense until the end of the next round.

Rank 3: The bonus increases to +6.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +10.

Reveal Truth

Target: Yourself

You may reroll one Knowledge check you made last round. You can only cast this spell once per hour.

Rank 3: You also gain a +2 bonus to the Knowledge check.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +6.

Spells

Proficiency – Rank 1

Attune (self), **Focus**

Target: One weapon within Medium (100 ft.) range

You gain **proficiency** with one weapon group the target belongs to.

Rank 3: You also gain a +1 **magic bonus** to **accuracy** with the chosen weapon group.

Rank 5: You also gain **exotic proficiency** with the chosen weapon group.

Rank 7: The accuracy bonus increases to +2.

Reveal Vulnerability – Rank 1

Focus

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: As a **condition**, the target's vulnerabilities become clear for all to see. Its **resistances** are reduced by an amount equal to your **power**. When this effect ends, it regains resistances equal to the amount it lost this way.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the reduction increases to twice your **power**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

True Strike – Rank 1

Focus, **Swift**

Target: Yourself or an **ally** within Medium (100 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 until 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.

Alarm – Rank 2

Attune (self), **Focus**, **Scrying**

Target: One unoccupied square within Medium (100 ft.) range

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 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 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.

Rank 4: The sensor gains a +2 bonus to Awareness.

Rank 6: The Awareness bonus increases to +4.

Arcane Eye – Rank 2

Focus, **Scrying**, **Sustain** (minor)

Target: One unoccupied square within Medium (100 ft.) range

A **scrying sensor** appears floating in the air in the target location. 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**.

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 is 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.

Myriad Visions – Rank 2

Focus

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target sees visions of possible futures that confuse its ability to determine reality. It is **dazzled** as a **condition**.

Critical Hit: The target is **blinded** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Precognitive Defense – Rank 2 **Attune** (target), **Focus**
Target: Yourself

The target gains a +1 **magic bonus** to Armor defense and Reflex defense.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The bonus increases to +2.

Precognitive Offense – Rank 2 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

The target gains a +1 **magic bonus** to **accuracy** with all attacks.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The bonus increases to +2.

Purge Invisibility – Rank 2 **Attune** (self), **Focus**
Targets: Everything in a Large (50 ft.) radius **emanation** from you

All invisibility effects are **suppressed** on all targets in the area.

Rank 4: The area increases to a Huge (100 ft.) radius **emanation**.

Rank 6: The area increases to a Extreme (200 ft.) radius **emanation**.

Reveal Weakness – Rank 2 **Focus**
Target: One creature within Medium (100 ft.) range

When you cast this spell, choose one of the four defenses: Armor, Fortitude, Reflex, or Mental.

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: As above, except that the penalty is doubled.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Discern Lies – Rank 3 **Detection, Focus, Sustain** (minor)
Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

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.

Glancing Blow: As above, except that the effect ends at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Reverse Scrying – Rank 3 **Focus, Scrying, Sustain** (minor)
Target: One magical sensor within Medium (100 ft.) range

A **scrying sensor** appears at the location of the source of the the ability that created the target 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**.

If undisturbed, the sensor floats in the air in its position.

Rank 5: The range increases to Long (300 ft.).

Rank 7: The range increases to Extreme (1,000 ft.).

Boon of Knowledge – Rank 4 **Attune** (self), **Focus**
Target: Yourself

You gain a +4 **magic bonus** to all Knowledge skills (see Knowledge, page 109). In addition, once per hour you may reroll one Knowledge check you make and take the higher result.

Rank 6: The bonus increases to +6.

Boon of Mastery – Rank 4 **Attune** (self), **Focus**
Target: Yourself

You gain a +2 **magic bonus** to all skills.

Rank 6: The bonus increases to +3.

Sensory Chain – Rank 4 **Focus, Sustain** (standard)
Target: One creature within Medium (100 ft.) range (see text)

Make an attack vs. Mental against the target. Whenever you attack a creature with this spell, any additional attacks from this spell automatically fail until the 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, regardless of intervening barriers 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.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Third Eye – Rank 4 **Attune** (self), **Focus**
Target: Yourself

You gain **blindsight** with a 50 foot range. This can allow it to see perfectly without any light, regardless of concealment or invisibility.

Rank 6: The range increases to 100 feet.

Clairvoyance – Rank 5 **Attune** (self), **Focus**, **Scrying**

Target: One unoccupied square within Medium (100 ft.) range (see text)

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.

A **scrying sensor** appears floating in the air in the target location. 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**.

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.

Stunning Truth – Rank 6 **Focus**

Target: One creature within Medium (100 ft.) range

Choose a fact that you know and make an attack vs. Mental against the target. 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 +2 bonus to **accuracy**. Otherwise, you take a –2 penalty to accuracy. 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** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Rituals**Read Magic** – Rank 1 **Attune** (ritual), **Focus**

Target: Yourself

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Locate Creature – Rank 3**Focus**

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Locate Object – Rank 3**Focus**

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Seek Legacy – Rank 3**Focus**

Target: One ritual participant

The target learns the precise distance and direction to their **legacy item**, if it is on the same plane. This ritual takes 24 hours to perform, and it requires 18 **fatigue points** from its participants.

Sending – Rank 4**Focus**, **Sustain** (standard)

Target: Any 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 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Telepathic Bond – Rank 4**Attune** (ritual; see text), **Focus**

Target: Up to five ritual participants

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Discern Location – Rank 5**Focus**

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 on the same plane as 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 takes 24 hours to perform, and it requires 50 **fatigue points** from its participants.

Scry Creature – Rank 5**Focus, Scrying**

Target: One creature on the same plane as you

Make an attack vs. Mental against the target. 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 be **miscast**. This attack roll cannot **explode**.

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**. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Long-Distance Bond – Rank 6**Attune** (ritual; see text), **Focus**

Target: Up to five ritual participants

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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Interplanar Discern Location – Rank 7**Focus**

Target: Any creature or object on the same plane as you

This ritual functions like the *discern location* ritual, except that the target does not have to be on the same plane as you. It gains the **Planar** tag in addition to the tags from the *discern location* ritual. This ritual takes 24 hours to perform, and it requires 98 **fatigue points** from its participants.

Interplanar Sending – Rank 7**Focus, Sustain** (standard)

Target: Any creature on the same plane as you

This ritual functions like the *sending* ritual, except that the target does not have to be on the same plane as you. It gains the **Planar** tag in addition to the tags from the *sending* ritual. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Interplanar Scry Creature – Rank 8**Focus, Scrying**

Target: One creature on the same plane as you

This ritual functions like the *scry creature* ritual, except that the target does not have to be on the same plane as you. It gains the **Planar** tag in addition to the tags from the *scry creature* ritual. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Planar Bond – Rank 8**Attune** (ritual; see text), **Focus**

Target: Up to five ritual participants

This ritual functions like the *telepathic bond* ritual, except that the effect works at any distance and across planes. It gains the **Planar** tag in addition to the tags from the *telepathic bond* ritual. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Summoning

Summon creatures to fight with you.

Mystic Sphere Lists: Arcane, Divine, Nature

Cantrips

Spells

Summon Monster – Rank 1 **Attune** (self), **Focus**, **Manifestation**
Target: One unoccupied square on stable ground within Medium (100 ft.) range

You summon a creature in the target location. 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 **hit points** are equal to half the base value for your level (see Table 1.5: Hit Points (page 19)).
- Each of its **defenses** is equal to 4 + your level.
- Its **accuracy** is equal to your **accuracy** – 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 it threatens. If it hits, it deals physical damage equal to 1d6 plus half your **power**. The subtypes of damage dealt by this attack depend on the creature's appearance, but are limited to bludgeoning, piercing, and slashing damage. Most animals bite or claw their foes, which deals bludgeoning 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

Summon Water Elemental – **Attune** (self), **Focus**, **Manifestation**
Rank 2
Target: One unoccupied square on stable ground within Medium (100 ft.) range

This spell functions like the **summon monster** spell, except that the summoned creature appears to be an water elemental. Its attacks deal bludgeoning damage equal to 1d8 plus half your **power**. It has a 30 foot **swim speed**, and it suffers no penalties for fighting underwater (see Underwater Combat, page 25). However, it is **vulnerable** to electricity damage.

The damage increases by +1d for each rank beyond 2

Summon Ballista – Rank 3 **Focus**, **Manifestation**, **Sustain** (minor)
3
Target: One unoccupied square within Medium (100 ft.) range

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 100 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 – Rank 3 **Attune** (self), **Focus**, **Manifestation**
Target: One unoccupied square on stable ground within Medium (100 ft.) range

This spell functions like the **summon monster** spell, except that the creature appears to be a Medium bear. Its attacks deal bludgeoning and slashing damage equal to 1d10 plus half your **power**. In addition, it suffers no penalty for attacking in a grapple. As a standard action, it can make a **grapple** attack against a creature it threatens. 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), **Focus**, **Manifestation**
Rank 3
Target: One unoccupied square on stable ground within Medium (100 ft.) range

This spell functions like the **summon monster** spell, except that the summoned creature appears to be a fire elemental. Its attacks deal fire damage equal to 1d10 plus half your **power**. In addition, it is immune to fire damage.

The damage increases by +1d for each rank beyond 3

Summon Mount – Rank 3 **Attune** (target), **Focus**, **Manifestation**
Target: One unoccupied square on stable ground within Medium (100 ft.) range

This spell functions like the **summon monster** spell, except that you must also choose an **ally** within Medium (100 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 5: The creature gains a +1 bonus to its defenses.

Rank 7: The defense bonus increases to +2.

Summon Weapon – Rank **Focus, Manifestation, Sustain** (minor)
3
Target: One unoccupied square within Medium (100 ft.) range

This spell functions like the *summon monster* spell, with the following exceptions. 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** (see Flying, page 12). The weapon's maximum height above the ground is limited to 10 feet. 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 209). It gains a +2d bonus to damage, and it adds half your **power** to damage. The weapon is considered to be held in two hands if possible, which can increase the damage dealt by medium weapons (see Weapon Usage Classes, page 208).

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 3

Aerial Weapon – Rank 4 **Focus, Manifestation, Sustain** (minor)
Target: One unoccupied square within Medium (100 ft.) range

This spell functions like the *summon weapon* spell, except that the weapon's maximum height above the ground is increased to 100 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

Summon Air Elemental – **Attune** (self), **Focus, Manifestation**
Rank 4
Target: One unoccupied square on stable ground within Medium (100 ft.) range

This spell functions like the *summon monster* spell, except that the summoned creature appears to be an air elemental. Its attacks deal bludgeoning damage equal to 2d6 plus half your **power**. It has a 30 foot **fly speed** with good **maneuverability**.

The damage increases by +1d for each rank beyond 4

Summon Asp – Rank 4 **Attune** (self), **Focus, Manifestation**
Target: target

This spell functions like the *summon creature* spell, except that the summoned creature appears to be a snake. Its attacks deal bludgeoning and piercing damage equal to 2d6 plus half your **power**. Whenever its strike causes a living creature to lose **hit points**, the damaged creature becomes **poisoned** with asp venom (see Table 8.9: Typical Poisons (page 224)). It immediately is **sickened** while it is poisoned. The poison's third stage causes the target to become **nauseated** as long as it is poisoned.

The damage increases by +1d for each rank beyond 4

Summon Earth Elemental – **Attune** (self), **Focus, Manifestation**
Rank 5
Target: One unoccupied square on stable ground within Medium (100 ft.) range

This spell functions like the *summon monster* spell, except that the summoned creature appears to be an earth elemental. Its attacks deal bludgeoning damage equal to 2d8 plus half your **power**. It has a **resistance** to **physical damage** equal to half its maximum **hit points**.

The damage increases by +1d for each rank beyond 5

Summon Pegasus – Rank **Attune** (target), **Focus, Manifestation**
5
Target: One unoccupied location on stable ground within Medium (100 ft.) range

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** and is trained as a mount.

Rank 7: The creature gains a +1 bonus to its defenses.

Summon Unicorn – Rank 6 **Attune** (self), **Focus, Manifestation**
Target: One unoccupied square within Medium (100 ft.) range

This spell functions like the *summon monster* spell, except that the summoned creature appears to be a unicorn. Its attacks deal piercing damage equal to 2d10 plus half your **power**, and you can command it to heal instead of attack. If you do, during the **action phase** it cause one of your **allies** within Close (30 ft.) range of it to regain 2d10 **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.

Summon Wolfpack – Rank 7 **Attune** (self), **Focus, Manifestation**
Target: One unoccupied square on stable ground within Medium (100 ft.) range

This spell functions like the *summon monster* spell, except that it summons a pack of four Small 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 – Rank 3 **Attune** (ritual), **Focus, Manifestation**
Target: Yourself or an **ally** within Medium (100 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 within Medium (100 ft.) range. It comes with a bit and bridle and a riding saddle, and will only accept the target 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Telekinesis

Manipulate kinetic energy at a distance.

Mystic Sphere Lists: Arcane, Pact

Cantrips

Distant Hand **Sustain** (standard)
Target: Medium or smaller unattended object within Close (30 ft.) range

You can move the target up to five feet in any direction within range, using your **power** instead of your Strength to determine your maximum carrying capacity.

In addition, you can manipulate the target as if you were holding it in your hands. Any attacks you make with the object or checks you make to manipulate the object have a maximum bonus equal to your **power**.

Rank 3: You can move the target up to ten feet in any direction.

Rank 5: The range increases to Medium (100 ft.).

Rank 7: You can move the target up to thirty feet in any direction.

Spells

Force Lance – Rank 1 **Focus**
Targets: Everything in a Medium (20 ft.), 10 ft. wide line from you

Make an attack vs. Armor against each target.

Hit: Each target takes piercing damage equal to 1d8 plus half your **power**.

The damage increases by +1d for each rank beyond 1

Force Slam – Rank 1 **Focus**
Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Armor against the target.

Hit: The target takes bludgeoning damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Mass Kinetic Impedance – Rank 1 **Compulsion, Focus**
Targets: Large or smaller **enemies** in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Mental against each target.

Hit: Each target is **slowed** until the end of the next round.

Critical Hit: Each target is **slowed** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Mind Arrow – Rank 1 **Focus**

Primary target: One Tiny or smaller **unattended** projectile within Close (30 ft.) range

Secondary target: One creature or object within Close (30 ft.) range

You make a **magical strike** using the primary target against the secondary target. The projectile flies directly toward the secondary target instead of originating from your position, which may allow you to avoid **cover** and similar obstacles.

Rank 3: The range increases to Medium (100 ft.).

Rank 5: The range increases to Long (300 ft.).

Rank 7: The range increases to Extreme (1,000 ft.).

Telekinetic Lift – Rank 1 **Attune** (self), **Focus**

Target: Yourself or one Medium or smaller **ally** or unattended object within Medium (100 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.

Wall of Force – Rank 1 **Focus, Manifestation, Sustain** (minor)

You create a wall of magical energy within Medium (100 ft.) range. You can choose the dimensions of the wall, up to a maximum of a 20 ft. high, Medium (20 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 Large (50 ft.) line.

Rank 7: The **hit points** of each 5-ft. square increases to be equal to four times your **power**.

Kinetic Impedance – Rank 2 **Focus**

Target: One Large or smaller target within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target is **slowed** as a **condition**.

Critical Hit: The target is **decelerated** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Reactive Deflection – Rank 2 **Attune** (self), **Focus**

Target: Yourself

You can cast this spell as a **minor action**.

You gain a +1 **magic bonus** to Armor defense. In addition, you gain a +2 bonus to defenses against **mundane** ranged attacks from weapons or projectiles that are Small or smaller.

Rank 4: The bonus against ranged attacks increases to +4.

Rank 6: The bonus to Armor defense increases to +2.

Reload – Rank 2 **Focus**
Target: Yourself

This spell does not have **somatic components**, and you can cast it as a **minor action**. You reload any projectile weapon you wield with ammunition easily accessible on your body.

Rank 4: This spell no longer has the **Focus** tag.

Rank 6: You can cast this spell as a **free action**. However, you can only cast it once per round.

Steal Item – Rank 2 **Focus**
Targets: One Small or smaller object within Medium (100 ft.) range

If the target is **attended**, make an attack vs. Reflex with a +2 bonus to **accuracy** against the attending creature. Otherwise, this attack automatically hits.

Hit: Unless the target is held in a creature's hand or otherwise well secured (such as an equipped ring or shield), it flies towards you, allowing you to catch it. If you are unable or unwilling to catch it, it falls to the ground in your space.

Critical Hit: As above, except that you can also pull objects that are held in a single hand.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Telekinetic Throw – Rank 2 **Focus**
Target: One Large or smaller creature or object within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: The target takes 1d10 bludgeoning damage. If it loses **hit points** from this damage, you **knockback** it up to 50 feet in any direction (see Knockback Effects, page 13). Moving the target upwards costs twice the normal movement cost.

The damage increases by +1d for each rank beyond 2

Blastwave – Rank 3 **Focus**
Targets: **Enemies** and objects in a Medium (20 ft.) radius from you

Make an attack vs. Mental against each target.

Hit: You move each target up to 30 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 2d6 plus half your **power**. 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.

Glancing Blow: As above, except that each target moves half as far and takes half damage.

The damage increases by +1d for each rank beyond 3

Force Extension – Rank 3 **Attune** (target), **Focus**
Target: Yourself

You can cast this spell as a **minor action**.

Melee weapons wielded by the target gain +5 foot **magic bonus** to **reach**. This has no effect on ranged attacks the target makes.

Rank 5: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 7: The bonus to **reach** increases to +10 feet.

Animated Weapon – Rank 4 **Attune** (self), **Focus**
Target: Yourself

As a **minor action**, you can make a **magical strike** with a -3 penalty to **accuracy**. You take a -2d penalty to damage with the strike, and your **power** is halved.

Rank 6: The accuracy penalty is reduced to -2.

Levitate – Rank 4 **Attune** (self), **Focus**
Target: Yourself

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.

Forcecage – Rank 7 **Focus, Sustain** (minor)

You slowly create a 10 ft. cube of telekinetic force within Medium (100 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, but its location can be observed with a **difficulty rating** 25 Spell sense check (see Spell sense, page 117). 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.

Terramancy

Manipulate earth to crush foes.

Mystic Sphere Lists: Arcane, Nature

Cantrips

Spells

Earthcraft – Rank 1 **Attune** (self), **Focus**
Target: One body of earth or unworked stone within 5 feet of you

You create a weapon or suit of armor from the target. 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 item you create. The item appears in your hands.

The item functions like a normal item of its type, except that it is twice as heavy. If the item loses all of its hit points, this effect is **dismissed**.

Rank 3: You can also create heavy armor.

Rank 5: The item created is magically enhanced. A weapon grants a +2 **magic bonus** to **power** with **mundane** abilities, and armor grants a +1 **magic bonus** to Armor defense.

Rank 7: The item's weight is no greater than a normal item of its type.

Rock Throw – Rank 1 **Focus**, **Manifestation**
Target: One creature or object within Medium (100 ft.) range

You extract a Tiny chunk from a body of earth or unworked stone within 5 feet of you and throw it at a foe. If no such chunk can be extracted, this spell is **miscast**. Otherwise, make an attack vs. Armor against the target.

Hit: The target takes bludgeoning damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Shrapnel Blast – Rank 1 **Focus**, **Manifestation**
Targets: Everything in a Medium (20 ft.) cone from you

You extract a Tiny chunk from a body of earth or unworked stone within 5 feet of you and blast it at your foes. If no such chunk can be extracted, this spell is **miscast**. Otherwise, make an attack vs. Reflex against each target.

Hit: Each target takes bludgeoning and piercing damage equal to 1d8 plus half your **power**.

The damage increases by +1d for each rank beyond 1

Tremor – Rank 1 **Focus**
Targets: Large or smaller creatures in a Small (10 ft.) radius within Medium (100 ft.) range that are standing on solid ground

You create an highly localized tremor that rips through the ground. Make an attack vs. Reflex against each target.

Hit: Each target is knocked **prone**.

Critical Hit: As above, except that each target is also unable to stand up as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Earthen Anchor – Rank 2 **Attune** (target), **Focus**
Target: Yourself

The target is immune to **knockback** or **push** effects from attacks, unless the effects come from an attack that scores a **critical hit**. This does not make it immune to **teleportation**, and does not affect movement effects used by its **allies**.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The target is also immune to **teleport** effects from attacks that are not critical hits.

Rocky Shell – Rank 2 **Attune** (self), **Focus**, **Manifestation**
Target: Yourself

You cover your body with four overlapping layers of rock that crumple when they take damage. The rock does not cover your joints, allowing you to move, though the shell increases your **encumbrance** by 2. You are **resistant** to all **damage**. Whenever you take damage, one layer of rock is destroyed. When the last layer of rock is destroyed, this ability provides no further benefit.

Rank 4: The spell creates six layers of rock.

Rank 6: The spell creates eight layers of rock.

Earthbind – Rank 3 **Focus**
Target: One creature within Medium (100 ft.) range that is within 100 feet of the ground

Make an attack vs. Fortitude against the target.

Hit: As a **condition**, the target is pulled towards the ground with great force, approximately doubling the gravity it experiences. This imposes a -2 penalty to **accuracy**, physical **checks**, and **defenses**. In addition, most flying creatures are unable to fly with this increased gravity and crash to the ground.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the force of gravity is increased by approximately four times instead. This increases the penalties to -4.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Meld into Stone – Rank 3**Attune** (self), **Focus**

Target: One stone object you can touch that is at least as large as your body

You and up to 100 pounds of nonliving equipment meld into the stone. If you try to bring excess equipment into the stone, the spell is **miscast**.

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 4d10 bludgeoning damage and become **nauseated** 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 – Rank 4**Attune** (self), **Focus**, **Manifestation**

You construct a fortification made of packed earth within Medium (100 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.

Earthspike – Rank 4**Focus**

Target: One creature or object within Medium (100 ft.) range

You create a spike of earth from the ground. Make an attack vs. Armor against the target. The target must be within 5 feet of a Small or larger body of earth or stone.

Hit: The target takes 2d6 piercing damage. If it loses **hit points** from this damage, it is **immobilized** as a **condition**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Fissure – Rank 4**Focus**

Targets: Everything in a Small (10 ft.) radius within Medium (100 ft.) range that is standing on solid ground

You create an intense but highly localized tremor that rips through the ground. Make an attack vs. Reflex against each target.

Hit: Each target takes bludgeoning damage equal to 2d8 plus half your **power**. Each Large or smaller target that loses **hit points** from this damage is also knocked **prone**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Quagmire – Rank 4**Focus**, **Sustain** (minor)

Targets: All earth and unworked stone in a Medium (20 ft.) radius within Long (300 ft.) range

The targets are 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 significant structural stress, such as walls and support columns.

Rank 6: The area increases to a Large (50 ft.) radius.

Earthglide – Rank 5**Attune** (self), **Focus**

Target: Yourself

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 your **base speed**.

Earthcage – Rank 6**Focus**

Target: One Large or smaller creature or object within Close (30 ft.) range

You create a cage of solid earth from the ground. Make an attack vs. Reflex against the target. The target must be within 5 feet of a Small or larger body of earth or stone.

Hit: The target is **immobilized** as a **condition**.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 6.

Earthquake – Rank 7**Focus**

Targets: Everything in a Medium (20 ft.) radius within Medium (100 ft.) range that is standing on solid ground

You create an intense tremor that rips through the ground. Make an attack vs. Reflex against each target.

Hit: Each target takes bludgeoning damage equal to 4d8 plus your **power**. Each Large or smaller target that takes damage this way is also knocked **prone**.

Glancing Blow: As above, except that that each target takes half damage.

Swallowed by Earth – Rank 7 Focus

Target: One creature within Medium (100 ft.) range that is standing on earth or unworked stone

You open up a rift in the ground that swallows and traps a foe. Make an attack vs. Reflex against the target.

Hit: The target takes 4d6 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 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 4d6 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.

Glancing Blow: As above, except that that the target takes half damage.

Thaumaturgy

Suppress and manipulate magical effects.

Mystic Sphere Lists: Arcane

Cantrips

Sense Magic

Target: Yourself

You gain a +4 bonus to the Spellsense skill until the end of the next round.

Rank 3: The bonus increases to +6.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +10.

Spells

Alter Magic Aura – Rank 1 Attune (self), Focus

Target: One Large or smaller magical object in Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: One of the target’s magic auras is altered (see Spellsense, page 117). You can change the ability tags the aura has. In addition, you can decrease the power of the aura by up to half your power, or increase the power of the aura up to a maximum of your power.

You gain a +1 bonus to accuracy with the attack for each rank beyond 1.

Magic Missile – Rank 1 Focus

Target: One creature within Medium (100 ft.) range

You send an unerring projectile made of pure magical energy towards the target. The target takes 1d6 energy damage.

The damage increases by +1d for each rank beyond 1

Suppress Item – Rank 1 Focus, Sustain (minor)

Target: One Large or smaller magical object in Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: All magical properties the target has are suppressed.

You gain a +1 bonus to accuracy with the attack for each rank beyond 1.

Cryptic Spells – Rank 2**Attune** (target), **Focus**

Target: Yourself

Whenever the target casts a spell, they may choose a different spell they know. If they do, the visual effects and magical aura of the spell they are casting change to match their chosen spell. This affects inspection of the spell itself by any means, such as with the Spellsense skill (see Spellsense, page 117). However, it does not alter the mechanical effects of the spell in any way.

An observer can make a Spellsense check with a **difficulty rating** of 15 + your magical **power** to identify the spell's true nature. If the spell's effects depend on visual components, the spell may fail to work if the target alters the spell's visuals too much.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The target also gains a +1 **magic bonus** to **accuracy** with spells.

Dismissal – Rank 2**Focus**

Target: One creature or object within Medium (100 ft.) range

Make an attack against the target. If the target is an effect of an ongoing **magical** ability, such as a summoned monster or created object, the **difficulty rating** 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.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Enhance Magic – Rank 2**Attune** (self), **Focus**

Target: Yourself

You can cast this spell as a **minor action**.

You gain a +2 **magic bonus** to your **power** with **magical** abilities.

Rank 4: The bonus increases to +4.

Rank 6: The bonus increases to +8.

Spellseal – Rank 2**Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: As a **condition**, the next time the target tries to cast a spell, it **miscasts** that spell instead. When the target miscasts a spell, this effect ends.

Critical Hit: As above, except that the effect ends after the target miscasts two spells instead of only one.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Suppress Magic – Rank 2**Focus, Sustain** (minor)

Target: One magical effect within Medium (100 ft.) range (see text)

The target must be the source or result of an active **magical** effect. This includes magical **conditions**, **sustained** effects, and **attuned** effects. It does not include **Curse** effects, which are more difficult to remove. This spell cannot be used to interrupt or negate immediate effects. Identifying non-visual magical effects to target with this spell may require the use of the Spellsense skill (see Spellsense, page 117).

Make an attack against the target. Its defense against this attack is equal to its **power**.

Hit: The effect is **suppressed** as long as you **sustain** this ability.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Deattunement – Rank 3**Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental with a +2 bonus to **accuracy** against the target.

Hit: The target stops being **attuned** to one effect of its choice that it is currently attuned to.

Critical Hit: The target stops being **attuned** to two abilities of its choice that it is currently attuned to. In addition, as a **condition**, it becomes unable to **attune** to any additional abilities.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Dimensional Anchor – Rank 3**Focus, Sustain** (minor)

Target: One creature or object within Medium (100 ft.) range

Make an attack vs. Mental with a +2 bonus to **accuracy** against the target.

Hit: The target is unable to travel extradimensionally. This prevents all **Manifestation** effects and effects that teleport the target or move it between planes.

Glancing Blow: As above, except that the effect ends at the end of the next round.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 3.

Reattunement – Rank 3**Focus**Target: Yourself or one **ally** within Medium (100 ft.) range

The target can reattune to one ability that it stopped being attuned to since the start of the last round without spending an additional **attunement point**. Any choices and effects of the attuned ability are restored to their exact state before the attunement was broken.

Rank 5: You can target an additional ally within range.

Rank 7: You can target an additional ally within range.

Delay Teleportation – Rank 4**Attune** (self), **Focus**

Target: See text

You can cast this spell as a **minor action**.

Whenever a creature or object would teleport into the area in a Large (50 ft.) radius **emanation** from you, 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 Magic – Rank 4**Focus**

Target: One magical effect within Medium (100 ft.) range (see text)

The target must be the source or result of an active **magical** effect with a duration. This includes magical **conditions**, **sustained** effects, and **attuned** effects. It does not include **Curse** effects, which are more difficult to remove. This spell cannot be used to interrupt or negate immediate effects. Identifying non-visual magical effects to target with this spell may require the use of the Spell sense skill (see Spell sense, page 117).

Make an attack against the target. Its defense against this attack is equal to its **power**.

Hit: The effect is **dismissed**. If it required attunement, that attunement is broken.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Magic Missile Storm – Rank 4**Focus**Targets: **Enemies** in a Small (10 ft.) radius within Medium (100 ft.) range

You send an unerring projectile made of pure magical energy towards each target. Each target takes 1d10 energy damage.

Glancing Blow: As above, except that each target takes half damage.

The damage increases by +1d for each rank beyond 4

Malign Transference – Rank 4**Focus**

Primary target: Yourself or an **ally** within Medium (100 ft.) range
 Secondary target: One other creature within that range

The primary target must be currently affected by a **magical condition**. Make an attack vs. Mental against the secondary target.

Hit: One magical condition of your choice is removed from the primary target and applied to the secondary target.

Critical Hit: As above, except that you can transfer any number of magical conditions in this way.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 4.

Second Mind – Rank 4**Attune** (self), **Focus**

Target: Yourself

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.

Spellward – Rank 4**Focus**, **Sustain** (minor)Target: Creatures in a Medium (20 ft.) radius **zone** within Medium (100 ft.) range

You seal off an area's connection to magic. Whenever a creature casts a spell in the area, it has a 50% chance to **miscast** the spell.

Rank 6: The area increases to a Large (50 ft.) radius.

Teleportation Ward – Rank 4**Attune** (self), **Focus**Targets: Everything in a Large (50 ft.) radius **emanation** from you (see text)

Teleportation into and out of the area is impossible. Any abilities which would cause creatures to teleport within the area have no effect.

Rank 6: The area increases to a Huge (100 ft.) radius **emanation**.

Dimensional Lock – Rank 5**Attune** (self), **Focus**

This spell creates a dimensional lock in a Large (50 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 (100 ft.) radius **zone**.

Disrupt Casting – Rank 5**Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Mental against the target.

Hit: As a **condition**, the target has a 50% chance to **miscast** any spell it casts.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As a **condition**, the target automatically **miscasts** any spell it casts.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Absorb Magic – Rank 6**Attune** (self), **Focus**

Target: Yourself

You gain a +2 bonus to defenses against **magical** effects. In addition, the next time a **magical** attack beats your defenses, it has no effect on you. When you negate an attack in this way, this spell's effect ends.

Antimagic Field – Rank 7**Focus, Sustain** (standard)

Targets: Special

All other magical abilities and objects are **suppressed** within a Medium (20 ft.) radius **emanation** from you. Creatures within the area cannot activate, sustain, or dismiss magical abilities. This does not affect aspects of creatures that cannot be suppressed, such as the knowledge of abilities. You cannot exclude yourself from this **emanation**. However, this spell does not prevent you from sustaining or dismissing this spell.

Malign Confluence – Rank 7**Focus**

Primary target: Yourself and each **ally** within Medium (100 ft.) range

Secondary target: One other creature within that range

Make an attack vs. Mental against the secondary target.

Hit: One magical condition of your choice is removed from each primary target and applied to the secondary target.

Critical Hit: As above, except that you can transfer any number of magical conditions from each primary target in this way.

Spell Absorption – Rank 7**Attune** (self), **Focus**

Target: Yourself

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 to affect you while this effect lasts. After you absorb three spells in this way, this effect ends.

Rituals**Dispel Curse** – Rank 3**Focus**Target: Yourself or an **ally** within Medium (100 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 takes 24 hours to perform, and it requires 18 **fatigue points** from its participants.

Umbramancy

Manipulate shadows and darkness to conceal allies and inhibit foes.

Mystic Sphere Lists: Arcane, Pact

Cantrips**Suppress Light****Sustain** (minor)Target: One **zone** within Medium (100 ft.) range

You can choose this spell's radius, up to a maximum of a Medium (20 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.

Rank 3: The maximum area increases to a Large (50 ft.) radius.

Rank 5: The range increases to Long (300 ft.).

Rank 7: The maximum area increases to a Extreme (200 ft.) radius.

Spells**Bind Shadow** – Rank 1**Focus**

Target: One creature within Medium (100 ft.) range standing on the ground

You bind the target's shadow to the ground, slowing its movement. If the target is in **bright illumination** and is not touching its shadow, this spell is **miscast**. Make an attack vs. Mental against the target.

Hit: The target takes cold damage equal to 1d8 plus half your **power**. If it loses **hit points** from this damage, it is **slowed** as a **condition**.

The damage increases by +1d for each rank beyond 1

Chill of Darkness – Rank 1**Focus**

Target: One creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target. You gain a +2 bonus to **accuracy** with the attack if the target is not in **bright illumination**.

Hit: The target takes cold damage equal to 1d8 plus your **power**.

The damage increases by +1d for each rank beyond 1

Conceal – Rank 1**Attune** (target), **Focus, Sensation**

Target: Yourself

The target gains a +3 **magic bonus** to the Stealth skill.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +7.

Dark Grasp – Rank 1Target: One creature or object within your **reach**

This spell does not have the **Focus** tag. You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against the target. You gain a +2 bonus to **accuracy** with the attack if the target is not in **bright illumination**.

Hit: The target takes cold damage equal to 1d8 plus your **power**.

The damage increases by +1d for each rank beyond 1

Darklantern – Rank 1 **Attune** (self), **Focus**, **Sensation**
 Targets: One Small or smaller unattended object within Close (30 ft.) range

This spell suppresses light in an **emanation** from the target. You can choose the spell's radius, up to a maximum of a Medium (20 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.

Rank 3: The maximum area increases to a Large (50 ft.) radius.
Rank 5: The maximum area increases to a Huge (100 ft.) radius.
Rank 7: The maximum area increases to a Extreme (200 ft.) radius.

Shadowstep – Rank 1 **Focus**
 Target: Yourself

You teleport into an unoccupied destination on the ground within Medium (100 ft.) range. 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 is **miscast**.

Rank 3: The teleporation range increases to Long (300 ft.).
Rank 5: The teleporation range increases to Extreme (1,000 ft.).
Rank 7: The teleporation range increases to 2,000 feet.

Wall of Darkness – Rank 1 **Focus**, **Sensation**, **Sustain** (minor)

You create a wall of darkness in a 20 ft. high, Medium (20 ft.) line within Medium (100 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 the **darkvision** ability can see through the wall normally. It does not inhibit the passage of objects or creatures.

Rank 3: The area increases to a Large (50 ft.) line.
Rank 5: The range increases to Long (300 ft.).
Rank 7: The area increases to a Huge (100 ft.) line.

Conceal Trail – Rank 2 **Attune** (self), **Focus**
 Targets: Yourself and up to five **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 rating** 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 (300 ft.) range from you, the effect is broken for that target and its trail is revealed.

Rank 4: The **difficulty rating** increase increases to 15.
Rank 6: The **difficulty rating** increase increases to 20.

Dark Miasma – Rank 2 **Focus**
 Targets: **Enemies** in a Small (10 ft.) radius from you

Make an attack vs. Fortitude against each target. You gain a +2 bonus to **accuracy** with the attack against each target that is not in **bright illumination**.

Hit: Each target takes cold damage equal to 1d10 plus half your **power**.

The damage increases by +1d for each rank beyond 2

Dark Shroud – Rank 2 **Focus**
 Targets: **Enemies** in a Small (10 ft.) radius within Medium (100 ft.) range

Make an attack vs. Mental against each target. You gain a +2 bonus to **accuracy** with the attack against each target that is not in **bright illumination**.

Hit: Each target takes a -2 penalty to **accuracy** and visual Awareness checks until the end of the next round.

Critical Hit: Each target takes a -2 penalty to **accuracy** and visual Awareness checks as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Darkvision – Rank 2 **Attune** (target), **Focus**
 Target: Yourself

The target gains **darkvision** with a 50 foot radius.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The radius increases to 100 feet.

Fade Into Darkness – Rank 2 **Attune** (self), **Focus**
 Target: Yourself

At the end of each round, if you took no actions that round and are not in **bright illumination**, you become **invisible**. This invisibility ends after you take any action.

Rank 4: Moving during a round does not prevent you from becoming invisible at the end of the round.

Rank 6: Taking **minor actions** does not prevent you from becoming invisible at the end of the round.

Shadow Mantle – Rank 2 **Attune** (target), **Focus**
 Target: Yourself

The target's 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 its existence more ambiguous. The target gains a +1 **magic bonus** to Armor defense and the Stealth skill.

Rank 4: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 6: The bonus increases to +2.

Banish Light – Rank 3 **Focus, Sensation, Sustain** (minor)
Target: One **zone** within Medium (100 ft.) range

You can choose this spell's radius, up to a maximum of a Medium (20 ft.) radius. All light within the area is suppressed. 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 (50 ft.) radius.

Rank 7: The maximum area increases to a Extreme (200 ft.) radius.

Hidden Blade – Rank 3 **Focus, Sensation, Visual**
Target: Yourself or one **ally** within Medium (100 ft.) range

The target's weapons become shrouded in darkness, making them virtually impossible to see. Its next melee **strike** is treated as if it came from an invisible creature. This effect ends at the end of the next round if the target has not made a strike by that time.

The first attack from an invisible creature generally causes a creature to be **unaware** of the attack, imposing a -5 penalty to Armor and Reflex defenses. After a creature has been hit by a strike from an invisible creature in this way, it is generally aware of the danger. As a result, it is usually **defenseless** instead of **unaware**, which only imposes a -2 penalty to Armor defense.

This effect provides no offensive benefit against creatures immune to **Visual** abilities.

Rank 5: The target also gains a +1 bonus to **accuracy** with the strike.

Rank 7: The accuracy bonus increases to +2.

Pin Shadow – Rank 4 **Focus**
Target: One creature within Medium (100 ft.) range standing on the ground

You pin the target's shadow to the ground, preventing it from moving. If the target is in **bright illumination** and is not touching its shadow, this spell is **miscast**. Make an attack vs. Mental against the target.

Hit: The target takes 2d8 cold damage. If it loses **hit points** from this damage, it is **immobilized** as a **condition**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Shadowform – Rank 4 **Attune** (self), **Focus**
Target: Yourself

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 your **base speed**, and you can climb without using any hands.
- You are always treated as being **prone**.
- 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.

Rank 6: You can maintain the form in bright illumination for a full round before it is suppressed.

Shadowstrike – Rank 4 **Focus**
Target: Yourself

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 teleporation range increases to Long (300 ft.).

Walk the Shadow Roads – Rank 4 **Attune** (self), **Focus**
Target: Yourself

You can teleport horizontally between shadows instead of moving normally. Teleporting a given distance costs movement equal to half 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. Areas with **bright illumination** blocks line of effect for this spell, so you are unable to teleport into or past areas of bright illumination. You must be able to move to teleport in this way, so effects like being **immobilized** prevent this movement.

Rank 6: You can also teleport vertically or diagonally in addition to horizontally.

Shrouded Vision – Rank 5 **Focus, Sensation, Visual**
Target: One creature within Close (30 ft.) range

Make an attack vs. Mental against the target. You gain a +2 bonus to **accuracy** with the attack if the target is not in **bright illumination**.

Hit: As a **condition**, the target takes a -4 penalty to **accuracy** and visual Awareness checks.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: The target is **blinded** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 5.

Dancing Shadow – Rank 7**Focus**

Target: One creature within Medium (100 ft.) range standing on the ground

You compel the target's shadow to dance, controlling its movement. If the target is in **bright illumination** and is not touching its shadow, this spell is **miscast**. Make an attack vs. Mental against the target.

Hit: The target takes cold damage equal to 4d8 plus half your **power**. If it loses **hit points** from this damage, it is **disoriented** as a **condition**. In addition, it must move a distance equal to its maximum movement speed in a straight line during each **movement phase**. It must use its movement mode with the highest speed to move this way. It is not required to use the *sprint* ability, or use any other special movement ability, though it may choose to do so. If it is unable to move its full speed without making a skill check or encountering a solid obstacle, it may choose to stop its movement after moving the maximum possible distance without doing so.

Glancing Blow: As above, except that the target takes half damage.

Rituals*Sunlight Ward* – Rank 3**Attune** (target), **Focus**

Target: One ritual participant

The target 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Verdamancy

Animate and manipulate plants.

Mystic Sphere Lists: Nature

Cantrips*Rapid Growth***Sustain** (minor)

Targets: Small or smaller inanimate plant within Close (30 ft.) range

Choose any number of days up to a week. The target grows as if that many days had passed. When this spell ends, the plant returns to its original state.

Rank 3: You can choose up to a month of time to grow.

Rank 5: You can choose up to three months of time to grow.

Rank 7: You can choose up to a year of time to grow.

*Verdant Conduit***Attune** (self)

Target: Yourself

You are considered to be a source of unworked earth. This can allow you to cast spells from this sphere that require unworked earth without having other sources of unworked earth nearby.

Rank 3: All components of Medium or larger solid objects within a Small (10 ft.) **emanation** from you are also considered to be sources of unworked earth. Unlike most spells, this can affect only part of a larger object, and it only affects the part of the object within the radius.

Rank 5: The area of the emanation increases to a Medium (20 ft.) radius.

Rank 7: The area of the emanation increases to a Large (50 ft.) radius.

Spells*Barkskin* – Rank 1**Attune** (target), **Focus**

Target: Yourself

You can cast this spell as a **minor action**.

The target gains a +2 **magic bonus** to **resistances** against **physical** damage.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you. In addition, the bonus increases to +4.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Embedded Growth – Rank 1**Focus**

Target: One creature within Close (30 ft.) range

You throw a seed that embeds itself in a foe and grows painfully. Make an attack vs. Fortitude against the target.

Hit: As a **condition**, the target takes 1d6 physical damage at the end of each round. If the target gains a **vital wound** from this damage, the condition ends.

This condition can be removed with the *treat condition* ability from the Medicine skill (see Medicine, page 111). The **difficulty rating** of the check is equal to 10.

Critical Hit: As above, except that the damage from the condition is doubled.

The damage increases by +1d for each rank beyond 1

Herbal Antidote – Rank 1 **Focus, Sustain** (minor)
Target: Yourself or an **ally** within Medium (100 ft.) range

The target gains an additional success to resist a poison currently affecting it (see Poison, page 254).

Rank 3: The number of additional successes increases to two.

Rank 5: The number of additional successes increases to three.

Rank 7: The number of additional successes increases to four.

Natural Camouflage – Rank 1 **Focus, Sustain** (minor)
Target: Yourself

You gain a +4 **magic bonus** to the Stealth skill while you have **cover** or **concealment** from plants.

Rank 3: The bonus increases to +6.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +10.

Poison – Sassone Leaf – Rank 1 **Focus, Manifestation**
Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

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 loses 1d6 **hit points**. Reaching the third **poison stage** ends the poison. A third failed attack also ends the poison.

Critical Hit: As above, except that 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 – Rank 1 **Attune** (self), **Focus**
Target: One nonmagical stick of wood

You transform the target into a club, greatclub, or quarterstaff, as you choose (see Weapons, page 208). 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: You also gain +1 **magic bonus** to **accuracy** with the weapon.

Rank 5: The power bonus increases to +4.

Rank 7: The power bonus increases to +8.

Verdant Armor – Rank 1 **Attune** (self), **Focus, Manifestation**
Target: Yourself

When you cast this spell, you choose a type of 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 penalty** 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.

Rank 3: You also gain a +1 bonus to Armor defense.

Rank 5: The encumbrance penalty reduction is increased to 3.

Rank 7: The bonus to Armor defense increases to +2.

Vine Whip – Rank 1 **Focus, Manifestation**
Target: One creature within Close (30 ft.) range

Make an attack vs. Armor against the target. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.

Hit: The target takes bludgeoning damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Vineburst – Rank 1 **Focus, Manifestation**
Targets: **Enemies** in a Small (10 ft.) radius from you

Make an attack vs. Armor against each target. You gain a +2 bonus to **accuracy** with this attack against targets standing in **undergrowth**.

Hit: Each target takes bludgeoning damage equal to 1d6 plus half your **power**.

The damage increases by +1d for each rank beyond 1

Blight – Rank 2 **Focus**
Target: One living creature or plant within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes acid damage equal to 2d6 plus your **power**. This damage is doubled if the target is a plant, including plant creatures.

The damage increases by +1d for each rank beyond 2

Entangle – Rank 2 **Focus, Manifestation**
Target: One Large or smaller creature within Medium (100 ft.) range

You cause plants to grow and trap a foe. Make an attack vs. Reflex against the target. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.

Hit: The target is **slowed** as a **condition**. This condition can be removed if the target or a creature that can reach the target makes a **difficulty rating** 10 Strength check to break the target free of the plants around its body. The target can make this check as a **move action**, while other creatures can make the check as a standard action.

Critical Hit: As above, except that the target also cannot move farther than 10 feet from its original location until it ends the effect.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Plant Growth – Rank 2 **Focus, Sustain** (minor)
Targets: All plants and arable earth in a Medium (20 ft.) radius within Medium (100 ft.) range

Choose whether you want plants within the area to grow or diminish.

If you choose for plants to grow, all arable earth within the area becomes **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 natural size.

Rank 4: The area increases to a Large (50 ft.) radius.

Rank 6: The area increases to a Huge (100 ft.) radius.

Poison – Nitharit – Rank 2 **Focus, Manifestation**
Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

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 254). A creature poisoned by nitharit becomes **sickened** as long as it is poisoned. Reaching the third **poison stage** causes the target to become **nauseated** as long as it is poisoned. A third failed attack ends the poison.

Critical Hit: As above, except that target immediately reaches the second **poison stage**, as normal for poisons.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 2.

Vine Tentacles – Rank 2 **Attune (self), Focus, Manifestation**
Target: Yourself

You grow a massive vine tentacle from your body. The tentacle grants you a slam **natural weapon** (see Table 8.3: Natural Weapons (page 216)). The natural weapon deals 1d10 damage, as normal for a slam natural weapon. In addition, it has the Reach **weapon tag** (see Weapon Tags, page 209).

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.

Fire Seeds – Rank 3 **Focus, Sustain (free)**
Target: One unattended acorn or similar seed structure you touch

You transform up to three unattended acorns or similar seed structures 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. Armor against everything within a Small (10 ft.) radius of the struck creature or object.

Hit: Each target takes fire damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Poison – Arsenic – Rank 3 **Focus, Manifestation**
Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

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 1d10 **hit points**. 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: As above, except that 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 – Rank 3 **Attune (target), Focus**
Target: Yourself

You can cast this spell as a **minor action**.

All damage the target deals with **strikes** becomes piercing damage in addition to the attack's normal damage types. Whenever the target causes 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 condition can be removed by the *treat condition* ability (see Treat Condition, page 111). The **difficulty rating** of the check is equal to 5 + your **power**.

Rank 5: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 7: The condition cannot be removed without taking a **short rest**.

Wall of Thorns – Rank 3 **Attune (self), Focus**
Target: Each creature that moves through the area (see text)

You create a wall of thorns in 20 ft. high, Medium (20 ft.) **wall** within Medium (100 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. When a creature moves through the wall, make an attack vs. Armor against it. You can only make an attack in this way against a given creature once per **phase**.

Hit: The target takes piercing damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

Each five-foot square of wall has hit points equal to three times your **power**, and all of its defenses are 0. It is **vulnerable** to fire damage.

The damage increases by +1d for each rank beyond 3

Flourishing Vines – Rank 4 **Attune (self), Focus**
Target: Yourself

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 Medium (20 ft.) radius around you. When you do, that area becomes covered in **light undergrowth**. Whenever you move, 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 Large (50 ft.) radius.

Poison – Black Lotus – Rank 5 **Focus, Manifestation**
 Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

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 **hit points**. Reaching the third **poison stage** causes the target to gain a **vital wound**. A third failed attack ends the poison.

Critical Hit: As above, except that 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.

Strangling Vines – Rank 7 **Focus, Manifestation**
 Target: One Large or smaller creature within Close (30 ft.) range

Make an attack vs. Fortitude against the target. You gain a +2 bonus to **accuracy** with this attack if the target is in standing in **undergrowth**.

Hit: The target is **immobilized** by a mass of vines as a **condition**. In addition, it is unable to breathe. This condition can be removed if the target or a creature that can reach the target makes a **difficulty rating** 15 Strength check to break the target free of the vines. The target can make this check as a **move action**, while other creatures can make the check as a standard action.

Glancing Blow: As above, except that the condition is removed at the end of the next round.

Critical Hit: As above, except that the condition must be removed twice before the effect ends.

Lifeweb Transit – Rank 5 **Focus**
 Target: Up to five Medium or smaller ritual participants

Choose up a living plant that all ritual participants touch during the ritual. The plant must be at least one size category larger than the largest target. 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 target.

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 takes 24 hours to perform, and it requires 50 **fatigue points** from its participants.

Rituals

Fertility – Rank 3 **Focus**

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 takes 24 hours to perform, and it requires 18 **fatigue points** from its participants.

Infertility – Rank 3 **Focus**

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 takes 24 hours to perform, and it requires 18 **fatigue points** from its participants.

Vivimancy

Manipulate life energy to aid allies or harm foes.

Mystic Sphere Lists: Arcane, Divine, Pact

Cantrips

Ablate Vital Wound

Target: Yourself or a living **ally** within **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 10).

Rank 3: The range increases to Medium (100 ft.) range.

Rank 5: The minimum **vital roll** you can mitigate decreases to -1.

Rank 7: The minimum **vital roll** you can mitigate decreases to -2.

Spells

Drain Life – Rank 1

Focus

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes energy damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Draining Grasp – Rank 1

Target: One living creature within your **reach**

This spell does not have the **Focus** tag. You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against the target.

Hit: The target takes energy damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1

Draining Miasma – Rank 1

Focus

Targets: Living **enemies** in a Medium (20 ft.) radius within Medium (100 ft.) range

Make an attack vs. Fortitude against each target.

Hit: Each target is **sickened** until the end of the next round.

Critical Hit: Each target is **sickened** as a **condition**.

You gain a +1 bonus to **accuracy** with the attack for each rank beyond 1.

Fortify Life – Rank 1

Attune (target), **Focus**

Target: Yourself or

You can cast this spell as a **minor action**.

The target gains a +2 **magic bonus** to Fortitude defense.

Rank 3: This spell can target an **ally** within Medium (100 ft.) range instead of you.

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Corpse Explosion – Rank 2

Focus

Targets: One Small or larger corpse within Medium (100 ft.) range (see text)

You violently discharge the latent magical potential within the target corpse, causing it to explode. Make an attack vs. Reflex against each creature within a Small (10 ft.) radius from it.

Hit: Each target takes bludgeoning damage equal to 1d10 plus half your **power**.

The damage increases by +1d for each rank beyond 2

Cure Wound – Rank 2

Focus

Target: Yourself or a living **ally** within Close (30 ft.) range

The target regains **hit points** equal to 1d6 plus half your **power**.

The healing increases by +1d for each rank beyond 2.

Death Knell – Rank 2

Focus

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target. You gain a +2 bonus to **accuracy** against a creature at less than its maximum **hit points**.

Hit: The target takes 1d8 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

Triage – Rank 2

Focus

Target: Yourself or a living **ally** within Medium (100 ft.) range

You can cast this spell as a **minor action**.

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 10).

Rank 4: The minimum **vital roll** you can mitigate decreases to -1.

Rank 6: The minimum **vital roll** you can mitigate decreases to -2.

Circle of Death – Rank 3

Focus

Targets: Living **enemies** in a Medium (20 ft.) radius from you

Make an attack vs. Fortitude against each target.

Hit: Each target takes energy damage equal to 2d6 plus half your **power**.

Glancing Blow: As above, except that that each target takes half damage.

The damage increases by +1d for each rank beyond 3

Inflict Wound – Rank 3

Focus

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target loses **hit points** equal to 2d8 plus your **power**.

Glancing Blow: As above, except that that the hit point loss is halved.

Critical Hit: As above, except that the hit point loss is doubled.

The hit point loss increases by +1d for each rank beyond 3.

Lifesteal – Rank 3 **Focus**

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes energy damage equal to 2d8 plus your **power**. If it loses **hit points** from this damage, you regain **hit points** equal to half the hit points it lost this way.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 3

Vital Persistence – Rank 3 **Attune (target), Focus**

Target: Yourself

You can cast this spell as a **minor action**.

The target ignores the vital wound effect of one of its **vital wounds** (see Vital Wounds, page 10).

Rank 5: This spell can target a living **ally** within Medium (100 ft.) range instead of you.

Rank 7: The target can ignore the vital wound effect of two of its **vital wounds** instead of only one.

Lifeseal – Rank 4 **Focus**

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes energy damage equal to 2d10 plus your **power**. If it loses **hit points** from this damage, it becomes unable to regain any hit points as a **condition**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 4

Circle of Life – Rank 5 **Focus**

Target: Yourself and each living **ally** in a Medium (20 ft.) radius

Each target regains 2d8 **hit points**.

The healing increases by +1d for each rank beyond 5.

Cure Vital Wound – Rank 5 **Focus**

Target: Yourself or a living **ally** within Medium (100 ft.) range

The target removes one **vital wound**. It gains two **fatigue points** for each vital wound removed this way.

Rank 7: The target can remove two **vital wounds**.

Lifesteal Blade – Rank 5 **Attune (target), Focus**

Target: Yourself

You can cast this spell as a **minor action**.

Once per round, when the target causes a living creature to lose **hit points** with a **strike**, the target regains **hit points** equal to half the hit points the struck creature lost this way.

Rank 7: This spell can target a living **ally** within Medium (100 ft.) range instead of you.

Steal Vitality – Rank 5 **Focus**

Target: One living creature within range

Make an attack vs. Fortitude against the target.

Hit: The target takes energy damage equal to 4d10 plus your **power**. If this damage **vitally wounds** the target, you can remove one of your **vital wounds**. When you do, you gain two **fatigue points**.

Glancing Blow: As above, except that that the target takes half damage.

The damage increases by +1d for each rank beyond 5

Inflict Vital Wound – Rank 6 **Focus**

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target loses **hit points** equal to 4d10 plus your **power**.

Glancing Blow: As above, except that that the hit point loss is halved.

Critical Hit: As above, except that the hit point loss is doubled. In addition, if the target did not already gain a **vital wound** from that loss of hit points, it gains a **vital wound**.

The hit point loss increases by +1d for each rank beyond 6.

Avasculate – Rank 7 **Focus**

Target: One living creature within Medium (100 ft.) range

Make an attack vs. Fortitude against the target.

Hit: The target takes 4d6 energy damage. If it loses **hit points** from this damage, it also loses additional **hit points** equal to half its maximum hit points. Unlike normal, this hit point loss is rounded up instead of down.

Glancing Blow: As above, except that that the target takes half damage.

Rituals**Animate Dead – Rank 3** **Attune (ritual), Focus**

Targets: Any number of corpses within Close (30 ft.) range

The combined levels of all targets cannot exceed your **power**. The target becomes an undead creature that obeys your spoken commands. You choose whether to create a skeleton or a zombie. 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. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Purge Curse – Rank 3 **Focus**

Target: Yourself or an **ally** within Medium (100 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 takes 24 hours to perform, and it requires 18 **fatigue points** from its participants.

Remove Disease – Rank 3

Focus

Target: Yourself or an ally within Medium (100 ft.) range

All diseases affecting the target are removed. This ritual takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Restore Senses – Rank 3

Focus

Target: Yourself or an ally within Medium (100 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

Restoration – Rank 4

Focus

Target: Yourself or an ally within Medium (100 ft.) range

All of the target’s hit points, **subdual damage**, and **vital damage** 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 takes 24 hours to perform, and it requires 32 **fatigue points** from its participants.

Resurrection – Rank 4

Focus

Target: One intact humanoid corpse within Close (30 ft.) range

The target returns to life. It must not have died due to old age.

The creature has 0 hit points when it returns to life. It is cured of all **vital damage** 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.

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.

This ritual can only be learned through the divine **magic source**. This ritual takes 24 hours to perform, and it requires 32 **fatigue points** from its participants.

Reincarnation – Rank 5

Creation, Focus

Target: One Diminutive or larger piece of a humanoid corpse

The target must have been part of the original creature’s body at the time of death. The creature the target corpse belongs to returns to life in a new body. It must not have died due to old age.

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.

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 6.2: Humanoid Reincarnations (page 202). 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.

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.

This ritual can only be learned through the nature **magic source**. This ritual takes 24 hours to perform, and it requires 50 **fatigue points** from its participants.

Table 6.2: 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

Complete Resurrection – Rank 6

Creation, Focus

Target: One Diminutive or larger piece of a humanoid corpse within Close (30 ft.) range

This ritual functions like the *resurrection* 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.

This ritual can only be learned through the divine **magic source**. This ritual takes 24 hours to perform, and it requires 72 **fatigue points** from its participants.

Fated Reincarnation – Rank 6**Creation, Focus**

Target: One Diminutive or larger piece of a humanoid corpse

This ritual functions like the *reincarnation* ritual, except that the target is reincarnated as its original species instead of as a random species.

This ritual can only be learned through the nature **magic source**. This ritual takes 24 hours to perform, and it requires 72 **fatigue points** from its participants.

Soul Bind – Rank 6**Focus**

Target: One intact corpse within Close (30 ft.) range

Choose a nonmagical gem you hold that is worth at least 1,000 gp. A fragment of the soul of the creature that the target corpse belongs to is 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 takes 24 hours to perform, and it requires one **fatigue point** from its participants.

True Resurrection – Rank 8**Creation, Focus**

Targets: Special

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 can only be learned through the divine **magic source**. This ritual takes 24 hours to perform, and it requires 128 **fatigue points** from its participants.

Chapter 7

Description

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 sentient beings.

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 perform good deeds, 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-sentient 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 action.

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-sentient beings such as animals are neutral rather than lawful or chaotic.

Vital Statistics

Age

You can choose or randomly generate your age. If you choose it, it must be at least the minimum age for your species and class (see Table 7.1: Random Starting Ages). Your minimum starting age is the adulthood age of your species plus the number of dice indicated in the entry corresponding to the character’s species and class on Table 7.1: Random Starting Ages.

Alternatively, refer to Table 7.1: Random Starting Ages and roll dice to determine how old you are.

Table 7.1: Random Starting Ages

Species	Adulthood	Barbarian Rogue	Fighter Mage Paladin Ranger	Cleric Druid Monk
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6

With age, your **checks** based on physical attributes decrease and your checks based on mental attributes increase (see Table 7.2: Aging Effects).

When you reach venerable age, the GM secretly rolls your maximum age, which is the number from the Venerable column on Table 7.2: 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.

Table 7.2: Aging Effects

Species	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+4d10 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+6d10 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+1d% years

1 At middle age, –1 to **checks** based on Str, Dex, and Con; +1 to **checks** based on Int, Per, and Wil.

2 At old age, the aging modifiers change to –2 and +2. 2 At venerable age, the aging modifiers change to –3 and +3.

Height and Weight

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

Table 7.3: Random Height and Weight

Species	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4' 10"	+2d10	120 lb.	x (2d4) lb.
Human, female	4' 5"	+2d10	85 lb.	x (2d4) lb.
Dwarf, male	3' 9"	+2d4	130 lb.	x (2d6) lb.
Dwarf, female	3' 7"	+2d4	100 lb.	x (2d6) lb.
Elf, male	4' 5"	+2d6	85 lb.	x (1d6) lb.
Elf, female	4' 5"	+2d6	80 lb.	x (1d6) lb.
Gnome, male	3' 0"	+2d4	40 lb.	x 1 lb.
Gnome, female	2' 10"	+2d4	35 lb.	x 1 lb.
Half-elf, male	4' 7"	+2d8	100 lb.	x (2d4) lb.
Half-elf, female	4' 5"	+2d8	80 lb.	x (2d4) lb.
Half-orc, male	5' 0"	+2d10	150 lb.	x (2d6) lb.
Half-orc, female	4' 8"	+2d10	110 lb.	x (2d6) lb.
Halfling, male	2' 8"	+2d4	30 lb.	x 1 lb.
Halfling, female	2' 6"	+2d4	25 lb.	x 1 lb.

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 204).

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 207).

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 di-

rection 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 rating** 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 increment** of ranged weapons is tripled.
- Light Gravity: Gravity is about half the strength of Earth. The weight of all items is halved. The **range increment** of ranged weapons is 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 increment** of ranged weapons is 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 increment** of ranged weapons is 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 titanicly 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 nonsentient, nonliving creatures. Conversely, trees are a nonsentient, living objects. Some rare magic items can be made intelligent by magic, making them sentient, nonliving objects. Some unintelligent animals and magical beasts like ants and giant spiders are nonsentient, 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 nonsentient 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 8

Equipment

Weapons

Weapons are grouped into several interlocking sets of categories. These categories pertain to what weapon group the weapon belongs to (axes, bows, and so on), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), and its relative **usage class** (light, medium, or heavy).

Weapon Mechanics

Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 8.1: 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 penalty to accuracy with weapons you are not proficient with, and you cannot use them to defend yourself, which can cause you to be **defenseless**.

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, 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 26) 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. You can also hold a medium weapon in two hands. While you hold a medium weapon in two hands, you gain a +1d bonus to damage with the weapon. If you have a Strength of –1 or lower, you cannot wield a medium weapon in only one hand. 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. In addition to their higher base damage, you gain the benefits of holding weapons in two hands (see Two-Handed Melee Weapons, page ??). If you have a Strength of 5 or higher, you can wield a heavy weapon in one hand, but you take a –1 penalty to **accuracy** and a –1d penalty to damage with the weapon while doing so. Changing grips to hold it in one hand or two hands can be done as a **free action** that requires both hands.

Melee Weapons

Melee weapons are used for making melee attacks against foes within your reach (see Reach, page 22). Most weapons are melee weapons.

Ranged Weapons

Ranged weapons are used to make attacks against distant foes within the range of your weapon. There are two kinds of ranged weapons: projectile weapons and thrown weapons.

Range Increments

All ranged weapons have a “range increment”, which indicates the distance at which you can effectively attack with the weapon. Any attack against a target within your range increment takes no penalty. For each range increment by which the target is distant from you, you take a cumulative –1 penalty to your accuracy. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Projectile Weapons

Projectile weapons fire ammunition at a target to deal damage. The ammunition generally breaks when used.

Thrown Weapons

Thrown weapons are thrown at a target to deal damage. They generally do not break when thrown.

Throwing Other Weapons: It is possible to throw a weapon that is not designed to be thrown. The range increment is 10 feet. You are treated as being nonproficient with the weapon. If the attack hits, the weapon deals its normal damage.

Heavy Weapons: Heavy thrown weapons require a standard action to throw, rather than an attack action like normal. They are not always physically thrown with two hands, but they require the use of your entire body to propel the weapon, preventing you from using your hands for anything else. This can cause you to be **defenseless**.

Ranged Weapons in Melee

You take a –4 penalty to accuracy with medium and large ranged weapons against creatures adjacent to you. In addition, you are usually

Table 8.1: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Armor spikes, Standard shield (and spiked)	
Blades	Broadsword, dagger, estoc, greatsword, rapier, sabre, smallsword	Boot dagger, falchion, katana, kukri
Bows	Longbow, shortbow	Flatbow, heartseeker arrows, takedown bow
Club-like weapons	Club, greatclub, greatmace, mace, morning star, sap	
Crossbows	Hand crossbow, heavy crossbow, light crossbow	Repeating crossbows
Flexible Weapons	Flail, heavy flail, nunchaku, slapjack, whip	
Headed weapons	Battleaxe, greataxe, handaxe, light hammer, pickaxe, sickle, sledgehammer, warhammer	Dwarven throwing axe, dwarven waraxe, heavy pickaxe, orcish greataxe
Improvised weapons	—	—
Monk weapons	Jitte, hama, nunchaku, quarterstaff, sai, shuriken	
Polearms	Bardiche, glaive, halberd, longhammer, pollaxe, quarterstaff, scythe, swordstaff	Fauchard, war scythe
Simple weapons	Club, dagger, light crossbow, quarterstaff, unarmed strike	
Spears	Greatspear, javelin, lance, longspear, ranseur, partisan, spear	Pike
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling	Bolas, net
Unarmed weapons	Claw sheath, gauntlet, spiked gauntlet, unarmed strike	

defenseless while using ranged weapons.

Thrown Weapons in Melee: You cannot defend yourself with a weapon you are throwing, which can cause you to be **defenseless**. To avoid this, you can attempt to use the weapon as a melee weapon. Some thrown weapons are not designed for use in melee, such as shurikens. When using such a weapon as a melee weapon, you are always treated as nonproficient with it, which means you cannot defend yourself with it.

Physical Size: Like all objects and creatures, weapons have a size category that represents how physically large they are. In general, a light weapon is an object two size categories smaller than the wielder, a medium weapon is an object one size category smaller than the wielder, and a heavy weapon is an object of the same size category as the wielder.

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 penalty to accuracy 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.

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 208).

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

Every creature can attack with its body using an unarmed strike. Many monsters can attack more effectively with specific parts of their body, such as teeth and claws. These are called natural weapons. You are automatically proficient with any natural weapons you possess. Most humanoids possess no natural weapons. Natural weapons are described on Table 8.3: Natural Weapons (page 216).

A creature with multiple natural weapons of the same type can designate one as a primary attack and one as a secondary attack, allowing it to fight with both at once (see Offhand Strike, page 26). You are only considered to have one unarmed strike, so you cannot dual wield with only your unarmed strike (but see the unarmed warrior monk ability, page 62).

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. You can draw or sheathe a **light weapon** or **medium weapon** as a **free action**. You can draw or sheathe a **heavy weapon** or **hidden weapon** as a **standard action**.

Weapon Tags

Some weapons found on Table 8.2: 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 thrown or fired by a projectile weapon in large quantities. It is cheaper to buy and craft, but ammunition is usually **broken** after being fired.

Compact: This weapon is unusually small. It is one size category smaller than normal for a light weapon (that is, three size categories smaller than the creature it is intended for). This makes it easier to conceal (see Sleight of Hand, page 116). 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 26).

Forceful: Whenever you deal damage to a target of your size or smaller with a strike using this weapon, you can **knockback** the target up to 10 feet.

Grappling: You gain a +2 bonus to **accuracy** on **melee attacks** with this weapon against creatures who are **grappled** by you. In addition, it is treated as a light weapon for the purpose of determining whether you take accuracy penalties when attacking with it in a grapple.

Impact: When you get a **critical hit** with this weapon, you deal triple damage instead of double damage.

Keen: You gain a +3 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 Small or Medium creature). However, it cannot attack a creature within your natural reach.

Long weapons can hold 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, but you take a –2 penalty to accuracy with it. 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.

Mounted: If you are mounted, and mount moves in the same phase that you make a **strike** with a Mounted weapon, you gain a bonus to damage with the strike equal to your **power**.

Parrying: If a creature misses you with a **strike** while you wield this weapon, you gain a +2 bonus to **accuracy** with strikes using this weapon against that creature during the next round.

Projectile: This weapon fires projectiles at range. Projectile weapons have a **range increment** listed in their description, which indicates the distance they can be easily fired. Projectile weapons must be reloaded. The time required to reload a projectile weapon is given in the weapon description. Unless otherwise noted, projectile weapons cannot be used while **prone**.

Reach: This weapon can be held in an extended grip to strike more distant creatures. This is called “reaching”. While reaching with a Reach weapon, you can attack enemies 5 feet farther away than you would otherwise be able to attack. However, you are unable to attack enemies adjacent to you. This affects which enemies you **threaten**. However, you take a –2 penalty to **accuracy** with the weapon. 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.

Sweeping: When you make a **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 5 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 11).

Throwing: This weapon is designed to be thrown. Throwing weapons

have a range increment listed in their description, which indicates the distance they can be easily thrown. See Thrown Weapons, page 208. Unless otherwise noted in a weapon’s description, a throwing weapon can be used to attack in melee without penalty.

Tripping: When you use the *trip* ability, you can attack with this weapon instead of with a free hand (see Trip, page 27). When you successfully trip a creature with this weapon, the target takes damage as if you hit it with a strike using the weapon with a –3d penalty to damage.

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 bonus to damage with the weapon.

Weapon Table

Here is the format for weapon entries (given as column headings on Table 8.2: Weapons, below).

Usage Class: Describes whether the weapon’s **usage class** is light, medium, or heavy (see Weapon Usage Classes, page 208).

Damage: The Damage column gives the damage dealt by the weapon on a successful hit. These values are accurate for creatures using weapons sized appropriately for them. For details about using weapons of other sizes, see Inappropriately Sized Weapons, page 209.

Range Increment: The range increment of the weapon.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

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.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Cost: This value is the weapon’s cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons, and double it for Large weapons.

Special: Some weapons have special properties. See the weapon descriptions for details.

Table 8.2: Weapons

Name	Usage Class	Accuracy	Damage	Damage Type ¹	Cost	Weight	Special
Armor weapons							
Armor spikes ²	Medium	—	1d6	Piercing	special	special	—
Standard shield ²	Medium	+0	1d4	Bludgeoning	special	special	Forceful, Versatile Grip
Standard spiked shield ²	Medium	+0	1d6	Piercing	special	special	Forceful, Versatile Grip
Blades							
Broadsword	Medium	+0	1d8	Slashing	15 gp	4 lb.	Sweeping (1), Versatile Grip
Dagger	Light	+2	1d4	Piercing or slashing	2 gp	1 lb.	Compact, Throwing (10 ft.)
Estoc	Medium	+0	1d8	Piercing	20 gp	4 lb.	Reach, Versatile Grip
Greatsword	Heavy	+0	1d10	Slashing	25 gp	8 lb.	Sweeping (2)
Parrying dagger	Light	+2	1d6	Piercing	10 gp	2 lb.	Parrying
Rapier	Light	+2	1d6	Piercing	20 gp	2 lb.	Disarming
Sabre	Medium	+0	1d8	Slashing	15 gp	4 lb.	Keen, Mounted
Smallsword	Light	+2	1d6	Piercing	10 gp	2 lb.	Keen
Bows							
Longbow ²	Heavy	+0	1d8	—	40 gp	3 lb.	Projectile (100 ft.)
Shortbow ²	Medium	+0	1d6	—	30 gp	2 lb.	Projectile (50 ft.)
Arrows (20)	—	+0	—	Piercing	1 gp	3 lb.	Ammunition
Blunted arrows (20)	—	-1	—	Bludgeoning	5 gp	3 lb.	Ammunition, Subdual
Fire arrows (20) ²	—	-2	—	Piercing and fire	40 gp	3 lb.	Ammunition
Club-like weapons							
Club	Medium	+0	1d8	Bludgeoning	—	3 lb.	Versatile Grip
Greatclub	Heavy	+0	2d6	Bludgeoning	5 gp	8 lb.	Forceful
Greatmace	Heavy	+0	2d6	Bludgeoning	5 gp	8 lb.	Impact
Mace	Medium	+0	1d8	Bludgeoning	8 gp	4 lb.	Impact, Versatile Grip
Flanged mace	Medium	+0	1d10	Bludgeoning	8 gp	4 lb.	Versatile Grip
Morning star	Medium	+0	1d10	Bludgeoning and piercing	12 gp	6 lb.	Versatile Grip
Sap	Light	+2	1d6	Bludgeoning	1 gp	2 lb.	Subdual
Crossbows							
Hand crossbow ²	Light	+0	1d6	Piercing	100 gp	2 lb.	Projectile (50 ft.)
Heavy crossbow ²	Heavy	+0	1d10	Piercing	50 gp	8 lb.	Projectile (100 ft.)
Light crossbow ²	Medium	+0	1d8	Piercing	40 gp	4 lb.	Projectile (50 ft.)
Crossbow bolts (10)	—	+0	—	—	1 gp	1 lb.	Ammunition
Blunted crossbow bolts (10)	—	-1	—	—	5 gp	1 lb.	Ammunition, Subdual
Flexible weapons							
Flail	Medium	+0	1d8	Bludgeoning	8 gp	5 lb.	Tripping, Versatile Grip
Heavy flail	Heavy	+0	2d6	Bludgeoning	15 gp	10 lb.	Tripping
Two-section staff	Heavy	+0	1d10	Slashing	40 gp	6 lb.	Disarming, Tripping

Nunchaku	Light	+1	1d6	Bludgeoning	2 gp	2 lb.	Disarming, Tripping
Slapjack	Light	+2	1d6	Bludgeoning	1 gp	2 lb.	Subdual
Whip ²	Light	+1	1d4	Slashing	1 gp	2 lb.	Disarming, Subdual, Tripping
Headed weapons							
Battleaxe	Medium	+0	1d8	Slashing	10 gp	6 lb.	Sweeping (1), Versatile Grip
Greataxe	Heavy	+0	2d6	Slashing	20 gp	12 lb.	Sweeping (1)
Handaxe	Light	+2	1d6	Slashing	4 gp	2 lb.	Throwing (20 ft.)
Light hammer	Light	+1	1d6	Bludgeoning	2 gp	2 lb.	Forceful, Throwing (20 ft.)
Pickaxe	Medium	+0	1d8	Piercing	8 gp	6 lb.	Impact, Versatile Grip
Sickle	Light	+1	1d6	Slashing	6 gp	2 lb.	Sweeping (1), Tripping
Sledgehammer	Heavy	+0	2d6	Bludgeoning	12 gp	5 lb.	Forceful
Warhammer	Medium	+0	1d8	Bludgeoning	12 gp	5 lb.	Forceful, Versatile Grip
Monk weapons							
Jitte	Light	+2	1d6	Piercing	2 gp	2 lb.	Disarming
Kama	Light	+2	1d6	Slashing	2 gp	2 lb.	Tripping
Nunchaku	Light	+0	1d6	Bludgeoning	2 gp	2 lb.	Disarming, Subdual, Tripping
Quarterstaff	Heavy	+1	1d8	Bludgeoning	—	4 lb.	Reach
Sai	Light	+1	1d6	Piercing or bludgeoning	1 gp	1 lb.	Disarming, Parrying
Shuriken (5)	Light	+2	1d6	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Polearms							
Bardiche	Heavy	+0	2d6	Slashing	8 gp	10 lb.	Sweeping (1)
Glaive	Heavy	+0	1d10	Slashing	8 gp	10 lb.	Long, Sweeping (1)
Halberd	Heavy	+0	1d10	Piercing or slashing	10 gp	12 lb.	Long, Tripping
Longhammer	Heavy	+0	1d10	Bludgeoning	10 gp	12 lb.	Impact, Long
Pollaxe	Heavy	+0	1d10	Piercing or slashing	10 gp	12 lb.	Impact, Tripping
Quarterstaff	Heavy	+1	1d8	Bludgeoning	—	4 lb.	Reach
Scythe	Heavy	+0	1d10	Slashing	18 gp	10 lb.	Sweeping (2)
Swordstaff	Heavy	+0	1d10	Slashing	12 gp	11 lb.	Keen, Reach
Simple weapons							
Club	Medium	+0	1d8	Bludgeoning	—	3 lb.	Versatile Grip
Dagger	Light	+2	1d4	Piercing or slashing	2 gp	1 lb.	Compact, Thrown (10 ft.)
Light crossbow ²	Medium	+0	1d8	Piercing	40 gp	4 lb.	Projectile (50 ft.)
Quarterstaff	Heavy	+1	1d8	Bludgeoning	—	4 lb.	Reach
Unarmed strike	Light	+0	1d3	Bludgeoning	—	—	Subdual, Unarmed
Spears							
Greatspear	Heavy	+0	2d6	Piercing	15 gp	12 lb.	Reach
Javelin ²	Medium	+1	1d6	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Lance	Heavy	+0	1d10	Piercing	10 gp	10 lb.	Long, Mounted
Longspear	Heavy	+0	2d6	Piercing	5 gp	9 lb.	Long

Ranseur	Heavy	+0	1d10	Piercing	10 gp	12 lb.	Disarming, Long
Partisan	Heavy	+0	1d10	Piercing	10 gp	8 lb.	Parrying, Reach
Spear ²	Medium	+0	1d8	Piercing	2 gp	6 lb.	Thrown (10 ft.), Versatile Grip
Thrown weapons							
Dagger	Light	+2	1d4	Piercing or slashing	2 gp	1 lb.	Compact, Thrown (10 ft.)
Dart (5)	Light	+1	1d4	Piercing	1 gp	1/2 lb.	Ammunition, Thrown (20 ft.)
Handaxe	Light	+1	1d6	Slashing	4 gp	2 lb.	Throwing (20 ft.)
Light hammer	Light	+1	1d6	Bludgeoning	2 gp	2 lb.	Throwing (20 ft.)
Javelin ²	Medium	+1	1d6	Piercing	1 gp	2 lb.	Thrown (30 ft.)
Shuriken (5)	Light	+2	1d6	Piercing and slashing	1 gp	1/2 lb.	Ammunition, Thrown (10 ft.)
Sling ²	Light	+0	1d6	Bludgeoning	2 gp	0 lb.	Projectile (50 ft.)
Bullets, sling (20)	—	—	—	—	1 gp	5 lb.	Ammunition
Unarmed weapons							
Claw sheath ²	—	—	—	—	50 gp	3 lb.	Unarmed
Gauntlet	Light	+2	1d2	Bludgeoning	2 gp	1 lb.	Unarmed
Gauntlet, spiked	Light	+2	1d2	Piercing	5 gp	1 lb.	Unarmed
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 weapon has special rules.

Individual Weapon Descriptions

Some weapons in Table 8.2: Weapons have additional abilities which are described below.

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. Magical abilities on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

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 rating** of 15 to find. Attacking with a boot dagger does not require a **free hand**, but you must make an Agility check with a **difficulty rating** of 10 during each phase that you attack with it. If you fail this check, you fall **prone** after the attack.

After you attack with a boot dagger, the dagger remains plainly visible. Concealing the dagger again requires a standard action.

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.

Constrict: This **natural weapon** can only be used against a foe you are grappling with (see Grappling, page 27).

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.

You can fire a crossbow while **prone** without penalty.

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.

You can fire a crossbow while **prone** without penalty.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a **free action** that requires one **free hand** while holding the crossbow in another hand.

You can fire a crossbow while **prone** without penalty.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) 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.

You can fire a crossbow while **prone** without penalty.

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. In addition, fire arrows lose their flame quickly. If

the target is farther than two **range increments** away, the fire goes out, and the damage dealt by the hit is not fire damage.

Hammer, Gnome Hooked: This weapon has a hammer head which deals 1d8 damage, and a hook which deals -1d damage. The hook is a tripping weapon.

Javelin: You cannot throw a javelin while holding it in two hands.

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**. 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 rating** 10 Flexibility check (normally a standard action). The net has (2/10) and can be burst with a **difficulty rating** 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 penalty to accuracy 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: Unlike other Long weapons, a pike cannot be short hafted (see Long Weapon, page 210).

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 penalty to damage with ordinary stones.

Spear: You cannot throw a spear while holding it in two hands.

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 has a heavy usage class and a 100 ft. range increment. In its shortbow configuration, it has a medium usage class and a 50 ft. range increment. 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 attack unarmed, but it is more dangerous than attacking with a weapon. See Unarmed Combat, page 24, for details.

Whip: A whip is a light melee weapon with 15 foot reach. You can use a whip against foes anywhere within your reach, including adjacent foes. However, you can't defend yourself with a whip, which can make you **defenseless**.

Exotic Weapons	Usage Class	Accuracy	Damage	Damage Type ¹	Cost	Weight	Special
Armor							
Blades							
Boot dagger ²	Light	+2	1d6	Piercing	20 gp	2 lb.	Compact
Falchion	Medium	+0	1d8	Slashing	15 gp	4 lb.	Sweeping (2), Versatile Grip
Katana	Heavy	+1	1d10	Slashing	75 gp	6 lb.	Keen, Sweeping (1)
Kukri	Light	+2	1d6	Slashing	8 gp	2 lb.	Keen, Sweeping (1)
Bows							
Flatbow ²	Heavy	+1	1d8	—	30 gp	3 lb.	Projectile (100 ft.)
Heartseeker arrows (20)	—	+0	—	Piercing	20 gp	3 lb.	Ammunition, Impact
Takedown bow ²	Special	+0	1d8	—	200 gp	4 lb.	Projectile (100 ft. or 50 ft.)
Club-like weapons							
Crossbows							
Repeating heavy crossbow ²	Heavy	+0	1d10	Piercing	400 gp	12 lb.	Projectile (100 ft.)
Repeating light crossbow ²	Medium	+0	1d8	Piercing	250 gp	6 lb.	Projectile (50 ft.)
Repeating bolts (5)	—	+0	1d8	—	1 gp	1 lb.	Ammunition
Flexible weapons							
Three-section staff	Heavy	+0	1d10	Slashing	40 gp	6 lb.	Disarming, Reach, Tripping
Headed weapons							
Dwarven waraxe	Medium	+0	1d10	Slashing	75 gp	8 lb.	Thrown (20 ft.), Versatile Grip
Heavy pickaxe	Heavy	+0	2d6	Piercing	40 gp	10 lb.	Keen, Impact
Dwarven throwing axe	Light	+2	1d6	Bludgeoning	8 gp	3 lb.	Impact, Throwing (20 ft.)
Orcish greataxe	Heavy	+0	2d6	Slashing	60 gp	10 lb.	Impact, Sweeping (1)
Monk weapons							
Polearms							
Fauchard	Heavy	+0	1d10	Slashing	25 gp	12 lb.	Long, Sweeping (2)
War scythe	Heavy	+0	2d6	Slashing or piercing	35 gp	14 lb.	Sweeping (2)
Simple weapons							
Spear							
Pike ²	Heavy	+0	2d6	Piercing	15 gp.	10 lb.	Long, Reach
Thrown weapons							
Bolas	Light	+2	1d4 ¹	Bludgeoning	5 gp	2 lb.	Thrown (10 ft.), Tripping
Net ²	Medium	+0	—	—	20 gp	6 lb.	Thrown (10 ft.)
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 This weapon has special rules.

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.

Table 8.3: Natural Weapons

Natural Weapons	Usage Class	Accuracy	Damage	Damage Type ²	Special
Bite	Medium	+0	1d8	Piercing and bludgeoning	Grappling
Claw	Light	+2	1d6	Slashing and piercing	—
Constrict ²	Medium	+0	1d10	Bludgeoning	Grappling
Gore	Medium	+0	1d8	Piercing	Impact
Ram	Medium	+0	1d8	Bludgeoning	Forceful
Slam	Medium	+0	1d10	Bludgeoning	—
Stinger	Medium	+1	1d8	Piercing	—
Talon	Light	+2	1d6	Piercing	—
Tentacle	Light	+1	1d6	Bludgeoning	Grappling
Unarmed Strike	Light	+2	1d3	Bludgeoning	Subdual

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 weapon has special rules.

Armor Proficiency

Unlike weapons, 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** with **mundane** attacks. 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 8.4: 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**.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The **encumbrance** and defense bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is a **free action**.

Table 8.4: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 free action	n/a	1 free action
Light body armor	1 minute	5 rounds	1 minute ¹
Medium body armor	4 minutes ¹	1 minute	1 minute ¹
Heavy body armor	4 minutes ²	4 minutes ¹	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. Without help, it can be donned only hastily.

Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those

given on Table 8.6: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

Table 8.5: Armor for Unusual Creatures

	Humanoid		Nonhumanoid	
Size	Cost	Weight	Cost	Weight
Tiny or smaller	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x4	x8	x4
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

Armor Table

Here is the format for armor entries (given as column headings on Table 8.6: Armor and Shields, below).

Defense: This value indicates how much the armor increases your Armor defense.

Physical Resist: This value indicates how much the armor increases your **resistance** against **physical damage** (see Resistance, page ??).

Energy Resist: This value indicates how much the armor increases your **resistance** against **energy damage** (see Resistance, page ??).

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 21.

Speed: Some armor decreases your **base speed** by the given value while it is used.

Dex: Some armor halves your current and base Dexterity while being used. If your Dexterity or base Dexterity are negative, they are not halved.

Cost: The cost of the armor for Small or Medium humanoid creatures. See Table 8.5: Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Both body armor and shields improve your Armor defense. Wearing multiple suits of armor or wielding multiple

shields does not improve your defenses any further.

Weight: This value indicates the weight of armor sized for a Medium creature. Armor fitted for Small creatures weighs half as much, and armor for Large creatures weighs twice as much.

Individual Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 8.6: 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 Armor Weapons, page 211). Magical abilities on a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

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 rating** 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 26). 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. Like a normal gauntlet, a locked gauntlet lets you deal normal damage rather than **subdual damage** with unarmed attacks (see Unarmed Combat, page 24).

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

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 8.2: Weapons for the damage dealt by a shield bash. Magical abilities on a shield do not affect shield bash attacks made with it, but the shield can be made into a magic weapon in its own right.

Shield, Tower: This massive shield is nearly as tall as an average human. When you take the *total defense* action with a tower shield, you can treat the shield as a wall along one edge of your square, providing you with **total cover** against attacks. 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 -2 penalty to **accuracy** with **strikes** 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 as if the shield were designed for a creature one size category larger than you. 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: Only the studs on studded leather are 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

Body armor and shields can be made from special materials that can alter the properties of the item. These special materials are described in Table 8.7: Armor Special Materials. The costs and benefits of special materials are applied after all extras are applied to the armor.

Adamantine: Adamantine armor weighs twice as much and increases the **encumbrance penalty** of the armor by 2, but it triples the **resistance** provided by the armor against both **physical damage** and **energy damage**. It costs ten times as much as armor of that type would normally cost, plus an additional 10,000 gp.

Adamantine, Pure: Pure adamantine armor weighs three times as much and increases the **encumbrance penalty** of the armor by 3, but it quintuples the **resistance** provided by the armor against both **physical damage** and **energy damage**. It costs fifty times as much as armor of that type would normally cost, plus an additional 250,000 gp.

Cold Iron: Cold iron armor provides half the normal **resistance** against **physical damage**. In exchange, it grants a +1 bonus to defenses against **magical** abilities. It costs five times as much as armor of that type would normally cost, plus an additional 2,000 gp.

Deepforged: Deepforged body armor doubles the **resistance** provided by the armor against both **physical damage** and **energy damage**. It costs ten times as much as armor of that type would normally cost, plus an additional 10,000 gp.

Dragonhide: Dragonhide body armor doubles the **resistance** provided by the armor against **energy damage**. It costs five times as much as armor of that type would normally cost, plus an additional 2,000 gp.

Dragonhide, Ancient: Ancient dragonhide body armor quadruples the **resistance** provided by the armor against **energy damage**, and doubles the resistance provided by the armor against **physical damage**. It costs twenty times as much as armor of that type would normally cost, plus an additional 50,000 gp.

Dragonscale: Dragonscale body armor doubles the **resistance** provided by the armor against **energy damage**. It costs five times as much as armor of that type would normally cost, plus an additional 2,000 gp.

Dragonscale, Ancient: Ancient dragonscale body armor quadruples the **resistance** provided by the armor against **energy damage**, and double the resistance provided by the armor against **physical damage**. It costs twenty times as much as armor of that type would normally cost, plus an additional 50,000 gp.

Elvenweave: Deepforged body armor doubles the **resistance** provided by the armor against both **physical damage** and **energy damage**. It costs ten times as much as armor of that type would normally cost, plus an additional 10,000 gp.

Ironwood: The most common special material is ironwood, which is made from wood magically treated using the *ironwood* ritual to be as

Table 8.6: Armor and Shields

Armor	Defense	Physical Resist	Energy Resist	Encumbrance	Speed	Dex	Material	Cost	Weight
Light armor									
Leather	+2	+1	+3	+1	—	—	Leather	10 gp	15 lb.
Studded leather	+2	+2	+2	+1	—	—	Leather and metal	25 gp	20 lb.
Chain shirt	+2	+3	+1	+2	—	—	Metal	40 gp	25 lb.
Buckler	+1	—	—	—	—	—	Metal or wood	15 gp	5 lb.
Medium armor									
Hide	+3	+4	+4	+3	-5 ft.	—	Leather	30 gp	25 lb.
Scale mail	+3	+5	+3	+5	-5 ft.	—	Metal	75 gp	30 lb.
Breastplate	+3	+6	+2	+4	-5 ft.	—	Metal	150 gp	30 lb.
Standard shield	+2	—	—	— ¹	—	—	Metal or wood	15 gp	10 lb.
Heavy armor									
Layered hide	+4	+5	+5	+5	-10 ft.	x1/2	Leather	100 gp	40 lb.
Plated mail	+4	+6	+4	+5	-10 ft.	x1/2	Metal	250 gp	35 lb.
Half-plate	+4	+7	+4	+7	-10 ft.	x1/2	Metal	500 gp	50 lb.
Full plate	+4	+8	+4	+6	-10 ft.	x1/2	Metal	1,000 gp	50 lb.
Tower shield	+3 ²	—	—	+2 ¹	—	—	Metal or wood	30 gp	45 lb.
Extras									
Armor spikes	—	-1	-1	+1	—	—	Metal	+50 gp	+10 lb.
Locked gauntlet	—	—	—	Special	—	—	Metal	8 gp	+5 lb.
Shield spikes	—	—	—	—	—	—	Metal	+10 gp	+5 lb.

¹ The hand holding the shield is not free, which may limit your actions.

² Tower shields can grant you cover. See the description.

Table 8.7: Armor Special Materials

Material	Defense	Physical Resist	Energy Resist	Encumbrance	Material	Cost	Weight
Adamantine	—	x3	x3	+2	Metal	x10, +10,000 gp	x2
Adamantine, pure	—	x5	x5	+3	Metal	x50, +250,000 gp	x3
Cold iron	Special	x1/2	—	—	Metal	x5, +2,000 gp	—
Deepforged	—	x2	x2	—	Metal	x10, +10,000 gp	—
Dragonhide	—	—	x2	—	Leather	x5, +2,000 gp	—
Dragonhide, ancient	—	x2	x4	—	Leather	x20, +50,000 gp	—
Dragonscale	—	—	x2	—	Metal	x5, +2,000 gp	—
Dragonscale, ancient	—	—	x4	—	Metal	x20, +50,000 gp	—
Elvenweave	—	x2	x2	—	Leather	x10, +10,000 gp	—
Ironwood	—	—	—	—	Metal	x2, +400 gp	—
Mithral	—	—	—	-2	Metal	x5, +2,000 gp	x1/2
Mithral, pure	—	x2	x2	-3	Metal	x20, +50,000 gp	x1/2
Starmetal	—	x2	—	—	Metal	x5, +2,000 gp	—
Starmetal, pure	—	x4	x2	—	Metal	x20, +50,000 gp	—

strong as steel. Ironwood armor functions exactly like armor of the same type, except that it is made of wood. It costs twice as much as armor of that type would normally cost, plus an additional 400 gp.

Mithral: Mithral armor weighs half as much and reduces the **encumbrance penalty** of the armor by 2. It costs five times as much as armor of that type would normally cost, plus an additional 2,000 gp.

Mithral, Pure: Pure mithral armor weighs half as much, reduces the **encumbrance penalty** of the armor by 3, and doubles its **resistance** provided by the armor against both **energy damage** and

physical damage. It costs twenty times as much as armor of that type would normally cost, plus an additional 50,000 gp.

Starmetal: Starmetal body armor doubles the **resistance** provided by the armor against **physical damage**. It costs five times as much as armor of that type would normally cost, plus an additional 2,000 gp.

Starmetal, Pure: Pure starmetal body armor quadruples the **resistance** provided by the armor against **physical damage**, and doubles the resistance provided by the armor against **energy damage**. It costs twenty times as much as armor of that type would normally cost, plus an

additional 50,000 gp.

Goods And Services

Standard Adventuring Kit

A standard adventuring kit costs 15 gp, weighs 50 pounds, and contains the following items:

- Backpack
- Bedroll
- Flint and steel
- Rations, trail (8 days)
- Rope, hempen (50 ft.)
- Sack (empty)
- Tent
- Torch
- Waterskin

Adventuring Gear

A few of the pieces of adventuring gear found on Table 8.8: Goods and Services are described below, along with any special benefits they confer on the user (“you”).

Caltrops: 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 an area 5 feet 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.

Candle: A candle dimly illuminates a 5 foot radius and burns for 1 hour.

Crowbar: A crowbar it grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as an improvised weapon equivalent to a club.

Flint and Steel: Lighting a torch with flint and steel is a standard action. Lighting any other fire may take additional standard actions, depending on the size of the fire.

Grappling Hook: Throwing a grappling hook successfully requires a ranged attack (**difficulty rating** 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a medium improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 20 foot radius, provides shadowy illumination out to a 40 foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides bright illumination in a 50 foot cone and shadowy illumination in a 100 foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 20 foot radius and provides shadowy illumination in a 40 foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The **difficulty rating** to open a lock with the Open Lock skill depends on the lock’s quality: simple (**difficulty rating** 20), average (**difficulty rating** 25), good (**difficulty rating** 30), or superior (**difficulty rating** 40).

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist’s fire, except that it takes a standard action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen: This rope has a **vital resistance** of 4 and can be burst with a **difficulty rating** 23 Strength check.

Rope, Silk: This rope has a **vital resistance** of 5 and can be burst with a **difficulty rating** 24 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20 foot radius and providing shadowy illumination out to a 40 foot radius. If a torch is used in combat, treat it as a light improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage. Wielding a torch gives a +2 bonus to dirty trick attempts made to dazzle an opponent.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Tools and Skill Kits

Alchemist’s Lab: An alchemist’s lab always has the perfect tool for making alchemical items, so it provides a +2 bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan’s Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (–2 penalty on Craft checks), if you can do the job at all (see Craft, page 101).

Artisan’s Tools, Masterwork: These tools serve the same purpose as artisan’s tools (above), but masterwork artisan’s tools are the perfect tools for the job, so you get a +2 bonus on Craft checks made with them.

Climber’s Kit: This is the perfect tool for climbing and gives you a +2 bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 bonus on Disguise checks. A disguise kit is expended after ten uses.

Table 8.8: Goods and Services

Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Adventuring Gear			Average	40 gp	1 lb.	Tools and Skill Kits		
Backpack (empty)	2 gp	2 lb. ¹	Good	80 gp	1 lb.	Alchemist's lab	500 gp	40 lb.
Barrel (empty)	2 gp	30 lb.	Amazing	150 gp	1 lb.	Artisan's tools	5 gp	5 lb.
Basket (empty)	4 sp	1 lb.	Manacles	15 gp	2 lb.	Artisan's tools, masterwork	55 gp	5 lb.
Bedroll	1 sp	5 lb. ¹	Manacles, masterwork	50 gp	2 lb.	Climber's kit	80 gp	5 lb. ¹
Bell	1 gp	—	Mirror, small steel	10 gp	1/2 lb.	Disguise kit	50 gp	8 lb. ¹
Blanket, winter	5 sp	3 lb. ¹	Mug/Tankard, clay	2 cp	1 lb.	Healer's kit	50 gp	1 lb.
Block and tackle	5 gp	5 lb.	Oil (1-pint flask)	1 sp	1 lb.	Holly and mistletoe	—	—
Bottle, wine, glass	2 gp	—	Paper (sheet)	4 sp	—	Holy symbol, wooden	1 gp	—
Bucket (empty)	5 sp	2 lb.	Parchment (sheet)	2 sp	—	Holy symbol, silver	25 gp	1 lb.
Caltrops	1 gp	2 lb.	Pick, miner's	3 gp	10 lb.	Hourglass	25 gp	1 lb.
Candle	1 cp	—	Pitcher, clay	2 cp	5 lb.	Magnifying glass	100 gp	—
Canvas (sq. yd.)	1 sp	1 lb.	Piton	1 sp	1/2 lb.	Musical instrument, common	5 gp	3 lb. ¹
Case, map or scroll	1 gp	1/2 lb.	Pole, 10 foot	5 cp	8 lb.	Musical instrument, masterwork	100 gp	3 lb. ¹
Chain (10 ft.)	30 gp	2 lb.	Pot, iron	5 sp	10 lb.	Scale, merchant's	2 gp	1 lb.
Chalk, 1 piece	1 cp	—	Pouch, belt (empty)	1 gp	1/2 lb. ¹	Spell component pouch	5 gp	2 lb.
Chest (empty)	2 gp	25 lb.	Ram, portable	10 gp	20 lb.	Spellbook, wizard's (blank)	15 gp	3 lb.
Crowbar	2 gp	5 lb.	Rations, trail (per day)	5 sp	1 lb. ¹	Thieves' tools	30 gp	1 lb.
Firewood (per day)	1 cp	20 lb.	Rope, hempen (50 ft.)	1 gp	10 lb.	Thieves' tools, masterwork	100 gp	2 lb.
Fishhook	1 sp	—	Rope, silk (50 ft.)	10 gp	5 lb.	Tool, masterwork	50 gp	1 lb.
Fishing net, 25 sq. ft.	4 gp	5 lb.	Sack (empty)	1 sp	1/2 lb. ¹	Water clock	1,000 gp	200 lb.
Flask (empty)	3 cp	1-1/2 lb.	Sealing wax	1 gp	1 lb.			
Flint and steel	1 gp	—	Sewing needle	5 sp	—			
Grappling hook	1 gp	4 lb.	Signal whistle	8 sp	—			
Hammer	5 sp	2 lb.	Signet ring	5 gp	—			
Ink (1 oz. vial)	8 gp	—	Sledge	1 gp	10 lb.			
Inkpen	1 sp	—	Soap (per lb.)	5 sp	1 lb.			
Jug, clay	3 cp	9 lb.	Spade or shovel	2 gp	8 lb.			
Ladder, 10 foot	2 sp	20 lb.	Spyglass	1,000 gp	1 lb.			
Lamp, common	1 sp	1 lb.	Tent	5 gp	20 lb. ¹			
Lantern, bullseye	12 gp	3 lb.	Torch	1 cp	1 lb.			
Lantern, hooded	7 gp	2 lb.	Vial, ink or potion	1 gp	1/10 lb.			
Lock		1 lb.	Waterskin	1 gp	4 lb. ¹			
Very simple	20 gp	1 lb.	Whetstone	2 cp	1 lb.			

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

— No weight, or no weight worth noting.

Holy Symbol, Silver or Wooden: A holy symbol focuses good energy. A cleric can use it as the focus for their spells. Each religion has its own holy symbol.

Unholy Symbols: An unholy symbol is like a holy symbol except that it focuses evil energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires in sunlight. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a standard action. A magnifying glass grants a +2 bonus on Appraise checks involving any

item that is small or highly detailed.

Medicine Kit: It is the perfect tool for healing and provides a +2 bonus on Medicine checks. A healer's kit is expended after ten uses.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 bonus on Perform checks involving its use.

Pitons: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a **difficulty rating** of 15.

Spell Component Pouch: A spellcaster with a spell component pouch

Clothing			Mounts and Related Gear			Transport		
Item	Cost	Weight	Item	Cost	Weight	Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.	Barding			Carriage	100 gp	600 lb.
Cleric's vestments	5 gp	6 lb.	Medium creature	x2 ²	x1 ²	Cart	15 gp	200 lb.
Cold weather outfit	8 gp	7 lb.	Large creature	x4 ²	x2 ²	Galley	30,000 gp	—
Courtier's outfit	30 gp	6 lb.	Bit and bridle	2 gp	1 lb.	Keelboat	3,000 gp	—
Entertainer's outfit	3 gp	4 lb.	Dog, guard	25 gp	—	Longship	10,000 gp	—
Explorer's outfit	10 gp	8 lb.	Dog, riding	150 gp	—	Rowboat	50 gp	100 lb.
Monk's outfit	5 gp	2 lb.	Donkey or mule	8 gp	—	Oar	2 gp	10 lb.
Noble's outfit	75 gp	10 lb.	Feed (per day)	5 cp	10 lb.	Sailing ship	10,000 gp	—
Peasant's outfit	1 sp	2 lb.	Horse			Sled	20 gp	300 lb.
Royal outfit	200 gp	15 lb.	Horse, heavy	200 gp	—	Wagon	35 gp	400 lb.
Scholar's outfit	5 gp	6 lb.	Horse, light	75 gp	—	Warship	25,000 gp	—
Traveler's outfit	1 gp	5 lb.	Pony	30 gp	—	Spellcasting and Services		
Food, Drink, and Lodging			Warhorse, heavy	400 gp	—	Service	Cost	
Item	Cost	Weight	Warhorse, light	150 gp	—	Coach cab	3 cp per mile	
Ale			Warpony	100 gp	—	Hireling, trained	3 sp per day	
Gallon	2 sp	8 lb.	Saddle			Hireling, untrained	1 sp per day	
Mug	4 cp	1 lb.	Military	20 gp	30 lb.	Messenger	2 cp per mile	
Banquet (per person)	10 gp	—	Pack	5 gp	15 lb.	Road or gate toll	1 cp	
Bread, per loaf	2 cp	1/2 lb.	Riding	10 gp	25 lb.	Ship's passage	1 sp per mile	
Cheese, hunk of	1 sp	1/2 lb.	Saddle, Exotic					
Inn stay (per day)			Military	60 gp	40 lb.			
Good	2 gp	—	Pack	15 gp	20 lb.			
Common	5 sp	—	Riding	30 gp	30 lb.			
Poor	2 sp	—	Saddlebags	4 gp	8 lb.			
Meals (per day)			Stabling (per day)	5 sp	—			
Good	5 sp	—						
Common	3 sp	—						
Poor	1 sp	—						
Meat, chunk of	3 sp	1/2 lb.						
Wine								
Common (pitcher)	2 sp	6 lb.						
Fine (bottle)	10 gp	1-1/2 lb.						

1 See spell description for additional costs. If the additional costs put the spell's total cost above 2,000 gp, that spell is not generally available.

2 Relative to normal armor of the same type

is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Spellbook, Wizard's (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Clothing

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +2 bonus to Fortitude defense against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles.

If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see *Adventuring Gear*, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Food, Drink, and Lodging

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Mounts and Related Gear

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table 8.6: *Armor and Shields* (page 218).

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table 8.6: *Armor and Shields* (page 218). If the barding is for a pony or other Medium mount,

the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table 8.4: *Donning Armor* (page 216). A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse: A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you stay in the saddle instead of falling to the ground.

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Transport

Carriage: 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.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be 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.

Keelboat: 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 has a crew of eight to fifteen 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.

Longship: 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.

Rowboat: This 8- to 12 foot long boat holds two or three Medium passengers. It moves about one and a half miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: 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.

Warship: This 100 foot long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

Spellcasting And Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at their convenience. If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with them, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells. Additionally, while you may find spellcasters able to cast some spells, there is no guarantee that they are able to cast the spell you desire. In general, the more common the spell, the more likely you are to find a spellcaster able to cast it.

Consumable Items

Many substances exist that can aid adventurers.

Poisons

For details about how poisons work, see Poison, page 254.

Table 8.9: Typical Poisons

Poison	Transmission	Form	Base Accuracy	Type	Per Stage Effect	Stage 1 Effect	Stage 3 Effect
Nitharit	Contact	Powder	3	Plant	—	Sickened while poison lasts	Nauseated while poison lasts
Asp venom	Contact	Liquid	5	Venom	—	Sickened while poison lasts	Nauseated while poison lasts
Sassone leaf	Contact	Powder	6	Plant	Lose 1d6 hit points	—	Poison ends
Arsenic	Ingestion	Powder	8	Plant	Lose 1d10 hit points	—	Gain a vital wound , poison ends
Dragon bile	Contact	Liquid	10	Venom	Lose 1d10 hit points	—	—
Insanity mist	Ingestion	Gas	10	Alchemical	—	Disoriented while poison lasts	Confused while poison lasts
Black lotus extract	Contact	Liquid	15	Plant	Lose 2d8 hit points	—	Gain a vital wound

Chapter 9

Magic Items

Magic items are objects that have been imbued with magical energy. They can take almost any form, and their potential uses are only as limited as the magic that created them.

Magic Item Types

Magic items are divided into four broad categories:

- Weapons are used to make physical attacks. They provide access to their abilities when wielded. A *flaming longsword* and a *vampiric scythe* are weapons.
- Implements are used to cast spells. They provide access to their abilities when wielded. A *staff of fire* and a *staff of time* are implements.
- Apparel items are usually not used individually. They provide access to their abilities when worn. A *flaming burst full plate* and a *ring of protection* are apparel items.
- Tools provide access to their abilities when used in some way. A *bag of carrying* is a tool.

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 *flaming sword* is on fire.

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 minor 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 depends on its level. If the item is not being attuned to by a creature, its power is equal to its level. If a creature is attuning to the item, its power is equal to its level or the level of the attuning creature, whichever is higher.

An item’s **power** also affects its defenses. Its Fortitude and Mental defenses are equal to 10 + 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.

Item Description Format

TODO

Apparel

Table 9.1: Apparel Items

Name	Level	Typical Price	Description	Page
Bracers of Archery	1st	50 gp	Grants bow proficiency	234
Agile Boots	2nd	125 gp	Grants +2 Reflex defense	231
Belt of Healing	2nd	125 gp	Grants healing	233
Boots of the Winterlands	2nd	125 gp	Eases travel in cold areas	234
Bracers of Armor	2nd	125 gp	Grants invisible armor	234
Fortified Belt	2nd	125 gp	Grants +2 Fortitude defense	235
Gauntlets of Improvisation	2nd	125 gp	Grants +1d damage with improvised weapons	235
Ring of Elemental Endurance	2nd	125 gp	Grants tolerance of temperature extremes	237
Torchlight Gloves	2nd	125 gp	Sheds light as a torch	238
Willguard Amulet	2nd	125 gp	Grants +2 Mental defense	238
Hidden Armor	3rd	250 gp	Can look like normal clothing	236
Ocular Circlet	3rd	250 gp	Can allow you to see at a distance	236
Ring of Nourishment	3rd	250 gp	Provides food and water	237
Shield of Bashing	3rd	250 gp	Grants +2 power with strikes	238
Agile Armor	4th	500 gp	Grants +2 Reflex defense	231
Armor of Energy Resistance	4th	500 gp	Grants +4 energy resistance	232
Armor of Kinetic Absorption	4th	500 gp	Grants +4 physical resistance	232
Boots of Earth's Embrace	4th	500 gp	Grants immunity to forced movement	233
Boots of Elvenkind	4th	500 gp	Grants +2 Stealth	233
Circlet of Persuasion	4th	500 gp	Grants +2 Persuasion	234
Fortified Armor	4th	500 gp	Grants +2 Fortitude defense	235
Gauntlet of the Ram	4th	500 gp	Knocks back foe when used to strike	235
Mask of Water Breathing	4th	500 gp	Allows breathing water like air	236
Throwing Gloves	4th	500 gp	Allows throwing any item accurately	238
Willguard Armor	4th	500 gp	Grants +2 Mental defense	239
Anchoring Boots	5th	800 gp	Protects you from most forced movement attacks	231
Boots of Translocation	5th	800 gp	Grants ability to teleport up to 30 feet	233
Circlet of Blasting	5th	800 gp	Can blast foe with fire	234
Shield of Arrow Catching	5th	800 gp	Redirects small nearby projectiles to hit you	237
Shield of Arrow Deflection	5th	800 gp	Grants +2 defenses vs small projectiles	237
Amulet of Health	6th	1,200 gp	Grants 2 additional hit points	231
Amulet of Kinetic Absorption	6th	1,200 gp	Grants +4 physical resistance	231
Amulet of Nondetection	6th	1,200 gp	Grants +4 to defenses against detection	231
Boots of Speed	6th	1,200 gp	Increases speed by ten feet	233
Featherlight Armor	6th	1,200 gp	Reduces encumbrance by 1	235
Quilled Cloak	6th	1,200 gp	Deals damage to creatures that grapple you	236
Ring of Energy Resistance	6th	1,200 gp	Grants +4 energy resistance	237
Acidic Armor	7th	1,800 gp	Deals acid damage to anything it touches	231
Anchoring Armor	7th	1,800 gp	Protects you from most forced movement attacks	231
Armor of Invulnerability	7th	1,800 gp	Grants +4 universal resistance	232
Armor of Translocation	7th	1,800 gp	Grants ability to teleport up to 30 feet	232
Boots of Water Walking	7th	1,800 gp	Allows walking on liquids	233
Boots of the Skydancer	7th	1,800 gp	Can walk on air	233
Bracers of Archery, Greater	7th	1,800 gp	Grants bow proficiency, +1 ranged accuracy	234
Bracers of Repulsion	7th	1,800 gp	Can knock nearby creatures back	234
Crown of Lightning	7th	1,800 gp	Continuously damages nearby enemies	234
Gauntlet of the Ram, Greater	7th	1,800 gp	Knocks back foe farther when use to strike	235

Gauntlets of Improvisation, Greater	7th	1,800 gp	Grants +2d damage with improvised weapons	235
Gloves of Spell Investment	7th	1,800 gp	Can invest a spell to cast later	235
Hexward Amulet	7th	1,800 gp	Grants +1 defenses against targeted magical attacks	236
Lifekeping Belt	7th	1,800 gp	Grants +1 bonus to vital rolls	236
Protective Armor	7th	1,800 gp	Grants +1 Armor defense	236
Protective Shield	7th	1,800 gp	Grants +1 Armor defense	236
Ring of Protection	7th	1,800 gp	Grants +1 non-Armor defenses	237
Ring of Sustenance	7th	1,800 gp	Provides food, water, and rest	237
Agile Boots, Greater	8th	2,750 gp	Grants +3 Reflex defense	231
Amulet of Mighty Fists	8th	2,750 gp	Grants +2 power with natural and unarmed attacks	231
Armor of Fortification	8th	2,750 gp	Reduces critical hits from strikes	232
Assassin's Cloak	8th	2,750 gp	Grants invisibility while inactive	232
Avian Cloak	8th	2,750 gp	Grants a glide speed	233
Belt of Healing, Greater	8th	2,750 gp	Grants more healing	233
Boots of Gravitation	8th	2,750 gp	Redirects personal gravity	233
Cloak of Mist	8th	2,750 gp	Fills nearby area with fog	234
Fortified Belt, Greater	8th	2,750 gp	Grants +3 Fortitude defense	235
Shield of Boulder Catching	8th	2,750 gp	Redirects large nearby projectiles to hit you	238
Shield of Boulder Deflection	8th	2,750 gp	Grants +2 defenses vs projectiles	238
Shield of Medusa	8th	2,750 gp	Grants ability to briefly nauseate nearby foes	238
Willguard Amulet, Greater	8th	2,750 gp	Grants +3 Mental defense	238
Crown of Flame	9th	4,000 gp	Reduces fire damage to nearby allies	234
Greatreach Bracers	9th	4,000 gp	Increases reach by five feet	235
Hidden Armor, Greater	9th	4,000 gp	Can look and sound like normal clothing	236
Mask of Air	9th	4,000 gp	Allows breathing in any environment	236
Ocular Circlet, Greater	9th	4,000 gp	Can allow you to see at a greater distance	236
Ring of Angel's Grace	9th	4,000 gp	Grants +2 Mental and slows falls	237
Shield of Bashing, Greater	9th	4,000 gp	Grants +4 power with strikes	238
Agile Armor, Greater	10th	6,500 gp	Grants +3 Reflex defense	231
Armor of Energy Resistance, Greater	10th	6,500 gp	Grants +8 energy resistance	232
Armor of Kinetic Absorption, Greater	10th	6,500 gp	Grants +8 physical resistance	232
Boots of Speed, Greater	10th	6,500 gp	Increases speed by twenty feet	233
Circlet of Blasting, Greater	10th	6,500 gp	Can blast foe with intense fire	234
Crater Boots	10th	6,500 gp	Deals your falling damage to enemies	234
Fortified Armor, Greater	10th	6,500 gp	Grants +3 Fortitude defense	235
Shield of Mystic Reflection	10th	6,500 gp	React to reflect magical attacks	238
Titan Gauntlets	10th	6,500 gp	Grants +2 mundane power	238
Willguard Armor, Greater	10th	6,500 gp	Grants +3 Mental defense	239
Winged Boots	10th	6,500 gp	Grants limited flight	239
Anchoring Boots, Greater	11th	10,000 gp	Protects you from most forced movement and teleportation attacks	232
Boots of Translocation, Greater	11th	10,000 gp	Grants ability to teleport up to 100 feet	233
Crown of Thunder	11th	10,000 gp	Continuously deafens nearby enemies	235
Shield of Arrow Catching, Greater	11th	10,000 gp	Selectively redirects small projectiles to hit you	237
Shield of Arrow Deflection, Greater	11th	10,000 gp	Grants +4 defenses vs small projectiles	237
Amulet of Kinetic Absorption, Greater	12th	16,000 gp	Grants +8 physical resistance	231
Amulet of the Planes	12th	16,000 gp	Aids travel with <i>plane shift</i>	231
Boots of Freedom	12th	16,000 gp	Grants immunity to almost all mobility restrictions	233
Featherlight Armor, Greater	12th	16,000 gp	Reduces encumbrance by 2	235

Greater Quilled Cloak	12th	16,000 gp	Deals more damage to creatures that grapple you	235
Ring of Energy Resistance, Greater	12th	16,000 gp	Grants +8 energy resistance	237
Seven League Boots	12th	16,000 gp	Teleport seven leagues with a step	237
Anchoring Armor, Greater	13th	25,000 gp	Protects you from most forced movement and teleportation attacks	231
Armor of Invulnerability, Greater	13th	25,000 gp	Grants +8 universal resistance	232
Armor of Translocation, Greater	13th	25,000 gp	Grants ability to teleport up to 100 feet	232
Assassin's Cloak, Greater	13th	25,000 gp	Grants longer invisibility while inactive	232
Boots of the Skydancer, Greater	13th	25,000 gp	description	234
Crown of Frost	13th	25,000 gp	Continuously damages nearby enemies	234
Gloves of Spell Investment, Greater	13th	25,000 gp	Can invest two spells to cast later	235
Hexproof Amulet, Greater	13th	25,000 gp	Grants +2 defenses against targeted magical attacks	236
Lifekeeping Belt, Greater	13th	25,000 gp	Grants +2 bonus to vital rolls	236
Protective Armor, Greater	13th	25,000 gp	Grants +2 Armor defense	236
Protective Shield, Greater	13th	25,000 gp	Grants +2 Armor defense	236
Ring of Protection, Greater	13th	25,000 gp	Grants +2 non-Armor defenses	237
Vanishing Cloak	13th	25,000 gp	Can teleport a short distance and grant invisibility	238
Agile Boots, Supreme	14th	37,000 gp	Grants +4 Reflex defense	231
Amulet of Nondetection, Greater	14th	37,000 gp	Grants +8 to defenses against detection	231
Armor of Fortification, Mystic	14th	37,000 gp	Reduces critical hits from magical attacks	232
Belt of Healing, Supreme	14th	37,000 gp	Grants more healing	233
Boots of Speed, Supreme	14th	37,000 gp	Increases speed by thirty feet	233
Fortified Belt, Supreme	14th	37,000 gp	Grants +4 Fortitude defense	235
Shield of Boulder Catching, Greater	14th	37,000 gp	Redirects large projectiles to hit you	238
Shield of Boulder Deflection, Greater	14th	37,000 gp	Grants +4 defenses vs projectiles	238
Willguard Amulet, Supreme	14th	37,000 gp	Grants +4 Mental defense	239
Amulet of Health, Greater	15th	55,000 gp	Grants 4 additional hit points	231
Bracers of Repulsion, Greater	15th	55,000 gp	Can knock many nearby creatures back	234
Ring of Regeneration	15th	55,000 gp	Automatically removes vital wounds	237
Shield of Bashing, Supreme	15th	55,000 gp	Grants +8 power with strikes	238
Agile Armor, Supreme	16th	85,000 gp	Grants +4 Reflex defense	231
Amulet of Mighty Fists, Greater	16th	85,000 gp	Grants +4 power with natural and unarmed attacks	231
Armor of Energy Resistance, Supreme	16th	85,000 gp	Grants +16 energy resistance	232
Armor of Kinetic Absorption, Supreme	16th	85,000 gp	Grants +16 physical resistance	232
Astral Boots	16th	85,000 gp	Allows teleporting instead of moving	233
Circlet of Blasting, Supreme	16th	85,000 gp	Can blast foe with supremely intense fire	234
Cloak of Mist, Greater	16th	85,000 gp	Fills nearby area with thick fog	234
Fortified Armor, Supreme	16th	85,000 gp	Grants +4 Fortitude defense	235
Shield of Mystic Reflection, Greater	16th	85,000 gp	React to reflect magical attacks against allies	238
Willguard Armor, Supreme	16th	85,000 gp	Grants +4 Mental defense	239
Anchoring Boots, Supreme	17th	125,000 gp	Protects you from all forced movement and teleportation attacks	232
Armor of Fortification, Greater	17th	125,000 gp	Drastically reduces critical hits from strikes	232
Boots of Translocation, Supreme	17th	125,000 gp	Grants ability to teleport up to 300 feet	233
Greatreach Bracers, Greater	17th	125,000 gp	Increases reach by ten feet	236
Shield of Arrow Deflection, Supreme	17th	125,000 gp	Grants +6 defenses vs small projectiles	237
Amulet of Kinetic Absorption, Supreme	18th	190,000 gp	Grants +16 physical resistance	231
Armor of Translocation, Supreme	18th	190,000 gp	Grants ability to teleport up to 300 feet	232
Featherlight Armor, Supreme	18th	190,000 gp	Reduces encumbrance by 3	235

Ring of Energy Resistance, Supreme	18th	190,000 gp	Grants +16 energy resistance	237
Supreme Quilled Cloak	18th	190,000 gp	Deals even more damage to creatures that grapple you	238
Anchoring Armor, Supreme	19th	280,000 gp	Protects you from all forced movement and teleportation attacks	231
Armor of Invulnerability, Supreme	19th	280,000 gp	Grants +16 universal resistance	232
Hexproof Amulet, Supreme	19th	280,000 gp	Grants +3 defenses against targeted magical attacks	236
Lifekeeping Belt, Supreme	19th	280,000 gp	Grants +3 bonus to vital rolls	236
Protective Armor, Supreme	19th	280,000 gp	Grants +3 Armor defense	236
Protective Shield, Supreme	19th	280,000 gp	Grants +3 Armor defense	236
Ring of Protection, Greater	19th	280,000 gp	Grants +3 non-Armor defenses	237
Titan Gauntlets, Greater	19th	280,000 gp	Grants +4 mundane power	238

Anchoring Boots	5th (800 gp)	Armor of Invulnerability	7th (1,800 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 .		You gain a +4 magic bonus to your resistances to both physical damage and energy damage .	
Type: Boots		Type: Body armor	
Materials: Bone, leather, metal		Materials: Bone, metal	
Anchoring Boots, Greater	11th (10,000 gp)	Armor of Invulnerability, Greater	13th (25,000 gp)
This item functions like the <i>anchoring boots</i> item, except that you are also immune to teleport effects from attacks that are not critical hits.		You gain a +8 magic bonus to your resistances to both physical damage and energy damage .	
Type: Boots		Type: Body armor	
Materials: Bone, leather, metal		Materials: Bone, metal	
Anchoring Boots, Supreme	17th (125,000 gp)	Armor of Invulnerability, Supreme	19th (280,000 gp)
This item functions like the <i>anchoring boots</i> item, except that the immunities apply even against critical hits.		You gain a +16 magic bonus to your resistances to both physical damage and energy damage .	
Type: Boots		Type: Body armor	
Materials: Bone, leather, metal		Materials: Bone, metal	
Armor of Energy Resistance	4th (500 gp)	Armor of Kinetic Absorption	4th (500 gp)
You gain a +4 magic bonus to your resistance against energy damage . When you resist energy damage, this item sheds light as a torch until the end of the next round. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, and red for fire.		You gain a +4 magic bonus to resistances against physical damage .	
Type: Body armor		Type: Body armor	
Materials: Bone, metal		Materials: Bone, metal	
Armor of Energy Resistance, Greater	10th (6,500 gp)	Armor of Kinetic Absorption, Greater	10th (6,500 gp)
This item functions like the <i>armor of energy resistance</i> item, except that the bonus is equal to +8.		You gain a +8 magic bonus to resistances against physical damage .	
Type: Body armor		Type: Body armor	
Materials: Bone, metal		Materials: Bone, metal	
Armor of Energy Resistance, Supreme	16th (85,000 gp)	Armor of Kinetic Absorption, Supreme	16th (85,000 gp)
This item functions like the <i>armor of energy resistance</i> item, except that the bonus is equal to +16.		You gain a +16 magic bonus to resistances against physical damage .	
Type: Body armor		Type: Body armor	
Materials: Bone, metal		Materials: Bone, metal	
Armor of Fortification	8th (2,750 gp)	Armor of Translocation	7th (1,800 gp)
You gain a +4 bonus to defenses when determining whether a strike gets a critical hit against you instead of a normal hit.		As a standard action, you can teleport yourself into an unoccupied destination within Close (30 ft.) range. If the destination is invalid, this ability has no effect.	
Type: Body armor		Type: Body armor	
Materials: Bone, metal		Materials: Bone, metal	
Armor of Fortification, Greater	17th (125,000 gp)	Armor of Translocation, Greater	13th (25,000 gp)
You gain a +8 bonus to defenses when determining whether a strike gets a critical hit against you instead of a normal hit.		This item functions like the <i>armor of translocation</i> item, except that the range increases to Medium (100 ft.).	
Type: Body armor		Type: Body armor	
Materials: Bone, metal		Materials: Bone, metal	
Armor of Fortification, Mystic	14th (37,000 gp)	Armor of Translocation, Supreme	18th (190,000 gp)
You gain a +4 bonus to defenses when determining whether any attack gets a critical hit against you instead of a normal hit.		This item functions like the <i>armor of translocation</i> item, except that the range increases to Long (300 ft.).	
Type: Body armor		Type: Body armor	
Materials: Bone, metal		Materials: Bone, metal	
		Assassin's Cloak	8th (2,750 gp)
		At the end of each round, if you took no actions that round, you become invisible . This invisibility ends after you take any action.	
		Type: Cloak	Tags: Sensation
		Materials: Textiles	

Assassin's Cloak, Greater	13th (25,000 gp)	Boots of Gravitation	8th (2,750 gp)
At the end of each round, if you took no actions that round, you become invisible until the end of the next round.		While these boots are within 5 feet of a solid surface, gravity pulls you towards the solid surface closest to your boots rather than in the normal direction. This can allow you to walk easily on walls or even ceilings.	
Type: Cloak	Tags: Sensation	Type: Boots	
Materials: Textiles		Materials: Bone, leather, metal	
Astral Boots	16th (85,000 gp)	Boots of Speed	6th (1,200 gp)
When you move, 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 cannot teleport to locations you do not have line of sight and line of effect to.		You gain a +10 foot magic bonus to your land speed, up to a maximum of double your normal speed.	
Type: Boots		Type: Boots	
Materials: Bone, leather, metal		Materials: Bone, leather, metal	
Avian Cloak	8th (2,750 gp)	Boots of Speed, Greater	10th (6,500 gp)
You gain a glide speed equal to your base speed .		You gain a +20 foot magic bonus to your land speed, up to a maximum of double your normal speed.	
Type: Cloak		Type: Boots	
Materials: Textiles		Materials: Bone, leather, metal	
Belt of Healing	2nd (125 gp)	Boots of Speed, Supreme	14th (37,000 gp)
As a standard action, you can use this belt to regain a hit point .		You gain a +30 foot magic bonus to your land speed, up to a maximum of double your normal speed.	
Type: Belt		Type: Boots	
Materials: Leather, textiles		Materials: Bone, leather, metal	
Belt of Healing, Greater	8th (2,750 gp)	Boots of Translocation	5th (800 gp)
This item functions like the <i>belt of healing</i> , except that the bonus increases to +2.		As a standard action, you can teleport yourself into an unoccupied destination within Close (30 ft.) range. If the destination is invalid, this ability has no effect.	
Type: Belt		Type: Boots	
Materials: Leather, textiles		Materials: Bone, leather, metal	
Belt of Healing, Supreme	14th (37,000 gp)	Boots of Translocation, Greater	11th (10,000 gp)
This item functions like the <i>belt of healing</i> , except that the bonus increases to +3.		This item functions like the <i>boots of translocation</i> item, except that the range increases to Medium (100 ft.).	
Type: Belt		Type: Boots	
Materials: Leather, textiles		Materials: Bone, leather, metal	
Boots of Earth's Embrace	4th (500 gp)	Boots of Translocation, Supreme	17th (125,000 gp)
While you are standing on solid ground, you are immune to effects that would force you to move. This does not protect you from other effects of those attacks, such as damage.		This item functions like the <i>boots of translocation</i> item, except that the range increases to Long (300 ft.).	
Type: Boots		Type: Boots	
Materials: Bone, leather, metal		Materials: Bone, leather, metal	
Boots of Elvenkind	4th (500 gp)	Boots of Water Walking	7th (1,800 gp)
You gain a +2 magic bonus to the Stealth skill (see Stealth, page 118).		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.	
Type: Boots		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.	
Materials: Bone, leather, metal		Type: Boots	
Boots of Freedom	12th (16,000 gp)	Materials: Bone, leather, metal	
You are immune to all effects that restrict your mobility, including nonmagical effects such as difficult terrain . This removes all penalties you would suffer for acting underwater, except for those relating to using ranged weapons. This does not prevent you from being grappled , but you gain a +10 bonus to defenses against the <i>grapple</i> ability (see Grapple, page 26).		Boots of the Skydancer	7th (1,800 gp)
Type: Boots		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. After using this ability, you	
Materials: Bone, leather, metal			

cannot use it again until these boots touch the ground.

Type: Boots

Tags: **Swift**

Materials: Bone, leather, metal

Boots of the Skydancer, Greater

13th (25,000 gp)

This item functions like the *boots of the skydancer*, except that the ability lasts until the end of the round. In addition, you can use this item twice before the boots touch the ground.

Type: Boots

Tags: **Swift**

Materials: Bone, leather, metal

Boots of the Winterlands

2nd (125 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 Fahrenheit.

Type: Boots

Materials: Bone, leather, metal

Bracers of Archery

1st (50 gp)

You are proficient with bows.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Archery, Greater

7th (1,800 gp)

You are proficient with bows. In addition, you gain a +1 **magic bonus** to **accuracy** with ranged **strikes**.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Armor

2nd (125 gp)

You gain a +2 bonus to Armor defense. The protection from these bracers is treated as body armor, and it does not stack with any other body armor you wear.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Repulsion

7th (1,800 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 (10 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 20 feet.

Type: Bracers

Materials: Bone, leather, metal, wood

Bracers of Repulsion, Greater

15th (55,000 gp)

This item functions like the *bracers of repulsion* item, except that it targets everything within a Large (50 ft.) radius burst.

Type: Bracers

Materials: Bone, leather, metal, wood

Circlet of Blasting

5th (800 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 (100 ft.) range.

Hit: The target takes fire **standard damage**.

Type: Circlet

Materials: Bone, metal

Circlet of Blasting, Greater

10th (6,500 gp)

This item functions like the *circlet of blasting*, except that it gains a +1d bonus to damage.

Type: Circlet

Materials: Bone, metal

Circlet of Blasting, Supreme

16th (85,000 gp)

This item functions like the *circlet of blasting*, except that it gains a +2d bonus to damage.

Type: Circlet

Materials: Bone, metal

Circlet of Persuasion

4th (500 gp)

You gain a +2 **magic bonus** to the Persuasion skill (see Persuasion, page 112).

Type: Circlet

Materials: Bone, metal

Cloak of Mist

8th (2,750 gp)

Fog constantly fills a Medium (20 ft.) radius emanation from you.

If a 5-foot square of fog takes fire damage equal to half this item's **power**, the fog disappears from that area until the end of the next round. This fog does not fully block sight, but it provides concealment.

Type: Cloak

Tags: **Manifestation**

Materials: Textiles

Cloak of Mist, Greater

16th (85,000 gp)

A thick fog constantly fills a Medium (20 ft.) radius emanation from you. This fog completely blocks sight beyond 10 feet.

If a 5-foot square of fog takes fire damage equal to this item's **power**, the fog disappears from that area until the end of the next round.

Type: Cloak

Tags: **Manifestation**

Materials: Textiles

Crater Boots

10th (6,500 gp)

When you take **falling damage**, make an attack vs Reflex against everything within a Small (10 ft.) radius from you.

Hit: Each target takes damage as if they had fallen the same distance that you fell. This roll is made separately from the damage roll to determine your falling damage.

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 Flame

9th (4,000 gp)

This crown is continuously on fire. The flame sheds light as a torch.

You and your **allies** within a Large (50 ft.) radius emanation from you gain a bonus equal to half your magical **power** to **resistances** against fire damage, with a minimum bonus of +4.

Type: Crown

Materials: Bone, metal

Crown of Frost

13th (25,000 gp)

During each **action phase**, you make an attack vs. Fortitude against all enemies within a Small (10 ft.) radius emanation from you. At hit deals cold **standard damage** -2d.

Type: Crown

Materials: Bone, metal

Crown of Lightning	7th (1,800 gp)	Fortified Belt, Supreme	14th (37,000 gp)
This crown continuously crackles with electricity. The constant sparks shed light as a torch.		You gain a +4 magic bonus to Fortitude defense.	
During each action phase , you make an attack vs. Fortitude against all enemies within a Small (10 ft.) radius emanation from you. A hit deals electricity standard damage –3d.		Type: Belt	
Type: Crown		Materials: Leather, textiles	
Materials: Bone, metal		Gauntlet of the Ram	4th (500 gp)
Crown of Thunder	11th (10,000 gp)	When you make a strike with this gauntlet, you also compare the attack result to the target's Fortitude defense. On a hit, you knockback the target up to 10 feet. Making a strike with this gauntlet is equivalent to an unarmed attack .	
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 (50 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 while they remain in the area.		Type: Gauntlet	
Type: Crown		Materials: Bone, metal, wood	
Materials: Bone, metal		Gauntlet of the Ram, Greater	7th (1,800 gp)
Featherlight Armor	6th (1,200 gp)	This item functions like the <i>gauntlet of the ram</i> , except that you knockback the target up to 30 feet.	
This armor's encumbrance is reduced by 1.		Type: Gauntlet	
Type: Body armor		Materials: Bone, metal, wood	
Materials: Bone, metal		Gauntlets of Improvisation	2nd (125 gp)
Featherlight Armor, Greater	12th (16,000 gp)	You gain a +1d magic bonus to damage with improvised weapons .	
This armor's encumbrance is reduced by 2.		Type: Gauntlet	
Type: Body armor		Materials: Bone, metal, wood	
Materials: Bone, metal		Gauntlets of Improvisation, Greater	7th (1,800 gp)
Featherlight Armor, Supreme	18th (190,000 gp)	This item functions like the <i>gauntlets of improvisation</i> , except that the damage bonus is increased to +2d.	
This armor's encumbrance is reduced by 3.		Type: Gauntlet	
Type: Body armor		Materials: Bone, metal, wood	
Materials: Bone, metal		Gloves of Spell Investment	7th (1,800 gp)
Fortified Armor	4th (500 gp)	When you cast a spell that does not have the Attune or Sustain tags, you can invest the magic of the spell in these gloves. If you do, the spell does not have its normal effect.	
You gain a +2 magic bonus to Fortitude defense.		As a standard action, you can activate these gloves. When you do, you cause the effect of the last spell invested in the gloves. This does not require components . After you use a spell in this way, the energy in the gloves is spent, and you must invest a new spell to activate the gloves again.	
Type: Body armor		If you remove either glove from your hand, the magic of the spell invested in the gloves is lost.	
Materials: Bone, metal		Type: Gloves	
Fortified Armor, Greater	10th (6,500 gp)	Materials: Leather	
You gain a +3 magic bonus to Fortitude defense.		Gloves of Spell Investment, Greater	13th (25,000 gp)
Type: Body armor		This item functions like the <i>gloves of spell investment</i> , except that you can store up to two spells in the gloves. When you activate the gauntlets, you choose which spell to use.	
Materials: Bone, metal		Type: Gloves	
Fortified Armor, Supreme	16th (85,000 gp)	Materials: Leather	
You gain a +4 magic bonus to Fortitude defense.		Greater Quilled Cloak	12th (16,000 gp)
Type: Body armor		This item functions like the <i>quilled cloak</i> , except that the damage increases to standard damage +1d.	
Materials: Bone, metal		Type: Cloak	
Fortified Belt	2nd (125 gp)	Materials: Textiles	
You gain a +2 magic bonus to Fortitude defense.		Greatreach Bracers	9th (4,000 gp)
Type: Belt		Your reach is increased by 5 feet.	
Materials: Leather, textiles			
Fortified Belt, Greater	8th (2,750 gp)		
You gain a +3 magic bonus to Fortitude defense.			
Type: Belt			
Materials: Leather, textiles			

Type: Bracers			
Materials: Bone, leather, metal, wood			
Greatreach Bracers, Greater	17th (125,000 gp)		
Your reach is increased by 10 feet.			
Type: Bracers			
Materials: Bone, leather, metal, wood			
Hexproof Amulet, Greater	13th (25,000 gp)		
This item functions like the <i>hexward amulet</i> item, except that the bonus increases to +2.			
Type: Amulet			
Materials: Jewelry			
Hexproof Amulet, Supreme	19th (280,000 gp)		
This item functions like the <i>hexward amulet</i> item, except that the bonus increases to +3.			
Type: Amulet			
Materials: Jewelry			
Hexward Amulet	7th (1,800 gp)		
You gain a +1 bonus to defenses against magical abilities that target you directly. This does not protect you from abilities that affect an area.			
Type: Amulet			
Materials: Jewelry			
Hidden Armor	3rd (250 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, metal			
Hidden Armor, Greater	9th (4,000 gp)		
This item functions like the <i>hidden armor</i> item, except that the item also makes sound appropriate to its disguised form while disguised.			
Type: Body armor		Tags: Sensation	
Materials: Bone, metal			
Lifekeeping Belt	7th (1,800 gp)		
You gain a +1 magic bonus to vital rolls .			
Type: Belt			
Materials: Leather, textiles			
Lifekeeping Belt, Greater	13th (25,000 gp)		
You gain a +2 magic bonus to vital rolls .			
Type: Belt			
Materials: Leather, textiles			
Lifekeeping Belt, Supreme	19th (280,000 gp)		
You gain a +3 magic bonus to vital rolls .			
Type: Belt			
Materials: Leather, textiles			
Mask of Air	9th (4,000 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	4th (500 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	3rd (250 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 Close (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 .			
Type: Circlet		Tags: Scrying	
Materials: Bone, metal			
Ocular Circlet, Greater	9th (4,000 gp)		
This item functions like the <i>ocular circlet</i> , except that it only takes a minor action to activate and sustain the item's effect. In addition, the sensor appears anywhere within Medium (100 ft.) range.			
Type: Circlet		Tags: Scrying	
Materials: Bone, metal			
Protective Armor	7th (1,800 gp)		
You gain a +1 magic bonus to Armor defense.			
Type: Body armor			
Materials: Bone, metal			
Protective Armor, Greater	13th (25,000 gp)		
You gain a +2 magic bonus to Armor defense.			
Type: Body armor			
Materials: Bone, metal			
Protective Armor, Supreme	19th (280,000 gp)		
You gain a +3 magic bonus to Armor defense.			
Type: Body armor			
Materials: Bone, metal			
Protective Shield	7th (1,800 gp)		
You gain a +1 magic bonus to Armor defense.			
Type: Shield			
Materials: Bone, metal, wood			
Protective Shield, Greater	13th (25,000 gp)		
You gain a +2 magic bonus to Armor defense.			
Type: Shield			
Materials: Bone, metal, wood			
Protective Shield, Supreme	19th (280,000 gp)		
You gain a +3 magic bonus to Armor defense.			
Type: Shield			
Materials: Bone, metal, wood			

Quilled Cloak	6th (1,200 gp)	Ring of Protection, Greater	19th (280,000 gp)
Whenever a creature grapples you, you immediately deal it piercing standard damage . This does not affect creatures that you initiate a grapple with.		You gain a +3 magic bonus to Fortitude, Reflex, and Mental defense.	
Type: Cloak		Type: Ring	
Materials: Textiles		Materials: Bone, jewelry, metal, wood	
Ring of Angel's Grace	9th (4,000 gp)	Ring of Regeneration	15th (55,000 gp)
You gain +2 magic bonus to Mental defense. In addition, if you fall at least 20 feet, ephemeral angel wings spring from your back. The wings slow your fall to a rate of 60 feet per round, preventing you from taking falling damage .		A the end of each round, you can remove one of your vital wounds . If you do, you gain two fatigue points .	
Type: Ring		Type: Ring	
Materials: Bone, jewelry, metal, wood		Materials: Bone, jewelry, metal, wood	
Ring of Elemental Endurance	2nd (125 gp)	Ring of Sustenance	7th (1,800 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.		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.	
Type: Ring		In addition, you need only one-quarter your normal amount of sleep (or similar activity, such as elven trance) each day.	
Materials: Bone, jewelry, metal, wood		Type: Ring	Tags: Creation
Ring of Energy Resistance	6th (1,200 gp)	Materials: Bone, jewelry, metal, wood	
You gain a +4 magic bonus to resistances against energy damage . When you resist energy damage, this item sheds light as a torch until the end of the next round. The color of the light depends on the energy damage resisted: blue for cold, yellow for electricity, and red for fire.		Seven League Boots	12th (16,000 gp)
Type: Ring		As a standard action, you can activate these boots. When you do, you gain a fatigue point 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 standard damage -1d.	
Materials: Bone, jewelry, metal, wood		Type: Boots	
Ring of Energy Resistance, Greater	12th (16,000 gp)	Materials: Bone, leather, metal	
This item functions like the <i>ring of energy resistance</i> item, except that the bonus is equal to +8.		Shield of Arrow Catching	5th (800 gp)
Type: Ring		When a creature within a Medium (20 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.	
Materials: Bone, jewelry, metal, wood		Type: Shield	
Ring of Energy Resistance, Supreme	18th (190,000 gp)	Materials: Bone, metal, wood	
This item functions like the <i>ring of energy resistance</i> item, except that the bonus is equal to +16.		Shield of Arrow Catching, Greater	11th (10,000 gp)
Type: Ring		This item functions like the <i>shield of arrow catching</i> item, except that it affects a Large (50 ft.) radius from you. In addition, the item only redirects projectiles away from allies within the area, not all creatures.	
Materials: Bone, jewelry, metal, wood		Type: Shield	
Ring of Nourishment	3rd (250 gp)	Materials: Bone, metal, wood	
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.		Shield of Arrow Deflection	5th (800 gp)
Type: Ring	Tags: Creation	You gain a +2 bonus to defenses against ranged strikes from weapons or projectiles that are Small or smaller.	
Materials: Bone, jewelry, metal, wood		Type: Shield	
Ring of Protection	7th (1,800 gp)	Materials: Bone, metal, wood	
You gain a +1 magic bonus to Fortitude, Reflex, and Mental defense.		Shield of Arrow Deflection, Greater	11th (10,000 gp)
Type: Ring		You gain a +4 bonus to defenses against ranged strikes from weapons or projectiles that are Small or smaller.	
Materials: Bone, jewelry, metal, wood		Type: Shield	
Ring of Protection, Greater	13th (25,000 gp)	Materials: Bone, metal, wood	
You gain a +2 magic bonus to Fortitude, Reflex, and Mental defense.			
Type: Ring			
Materials: Bone, jewelry, metal, wood			

Shield of Arrow Deflection, Supreme	17th (125,000 gp)	Shield of Mystic Reflection	10th (6,500 gp)
You gain a +6 bonus to defenses against ranged strikes from weapons or projectiles that are Small or smaller.		As a standard action, you can activate this shield. When you do, any targeted magical abilities that would target you this round are redirected to target the creature using that ability instead of you. 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 activate the item.	
Type: Shield		Type: Shield	
Materials: Bone, metal, wood		Materials: Bone, metal, wood	
Shield of Bashing	3rd (250 gp)	Shield of Mystic Reflection, Greater	16th (85,000 gp)
You gain a +2 magic bonus to power with strikes using this shield.		This item functions like the <i>shield of mystic reflection</i> item, except that it also affects all allies in a Medium (20 ft.) radius from you.	
Type: Shield		Type: Shield	
Materials: Bone, metal, wood		Materials: Bone, metal, wood	
Shield of Bashing, Greater	9th (4,000 gp)	Supreme Quilled Cloak	18th (190,000 gp)
You gain a +4 magic bonus to power with strikes using this shield.		This item functions like the <i>quilled cloak</i> , except that the damage increases to standard damage +2d.	
Type: Shield		Type: Cloak	
Materials: Bone, metal, wood		Materials: Textiles	
Shield of Bashing, Supreme	15th (55,000 gp)	Throwing Gloves	4th (500 gp)
You gain a +8 magic bonus to power with strikes using this shield.		You can throw any item as if it was designed to be thrown. This does not improve your ability to throw items designed to be thrown, such as darts.	
Type: Shield		Type: Gloves	
Materials: Bone, metal, wood		Materials: Leather	
Shield of Boulder Catching	8th (2,750 gp)	Titan Gauntlets	10th (6,500 gp)
This item functions like the <i>shield of arrow catching</i> item, except that it can affect projectile and thrown objects of up to Large size.		You gain a +2 magic bonus to power with mundane abilities.	
Type: Shield		Type: Gauntlet	
Materials: Bone, metal, wood		Materials: Bone, metal, wood	
Shield of Boulder Catching, Greater	14th (37,000 gp)	Titan Gauntlets, Greater	19th (280,000 gp)
This item functions like the <i>greater shield of arrow catching</i> item, except that it can affect projectile and thrown objects of up to Large size.		You gain a +4 magic bonus to power with mundane abilities.	
Type: Shield		Type: Gauntlet	
Materials: Bone, metal, wood		Materials: Bone, metal, wood	
Shield of Boulder Deflection	8th (2,750 gp)	Torchlight Gloves	2nd (125 gp)
This item functions like the <i>shield of arrow deflection</i> item, except that it can affect weapons and projectiles of up to Large size.		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: Shield		Type: Gloves	
Materials: Bone, metal, wood		Materials: Leather	
Shield of Boulder Deflection, Greater	14th (37,000 gp)	Vanishing Cloak	13th (25,000 gp)
This item functions like the <i>greater shield of arrow deflection</i> item, except that it can affect weapons and projectiles of up to Large size.		As a standard action, you can activate this cloak. When you do, you teleport to an unoccupied location within Medium (100 ft.) range of your original location. In addition, you become invisible until the end of the next round.	
Type: Shield		If your intended destination is invalid, or if your teleportation otherwise fails, you still become invisible.	
Materials: Bone, metal, wood		Type: Cloak	Tags: Sensation
Shield of Medusa	8th (2,750 gp)	Willguard Amulet	2nd (125 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 Medium (20 ft.) cone. On a hit, each target with no remaining resistance to physical damage is nauseated until the end of the next round. On a critical hit , each target with no remaining resistance to physical damage is paralyzed until the end of the next round. In either case, each target is immune to this ability until it takes a short rest .		You gain a +2 magic bonus to Mental defense.	
If the cloth is prematurely pulled back, allowing creatures to see the shield without a dramatic reveal, the shield has no effect.		Type: Amulet	
Type: Shield	Tags: Visual	Materials: Jewelry	
Materials: Bone, metal, wood			

Willguard Amulet, Greater 8th (2,750 gp)

You gain a +3 **magic bonus** to Mental defense.

Type: Amulet

Materials: Jewelry

Willguard Amulet, Supreme 14th (37,000 gp)

You gain a +4 **magic bonus** to Mental defense.

Type: Amulet

Materials: Jewelry

Willguard Armor 4th (500 gp)

You gain a +2 **magic bonus** to Mental defense.

Type: Body armor

Materials: Bone, metal

Willguard Armor, Greater 10th (6,500 gp)

You gain a +3 **magic bonus** to Mental defense.

Type: Body armor

Materials: Bone, metal

Willguard Armor, Supreme 16th (85,000 gp)

You gain a +4 **magic bonus** to Mental defense.

Type: Body armor

Materials: Bone, metal

Winged Boots 10th (6,500 gp)

You gain a **fly speed** equal to your **base speed**. However, the boots are not strong enough to keep you aloft indefinitely. At the end of each round, if you are not standing on solid ground, the magic of the boots fails and you fall normally. The boots begin working again at the end of the next round, even if you have not yet hit the ground.

Type: Boots

Materials: Bone, leather, metal

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.

Weapon Description

Table 9.2: Weapon Items

Name	Level	Typical Price	Description	Page
Longshot	2nd	125 gp	Ignores one range increment	242
Morphing	2nd	125 gp	Can change into similar weapon	242
Merciful	3rd	250 gp	Deals subdual damage	242
Returning	3rd	250 gp	Teleports back to you after being thrown	242
Iridescent	4th	500 gp	Can dazzle struck foes	241
Potency	4th	500 gp	Grants +2 mundane power	242
Concussive	5th	800 gp	Can deal sonic damage and daze	241
Flaming	5th	800 gp	Can deal fire damage	241
Freezing	5th	800 gp	Can deal cold damage	241
Shocking	5th	800 gp	Can deal electricity damage	242
Hefty	7th	1,800 gp	Can knockback struck foes	241
Seeking	7th	1,800 gp	Reduces miss chances	242
Surestrike	7th	1,800 gp	Grants +1 accuracy bonus	243
Thieving	7th	1,800 gp	Can absorb small items	243
Longshot, Greater	8th	2,750 gp	Ignores two range increments	242
Morphing, Greater	8th	2,750 gp	Can change into any weapon	242
Phasing	8th	2,750 gp	Can ignore obstacles when attacking	242
Boomerang	9th	4,000 gp	Can be thrown to strike multiple foes	241
Protective	9th	4,000 gp	Grants +1 Armor defense	242
Soulreaving	9th	4,000 gp	Deals delayed damage	243
Potency, Greater	10th	6,500 gp	Grants +4 mundane power	242
Concussive, Greater	11th	10,000 gp	Deals sonic damage, can sicken	241
Flaming, Greater	11th	10,000 gp	Deals fire damage	241
Freezing, Greater	11th	10,000 gp	Deals cold damage, can chill	241
Shocking, Greater	11th	10,000 gp	Deals electricity damage, can daze	242
Surestrike, Greater	13th	25,000 gp	Grants +2 accuracy bonus	243
Thieving, Greater	13th	25,000 gp	Can absorb large items	243
Longshot, Supreme	14th	37,000 gp	Ignores three range increments	242
Phasing, Greater	14th	37,000 gp	Can ignore many obstacles when attacking	242
Fixating	15th	55,000 gp	Grants accuracy bonus against attacked foe	241
Protective, Greater	15th	55,000 gp	Grants +2 Armor defense	242
Soulreaving, Greater	15th	55,000 gp	Deals delayed damage that can be quickly converted	243
Potency, Supreme	16th	85,000 gp	Grants +8 mundane power	242
Concussive, Greater	17th	125,000 gp	Deals sonic damage, can nauseate	241
Flaming, Supreme	17th	125,000 gp	Deals major fire damage	241
Freezing, Supreme	17th	125,000 gp	Deals cold damage, can powerfully chill	241
Shocking, Supreme	17th	125,000 gp	Deals electricity damage, can stun	243
Iridescent, Greater	19th	280,000 gp	Disorients struck foes	242
Surestrike, Supreme	19th	280,000 gp	Grants +3 accuracy bonus	243
Heartseeker	20th	400,000 gp	Rolls attacks twice	241
Vorpal	20th	400,000 gp	Inflicts lethal critical hits	243

Boomerang 9th (4,000 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 three targets within two **range increments**. After attacking the last target, the weapon flies back to your hand.

Type: Weapon

Materials: As weapon

Concussive 5th (800 gp)

This weapon vibrates slightly in the hand. As a standard action, you can make a **strike** with this weapon that is imbued with concussive force. Damage dealt by that strike is sonic damage in addition to its normal damage types.

Type: Weapon

Materials: As weapon

Concussive, Greater 11th (10,000 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.

As a standard action, you can make a **strike** with this weapon that is imbued with concussive force. If a creature loses **hit points** from that strike, it is **sickened** as a **condition**.

Type: Weapon

Materials: As weapon

Concussive, Greater 17th (125,000 gp)

This weapon continuously emits a deep rumbling noise and vibrates in the hand. All damage dealt with it is sonic damage in addition to its normal damage types.

As a standard action, you can make a **strike** with this weapon that is imbued with concussive force. If a creature loses **hit points** from that strike, it is **nauseated** as a **condition**.

Type: Weapon

Materials: As weapon

Fixating 15th (55,000 gp)

When you make a **strike** with this weapon, you gain a +1 bonus to accuracy against one target of the strike with all future attacks. If the strike had multiple targets, you choose which target you gain the bonus against. This bonus lasts until you make a strike with this weapon against a different target. This bonus can stack with itself, up to a maximum of +4. The bonus cannot increase more than once per **phase**.

Type: Weapon

Materials: As weapon

Flaming 5th (800 gp)

This weapon smolders visibly and sheds light as a torch. As a standard action, you can make a **strike** with this weapon that is imbued with fiery energy. Damage dealt by that strike is fire damage in addition to its normal damage types.

Type: Weapon

Materials: As weapon

Flaming, Greater 11th (10,000 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.

As a standard action, you can make a **strike** with this weapon that

is imbued with fiery energy. You gain a +1d bonus to damage with the strike.

Type: Weapon

Materials: As weapon

Flaming, Supreme 17th (125,000 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.

As a standard action, you can make a **strike** with this weapon that is imbued with fiery energy. You gain a +2d bonus to damage with the strike.

Type: Weapon

Materials: As weapon

Freezing 5th (800 gp)

This weapon is frigid to the touch. As a standard action, you can make a **strike** with this weapon that is imbued with cold energy. Damage dealt by that strike is cold damage in addition to its normal damage types.

Type: Weapon

Materials: As weapon

Freezing, Greater 11th (10,000 gp)

This weapon is bitterly cold to the touch. All damage dealt with it is cold damage in addition to its normal damage types.

As a standard action, you can make a **strike** with this weapon that is imbued with cold energy. If a creature loses **hit points** from that strike, it is **chilled** as a **condition**.

Type: Weapon

Materials: As weapon

Freezing, Supreme 17th (125,000 gp)

This weapon radiates an aura of bitter cold. All damage dealt with it is cold damage in addition to its normal damage types.

As a standard action, you can make a **strike** with this weapon that is imbued with cold energy. You gain a +1d bonus to damage with the strike. If a creature loses **hit points** from that strike, it is **chilled** as a **condition**.

Type: Weapon

Materials: As weapon

Heartseeker 20th (400,000 gp)

The first time you you make a **strike** with this weapon each round, you can roll twice and take the higher result.

Type: Weapon

Materials: As weapon

Hefty 7th (1,800 gp)

This weapon feels heavy in the hand. It gains the **Forceful** weapon tag (see Weapon Tags, page 209). If it already has that weapon tag, the distance that you can **knockback** the target increases to 20 feet.

Type: Weapon

Materials: As weapon

Iridescent 4th (500 gp)

This weapon shimmers with a chaotic pattern of colors. As a standard action, you can make a flashy **strike** with this weapon that accentuates its bewildering effect. You take a -2d penalty to damage with the strike. If a creature loses a **hit point** from this strike, it is **dazzled** as a **condition**.

Type: Weapon

Materials: As weapon

Iridescent, Greater 19th (280,000 gp)

This weapon shimmers with a blindingly chaotic pattern of colors. As a standard action, you can make a flashy **strike** with this weapon that accentuates its bewildering effect. You take a –2d penalty to damage with the strike. If a creature loses a **hit point** from this strike, it is **blinded** as a **condition**.

Type: Weapon

Materials: As weapon

Longshot 2nd (125 gp)

When you make a ranged attack with this weapon, you reduce your penalties for **range increments** by 1.

Type: Weapon

Materials: As weapon

Longshot, Greater 8th (2,750 gp)

When you make a ranged attack with this weapon, you reduce your penalties for **range increments** by 2.

Type: Weapon

Materials: As weapon

Longshot, Supreme 14th (37,000 gp)

When you make a ranged attack with this weapon, you reduce your penalties for **range increments** by 3.

Type: Weapon

Materials: As weapon

Merciful 3rd (250 gp)

This weapon deals **subdual damage**.

Type: Weapon

Materials: As weapon

Morphing 2nd (125 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 8th (2,750 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 208). If you stop attuning to this weapon, it returns to its original form.

Type: Weapon

Materials: As weapon

Phasing 8th (2,750 gp)

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 other similar items used by the target of your attacks.

Type: Weapon

Materials: As weapon

Phasing, Greater 14th (37,000 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 4th (500 gp)

You gain a +2 **magic bonus** to **power** with **mundane** abilities.

Type: Weapon

Materials: As weapon

Potency, Greater 10th (6,500 gp)

You gain a +4 **magic bonus** to **power** with **mundane** abilities.

Type: Weapon

Materials: As weapon

Potency, Supreme 16th (85,000 gp)

You gain a +8 **magic bonus** to **power** with **mundane** abilities.

Type: Weapon

Materials: As weapon

Protective 9th (4,000 gp)

You gain a +1 **magic bonus** to Armor defense.

Type: Weapon

Materials: As weapon

Protective, Greater 15th (55,000 gp)

You gain a +2 **magic bonus** to Armor defense.

Type: Weapon

Materials: As weapon

Returning 3rd (250 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

Seeking 7th (1,800 gp)

This weapon automatically veers towards its intended target. **Strikes** with this weapon ignore **concealment**. In addition, any miss chance the strike would normally have is reduced. A 50% miss chance is reduced to a 20% miss chance, and a 20% miss chance is removed entirely.

Type: Weapon

Materials: As weapon

Shocking 5th (800 gp)

This weapon subtly crackles with electricity. As a standard action, you can make a **strike** with this weapon that is imbued with electrical energy. Damage dealt by that strike is electricity damage in addition to its normal damage types.

Type: Weapon

Materials: As weapon

Shocking, Greater 11th (10,000 gp)

This weapon continuously crackles with electricity. All damage dealt with it is electricity damage in addition to its normal damage types.

As a standard action, you can make a **strike** with this weapon that is imbued with electrical energy. If a creature loses **hit points** from that strike, it is **dazed** as a **condition**.

Type: Weapon

Materials: As weapon

Shocking, Supreme 17th (125,000 gp)

This weapon continuously crackles with powerful electricity. All damage dealt with it is electricity damage in addition to its normal damage types.

As a standard action, you can make a **strike** with this weapon that is imbued with electrical energy. If a creature loses **hit points** from that strike, it is **stunned** as a **condition**.

Type: Weapon

Materials: As weapon

Soulreaving 9th (4,000 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 **resistances**, 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 15th (55,000 gp)

This weapon functions like the *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 7th (1,800 gp)

You gain a +1 **magic bonus** to accuracy.

Type: Weapon

Materials: As weapon

Surestrike, Greater 13th (25,000 gp)

You gain a +2 **magic bonus** to accuracy.

Type: Weapon

Materials: As weapon

Surestrike, Supreme 19th (280,000 gp)

You gain a +3 **magic bonus** to accuracy.

Type: Weapon

Materials: As weapon

Thieving 7th (1,800 gp)

As a **standard action**, you can activate this weapon. If you do, make a **strike** or a **disarm** attack. If your disarm succeeds, or if your strike hit an unattended object, this weapon can absorb the struck object. The object must be at least one size category smaller than the weapon.

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 13th (25,000 gp)

This weapon functions like the *thieving* weapon, except that the maximum size category of object it can absorb is one size category larger than the weapon.

Type: Weapon

Materials: As weapon

Vorpal 20th (400,000 gp)

Critical hits on **strikes** with this weapon deal maximum damage.

Type: Weapon

Materials: As weapon

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 4 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. (These are extremely exotic.) 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. A typical staff is like a walking stick, quarterstaff, or cudgel. It has a **vital resistance** of 5, 4 maximum **vital wounds**, sunder **difficulty rating** 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.

It has a **vital resistance** of 5, 2 maximum **vital wounds**, and a **sunder difficulty rating** of 5.

Implement Descriptions

Table 9.3: Implement Items

Name	Level	Typical Price	Description	Page
Spell Wand, 1st	3rd	250 gp	Grants knowledge of a rank 1 spell	246
Staff of Power	4th	500 gp	Grants +2 magical power	247
Staff of Focus	5th	800 gp	Reduces focus penalty by 1	246
Spell Wand, 2nd	6th	1,200 gp	Grants knowledge of a rank 2 spell	246
Staff of Giants	6th	1,200 gp	Increases maximum size category of abilities	246
Staff of Transit	6th	1,200 gp	Doubles your teleportation distance	247
Staff of Precision	7th	1,800 gp	Grants +1 accuracy	247
Cryptic Staff	8th	2,750 gp	Makes spells hard to identify	246
Extending Staff	9th	4,000 gp	Doubles range	246
Protective Staff	9th	4,000 gp	Grants +1 Armor defense	246
Selective Staff	9th	4,000 gp	Allows excluding areas	246
Spell Wand, 3rd	9th	4,000 gp	Grants knowledge of a rank 3 spell	246
Staff of Silence	9th	4,000 gp	Allows casting spells without verbal components	247
Staff of Stillness	9th	4,000 gp	Allows casting spells without somatic components	247
Staff of Power, Greater	10th	6,500 gp	Grants +4 magical power	247
Staff of the Archmagi	10th	6,500 gp	Grants +1 accuracy, +2 magical power	247
Reaching Staff	12th	16,000 gp	Allows ability use from a short distance away	246
Spell Wand, 4th	12th	16,000 gp	Grants knowledge of a rank 4 spell	246
Staff of Giants, Greater	12th	16,000 gp	Significantly increaases maximum size category of abilities	246
Staff of Transit, Greater	12th	16,000 gp	Triples your teleportation distance	247
Widening Staff	12th	16,000 gp	Doubles area size	247
Staff of Precision, Greater	13th	25,000 gp	Grants +2 accuracy	247
Extending Staff, Greater	15th	55,000 gp	Triples range	246
Protective Staff, Greater	15th	55,000 gp	Grants +2 Armor defense	246
Selective Staff, Greater	15th	55,000 gp	Allows excluding and splitting areas	246
Spell Wand, 5th	15th	55,000 gp	Grants knowledge of a rank 5 spell	246
Staff of Tranquility	15th	55,000 gp	Allows casting spells without components	247
Staff of Power, Supreme	16th	85,000 gp	Grants +8 magical power	247
Reaching Staff, Greater	18th	190,000 gp	Allows ability use from a distance away	246
Staff of Giants, Supreme	18th	190,000 gp	Drastically increaases maximum size category of abilities	246
Staff of Transit, Supreme	18th	190,000 gp	Quadruples your teleportation distance	247
Widening Staff, Greater	18th	190,000 gp	Triples area size	247
Staff of Precision, Supreme	19th	280,000 gp	Grants +3 accuracy	247
Staff of the Archmagi, Greater	19th	280,000 gp	Grants +2 accuracy, +4 magical power	247

Cryptic Staff	8th (2,750 gp)	completely separate areas. Type: Staff Materials: Bone, wood
Whenever you cast a spell, you may choose a different spell you know. If you do, the visual effects and magical aura of the spell you are casting change to match your chosen spell. This affects inspection of the spell itself by any means, such as with the <i>Spellsense</i> skill (see <i>Spellsense</i> , page 117). However, it does not alter the mechanical effects of the spell in any way. An observer can make a <i>Spellsense</i> check with a difficulty rating of 15 + your magical power to identify the spell's true nature, with a minimum difficulty rating of 23. If the spell's effects depend on visual components, the spell may fail to work if you alter the spell's visuals too much. Type: Staff Materials: Bone, wood		
Extending Staff	9th (4,000 gp)	
You double the range of your magical abilities. Type: Staff Materials: Bone, wood		
Extending Staff, Greater	15th (55,000 gp)	
You triple the range of your magical abilities. Type: Staff Materials: Bone, wood		
Protective Staff	9th (4,000 gp)	
You gain a +1 magic bonus to Armor defense. Type: Staff Materials: Bone, wood		
Protective Staff, Greater	15th (55,000 gp)	
You gain a +2 magic bonus to Armor defense. Type: Staff Materials: Bone, wood		
Reaching Staff	12th (16,000 gp)	
Whenever you use a magical ability that does not have the Sustain or Attune tags, you may choose a location within Close (30 ft.) range. The ability takes effect as if you were in the chosen location. 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 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. Type: Staff Materials: Bone, wood		
Reaching Staff, Greater	18th (190,000 gp)	
This implement functions like a <i>reaching staff</i> implement, except that the range increases to Medium (100 ft.) range. Type: Staff Materials: Bone, wood		
Selective Staff	9th (4,000 gp)	
Whenever you use a magical ability that affects an area and does not have the Sustain or Attune tags, you can freely exclude any areas from the ability's effect. All squares in the final area of the spell must be contiguous. You cannot create split a spell's area into multiple		
		Selective Staff, Greater 15th (55,000 gp)
		This implement functions like a <i>selective staff</i> implement, 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. Type: Staff Materials: Bone, wood
		Spell Wand, 1st 3rd (250 gp)
		This wand grants you knowledge of a single rank 1 spell. Each wand is associated with a specific spell. You must have access to the mystic sphere that spell belongs to. Type: Wand Materials: Bone, wood
		Spell Wand, 2nd 6th (1,200 gp)
		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 9th (4,000 gp)
		This item functions like a <i>spell wand</i> , except that it grants knowledge of a single rank 3 spell. Type: Wand Materials: Bone, wood
		Spell Wand, 4th 12th (16,000 gp)
		This item functions like a <i>spell wand</i> , except that it grants knowledge of a single rank 4 spell. Type: Wand Materials: Bone, wood
		Spell Wand, 5th 15th (55,000 gp)
		This item functions like a <i>spell wand</i> , except that it grants knowledge of a single rank 5 spell. Type: Wand Materials: Bone, wood
		Staff of Focus 5th (800 gp)
		You reduce your focus penalty by 1. Type: Staff Materials: Bone, wood
		Staff of Giants 6th (1,200 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 12th (16,000 gp)
		This implement functions like a <i>staff of giants</i> implement, except that the maximum size category increases by two size categories. Type: Staff Materials: Bone, wood

Staff of Giants, Supreme 18th (190,000 gp)

This implement functions like a *staff of giants* implement, except that the maximum size category increases by three size categories.

Type: Staff

Materials: Bone, wood

Staff of Power 4th (500 gp)

You gain a +2 **magic bonus** to **power** with **magical** abilities.

Type: Staff

Materials: Bone, wood

Staff of Power, Greater 10th (6,500 gp)

You gain a +4 **magic bonus** to **power** with **magical** abilities.

Type: Staff

Materials: Bone, wood

Staff of Power, Supreme 16th (85,000 gp)

You gain a +8 **magic bonus** to **power** with **magical** abilities.

Type: Staff

Materials: Bone, wood

Staff of Precision 7th (1,800 gp)

You gain a +1 **magic bonus** to **accuracy**.

Type: Staff

Materials: Bone, wood

Staff of Precision, Greater 13th (25,000 gp)

You gain a +2 **magic bonus** to **accuracy**.

Type: Staff

Materials: Bone, wood

Staff of Precision, Supreme 19th (280,000 gp)

You gain a +3 **magic bonus** to **accuracy**.

Type: Staff

Materials: Bone, wood

Staff of Silence 9th (4,000 gp)

You can cast spells without using **verbal components**.

Type: Staff

Materials: Bone, wood

Staff of Stillness 9th (4,000 gp)

You can cast spells without using **somatic components**.

Type: Staff

Materials: Bone, wood

Staff of Tranquility 15th (55,000 gp)

You can cast spells without using **verbal components** or **somatic components**.

Type: Staff

Materials: Bone, wood

Staff of Transit 6th (1,200 gp)

Your **magical** abilities have the maximum distance they can **teleport** targets doubled.

Type: Staff

Materials: Bone, wood

Staff of Transit, Greater 12th (16,000 gp)

Your **magical** abilities have the maximum distance they can **teleport** targets tripled.

Type: Staff

Materials: Bone, wood

Staff of Transit, Supreme 18th (190,000 gp)

Your **magical** abilities have the maximum distance they can **teleport** targets quadrupled.

Type: Staff

Materials: Bone, wood

Staff of the Archmagi 10th (6,500 gp)

You gain a +1 **magic bonus** to **accuracy**. In addition, you gain a +2 **magic bonus** to **power** with **magical** abilities.

Type: Staff

Materials: Bone, wood

Staff of the Archmagi, Greater 19th (280,000 gp)

You gain a +2 **magic bonus** to **accuracy**. In addition, you gain a +4 **magic bonus** to **power** with **magical** abilities.

Type: Staff

Materials: Bone, wood

Widening Staff 12th (16,000 gp)

Whenever you use a **magical** ability that affects an area and does not have the **Attune** or **Sustain** tags, you may double its area.

Type: Staff

Materials: Bone, wood

Widening Staff, Greater 18th (190,000 gp)

This implement functions like a *widening staff* implement, except that it triples the area instead of doubling it.

Type: Staff

Materials: Bone, wood

Tools

Table 9.4: Tool Items

Name	Level	Typical Price	Description	Page
Acid Flask	1/2	2 gp	Throw to deal acid damage	249
Alchemist's Fire	1/2	2 gp	Throw to deal fire damage	249
Flash Powder	1/2	2 gp	Emits burst of bright light	249
Tindertwig	1/2	2 gp	Quickly activated flame	250
Potion of Healing	1st	10 gp	Restores one hit point	249
Potion of Wound Closure	1st	10 gp	Prevents death from barely lethal vital wounds	249
Smokestick	1st	10 gp	Creates a cloud of smoke	249
Everburning Torch	3rd	50 gp	Emits light like a torch for a week	249
Snowball	3rd	50 gp	Throw to deal cold damage	249
Sunrod	3rd	50 gp	Emits bright illumination continuously	249
Tanglefoot Bag	3rd	50 gp	Slows a foe	250
Thunderstone	3rd	50 gp	Deafens a foe	250
Antitoxin Elixir	4th	100 gp	Resists poisons	249
Enduring Sunrod	6th	240 gp	Emits bright illumination continuously	249
Enduring Antitoxin Elixir	7th	360 gp	Resists poisons for 8 hours	249
Potion of Healing, Greater	7th	360 gp	Restores two hit points	249
Potion of Wound Closure, Greater	7th	360 gp	Prevents death from vital wounds	249
Cleansing Potion	11th	2,000 gp	Removes a condition	249
Potion of Wound Closure, Supreme	13th	5,000 gp	Prevents death from major vital wounds	249
Potion of Healing, Supreme	16th	17,000 gp	Restores three hit points	249
Cleansing Potion, Greater	17th	25,000 gp	Removes two conditions	249
Potion of Wound Closure, Epic	19th	56,000 gp	Prevents death from almost any vital wound	249

Acid Flask	1/2 (2 gp)	Potion of Healing	1st (10 gp)
As a standard action, you can throw this item at a creature or object within Close (30 ft.) range. When you do, make an attack vs. Armor against the target. On a hit, the target takes acid standard damage .		When you drink this potion , you heal one hit point .	
Type: Alchemy		Type: Potion	
Materials: Alchemy		Materials: Alchemy	
Alchemist's Fire	1/2 (2 gp)	Potion of Healing, Greater	7th (360 gp)
As a standard action, you can throw this item at a creature or object within Close (30 ft.) range. When you do, make an attack vs. Armor against the target. On a hit, the target takes fire standard damage .		When you drink this potion , you heal two hit points .	
Type: Alchemy		Type: Potion	
Materials: Alchemy		Materials: Alchemy	
Antitoxin Elixir	4th (100 gp)	Potion of Healing, Supreme	16th (17,000 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 may treat your Fortitude defense as if it was equal to 10 + this item's power for the purpose of resisting poisons.		When you drink this potion , you heal three hit points .	
Type: Alchemy		Type: Potion	
Materials: Alchemy		Materials: Alchemy	
Cleansing Potion	11th (2,000 gp)	Potion of Wound Closure	1st (10 gp)
When you drink this potion , you remove a condition . This cannot remove a condition applied during the current round.		When you drink this potion , if you have a vital wound with a wound roll of 0, you treat that wound roll as a 1 instead (see Vital Wounds, page 10).	
Type: Potion		Type: Potion	
Materials: Alchemy		Materials: Alchemy	
Cleansing Potion, Greater	17th (25,000 gp)	Potion of Wound Closure, Epic	19th (56,000 gp)
When you drink this potion , you remove two conditions . This cannot remove a condition applied during the current round.		When you drink this potion , if you have a vital wound with a wound roll of 0, -1, -2, or -3, you treat that wound roll as a 1 instead (see Vital Wounds, page 10).	
Type: Potion		Type: Potion	
Materials: Alchemy		Materials: Alchemy	
Enduring Antitoxin Elixir	7th (360 gp)	Potion of Wound Closure, Greater	7th (360 gp)
This item functions like an <i>antitoxin elixir</i> , except that the effect lasts for 8 hours.		When you drink this potion , if you have a vital wound with a wound roll of 0 or -1, you treat that wound roll as a 1 instead (see Vital Wounds, page 10).	
Type: Alchemy		Type: Potion	
Materials: Alchemy		Materials: Alchemy	
Enduring Sunrod	6th (240 gp)	Potion of Wound Closure, Supreme	13th (5,000 gp)
This item functions like a <i>sunrod</i> , except that the effect lasts for 8 hours.		When you drink this potion , if you have a vital wound with a wound roll of 0, -1, or -2, you treat that wound roll as a 1 instead (see Vital Wounds, page 10).	
Type: Alchemy		Type: Potion	
Materials: Alchemy		Materials: Alchemy	
Everburning Torch	3rd (50 gp)	Smokestick	1st (10 gp)
As a standard action, you can activate this item. When you do, it sheds light like a torch for a week.		As a standard action, you can activate this item and optionally throw it anywhere within Close (30 ft.) range. When you do, it immediately creates a cloud of smoke in a Small (10 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.	
Type: Alchemy		Type: Alchemy	
Materials: Alchemy		Materials: Alchemy	
Flash Powder	1/2 (2 gp)	Snowball	3rd (50 gp)
As a standard action, you can throw this powder in the air in your location. When you do, it emits a burst of bright illumination in a 50 foot radius and shadowy illumination in a 100 foot radius. The light lasts until the end of the round.		As a standard action, you can throw this item at a creature or object within Close (30 ft.) range. When you do, make an attack vs. Fortitude against the target. On a hit, the target takes cold standard damage .	
Type: Alchemy		Type: Alchemy	
Materials: Alchemy		Materials: Alchemy	

Sunrod**3rd (50 gp)**

As a standard action, you can activate this item. When you do, it creates **bright illumination** in a 50 foot radius and **shadowy illumination** in a 100 foot radius for 5 minutes.

Type: Alchemy**Materials:** Alchemy**Tanglefoot Bag****3rd (50 gp)**

As a standard action, you can throw this item at a creature within Close (30 ft.) range. When you do, make an attack vs. Reflex against the target. On a hit, the target is **slowed** as a **condition**.

Whenever the target takes a **move action**, it can make a Strength check as part of the movement. If it beats a **difficulty rating** equal to 2 + this item's power, the condition is removed after the movement is complete.

Type: Alchemy**Materials:** Alchemy**Thunderstone****3rd (50 gp)**

As a standard action, you can throw this item at a creature within Close (30 ft.) range. When you do, make an attack vs. Fortitude against the target. On a hit, the target is **deafened** as a **condition**.

Type: Alchemy**Materials:** Alchemy**Tindertwig****1/2 (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: Alchemy**Materials:** Alchemy

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.

Magic Item Creation

TODO

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 item you own. That item becomes a **legacy item**, and gains a magic item ability you choose. The ability's level must be no greater than 6th level. You do not have to **attune** to your legacy item to gain its benefits. If you choose a weapon or implement, you may choose any weapon or implement ability. If you choose any other item, you may choose any other ability.

At 9th, 15th, and 21st level, your legacy item increases in power again. You choose an ability of the appropriate type with a level no greater than two levels higher than your level when you choose the ability. You can choose a modified version of an existing ability on the item, such as the *greater armor of invulnerability* ability if your legacy item already has the *armor of invulnerability* ability. However, if you do so, you must change the lower level ability to be a different magic item ability. The new ability must meet the same maximum level requirement that it had when you first chose it.

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.

Chapter 10

Adventuring

Carrying Capacity

Table 10.1: Carrying Capacity by Strength

Strength	Light	Maximum	Overloaded	Push/Drag
-9	6 lb.	12 lb.	18 lb.	60 lb.
-8	7	14	21	70
-7	9	18	27	90
-6	12	24	36	120
-5	15	30	45	150
-4	20	40	60	200
-3	25	50	75	250
-2	30	60	90	300
-1	40	80	120	400
0	50	100	150	500
1	60	120	180	600
2	80	160	240	800
3	100	200	300	1,000
4	120	240	360	1,200
5	160	320	480	1,600
6	200	400	600	2,000
7	250	500	750	2,500
8	320	640	960	3,200
9	400	800	1,200	4,000
10	500	1,000	1,500	5,000
11	630	1,260	1,890	6,300
12	800	1,600	2,400	8,000
13	1,000	2,000	3,000	10,000
14	1,300	2,600	3,900	13,000
15	1,600	3,200	4,800	16,000
16	2,000	4,000	6,000	20,000
17	2,500	5,000	7,500	25,000
18	3,200	6,400	9,600	32,000
19	4,000	8,000	12,000	40,000
20	5,000	10,000	15,000	50,000
21+ ¹	—	—	—	—

1 To calculate the carrying capacity for a creature with epic Strength, double its carrying capacity every 3 Strength.

A creature's Strength determines how much weight it can carry, as shown in Table 10.1: Carrying Capacity by Strength. A creature can carry weight up to its light carrying capacity without any penalty. If it carries more than that, but less than its maximum carrying capacity, it increases its **encumbrance** by 4. This stacks with the encumbrance from any armor the creature wears.

Lifting and Dragging: You can lift as much as your maximum carrying capacity over your head.

You can lift as much as 1-1/2 your maximum carrying capacity off the ground (the sum of your light and maximum weight limits). While overloaded in this way, you increase your **encumbrance** by 10, you take a -10 penalty to **accuracy** with **mundane** attacks, and you can only move by spending a **standard action** to move 5 feet. This replaces the encumbrance from carrying more than your light carrying capacity.

You can generally push or drag along the ground as much as five times your maximum carrying capacity.

Multi-Legged Creatures: The figures on Table 10.1: Carrying Capacity by Strength are for bipedal creatures. A creature with four or more legs can carry 50% more weight than a bipedal creature of the same Strength.

Tremendous Strength: For Strength scores not shown on Table 10.1: Carrying Capacity by Strength, subtract 3 from its Strength until you find a Strength value shown on the chart. For each time you subtracted in this way, double the weight limits listed on the chart.

Movement

Table 10.2: Movement and Distance

	Speed — — —			
	15 feet	20 feet	30 feet	40 feet
One Round				
(Tactical)				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
One Minute				
(Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
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	—	—	—	—

There are three movement scales in the game, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Tactical Movement

Use tactical movement for combat.

Minimum Movement: In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a standard action to move 5 feet (1 square) in any direction, even diagonally. (You can't take advantage of this rule to move through impassable terrain or to move when all

Table 10.3: Hampered Movement

Condition	Example Extra Movement Cost	
Difficult terrain	Rubble, undergrowth, steep slope, ice, cracked and pitted surface, uneven floor	x2
Obstacle ¹	Low wall, deadfall, broken pillar	x2
Poor visibility	Darkness or fog	x2
Impassable	Floor-to-ceiling wall, closed door, blocked passage	—

¹ May require a skill check

movement is prohibited to you, such as while paralyzed.)

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Table 10.4: Terrain and Overland Movement, below, for movement measured in miles per hour.

Overland Movement

Table 10.4: 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

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 10 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

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 107).

Terrain: The terrain through which a character travels affects how much distance they can cover in an hour or a day (see Table 10.4: 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.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is not subdual damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

Table 10.5: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	60 miles
Light horse (151-450 lb.) ¹	4 miles	40 miles
Light warhorse (231-690 lb.) ¹	4 miles	40 miles
Heavy horse or heavy warhorse	5 miles	50 miles
Heavy horse (201-600 lb.) ¹	3-1/2 miles	35 miles
Heavy warhorse (301-900 lb.) ¹	3-1/2 miles	35 miles
Pony or warpony	4 miles	40 miles
Pony (76-225 lb.) ¹	3 miles	30 miles
Warpony (101-300 lb.) ¹	3 miles	30 miles
Donkey or mule	3 miles	30 miles
Donkey (51-150 lb.) ¹	2 miles	20 miles
Mule (231-690 lb.) ¹	2 miles	20 miles
Dog, riding	4 miles	40 miles
Dog, riding (101-300 lb.) ¹	3 miles	30 miles
Cart or wagon	2 miles	20 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	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 Quadrupeds, such as horses, can carry heavier loads than characters can. See Table 10.1: Carrying Capacity by Strength (page 251), for more information.

² 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.

See Table 10.5: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table 10.5: Mounts and Vehicles for speeds for water vehicles.

Vision and Light

Some creatures have **darkvision**, but most creatures need light to see by. In an area of **bright illumination**, all characters can see clearly. A creature can't hide in an area with bright illumination unless it is invisible or has cover.

In an area with shadowy illumination, creatures can see dimly. Creatures within this area have concealment, which can allow them to make Stealth checks to hide (see Stealth, page 118).

In areas of darkness, creatures without **darkvision** or some other form of supernatural vision are **blinded**.

Characters with low-light vision (elves, gnomes, and half-elves) treat sources of light as if they had double their normal illumination range.

Darkvision

Characters with **darkvision** can see lit areas normally as well as dark areas within a radius defined by the ability – usually, 50 feet. A creature can't hide within that range of a character using darkvision unless it is invisible or has cover. Darkvision does not function if the character is in **bright illumination**, and does not resume functioning until the end of

the next round after the character leaves the area of bright illumination.

Attacking Unseen Foes

You can make 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.

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 10.6: Common Languages, below. Rare languages are summarized on Table 10.7: Rare Languages, below. Rare languages are more difficult to learn (see Learning Languages, page 110).

Table 10.6: 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

Table 10.7: Rare Languages

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

Telepathy

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

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 **resistances** like creatures. However, they treat all damage they take as **environmental damage** (see Environmental Damage, page 11). That means that all damage they take is reduced by their **resistances** without subtracting from the remaining value of those resistances.

An object becomes **broken** if its **hit points** are reduced to 0 (see Broken and Destroyed Objects, page ??). 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 **resistances**, and can modify the number of hit points it has. Details are given in Table 10.8: Object Statistics By Size (page 253) and Table 10.9: Object Statistics By Material (page 254).

Table 10.8: Object Statistics By Size

Size	Hit Points	Sunder Difficulty Rating
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.

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 rating** of the check. The **difficulty rating** 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

Table 10.9: Object Statistics By Material

Material	Resistances ¹	Hit Multiplier ²	Points	Sunder Diffi- culty Rating 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. This indicates the object's **resistances** to both **physical damage** and **energy damage**.

2. Any value here modifies the number of hit points the object would normally have based on its size.

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 101).

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 Physical Resistance

When an object would take **physical damage**, if the physical damage **resistance** of the attacking object or creature is lower than the physical 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 15). Common poisons are listed in Poisons, page 223.

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 rating** equal to 10 + the poison's base accuracy. For every 2 points by which you beat this **difficulty rating**, 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 rating** 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.

Wealth And Money

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 10.10: 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

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table 10.11: 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

Selling Items

In general, a character can sell something for a quarter its listed price.

Trade goods, such as gems, are the exception to this rule and can be sold for their full value. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

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 16.

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.

attunement point: Attunement points allow you to **attune** to effects such as spells or items (see Attunement, page 15). In addition, you can use some special abilities by spending **attunement points**. For details, see Attunement Points, page 18.

accuracy: The bonus added to an **attack roll**.

alignment: Your alignment represents your general morality in broad terms. For details, see Alignment, page 204.

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 29.

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 34.

archetype rank: Each ability from an **archetype** has a minimum rank required to gain the ability. For details, see Archetype Ranks, page 34.

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 215.

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.

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 Attunement, page 15.

Attune: An ability with this **ability tag** lasts as long as a creature attunes to it. For details, see Attunement, page 15.

attuned: If you are attuned to an ability, you have invested an **attunement point** in it to maintain its effect. For details, see Attunement, page 15.

Auditory: See Ability Tags, page 16.

base attribute: Your base attribute is the value

base speed: Your base speed is the distance that you can usually move. For details, see Base Speed, page 22.

bleed: When you bleed, you lose a hit point. Generally, you bleed because an attack did damage in excess of your **bleed resistance**. The hit point you lose from bleeding is in addition to the normal hit point you lose whenever you take damage. Some attacks have additional effects if they make you bleed. For details, see Taking Damage, page ??.

bleed resistance: If you take as at least as much damage as your bleed resistance from a single damage roll, you **bleed**. For details, see Bleed Resistance, page ??.

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 96). It has a 50% miss chance with all attacks and vision-related checks, even if it knows the location of its target. Finally, it is **defenseless**.

blindsense: A creature with blindsense can sense its surroundings without any light, regardless of concealment or invisibility. It knows the location of everything around it, but it still takes normal **miss chances** for concealment, invisibility, and so on. It still needs **line of effect** to see its surroundings. Blindsense always has a range, and grants no benefits beyond that range.

blindsight: A creature with blindsight can “see” its surroundings perfectly without any light, regardless of concealment or invisibility. It still needs **line of effect** to see its surroundings. Blindsight always has a range, and grants no benefits beyond that range.

block: The **block** ability allows you to try to prevent other creatures from entering an area. For details, see Block, page 12.

bloodied: A bloodied creature has its **vital resistance** halved (see Vital Resistance, page ??). You are **bloodied** while you have half your

maximum **hit points** remaining or fewer (rounded down). You stop being bloodied when you have more than half your hit points remaining. For details, see *Becoming Bloodied*, page ??.

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 252.

body armor: Body armor is a form of **armor** that you wear on your body. For details, see *Armor*, page 215.

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 253.

burst: A burst is a type of area that an ability can have (see *Area Types*, page 15). 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 131.

challenge rating: The challenge rating of a monster indicates its approximate strength within its level. For details, see *Challenge Rating*, page ??.

charge: You can move up to a foe and attack it with the *charge* ability. This can allow you to make a melee attack during the **action phase** if you did not end up adjacent to a creature during **movement phase**. For details, see *Charge*, page 26.

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: 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 112). It treats the creature that charmed it as a friend (a +10 relationship modifier) for the purpose of Persuasion checks.

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 **check modifier**, is high enough, you succeed. Otherwise, you fail. For details, see *Checks*, page 9.

chilled: A chilled creature is bitterly cold. It moves at half speed and takes a -2 penalty to Fortitude defense.

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 34.

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. Normally, it costs 3 **skill points** to make a skill **mastered**. It only costs 2 skill points to make a class skill **mastered**. For details, see *Skill Training*, page 93.

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 99.

cold: A kind of **energy damage**.

common language: Common languages are languages that are widely

spoken. They are described in Table 10.6: *Common Languages* (page 253).

Compulsion: See *Ability Tags*, page 16.

concealment: Concealment represents effects which make a target harder to see, such as shadowy lighting. A creature or object with concealment from you gains a +2 bonus to Armor defense. For details, see *Concealment*, page 24.

condition: A condition is a negative effect on a creature. Conditions last until they are removed, such as by the *recover* ability (see *Recover*, page 27).

confused: A confused creature is unable to independently control its actions. A confused creature cannot take actions normally. If it is attacked, it automatically attacks a random attacker. Otherwise, at the beginning of each round, it randomly decides to take one of four actions that round: babble incoherently, flee from the caster 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.

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 23.

Creation: See *Ability Tags*, page 16.

crouching: A crouching creature is ducking down instead of standing normally. **Melee attacks** against it gain a +2 bonus to **accuracy**, while **mundane** ranged attacks against it take a -2 penalty to accuracy. In addition, it takes a -2 penalty to accuracy with melee attacks and moves at half speed.

Curse: See *Ability Tags*, page 16.

critical failure: When you make a check, if your result failed to beat the **difficulty rating** 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 rating** 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. When you take damage, you lose at least one **hit point** and may gain a **vital wound**, depending on the amount of damage. For details, see *Taking Damage*, page ??.

darkvision: A creature with darkvision can see in the dark clearly up to a given range. Darkvision does not function if a creature is in a brightly lit area, and does not resume functioning until the end of the next round after the creature leaves the brightly lit area.

dazed: A dazed creature takes a -2 penalty to all defenses. This does not stack with the **stunned** effect.

dazzled: A dazzled creature has difficulty seeing. It loses any special vision abilities it has, such as **darkvision** or **low-light vision**. In addition, it takes a -2 penalty to **accuracy** and visual Awareness checks (see *Awareness*, page 96).

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 130). A dead body decays normally unless magically preserved.

deafened: A deafened creature cannot hear. It automatically fails at

actions which depend on hearing. In addition, it has a 20% failure chance when casting any spell with verbal components.

decelerated: A decelerated creature moves at one quarter speed and takes a -4 penalty to Reflex defense. In addition, a decelerated creature cannot act during the **action phase**. It can take its normal actions during the **delayed action phase**. This does not stack with the **slowed** effect.

defenseless: A defenseless creature is unable to defend itself in melee combat. It takes a -2 penalty to Armor defense against **melee** attacks. Any creature not capable of using a weapon or shield to defend itself, such as most unarmed creatures, is defenseless.

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 69), 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 21.

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 8.

destroyed: A destroyed object has been damaged to the point where it is completely beyond repair. For details, see Destroyed Objects, page 254.

Detection: See Ability Tags, page 16.

dice increment: A die increment is a single increase or decrease of the die size of a pool of dice. 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 Increments, page 20.

difficult terrain: Difficult terrain costs double the normal movement cost to move out of. For details, see Difficult Terrain, page 12.

difficulty rating: The difficulty rating of a **check** is the check result required to succeed. In general, attacks are rolled to beat **defenses**, and checks are rolled to beat difficulty ratings.

dirty trick: You can use the *dirty trick* ability to impair a foe by using your environment. For details, see Dirty Trick, page 26.

disarm: You can use the *disarm* ability to strike items held or worn by a creature. For details, see Disarm, page 26.

disease: An affliction of the body, causing a steady deterioration 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.

disoriented: A disoriented creature cannot control the direction of its movement. If it tries to move, it instead moves the same distance in a random direction. A disoriented creature can remain in the same location without penalty. This does not affect abilities that change location without normal movement, such as **teleportation**.

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.

duration: An ability's duration determines how long that ability lasts.

effect: The result of using an **ability**.

electricity: A kind of **energy damage**.

emanation: An emanation is a type of area that an ability can have (see Area Types, page 15). 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 16.

encumbrance: Your encumbrance is a value that represents how much you are burdened by armor and weight. For details, see Encumbrance, page 21.

enemy: Some harmful abilities affect enemies. An enemy is any creature you consider to be an enemy. For details, see Allies and Enemies, page 29.

energy damage: There are three types of energy damage: cold, electricity, and fire. For details, see Damage Types, page 11.

environmental damage: Environmental damage is a type of damage. It has no effect on creatures or objects unless it does enough damage to make them **bleed**. For details, see Environmental Damage, page 11.

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 10.

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 1d10 per 10 feet you fell, up to a maximum of 20d10 damage. If you control your fall with a successful Agility or Jump check, you can reduce the falling damage you take (see Agility, page 95, and Jump, page 108).

fascinated: A fascinated creature can take no actions. It remains in place, giving its total attention to some object, creature, or effect. It takes a -4 penalty to skill checks made as reactions, such as Awareness checks. If the creature notices any threat against it, such as an approaching enemy, it is no longer fascinated.

fatigue penalty: You take a penalty to **accuracy** and **checks** equal to the number of fatigue points you have - 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 19.

fatigue point: Your level of fatigue is measured with fatigue points. You take a **fatigue penalty** based on the number of fatigue points you have. For details, see Fatigue Points, page 19.

fatigue tolerance: Your fatigue tolerance indicates the number of **fatigue points** you can gain before you suffer a **fatigue penalty**. For details, see Fatigue Tolerance, page 19.

fatigued: You are fatigued if you have a **fatigue penalty** of at least -1. For details, see Fatigue, page 19.

fire: A kind of **energy damage**.

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 12.

Focus: See Ability Tags, page 16.

focus penalty: When you use a **Focus** ability, you take a -4 penalty to Armor and Reflex defenses. This penalty is called your focus penalty. For details, see Ability Tags, page 16.

follow: The *follow* ability allows you to follow another creature to match their movements during the **movement phase**. For details, see Follow, page 12.

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 8.

frightened: A frightened creature takes a -4 penalty to **accuracy** and Mental defense while it is within Medium (100 ft.) range of the source of its fear. This does not stack with the **shaken** or **panicked** effects.

If the source of a frightened creature's fear is a creature and is **defeated**, this effect is broken.

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. Glancing blow effects are always weaker than the effect of a successful hit, but they are always better than missing entirely. For details, see Glancing Blows, page 10.

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 13.

goaded: A goaded creature takes a -2 penalty to **accuracy** while it is within Close (30 ft.) range of the source that goaded it. This penalty does not apply to attacks that include the source that goaded the creature as a target.

good: One of the four **alignment** components.

grapple: You can use the *grapple* ability to physically restrain a creature. For details, see Grapple, page 26.

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 must use a free hand (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. If you cannot free a hand, you suffer a -10 penalty to accuracy on all **mundane** attacks until you have a free hand.
- You are **defenseless** against creatures who are not grappled by you.
- You take a -4 penalty to **accuracy** with weapons that are not light, since they are too large and cumbersome to be used effectively in a grapple.
- Spellcasting is extremely difficult. You cannot cast spells with **somatic components**.
- You cannot normally move from your location.

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 28.

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

208.

helpless: A helpless creature is completely at an opponent's mercy. Its base Dexterity is treated as -10 for the purpose of determining its Armor and Reflex defenses. Paralyzed, bound, and unconscious creatures are helpless.

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 94.

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 19.

hunting party: A hunting party is the group of allies affected by a ranger's *quarry* ability (see Quarry, page 69).

immobilized: An immobilized creature can't move out of the space it was in when it became immobilized. 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.

impervious: A creature can be impervious to a type or subtype of damage. It takes half damage from damage of that type. When a creature takes damage of multiple types, it is considered impervious to the damage only if it is impervious to all of its damage types.

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 209.

incorporeal: An incorporeal creature does not have a tangible body. It is immune to **physical damage**, though it is affected normally by attacks that deal **energy damage**. It makes no sound while moving, and is unaffected by other abilities that only affect corporeal creatures. 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.

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 21.

insight point: Insight points can be spent to learn additional abilities. For details, see Insight Points, page 20.

invisible: An invisible creature or object cannot be seen. Creatures unable to see an invisible creature are **defenseless** against its attacks. Attackers suffer a 50% miss chance even if they know the location of the invisible creature. See Awareness, page 96, and Stealth, page 118, for how to identify invisible creatures.

lifesense: A creature with lifesense knows the location of all living creatures within a given range. This can allow the creature to identify the presence of hidden living creatures or to identify that seemingly

living creatures are not alive. It still takes normal **miss chances** for concealment, invisibility, and so on.

lifesight: A creature with lifesight can see any living creatures and their equipment perfectly within a given range. This ability works regardless of lighting conditions, blindness, invisibility, or any other means of concealment.

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 being knocked back encounters an obstacle, it and the obstacle each take 1d6 **environmental damage** + 1d per 5 feet of movement remaining.

land speed: A creature's land speed determines how fast it can walk on land. For details, see Movement Mode, page ??.

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 250.

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 208.

line: A line is an area shape that an ability can have (see Area Shapes, page 14). 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 14.

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 14.

long rest: A long rest represents eight hours of relaxation or sleep. It allows you to remove all of your **fatigue points** and make progress towards healing a **vital wound**. For details, see Long Rest, page 28.

low-light vision: A creature with low-light vision can see more clearly in conditions of **shadowy illumination**. It treats sources of light as if they had double their normal illumination range. In addition, the creature can see in environments with ambient shadowy illumination, such as a moonlit night, as if it was **bright illumination** when doing so is beneficial for it.

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 29.

magic source: A magic source defines where a creature's **mystic spheres** come from. There are four magic sources: arcane, divine, nature, and pact. Mages cast arcane spells, clerics cast divine spells, druids cast nature spells, and warlocks cast pact spells.

magical: A magical ability is an ability that has no physical explanation. Examples include **spells**, a dragon's breath weapon, and a paladin's ability to smite foes. For details, see Magical Abilities, page 13.

maneuver: A maneuver is a type **mundane** ability that some classes

grant access to. For details, see Maneuvers, page 121.

maneuverability: While flying, your maneuverability determines how easily you can change directions and perform aerial feats. There are three types of maneuverability: good, normal, and poor. For details, see Maneuverability, page 13.

Manifestation: See Ability Tags, page 16.

mastered: If you have **mastered** a skill, you have learned to use it to its maximum potential. Your modifier with a mastered skill is equal to 3 + either the skill's key attribute (if any) or your level, whichever is higher. For details, see Skill Training, page 93.

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 208.

melee attack: 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**.

melee weapon: A melee weapon is a weapon designed for **melee attacks**.

mindless: A mindless creature lacks a normally functioning mind. Mindless creatures do not have an Intelligence attribute. They are immune to **Compulsion** and **Delusion** abilities.

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 8.

miscast: If you try to cast a **spell** and it fails for some reason, you miscast it instead. When you miscast a spell, a damaging **miscast backlash** occurs.

miscast backlash: When you **miscast** a spell, you deal damage to yourself and creatures around you. For details, see Miscasting, page 130.

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. 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 11, 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 11.

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 12.

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 34.

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 130.

natural weapon: A natural weapon is a **weapon** that is part of a creature's body. For details, see Natural Weapons, page 209.

nauseated: A nauseated creature takes a -4 penalty to **accuracy** and Fortitude defense. This does not stack with the **sickened** effect.

neutral party: A neutral party is any creature who is neither an **ally** nor an **enemy**. For details, see Allies and Enemies, page 29.

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 204.

overrun: An overrun is a special movement that allows you to move directly through creatures. For details, see Overrun, page 27.

overwhelm penalty: A creature **threatened** by at least two creatures suffers a -2 penalty to Armor and Reflex defenses. This penalties are called an overwhelm penalty. For details, see Overwhelm, page 23.

overwhelmed: A creature is overwhelmed if its **overwhelm penalty** is at least -1. For details, see Overwhelm, page 23.

panicked: While a panicked creature is within Medium (100 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 27). The penalty from this effect does not stack with the **frightened** or **panicked** effects.

If the source of a panicked creature's fear is a creature and is **defeated**, this effect is broken.

paralyzed: A paralyzed creature is unable to take physical actions. It has effective Dexterity and Strength scores of -10 and is **helpless**, 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, though its space is treated as **difficult terrain**.

petrified: A petrified creature has been turned to stone. It is neither alive nor dead, but is unconscious and unable to take actions, and its body is an inanimate statue. If the statue is broken or damaged before the creature is restored to its original state, the creature has equivalent damage or deformities.

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: See Ability Tags, page 16.

physical damage: There are four types of physical damage: acid, bludgeoning, piercing, and slashing. For details, see Damage Types, page 11.

pinned: A pinned creature is held completely immobile in a grapple. The only physical actions it can make are to escape the grapple (see Grappling, page 27). Like a **helpless** creature, its Dexterity is treated as -10.

Planar: See Ability Tags, page 16.

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 205.

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 205.

planeformed: A planeformed is a type of creature. Planeformed creatures are entirely composed of planar material from a single plane. For details, see Planes, page 205.

point of origin: A point of origin is the grid intersection, creature, or object that an area originates from. For details, see Area, page 14.

poison: For a description of poisons and how they work, see Poison, page 254.

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 254.

Poison: See Ability Tags, page 16.

Positive: See Ability Tags, page 16.

power: The power of an **ability** represents how strong the ability is. Many abilities add your **power** to the damage they deal, and it may also determine other effects of the ability. Your power with an ability depends on whether the ability is **magical** or **mundane**. Your power with magical abilities is normally equal to your level + your base Willpower, and your power with mundane abilities is normally equal to your level + your base Strength. For details, see Power, page 20.

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 penalty to accuracy (see Weapon Proficiency, page 208). If you try to use armor you are not proficient with, it is less effective and your **accuracy** with **mundane** attacks is reduced (see Armor Proficiency, page 216).

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 25.

prone: A prone creature is lying on the ground, rather than standing normally. Melee **strikes** against it gain a +2 bonus to **accuracy**, while ranged **strikes** against it take a -2 penalty to accuracy. In addition, it takes a -2 penalty to accuracy with melee **strikes** and is unable to move until it stands up. A creature can stand up from being prone during the movement phase. This generally requires one free hand.

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 14.

range increment: **Mundane** ranged attacks often have a specific range increment. A range increment is always measured in feet. You take a -1 penalty to accuracy with the ranged attack for each full range increment between you and your target.

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 10.7: Rare Languages (page 253).

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 and Reach weapons may change your reach (see Weapons, page 208).

resistance: Whenever you take damage, you first apply that damage to your resistance against that damage type before applying it to your **hit points**. For details, see Resistances, page 21.

ritual: A ritual is a discrete **magical** ability with esoteric effects. For details, see Rituals, page 131.

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. It gains a +10 bonus to scent-based Awareness checks (see Senses, page 97).

Scrying: See Ability Tags, page 16.

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.

Sensation: See Ability Tags, page 16.

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 118). For details, see Vision and Light, page 252.

shaken: A shaken creature takes a –2 penalty to **accuracy** and Mental defense while it is within Close (30 ft.) range of the source of its fear. This does not stack with the **frightened** or **panicked** effects.

If the source of a shaken creature's fear is a creature and is **defeated**, this effect is broken.

Shaping: See Ability Tags, page 16.

shield: Shields are a form of **armor** that you wield in a hand to protect you from harm. For details, see Armor, page 215.

Shielding: See Ability Tags, page 16.

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 28.

shove: You can use the *shove* ability to forcibly move a creature. For details, see Shove, page 27.

sickened: A sickened creature takes a –2 penalty to **accuracy** and Fortitude defense. This does not stack with the **nauseated** effect.

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 in Combat, page 22.

Sizing: See Ability Tags, page 16.

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 93.

skill point: You can spend skill points to gain training in skills (see

Skill Training, page 93). You gain skill points from your class, from having a high Intelligence, and from taking penalties to your starting attributes (see Attribute Penalties, page 18). For details, see Skill Points, page 20.

slowed: A slowed creature moves at half speed and takes a –2 penalty to Reflex defense. This does not stack with the **decelerated** effect.

somatic components: Somatic components are hand motions required to cast arcane and pact spells. For details, see Casting Components, page 130.

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 130.

space: Your space is the area that your physical body occupies. For convenience, your space is measured in five-foot **squares**. Small and Medium creatures occupy space equal to a single five-foot square.

Speech: See Ability Tags, page 16.

speed: Your speed represents the number of feet you can move with a single movement (see The Movement Phase, page 8).

spell: A spell is a discrete **magical** ability with combat-relevant effects. For details, see Spells, page 131.

spell list: The list of spells you can cast from a particular **spell source**. Each spell source has a specific spell list which is described at Spells, page 131. 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.

sprint: You can use the *sprint* ability to move faster for a short period of time. For details, see Sprint, page 27.

square: A square represents a single 5-ft. by 5-ft. space. Many areas are measured in squares for convenience.

squeezing: A squeezing creature is trying to move through an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a –2 penalty to **accuracy** with **strikes** and Armor and Reflex defenses. For details, see Squeezing, page 12.

standard action: You can use a standard action to attack with a weapon, cast a spell, drink a potion, and do most other things that take concentration and effort.

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 25.

stunned: A stunned creature takes a –4 penalty to all defenses. This does not stack with the **dazed** effect.

subdual damage: Subdual damage is a special kind of damage that can't kill you. If you would die from subdual damage, you fall unconscious instead. For details, see Subdual Damage, page 11.

Subtle: See Ability Tags, page 16.

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 15.

Sustain: An ability with this **ability tag** lasts as long as you sustain it each round. 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 15.

Swift: An ability with this **ability tag** resolves its effects before other actions in the same phase. For details, see Swift Abilities, page 9.

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 120.

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 6.

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 23).

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 Agility skill for (see Balance, page 95). For details, see Tasks, page 94.

telepathy: A creature with telepathy can communicate with other creatures mentally within a given range. For details, see Telepathy, page 253.

teleportation: A creature or object that is teleported instantly leaves one location and arrives at another. For details, see Teleportation, page 30.

Temporal: See Ability Tags, page 16.

threaten: If you are using a **melee** weapon, all enemies within your **reach** with that weapon are threatened. A threatened creature may suffer an **overwhelm penalty** if there are multiple creatures threatening it (see Overwhelm, page 23).

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 25.

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 24.

trained: If you are trained in a skill, you have learned how to use it well, but you have not **mastered** it. Your modifier with a trained skill is equal to either half your level + 1 or the skill's **key attribute** (if any), whichever is higher. For details, see Skill Training, page 93.

trip: You can knock a foe off its feet with the *trip* ability. For details, see Trip, page 27.

tremorsight: A creature with tremorsight can “see” its surroundings perfectly without any light, regardless of concealment or invisibility. It

needs an uninterrupted path through solid objects to sense its surroundings, but does not require line of effect. Tremorsight always has a range, and grants no benefits beyond that range.

tremorsense: A creature with tremorsense can sense its surroundings without any light, regardless of concealment or invisibility. It knows the location of everything around it, but it still takes normal failure chances for concealment, invisibility, and so on. It needs an uninterrupted path through solid objects to sense its surroundings, but does not require line of effect. Tremorsense always has a range, and grants no benefits beyond that range.

truesight: A creature with truesight can ignore all **Sensation** effects within a given range. Despite the name of the ability, it affects all senses, not merely sight.

Unarmed: See Weapon Tags, page 209.

unarmed attack: Every corporeal creature is capable of making an attack using its bare fists (or similar appendages). For details, see Unarmed Combat, page 24.

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: An unaware creature does not know that it is being attacked. It 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 unaware of future attacks, even if it cannot see or identify its attacker.

unconscious: While you are unconscious, you are **helpless** and completely unable to take any actions. Some sensory abilities, such as the Awareness and Spellsense skills, can be used while you are asleep, but not while you are forcibly knocked unconscious.

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 12.

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 208 and Armor Usage Classes, page 215.

verbal components: Verbal components are words required to cast most spells. For details, see Casting Components, page 130.

Visual: See Ability Tags, page 16.

vital wound: A **vital wound** is a serious injury that inflicts negative effects on you. You gain a **vital wound** if you take damage in excess of your **vital resistance** from a single damage roll. For details, see Vital Wounds, page 10.

vulnerable: A creature can be vulnerable to a type or subtype of damage. It takes double damage from damage of the type that it is vulnerable to. When a creature takes damage of multiple types, it is considered vulnerable to the damage if it is vulnerable to any of its damage types.

wall: A wall is an area shape that an ability can have (see Area Shapes, page 14). A wall-shaped area has a length and height, but its width is not measured in squares.

Water: See Ability Tags, page 16.

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 208.

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 208.

withdraw: The *withdraw* ability allows you to stay away from a creature, preventing it from coming too close to you. For details, see Withdraw, page 12.

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 10.

vital resistance: You gain a **vital wound** if you take at least as much damage as your **vital resistance** from a single damage roll. For details, see Vital Resistance, page ??.

vitality wound: If damage from an attack beats your **vital resistance**, the attack vitally wounds you. Some attacks have additional effects if they vitally wound the target. For details, see Taking Damage, page ??.

VR: A shorthand for **vital resistance**.

zone: A zone is a type of area that an ability can have (see Area Types, page 15). 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

Wealth

Wealth By Level

Characters can generally expect to have a certain amount of total wealth, gained through the course of their adventures. The below chart summarizes the amount of wealth a character can expect to have. This may take the form of currency, precious gems, magic items, land, or anything else of significant value. For the purpose of character wealth, magic items are considered to be worth their market price, regardless of how they were acquired.

Table B.1: Character Wealth

Level	Total wealth	Wealth gained at level
1	75 gp	75 gp
2	200 gp	125 gp
3	400 gp	200 gp
4	800 gp	400 gp
5	1,500 gp	700 gp
6	2,500 gp	1,000 gp
7	4,000 gp	1,500 gp
8	6,500 gp	2,500 gp
9	10,000 gp	3,500 gp
10	16,000 gp	6,000 gp
11	25,000 gp	9,000 gp
12	40,000 gp	15,000 gp
13	60,000 gp	20,000 gp
14	90,000 gp	30,000 gp
15	135,000 gp	45,000 gp
16	205,000 gp	70,000 gp
17	308,000 gp	103,000 gp
18	460,000 gp	152,000 gp
19	680,000 gp	220,000 gp
20	1,000,000 gp	320,000 gp

Gearing with Item Levels

You can equip a character using by using a number of items of appropriate levels instead of by individually spending all of the wealth allotted to the character. To do so, give the character one item of each level, starting with the character's level and ending three levels lower, for a total of four items. If the character is lower than 4th level, add 1/2-level items as necessary to total 4 items.

If you want more items, you can trade an item of one level for two items of a lower level. You can also trade two items of a lower level for an item of a higher level, but this should not be used to gain an item of a level higher than the character's level. Items can be traded according to the table below.

Item Levels

Each item has a level associated with it. An item's level is generally correlated with the item's effectiveness and rarity. It determines the normal **power** used for the item (see Item Power, page 225). The cost to buy an item in areas where buying items is possible is also generally determined by its level, as defined in Table B.2: Item Levels.

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 item level for the purpose of determining their power, difficulty to craft or buy, and any other purposes.

Table B.2: Item Levels

Item Level	Typical Gear Price	Typical Consumable Price	Worth two items of this level
1/2	10 gp	2 gp	—
1	50 gp	10 gp	1/2
2	125 gp	25 gp	1
3	250 gp	50 gp	2
4	500 gp	100 gp	3
5	800 gp	160 gp	4
6	1,200 gp	240 gp	4
7	1,800 gp	360 gp	5
8	2,750 gp	550 gp	6
9	4,000 gp	800 gp	7
10	6,500 gp	1,300 gp	8
11	10,000 gp	2,000 gp	9
12	16,000 gp	3,200 gp	10
13	25,000 gp	5,000 gp	11
14	37,000 gp	7,400 gp	12
15	55,000 gp	11,000 gp	13
16	85,000 gp	17,000 gp	14
17	125,000 gp	25,000 gp	15
18	190,000 gp	38,000 gp	16
19	280,000 gp	56,000 gp	17
20	400,000 gp	80,000 gp	18

Appendix C

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.

Semi-Randomized 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.

Roll 4d6 for each attribute score, dropping a die of your choice with each roll. First roll for the attribute scores that you care about most, and save the least important attribute scores for last. After rolling for an attribute score, sum results on the three highest dice and consult Table C.1: Semi-Randomized Point Buy Results and spend the appropriate number of points to yield an attribute score, as indicated by Table 1.4: Attribute Score Point Costs. 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 any attribute above 2 during this stage.

After all of your points have been spent, you may swap any two of your attribute scores.

Table C.1: Semi-Randomized Point Buy Results

Roll	Base Attribute	Point Cost
3-4	-2	0 ¹
5-7	-1	0 ²
8-11	0	0
12-14	1	1
15-16	2	3
16-17	3	5
18	4	7

1 You gain one **insight point**.

2 You gain one **skill point**.

For characters with more extreme attribute scores, use the following

approach, starting with 10 points as normal:

1. For each attribute, roll 2d6
2. Take the average, rounding down, and subtract 2 from it
3. Spend that many points as indicated on Table 1.4: Attribute Score Point Costs until you have no points left.

Random Point Buy

This method gives you no control over your character whatsoever, while still ensuring that all characters generated are equally powerful. It functions like the semi-randomized point buy method, except that you also randomize the order in which the attribute scores are rolled.

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, and you can no longer become bloodied.

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 an **planeforged** native to an Aligned Plane matching your alignment (see Planes, page 205). 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 base 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 increase your maximum **hit points** by 4. In addition, you gain a +20 foot bonus to your **base speed**.

Rank 3 – Sheltering Aura: Your *heroic intervention* ability from this epic fate affects any number of **allies** within a Medium (20 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 Extreme (200 ft.) radius **emanation**. In addition, each creature with a mind affected by that ability is so inspired by your example that they gain a +1 bonus to their base Willpower permanently.

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 rating** 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 an **plane-forged** native to your afterlife plane, since your new body is formed from the raw material of that plane (see Planes, page 205).

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.

Species Feat Options: Any feat strongly associated with the chosen animal.

Sample Animal Hybrids

Hybrid Wolf:

Special Abilities:

- **Scent** A hybrid wolf has the scent ability (see Scent, page 97).
- **Bite** A hybrid wolf's mouth is elongated, which it can use as a bite attack (see Natural Weapons, page 209). A hybrid wolf's bite deals +0d damage.
- **Low-light Vision** A hybrid wolf treats sources of light as if they had double their normal illumination range.

Species Feat Options: Awareness Specialization, Rapid Reaction, Stealth Specialization, Survival Specialization, or Swift.

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: Tiny, Small, or Medium, as original animal.

Attributes: The attributes of an awakened animal depend on its size.

Medium: No change.

Small: –1 base Strength, +1 base Dexterity.

Tiny: –2 base Strength, +2 base Dexterity.

Speed: As the original animal.

Special Abilities: As the original animal.

Species Feat Options: Any feat strongly associated with the chosen animal.

Sample Awakened Animals

Cat:

Size: Tiny. As a Tiny character, a cat gains several benefits and penalties, as described at Small Characters, page 32.

Attributes: Being Tiny gives cats a -2 penalty to base Strength and a +2 bonus to base Dexterity.

Speed: 20 feet.

Special Abilities:

- **Scent** A cat has the scent ability (see Scent, page 97).
- **Claws** A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 209). A cat's claws do +1d damage.
- **Low-light Vision** A cat treats sources of light as if they had double their normal illumination range.

Species Feat Options: Awareness Specialization, Climb Specialization, Flexibility Specialization, Rapid Reaction, Stealth Specialization, or Swift.

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.

Automatic Languages: Common and any one **common language**.

Bonus Languages: Any.

Species Feat Options: any Skill feat.

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: No change. This replaces the normal bonuses and penalties to attributes from being Small.

Speed: 25 feet.

Special Abilities:

- **Low-light Vision:** Drakkenfel treat sources of light as if they had double their normal illumination range.
- **Draconic Essence** Each drakkenfel was once a type of true 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 D.2: Dragon Types (page 280).

- **Damage Resistance** A drakkenfel gains a bonus equal to its level to its **resistance** against the damage type associated with its *draconic essence*.
- **Bite** A drakkenfel's mouth can be used to bite (see Natural Weapons, page 209). A drakkenfel's bite attack deals +0d damage.
- **Sleeping Dragon** If a drakkenfel recovers its stolen scales, it immediately becomes a true dragon again. Its statistics become identical to its statistics before losing its scales, including level, except that it keeps all abilities gained from its Scaleless feat while a drakkenfel. It does not gain additional abilities from the Scaleless feat as it gains levels.

Species Feat Options: Draconic Heritage. The type of dragon chosen for the drakkenfel's *draconic ancestry* must match its *draconic essence*.

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 base Constitution, -1 base Dexterity.

Speed: 20 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 bonuses that normally apply. It gains a +4 bonus to Fortitude defense and a +1 bonus to Armor defense. 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 +10 foot bonus to land speed.
- **Plant Nature** A dryaidi is considered both a creature and a plant.

Species Feat Options: Herbalist, Mental Magic, Regenerator, Sphere Focus: Verdamancy, or Toughness.

Naiaidi

Naiaidi are humanoid creatures descended from naiads. Most naiaidi are unusually physically appealing, but show no other outward signs of their heritage.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Automatic Languages: Common and Sylvan.

Special Abilities:

- **Enchanting Appearance** A naiaidi gains a +2 bonus to the Creature Handling, Perform, and Persuasion skills.
- **Low-light Vision** A naiaidi treats sources of light as if they had double their normal illumination range.
- **Water Affinity** A naiaidi has a **swim speed** equal to their **base speed**. In addition, they can breathe clean water like a human breathes air.
- **Create Water** A naiaidi can cast the *create water* cantrip. When

they do so, they do not require verbal or somatic **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.

Species Feat Options: Boongiver, Leadership, Mental Magic, Perform Specialization, Persuasion Specialization, Sphere Focus: Aquamancy, or Swim Specialization.

Tieflings

Tieflings are humanoid creatures descended from fiends.

Size: Medium.

Attributes: No change.

Speed: 30 feet.

Special Abilities:

- *Darkvision:* Tieflings can see in the dark clearly up to 50 feet. Darkvision does not function if a tiefling is in a brightly lit area, and does not resume functioning until the end of the next round after the tiefling leaves the brightly lit area.
- *Fire Resistance* (Magical): Tieflings gain a bonus equal to their level to **resistance** against fire damage.
- *Infernal Darkness* (Magical): A tiefling can use the *infernal darkness* ability as a **standard action**.

<i>Infernal Darkness</i>	Sustain (minor)
Target: One zone within Medium (100 ft.) range	

You can choose this ability's radius, up to a maximum of a Medium (20 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.

- *Infernal Presence:* Tieflings gain a +2 bonus to the Deception and Intimidate skills.

Species Feat Options: Deception Specialization, Executioner, Intimidate Specialization, Spellwarped, or Sphere Focus: Pyromancy.

Feats

Table C.2: Optional Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Infernal Heritage	Tiefling	Gain aspects of demons	Bloodline	273
Naiad Heritage	Naiaidi	Gain aspects of naiads	Bloodline	273

Feat Descriptions

Infernal Heritage [Bloodline]

Prerequisite: Tiefling species.

1st – **Infernal Rebuke:** You can use the *infernal rebuke* ability as a standard action.

Infernal Rebuke

Target: One creature within Close (30 ft.) range

Make an attack vs. Fortitude against the target. You gain a +2 bonus to **accuracy** with this attack if the target attacked you since the start of the last round.

Hit: The target takes fire damage equal to 1d10 plus your **power**.

The damage increases by +1d for each rank beyond 1.

Rank 3: The damage increases by an additional +1d.

Rank 5: The damage increases by an additional +1d.

Rank 7: The damage increases by an additional +1d.

4th – **Greater Infernal Presence:** The bonuses from your *infernal presence* ability increase to +4.

7th – **Greater Infernal Darkness:** The maximum radius affected by your *infernal darkness* ability increases to a Large (50 ft.) radius. In addition, when you use the ability you may choose whether it also blocks **darkvision** from seeing into the area.

10th – **Hellfire Conduit:** 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, your bonus to your resistance against fire damage from your tiefling *fire resistance* ability increases to twice your level.

13th – **Supreme Infernal Presence:** The bonuses from your *infernal presence* ability increase to +6.

16th – **Cloak of Darkness:** When you use your *infernal darkness* ability, you can change the area to be an **emanation** from you instead of a **zone** within range. In addition, your darkvision functions within your own *infernal darkness* even if you block all other sources of darkvision from working.

19th – **Greater Hellfire Conduit:** Whenever you deal fire damage, you also treat that damage as being physical damage. In addition, you treat all fire damage you take as **environmental damage**.

Naiad Heritage [Bloodline]

Prerequisite: Naiadi species.

1st – **Water Bond:** 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 increase your maximum **hit points** by 2 and gain a +1 bonus to Mental defense. If your bonded water becomes contaminated or shrinks below the minimum size, you reduce your maximum **hit points** by 2 and take a –2 penalty to Mental defense 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.

4th – **Greater Enchanting Appearance:** The bonuses from your

enchanting appearance species ability increase to +4.

7th – **Aqueous Form:** You can cast the *aqueous form* spell. When you do, you do not require verbal or somatic **components**, and your spellcasting rank is considered to be equal to your rank in their highest rank archetype.

7th – **Freshwater Fountain:** The volume of water you can create with the *create water* cantrip increases by five times.

10th – **Greater Water Bond:** The number of hit points granted by your *water bond* ability increases to 3, and the bonus to Mental defense increases to +2.

13th – **Supreme Enchanting Appearance:** The bonuses from your *enchanting appearance* species ability increase to +6.

16th – **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.

19th – **Supreme Water Bond:** The number of hit points granted by your *water bond* ability increases to 4, and the bonus to Mental defense increases to +3.

Appendix D

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.

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 the feat progression system. With this variant, you gain a feat from your species at 1st level. In addition, you gain an additional feat at 3rd, 6th, and 9th level, for a total of four feats. You cannot gain the same feat twice.

Species Bonus Feats

Each species grants a bonus feat at 1st level. Most species can only choose from a small group of feats, listed in the description of the species. A character must meet any prerequisites for these bonus feats, as normal.

Human: Any feat.

Dwarf: Any from the following list: [Blindfighter](#), [Craft Specialization](#), [Guardian](#), [Iron Will](#), [Martial Training](#), [Regenerator](#), [Toughness](#).

Elf: Any Casting feat (see [Casting Feats](#), page 275), or any from the following list: [Agility Specialization](#), [Awareness Specialization](#), [Sniper](#), [Rapid Reaction](#).

Gnome: Any Casting feat (see [Casting Feats](#), page 275), or any from the following list: [Blindfighter](#), [Craft Specialization](#), [Stealth Specialization](#), [Toughness](#).

Half-Elf: Any Skill feat (see [Skill Feats](#), page 275).

Half-Orc: Any Combat feat (see [Combat Feats](#), page 276), or any from the following list: [Intimidate Specialization](#), [Toughness](#).

Halfling: Any from the following list: [Agility Specialization](#), [Climb Specialization](#), [Iron Will](#), [Jump Specialization](#), [Rapid Reaction](#), [Stealth Specialization](#).

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 Tables

Table D.1: Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Celestial Heritage	Non-evil	Gain aspects of celestial beings	Bloodline, Magical	278
Draconic Heritage	—	Gain aspects of draconic power	Bloodline	280
Iron Will	Wil 1	Increase mental resilience	—	283
Null	Wil 2	Become immune to magic	—	285
Precognition	Int 2	React to future events	—	287
Regenerator	Con 2	Heal wounds with inhuman speed	—	287
Rapid Reaction	Dex 1	Increase reaction speed	—	287
Spellwarped	Wil 1	Gain limited spellcasting	Magical	289
Swift	Dex 1	Move more quickly	—	296
Toughness	Con 1	Increase physical fortitude	—	296
Skill Feats	Prerequisites	Benefits	Feat Types	Page
Agility Specialization	Mastered Agility	Improve use of chosen skill	—	277
Awareness Specialization	Mastered Awareness	Improve use of chosen skill	—	277
Climb Specialization	Mastered Climb	Improve use of chosen skill	—	278
Craft Specialization	Mastered Craft	Improve use of chosen skill	—	278
Creature Handling Specialization	Mastered Creature Handling	Improve use of chosen skill	—	279
Deception Specialization	Mastered Deception	Improve use of chosen skill	—	279
Devices Specialization	Mastered Devices	Improve use of chosen skill	—	279
Disguise Specialization	Mastered Disguise	Improve use of chosen skill	—	280
Endurance Specialization	Mastered Endurance	Improve use of chosen skill	—	281
Flexibility Specialization	Mastered Flexibility	Improve use of chosen skill	—	281
Intimidate Specialization	Mastered Intimidate	Improve use of chosen skill	—	282
Herbalist	Mastered Knowledge (nature)	Brew potions with natural ingredients	—	282
Jump Specialization	Mastered Jump	Improve use of chosen skill	—	283
Knowledge Specialization	Mastered Knowledge	Improve use of chosen skill	—	283
Linguistics Specialization	Mastered Linguistics	Improve use of chosen skill	—	283
Medicine Specialization	Mastered Medicine	Improve use of chosen skill	—	284
Perform Specialization	Mastered Perform	Improve use of chosen skill	—	286
Persuasion Specialization	Mastered Persuasion	Improve use of chosen skill	—	286
Ride Specialization	Mastered Ride	Improve use of chosen skill	—	288
Sleight of Hand Specialization	Mastered Sleight of Hand	Improve use of chosen skill	—	288
Social Insight Specialization	Mastered Social Insight	Improve use of chosen skill	—	288
Spellsense Specialization	Mastered Spellsense	Improve use of chosen skill	—	289
Stealth Specialization	Mastered Stealth	Improve use of chosen skill	—	295
Survival Specialization	Mastered Survival	Improve use of chosen skill	—	295
Swim Specialization	Mastered Swim	Improve use of chosen skill	—	296
Casting Feats	Prerequisites	Benefits	Feat Types	Page
Boongiver	Spellcasting ability	Improve ability to cast spells on allies	Magical	277
Blood Magic	Spellcasting ability	Spend hit points to improve magic	Magical	277
Metacaster	Spellcasting ability	Manipulate spell effects in creative ways	Magical	284
Mental Magic	Spellcasting ability, Wil 2	Cast spells without words or gestures	Magical	284
Mystic Archer	Spellcasting ability	Imbue projectiles with magic	Magical	285
Prepared Spellcasting	Spellcasting ability, Int 2	Prepare additional spells each day	Magical	287
Spellsword	Spellcasting ability	Fight with sword and spell together	—	289

Sphere Focus: Aeromancy	<i>Aeromancy</i> sphere access	Improve casting with chosen sphere	Magical	290
Sphere Focus: Aquamancy	<i>Aquamancy</i> sphere access	Improve casting with chosen sphere	Magical	290
Sphere Focus: Astromancy	<i>Astromancy</i> sphere access	Improve casting with chosen sphere	Magical	290
Sphere Focus: Barrier	<i>Barrier</i> sphere access	Improve casting with chosen sphere	Magical	290
Sphere Focus: Biomancy	<i>Biomancy</i> sphere access	Improve casting with chosen sphere	Magical	291
Sphere Focus: Bless	<i>Bless</i> sphere access	Improve casting with chosen sphere	Magical	291
Sphere Focus: Channel Divinity	<i>Channel Divinity</i> sphere access	Improve casting with chosen sphere	Magical	291
Sphere Focus: Chronomancy	<i>Chronomancy</i> sphere access	Improve casting with chosen sphere	Magical	291
Sphere Focus: Compel	<i>Compel</i> sphere access	Improve casting with chosen sphere	Magical	??
Sphere Focus: Cryomancy	<i>Cryomancy</i> sphere access	Improve casting with chosen sphere	Magical	292
Sphere Focus: Delusion	<i>Delusion</i> sphere access	Improve casting with chosen sphere	Magical	??
Sphere Focus: Electromancy	<i>Electromancy</i> sphere access	Improve casting with chosen sphere	Magical	292
Sphere Focus: Fabrication	<i>Fabrication</i> sphere access	Improve casting with chosen sphere	Magical	292
Sphere Focus: Photomancy	<i>Photomancy</i> sphere access	Improve casting with chosen sphere	Magical	292
Sphere Focus: Polymorph	<i>Polymorph</i> sphere access	Improve casting with chosen sphere	Magical	293
Sphere Focus: Pyromancy	<i>Pyromancy</i> sphere access	Improve casting with chosen sphere	Magical	293
Sphere Focus: Revelation	<i>Revelation</i> sphere access	Improve casting with chosen sphere	Magical	293
Sphere Focus: Summoning	<i>Summoning</i> sphere access	Improve casting with chosen sphere	Magical	293
Sphere Focus: Telekinesis	<i>Telekinesis</i> sphere access	Improve casting with chosen sphere	Magical	294
Sphere Focus: Terramancy	<i>Terramancy</i> sphere access	Improve casting with chosen sphere	Magical	294
Sphere Focus: Thaumaturgy	<i>Thaumaturgy</i> sphere access	Improve casting with chosen sphere	Magical	294
Sphere Focus: Umbramancy	<i>Umbramancy</i> sphere access	Improve casting with chosen sphere	Magical	295
Sphere Focus: Verdamancy	<i>Verdamancy</i> sphere access	Improve casting with chosen sphere	Magical	295
Sphere Focus: Vivimancy	<i>Vivimancy</i> sphere access	Improve casting with chosen sphere	Magical	295
Combat Feats	Prerequisites	Benefits	Feat Types	Page
Blindfighter	Per 2	Fight unseen foes better	—	277
Brawler	Str 1, Dex 1	Fight better unarmed and in close quarters	—	278
Duelist	Dex 1, Int 1	Fight one-on-one better	—	280
Executioner	Str 1, Per 2	Kill weakened foes more easily	—	281
Greatweapon Warrior	Str 2	Fight better with two-handed weapons	—	282
Guardian	Per 1, Wil 1	Protect nearby allies	—	282
Leadership	Wil 2	Inspire nearby allies	—	283
Martial Training	—	Improve combat abilities	—	284
Savage	Str 2	Shove and overrun foes to deal damage	—	288
Shieldbearer	Str 2	Defend better with shields	—	288
Sniper	Per 2	Aim precisely at distant foes	—	288
Two-Weapon Fighting	Dex 2	Fight better with two weapons at once	—	296
Whirlwind Warrior	Dex 2, Per 1	Fight hordes with agile ease	—	296

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.

Agility Specialization [Skill]

Prerequisite: Agility as a mastered skill.

1st – **Specialization:** You gain a +3 bonus to the Agility 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 – **Acrobatic Fall:** You take half damage from **falling damage**.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +6.

12th – **Air Dancer** (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 rating** 20. Surfaces that can support at least a tenth of your weight, such as water, are **difficulty rating** 25. Surfaces that can support at least a hundredth of your weight, such as tree leaves, are **difficulty rating** 30. Surfaces that cannot support your weight at all, such as air, are **difficulty rating** 40.

Success means you move along the surface at half speed. Failure means you fall through the surface. The **difficulty rating** 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 +9.

18th – **Greater Air Dancer:** 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 rating** increases by 2 instead of by 5.

Awareness Specialization [Skill]

Prerequisite: Awareness as a mastered skill.

1st – **Specialization:** You gain a +3 bonus to the Awareness skill.

3rd – **Extraordinary Senses:** You gain one of the following senses: **blindsight** (20 ft.), **darkvision** (50 ft.), **low-light vision**, **scent**, or **tremorsense** (20 ft.).

6th – **Quick Scan:** When you use the *search* ability, you can notice things in a Small (10 ft.) radius within Close (30 ft.) range (see Search, page 97).

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +6.

12th – **Greater Extraordinary Senses:** You gain one of the following senses: **blindsight** (100 ft.), **blindsight** (20 ft.), **darkvision** (200 ft.), **tremorsense** (100 ft.), or **tremorsight** (20 ft.).

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +9.

18th – **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.

Blindfighter [Combat]

Prerequisite: Base Perception 2.

1st – **Blind Precision:** When you make an attack with a miss chance caused by being unable to see your opponent, you can roll the miss chance twice and take the better result. In addition, you are not **defenseless** against foes you cannot see if you know their location.

3rd – **Blindsight:** You gain **blindsight** (50 ft.).

6th – **Attack the Unseen:** If you know the location of a creature you cannot see, and you have **line of effect** to that creature, you can target it with targeted abilities.

9th – **Blindsight:** You gain **blindsight** (50 ft.). In addition, the range of your blindsense increases by 150 feet.

12th – **Controlled Sight:** You are immune to all abilities that depend on sight to affect you.

15th – **Greater Blindsight:** The range of your blindsight increases by 50 feet. In addition, the range of your blindsense increases by 300 feet.

18th – **Unseeing Precision:** You gain a +1 bonus to **accuracy**.

21st – **Supreme Sight:** The range of your blindsight improves to 200 feet. In addition, the range of your blindsense improves to 1,000 feet.

Blood Magic [Casting, Magical]

Prerequisite: Ability to cast a spell, base Constitution 2.

1st – **Fortified Blood:** You treat your level as if it was 1 higher than it actually is for the purpose of determining your **hit points** (see Table 1.5: Hit Points (page 19)).

3rd – **Bloodspell:** Whenever you cast a spell, you may use this ability. When you do, you lose **hit points** equal to the spell's rank. In exchange, you gain a +2 bonus to **power** with the spell, the spell does not require **components**, and it loses the **Focus** tag (if it had it).

6th – **Bloodbind:** 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 **invisibility** (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 Fortified Blood:** The level increase from your *fortified blood* ability increases to 2.

12th – **Greater Bloodspell:** The bonus to **power** from your *bloodspell* ability increases to +4.

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 – **Greater Fortified Blood:** The level increase from your *fortified blood* ability increases to 3.

21st – **Supreme Bloodspell:** The bonus to **power** from your *bloodspell* ability increases to +8.

Boongiver [Casting, Magical]

Prerequisite: Ability to cast a spell.

1st – **Boon Lore:** You learn an additional **spell**. The spell must have the **Attune** tag. 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 (100 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 Attunement, page 15).

6th – **Benevolent Transference**: You can use the *benevolent transference* ability as a **standard action**.

Benevolent Transference

Choose a creature currently **attuned** to a spell you cast. In addition, choose another creature 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.

If both targets are willing, and 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.

Level 12: You can use this ability as a **minor action**.

Level 18: The targets can transfer any number of attuned spells between each other.

9th – **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.

12th – **Greater Boon Lore**: The number of additional **Attune** spells you gain from your *boon lore* ability increases to two.

15th – **Personal Boon**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals that you cast on yourself.

18th – **Supreme Share Boon**: You can use your *share boon* ability on up to three different spells at once.

Brawler [Combat]

Prerequisite: Base Strength of 1, base Dexterity of 1.

1st – **Unarmed Warrior**: You become **proficient** with the unarmed weapons **weapon group** (see Weapon Groups, page 208). In addition, you gain a +2d bonus to damage with unarmed weapons. For details about how to fight while unarmed, see Unarmed Combat, page 24. This ability does not stack with the ability of the same name from the Esoteric Warrior monk archetype (see Esoteric Warrior, page 59).

1st – **Grapple Expertise**: You gain a +2 bonus to **accuracy** with the *grapple* ability (see Grapple, page 26), as well as with all grapple actions (see Grapple Actions, page 28).

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.

6th – **Greater Grapple Expertise**: The bonus from your *grapple expertise* ability increases to +3.

9th – **Pin Mastery**: You can use the *pin* ability with only one free hand (see Pin, page 28). In addition, you can keep the target immobilized with only one free hand if you hit.

12th – **Greater Grapple Expertise**: The bonus from your *grapple expertise* ability increases to +4.

15th – **Greater Pin Mastery**: If you get a **critical hit** with the *grapple* ability, you can immediately pin the target as if you had hit with the *pin* ability.

18th – **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.

Smite

Magical

Make a **strike**. Because this is a **magical** ability, you use your **power** with **magical** abilities to determine your damage instead of your power with **mundane** abilities. If your target is good, the strike deals no damage. Otherwise, the strike gains a +1d bonus to damage.

Level 6: The damage bonus increases to +2d.

Level 12: The damage bonus increases to +3d.

Level 18: The damage bonus increases to +4d.

3rd – **Celestial Soul**: You gain a +4 bonus to your **resistance** against **energy damage**.

6th – **Angel Wings**: You gain feathery wings that sprout from your back. These wings grant you a glide speed equal to your **base speed** (see Gliding, page 13). The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.

9th – **Greater Celestial Soul**: The bonus from your *celestial soul* ability increases to +8.

12th – **Angelic Flight**: You can use the *angelic flight* ability as a **free action**.

Angelic Flight

Magical

You gain a **fly speed** equal to your **base speed** until the end of the round (see Flying, page 12). If you have used this ability since you last landed on the ground, you also gain a **fatigue point**.

15th – **Supreme Celestial Soul**: The bonus from your *celestial soul* ability increases to be equal to your level.

18th – **Greater Angelic Flight**: Your *angelic flight* ability lasts until the end of the next round.

Climb Specialization [Skill]

Prerequisite: Climb as a mastered skill.

1st – **Specialization**: You gain a +3 bonus to the Climb skill.

3rd – **Climb Speed**: You gain a **climb speed** equal to half your **base speed**. A successful Climb check to move allows you to travel a distance equal to your climb speed.

6th – **Damage Tolerance**: Taking damage while climbing does not force you to make an additional Climb check to avoid falling.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

12th – **Greater Climb Speed**: Your **climb speed** increases to be equal to your **base speed**.

12th – **Impossible Climber**: You can climb surfaces that are perfectly smooth. The **difficulty rating** is 30 for perfectly smooth vertical surfaces, and 40 to climb on a perfectly smooth ceiling. In addition, you can climb with no free hands if you take a -10 penalty to the Climb check.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

18th – **Greater Impossible Climber**: You take no penalty for climbing with no free hands.

Craft Specialization [Skill]

Prerequisite: Any Craft skill as a mastered 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. Imbuing an item with magic takes material components, as described in Magic Item Creation, page 250. You can craft an item with an item level equal to your level or one item level lower than your level with 24 hours of continuous work. You can make weaker items more quickly. For every two item levels lower than your level, the time required to craft an item is halved, to a minimum of 15 minutes.

You can also mend a broken magic item if it is one that you could make. Doing so costs a tenth of the raw materials and a quarter of the time it would take to craft that item in the first place. You cannot mend a **destroyed** magic item.

6th – **Crafting Savant**: You gain two additional **skill points** which can only be spent on Craft skills.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

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 225).

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

18th – **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 225).

Creature Handling Specialization [Skill]

Prerequisite: Creature Handling as a mastered skill.

1st – **Specialization**: You gain a +3 bonus to the Creature Handling skill.

3rd – **Battleforged Training**: You can teach a creature the Battleforged trick. The **difficulty rating** 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 **resistance** against **physical damage**.
- It gains a +1 bonus to accuracy with all attacks.
- It gains a +1d bonus to damage 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 102.

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 102). In addition, you can train creatures to learn two bonus tricks beyond their normal maximum (see Bonus Tricks, page 103).

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

12th – **Greater Battleforged Training**: You can teach a creature that has learned the Battleforged trick the Greater Battleforged trick. The **difficulty rating** 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 your level to **resistances** against **physical damage**.
- It gains a +2 bonus to accuracy with all attacks.
- It gains a +2d bonus to damage with **strikes**.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

18th – **Greater Efficient Training**: You can teach a creature with 4

hours of work, split as you choose (see Training Creatures, page 102). 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.

Deception Specialization [Skill]

Prerequisite: Deception as a mastered 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.

6th – **Undetectable Lies**: Any **magical** abilities which detect lies are unable to detect lies you speak.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

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 gain a **fatigue point**.

The attack takes a -10 penalty to accuracy. 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 +9.

Devices Specialization [Skill]

Prerequisite: Devices as a mastered 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, either through the Spellsense skill or because the effect is noticeable. You cannot affect effects on creatures. The **difficulty rating** to affect an arcane spell effect is equal to 15 + the effect's **power**.

6th – **Rapid Improvisation**: It takes you only a standard action to make a device of up to Diminutive size with the *improvise* ability (see Improvise, page 104).

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

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 +9.

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 104).

Disguise Specialization [Skill]

Prerequisite: Disguise as a mastered 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 rating** 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 +6.

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**. This effect lasts as long as you **attune** to it.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +9.

18th – **Greater Quick Change:** You do not suffer penalties for reducing the creation time of disguises with the *disguise creature* and *emulate creature* abilities.

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 D.2: Dragon Types. You have the blood of that type of dragon in your veins. You gain a bonus equal to your level to your **resistance** against the damage 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 209.

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 your *draconic ancestry* ability (see Table D.2: Dragon Types). You can use your Constitution in place of your Strength to determine your **power** with this ability.

Hit: Each target takes damage equal to 1d10 plus half your **power**. The damage type is defined by your *draconic ancestry* ability.

The damage increases by +1d at 6th level and every 3 levels thereafter.

Level 9: The area affected by your breath weapon increases. A line breath weapon becomes a Huge (100 ft.), 15 ft. wide line. A cone breath weapon becomes a Large (50 ft.) cone.

Level 15: You gain a +1d bonus to damage. In addition, the area affected by your breath weapon increases again. A line breath weapon becomes a Huge (100 ft.), 20 ft. wide line. A cone breath weapon becomes a Huge (100 ft.) cone.

6th – **Draconic Wings:** You gain scaly wings that sprout from your back. These wings grant you a glide speed equal to your **base speed** (see *Gliding*, page 13). 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 Armor defense.

12th – **Draconic Flight** (Magical): You can use the *draconic flight* ability as a **free action**.

Draconic Flight

You gain a **fly speed** equal to your **base speed** until the end of the round (see *Flying*, page 12). If you have used this ability since you last landed on the ground, you also gain a **fatigue point**.

15th – **Greater Draconic Ancestry:** The resistance bonus from your *draconic ancestry* ability increases to be equal to twice your level.

15th – **Greater Draconic Scales:** The bonus from your *draconic scales* ability increases to +2.

18th – **Greater Draconic Flight:** Your *draconic flight* ability lasts until the end of the next round.

Table D.2: Dragon Types

Dragon	Damage Type	Breath Weapon
Black	Acid	Medium (20 ft.), 10 ft. wide line
Blue	Electricity	Medium (20 ft.), 10 ft. wide line
Brass	Fire	Medium (20 ft.), 10 ft. wide line
Bronze	Electricity	Medium (20 ft.), 10 ft. wide line
Copper	Acid	Medium (20 ft.), 10 ft. wide line
Gold	Fire	Medium (20 ft.) cone
Green	Acid	Medium (20 ft.) cone
Red	Fire	Medium (20 ft.) cone
Silver	Cold	Medium (20 ft.) cone
White	Cold	Medium (20 ft.) cone

Duelist [Combat]

Prerequisite: Base Dexterity of 1, base Intelligence of 1.

1st – **Duelist Strike:** You can use the *duelist strike* ability as a **standard action**.

Duelist Strike

Make a melee **strike**. If you are not **threatened** by more than one creature, you gain a +1 bonus to **accuracy** with the strike. If you are the only creature threatening your target, you gain a +1d bonus to damage with the strike.

Level 6: The damage bonus increases to +2d.

Level 12: The accuracy bonus increases to +2.

Level 18: The damage bonus increases to +3d.

3rd – **Parry**: You gain a +1 bonus to Armor defense as long as you wield a melee weapon and are not **threatened** by more than one creature.

6th – **Riposte**: You gain a +1 bonus to **accuracy** with melee **strikes** as long as you are not **threatened** by more than one creature.

9th – **Duel Focus**: You are treated as being **threatened** by one fewer creature than you actually are for the purpose of abilities from this feat.

12th – **Greater Parry**: The bonus from your *parry* ability increases to +2.

15th – **Greater Riposte**: The bonus from your *riposte* ability increases to +2.

18th – **Greater Duel Focus**: The reduction in number of creatures threatening you from your *duel focus* ability increases to two creatures.

Endurance Specialization [Skill]

Prerequisite: Endurance as a mastered 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 rating** 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**: Whenever you use the *sprint* ability, you can make an Endurance check. The **difficulty rating** is equal to 10 + 5 for each other time you have used the *sprint* ability since your last **short rest**. Success means that you do not lose a **hit point** for using the ability. Failure means you lose a **hit point** for using the ability like normal.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

12th – **Delay Vital Wound**: Whenever you receive a **vital wound**, you can make an Endurance check. The **difficulty rating** starts at 20 and increases by 5 in each subsequent round. Success means that you do not suffer the effects of the vital wound. It still counts against your total number of vital wounds for determining your penalties on **vital rolls** (see Vital Rolls, page 10). You must repeat this check at the end of each subsequent round to continue to delay the effects of the vital wound. Failure means that the vital wound has its normal effect on you.

You can only delay one of your vital wound 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.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

18th – **Multiple Delay**: You can delay two **vital wounds** and **conditions** with your *delay vital wound* and *delay condition* abilities.

Executioner [Combat]

Prerequisites: Base Strength of 1, base Perception of 2.

1st – **Marked for Execution**: You consider living creatures that either have a **vital wound** or have less than their **maximum hit points** 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 +1d bonus to damage. If the target has a **vital wound**, you gain a +1d bonus to damage. These bonuses stack.

Level 6: You gain a +1d bonus to damage with the strike.

Level 12: The automatic damage bonus increases to +2d.

Level 18: Both circumstantial damage bonuses increase to +2d.

3rd – **Blood Sense** (Magical): You automatically know the location of all creatures that are *marked for execution* within 50 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**.

6th – **Purge the Weak**: You gain a +1 bonus to **accuracy** against creatures that are *marked for execution*.

9th – **Greater Blood Sense** (Magical): Your *blood sense* ability allows you to know the location of all living creatures within range. In addition, you can see creatures that are *marked for death* perfectly instead of only knowing their location. You can still automatically identify which creatures within range are *marked for execution*.

12th – **Bloody Resilience**: You gain a +2 bonus to Fortitude defense.

15th – **Greater Purge the Weak**: The bonus from your *purge the weak* ability increases to +2.

15th – **Supreme Blood Sense** (Magical): The range of your *blood sense* ability increases to 200 feet.

Flexibility Specialization [Skill]

Prerequisite: Flexibility as a mastered 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** by 2 (see Squeezing, page 12).

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

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 rating** 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 +9.

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**.

Greatweapon Warrior [Combat]

Prerequisite: Base Strength of 2.

1st – **Power Attack:** Whenever you make a strike with a weapon you wield in two hands, you may take a –1 penalty to **accuracy**. If you do, you gain a +1d bonus to damage.

3rd – **Cleave:** Whenever you wield a melee weapon in two hands, it gains the Sweeping (1) tag (see Sweeping, page 210). 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 10 feet of the primary target instead of the normal 5 feet. Each secondary target must still be within your **reach** with the weapon.

6th – **Destructive Force:** You gain a +2 bonus to **accuracy** with the *disarm* ability with weapons you wield in two hands (see Disarm, page 26). In addition, whenever you make a strike with a weapon you wield in two hands, it deals double damage to objects.

9th – **Greater Power Attack:** The damage bonus from your *power attack* ability increases to +2d.

12th – **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.

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 Power Attack:** The damage bonus from your *power attack* ability increases to +3d.

Guardian [Combat]

Prerequisite: Base Perception and Willpower of 1.

1st – **Binding Strike:** You can use the *binding strike* ability as a standard action.

Binding Strike

Make a melee **strike** against a creature adjacent to you. You take a –2d penalty to damage with the strike, and your **power** is halved. If the target loses **hit points** from the strike, it is **immobilized** as a **condition**. At the end of each round, this condition ends if the target is not adjacent to you.

Level 6: You gain a +1 bonus to **accuracy** with the strike.

Level 12: The accuracy bonus increases to +2.

Level 18: The accuracy bonus increases to +3.

3rd – **Threatening Guardian:** Your **enemies** treat each space adjacent to you as **difficult terrain**.

6th – **Protect:** You can use the *protect* ability as a **minor action**.

Protect

Sustain (free), Swift

Your **allies** adjacent to you gain a +2 bonus to Armor defense until the end of the round. However, you take a –2 penalty to Armor defense this round. Because this ability has the **Swift** tag, these bonuses and penalties apply against attacks made in the current phase.

Level 12: The Armor defense penalty is reduced to –1.

Level 18: The Armor defense penalty is removed.

9th – **Resolute Defender:** You gain a +1 bonus to Armor defense and Mental defense.

15th – **Greater Threatening Guardian:** Your *threatening guardian* ability applies **difficult terrain** twice, causing enemies to move at one quarter speed.

18th – **Greater Resolute Defender:** The bonuses from your *resolute defender* ability increase to +2.

Herbalist [Skill]

Prerequisite: Knowledge (nature) as a mastered 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 rating 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 make.

6th – **Tempting Concoction:** You can use the *tempting concoction* ability as a **standard action**.

Tempting Concoction

Emotion, Magical, Subtle

Targets: See text

Choose one liquid poison or potion you created, or an object containing one of those liquids, within Close (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.

Intimidate Specialization [Skill]

Prerequisite: Intimidate as a mastered 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** by you as a **condition** instead of being shaken the end of the next round. For details, see Demoralize, page 108.

6th – **Threatening Presence**: You are considered to be **threatening** each **enemy** within a Large (50 ft.) emanation from you for the purpose of determining their **overwhelm penalty**.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

12th – **Supreme Demoralize**: When you use the *demoralize* ability, the target is **frightened** by you instead of being shaken.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

18th – **Fearsome Foe**: You are considered an additional creature for the purpose of determining the **overwhelm penalty** you inflict on other creatures. This can allow you to overwhelm creatures by yourself.

Iron Will [General]

Prerequisite: Base Willpower of 1.

1st – **Mental Discipline**: You gain a +2 bonus to Mental defense. In addition, you gain a +5 bonus to notice **Subtle** abilities that affect your mind.

3rd – **Mind over Matter**: You may use your Willpower in place of your Constitution to determine your **hit points** (see Hit Points, page 19).

6th – **Unclouded Mind**: You are immune to being **dazed** and **stunned**.

9th – **Greater Mental Discipline**: The defense bonus from your *mental discipline* ability increases to +3. In addition, the bonus to identify **Subtle** abilities increases to +10.

12th – **Greater Mind over Matter**: You treat your level as if it was 1 higher than it actually is for the purpose of determining your **hit points**.

15th – **Greater Unclouded Mind**: You are immune to being **disoriented** and **confused**.

18th – **Supreme Mental Discipline**: The defense bonus from your *mental discipline* ability increases to +4. In addition, you automatically notice all **Subtle** abilities that affect your mind.

Jump Specialization [Skill]

Prerequisite: Jump as a mastered skill.

1st – **Specialization**: You gain a +3 bonus to the Jump skill.

3rd – **Featherlight Leap**: You can use the *featherlight leap* ability as a **free action**.

Featherlight Leap **Swift**
When you use this ability, you lose a **hit point**. Your maximum height for jumps during the current phase 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.

6th – **Instant Leap**: You suffer no penalty for jumping without a running start (see Running Start, page 108).

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

12th – **Impact Tolerance**: You are immune to **falling damage**.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

18th – **Greater Featherlight Leap**: Your maximum height for jumps is always equal to your Jump check result. When you use your *featherlight leap* ability, your maximum height increases to be equal to twice your Jump check result.

Knowledge Specialization [Skill]

Prerequisite: Any Knowledge skill as a mastered skill.

1st – **Specialization**: You gain a +3 bonus to all Knowledge skills.

3rd – **Knowledge Savant**: You gain two additional **skill points** which can only be spent on Knowledge skills.

6th – **Greater Knowledge Savant**: The number of extra skill points from your *knowledge savant* ability increases to four.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

12th – **Experienced Defense**: You gain a +1 bonus to Fortitude, Reflex, and Mental defenses.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

18th – **Greater Experienced Defense**: You gain a +1 bonus to Armor defense.

Leadership [Combat]

Prerequisite: Base Willpower of 2.

1st – **Battle Command**: You can use the *battle command* ability as a standard action.

Battle Command **Swift**
Choose an **ally** within Medium (100 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**: Your **allies** within a Large (50 ft.) emanation from you are immune to being **shaken**, **frightened**, and **panicked**.

6th – **Bolster**: You can use the *bolster* ability as a standard action.

Bolster **Emotion**
One **ally** within Medium (100 ft.) range can remove a **condition**. This cannot remove a condition applied during the current round.

Level 12: You may target an additional **ally** within range.

Level 18: Each target may remove an additional **condition**.

9th – **Inspiring Presence**: Your **allies** within a Large (50 ft.) emanation from you gain a +2 bonus to Mental defense.

12th – **Brave Leader**: You are immune to being **shaken**, **frightened**, and **panicked**.

15th – **Sustaining Presence**: Your **allies** within a Large (50 ft.) emanation from you gain a +2 bonus to **vital rolls**.

18th – **Supreme Presence**: The area of your *presence* abilities from this feat increases to a Huge (100 ft.) emanation from you.

Linguistics Specialization [Skill]

Prerequisite: Linguistics as a mastered 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 +6.

12th – **Greater Language Focus**: You can use your *language focus* ability to learn **rare languages** in addition to common languages.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

Martial Training [Combat]

1st – **Trained Strike**: You can use the *trained strike* ability as a standard action.

Trained Strike

You 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 **power** with **mundane** abilities.

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.

Medicine Specialization [Skill]

Prerequisite: Medicine as a mastered 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.

Healing Touch**Life**

Target: Yourself or a living **ally** within your **reach**

The target regains **hit points** equal to 1d6 plus half your **power**.

The healing increases by +1d for each rank beyond 1.

Rank 3: The healing increases by an additional +1d.

Rank 5: The healing increases by an additional +1d.

Rank 7: The healing increases by an additional +1d.

6th – **Purging Touch**: You can use the *purging touch* ability as a

standard action.

Purging Touch

Make a Medicine check on 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 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 +6.

12th – **Lifesaver**: You can use the *first aid* ability as a **minor action** (see First Aid, page 111).

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

18th – **Greater Lifesaver**: Once per round, you can use the *first aid* ability as a **free action**.

Mental Magic [Casting, Magical]

Prerequisite: Spellcasting ability, Willpower 2.

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**. However, casting spells without components is more challenging. You increase your **focus penalty** by 1.

3rd – **Potent Mind**: You gain a +2 bonus to **power** with **magical** abilities.

6th – **Innate Creativity**: You learn an additional **spell**. When you gain access to new spell ranks, you can change which spell you know.

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 Innate Creativity**: You learn an additional **spell**. When you gain access to new spell ranks, you can change which spell you know.

18th – **Greater Fractured Mind**: You can use your *fractured mind* ability on abilities with the **Sustain** (standard) tag in addition to the **Sustain** (minor) tag.

21st – **Supreme Potent Mind**: The bonus from your *potent mind* ability increases to +8.

Metacaster [Casting, Magical]

Prerequisite: Ability to cast a spell.

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 D.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

Table D.3: Mystic Sphere Damage Types

Mystic Sphere	Damage Type
Aeromancy	Bludgeoning
Aquamancy	Bludgeoning
Astromancy	Energy
Barrier	—
Biomancy	Physical
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
Umbramancy	Cold
Verdamancy	—
Vivimancy	—

standard action.*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 exact same area and/or targeting restrictions, and you must choose the same targets and area for both spells, if applicable.

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 **condition** with a standard effect, you can change that effect to another effect of the same rank. Condition effect ranks are described in Table D.4: Condition Effect Ranks. To change the spell to inflict a particular effect, you must know another spell that inflicts that effect.

Table D.4: Condition Effect Ranks

Rank	Condition effects
1	Chilled, dazed, dazzled, sickened, slowed
2	Decelerated, frightened, nauseated, stunned
3	Blinded, confused, decelerated, disoriented, immobilized, panicked
4	Asleep ¹ , paralyzed

1. The target wakes up if it takes 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 – **Blend Damage**: When you cast a spell that deals damage, you can change the damage type to have any combination of damage types provided by the **mystic spheres** you have access to and the original spell's damage type. For example, if you cast a spell that deals fire damage and you have access to the *cryomancy* **mystic sphere**, you can change that spell's damage type to be either fire damage, cold damage, or both fire and cold damage simultaneously. You cannot remove a spell's damage type entirely.

18th – **Supreme Spell Fusion**: Using your *spell fusion* ability does not prevent you from taking **minor actions** during the following round.

Mystic Archer [Casting]

Prerequisite: Ability to cast a spell.

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 **power** with **magical** abilities to determine your damage instead of your power with **mundane** abilities.

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 – **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. 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 solid walls, though it does not grant you the ability to see through the 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.

Null [General]

Prerequisite: Base Willpower of 2.

1st – **Nullify Magic**: You gain a +4 bonus to **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 -2d penalty to damage 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. 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 – Personal Legacy: You do not gain any legacy item upgrades (see Legacy Items, page 250). Instead, each time you would gain a legacy item upgrade, you instead gain a +2 bonus to your **fatigue tolerance** and increase the number of times you can use the **recover** ability between **short rests** by 1 (see Recover, page 27).

6th – Disruptive Presence: All enemies within an Medium (20 ft.) radius from you have a 50% chance to **miscast** any spell they cast.

6th – Greater Nullify Magic: The bonus to defenses from your **nullify magic** ability increases to +6.

9th – Itembane: Whenever you touch a **magical** item or hit it with a melee weapon, such as with the **disarm** ability, it loses all magical abilities until the end of the next round (see Disarm, page 26). 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, removes the abilities of items that hit you with melee **strikes**, but does not affect magical projectile weapons. Items with an intrinsic **power** at least 10 higher than your level are immune to this effect. The **power** 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 defenses from your **nullify magic** ability increases to +8.

15th – Greater Disruptive Presence: Your **disruptive presence** ability affects all enemies in a Large (50 ft.) radius **emanation** from you.

18th – True Null: You are unaffected by all **magical** abilities.

21st – Supreme Disruptive Presence: The **miscast** chance from your **disruptive presence** ability increases to 90%.

Perform Specialization [Skill]

Prerequisite: Any Perform skill as a mastered skill.

1st – Specialization: You gain a +3 bonus to all Perform skills.

3rd – Synergistic Performance: You can use your Perform skills 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 take a -4 penalty to the Perform check since the two skills do not exactly match.

- Acting: Deception
- Comedy: Deception
- Dance: Agility
- Keyboard instruments: Devices
- Oratory: Persuasion
- Percussion instruments: Creature Handling
- Singing: Persuasion
- String instruments: Devices
- Wind instruments: Creature Handling

6th – Lingering Performance (Magical): Whenever you stop performing, the effects of the performance linger until the end of the next round as if you were still performing. This affects both normal perfor-

mances and any special abilities that require performances to sustain them, allowing you to sustain those abilities without taking any actions.

9th – Greater Specialization: The bonus from your **specialization** ability increases to +6.

12th – Greater Synergistic Performance: The penalty from your **synergistic performance** ability is removed.

15th – Supreme Specialization: The bonus from your **specialization** ability increases to +9.

18th – 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 mastered 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 Attention

Auditory, Compulsion, Sustain (minor), Subtle

Make an attack vs. Mental against a creature within Medium (100 ft.) range. Your **accuracy** is equal to your Persuasion skill. You must talk loud enough for the target to hear to draw its attention.

Hit: The target is **fascinated** by you as long as you sustain this ability, which requires maintaining your conversation with it. 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. An observant target may interpret overt threats to its **allies** as a threat to itself.

Level 9: You may target up to five creatures within range.

Level 15: You may target any number of creatures within range.

6th – First Impressions: When you first meet creatures, you have an Ally relationship instead of a Just Met relationship (see Table 4.18: Relationship Modifiers (page 113)). This does not improve your relationship with creatures who already have an impression of you, whether positive or negative.

9th – Greater Specialization: The bonus from your **specialization** ability increases to +6.

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 (100 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 penalty to accuracy 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 +9.

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.

Precognition [General]

Prerequisite: Base Intelligence of 2.

1st – **Precognitive Precision:** You can use your Intelligence in place of your Perception to determine your **accuracy** with **mundane** abilities.

3rd – **Combat Prediction:** You can use the *combat prediction* ability as a standard action.

Combat Prediction

Make an attack vs. Mental against a creature within Medium (100 ft.) range of you.

Hit: As a **condition**, that creature's intentions become obvious to you. 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 +1 bonus to **accuracy** with the attack at 6th level and every 3 levels thereafter.

6th – **Precognitive Reaction:** You gain a +2 bonus to Reflex defense and **initiative** checks.

9th – **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 Close (30 ft.) range of you that you can see. This insight gives you the same information as the insight from your *combat prediction* ability. You choose your actions simultaneously with any other creatures who have a similar ability.

12th – **Greater Precognitive Precision:** You gain a +1 bonus to **accuracy**.

15th – **Greater Precognitive Reaction:** The bonuses from your *precognitive reaction* ability increase to +4.

18th – **Greater Foresight:** The range of your *foresight* ability increases to Long (300 ft.) range.

Prepared Spellcasting [Magical, Spell]

Prerequisite: Ability to cast a spell, base Intelligence of 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 – **Study of Magic:** You gain a +2 bonus to **power** with **magical** abilities.

6th – **Studious Learning:** You gain a +2 bonus to all Knowledge skills.

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 – **Greater Expanded Spellbook:** You can choose up to seven spells to be in your spellbook instead of only three.

21st – **Supreme Study of Magic:** The bonus from your *study of magic* ability increases to +8.

Rapid Reaction [General]

Prerequisite: Base Dexterity of 1.

1st – **Lightning Reflexes:** You gain a +2 bonus to Reflex defense and **initiative** checks.

3rd – **Evasive Reaction:** You take half damage from abilities that affect an area. If you gain 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.

6th – **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**.

9th – **Greater Lightning Reflexes:** The bonuses from your *lightning reflexes* ability increase to +4.

12th – **Greater Evasive Reaction:** You can use your Reflex defense in place of any other defense against abilities that affect an area. This does not protect you from abilities that affect multiple specific targets without affecting an area. If you gain the *greater evasion* rogue ability with the same effect as this ability, you gain a +3 bonus to Reflex defense.

15th – **Greater Sidestep:** The movement you can carry over with your *sidestep* ability increases to half your **base speed**.

18th – **Supreme Lightning Reflexes:** The bonuses from your *lightning reflexes* ability increase to +6.

Regenerator [General]

Prerequisite: Base Constitution of 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

You must use your Constitution in place of your Strength to determine your **power** with this ability. You regain **hit points** equal to 1d8 plus half your **power**.

The healing increases by +1d at 6th level and every 3 levels thereafter.

6th – **Regenerative Rest:** When you take a **short rest**, you can remove a **vital wound** affecting you. If you do, you gain two **fatigue points**.

9th – **Greater Diehard:** The bonus from your *diehard* ability increases to +4.

12th – **Enduring Constitution:** You gain a +1 bonus to your base Constitution.

15th – **Greater Regenerative Rest:** Your *regenerative rest* ability removes an additional **vital wound**.

18th – **Supreme Diehard:** The bonus from your *diehard* ability increases to +6.

Ride Specialization [Skill]

Prerequisite: Ride as a mastered skill.

1st – **Specialization:** You gain a +3 bonus to the Ride skill.

3rd – **Mounted Defense:** Your mount gains a +2 bonus to all defenses, up to a maximum of your own corresponding defense.

6th – **Mounted Warrior:** The penalty you take when using a ranged weapon while mounted is decreased by 4. In addition, while you are mounted, you gain a +1 bonus to **accuracy** with Mounted weapons (see Mounted Weapon, page 210).

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +6.

12th – **Greater Mounted Defense:** The defense bonus from your *mounted defense* ability increases to +4.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +9.

18th – **Greater Mounted Warrior:** The penalty reduction from your *mounted warrior* ability increases to -8. In addition, you gain a +1 bonus to Armor defense while mounted.

Savage [Combat]

Prerequisite: Base Strength of 2.

1st – **Brute Force:** You gain a +2 bonus to **accuracy** with the *shove* and *overrun* abilities (see Shove, page 27, and Overrun, page 27). In addition, you gain a +1 bonus to **power** with **mundane** abilities.

3rd – **Wall Slam:** If you use the *shove* ability to move a creature, and the creature's movement is interrupted by a solid obstacle, the obstacle and creature both take bludgeoning damage equal to 1d10 plus your **power**. 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 creatures may not choose to avoid you. In addition, if you move through a creature's space, it takes **standard damage** -2d.

9th – **Greater Brute Force:** The accuracy bonus from your *brute force* ability increases to +4. In addition, the power bonus increases to +4.

12th – **Limitless Savagery:** Using the *overrun* and *trample* abilities does not cause you to gain a **fatigue point**.

15th – **Knockback Force:** When you use the *shove* ability, you can **knockback** the target up to 20 feet instead of **pushing** it. If you knockback a creature into a solid obstacle or another creature in this way, both objects or creatures take bludgeoning damage equal to the damage from your *wall slam* ability.

18th – **Supreme Brute Force:** The accuracy bonus from your *brute force* ability increases to +6. In addition, the power bonus increases to +8.

Shieldbearer [Combat]

Prerequisite: Base Strength of 2.

1st – **Shield Expertise:** You gain a +1 bonus to Armor defense while you wield a shield.

3rd – **Forceful Block:** Whenever a creature misses you with a melee **strike**, that creature takes a -2 penalty to Armor defense until the end of the next round.

6th – **Arrow Deflection:** You and each **ally** adjacent to you gain a +2 bonus to Armor defense against **mundane** ranged attacks from weapons or projectiles that are at least one **size category** smaller than you.

9th – **Greater Shield Expertise:** The bonus from your *shield expertise*

ability increases to +2.

12th – **Greater Forceful Block:** The penalty from your *forceful block* ability increases to -3.

15th – **Greater Arrow Deflection:** The bonus from your *arrow deflection* ability increases to +4.

18th – **Greater Shield Expertise:** The bonus from your *shield expertise* ability increases to +3.

Sleight of Hand Specialization [Skill]

Prerequisite: Sleight of Hand as a mastered skill.

1st – **Specialization:** You gain a +3 bonus to the Sleight of Hand skill.

3rd – **todo:**

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 +6.

12th – **Greater Conceal Object:** The size of object you can hide with your *conceal object* ability increases by one size category.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +9.

18th – **todo:**

Sniper [Combat]

Prerequisite: Base Perception of 2.

1st – **Aim:** You can use the *aim* ability as a standard action.

Aim

Focus, Sustain (minor)

Choose a creature or object within line of sight. You gain a +2 bonus to accuracy 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** of you.

Level 12: The **accuracy** bonus increases to +3.

Level 18: The **power** bonus increases to +8.

3rd – **Distance Tolerance:** You reduce your accuracy penalties from **range increments** by 2.

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 4.

18th – **Greater Sniper's Precision:** The accuracy bonus from your *sniper's precision* ability increases to +2.

Social Insight Specialization [Skill]

Prerequisite: Social Insight as a mastered skill.

1st – **Specialization:** You gain a +3 bonus to the Social Insight skill.

3rd – **Social Intuition:** You take no penalty for making a social

assessment ability after only a single round of observation (see Social Assessment, page 117).

6th – **Read Mind** (Magical): You can use the *read mind* ability as a standard action.

Read Mind **Emotion, Sustain** (minor), **Subtle**

Make an attack vs. Mental against a creature within Close (30 ft.) range. Your **accuracy** is equal to your Social Insight skill.

Hit: You know the target's current emotions. This grants you a +2 bonus to Deception, Persuasion, and Intimidate attacks and checks against the target.

Glancing Blow: As above, except that the effect ends at the end of the next round.

Critical Hit: You know the target's surface thoughts. This grants you a +5 bonus to Deception, Persuasion, and Intimidate attacks and checks against the target.

Level 12: The range increases to Long (300 ft.) range.

Level 18: You can use this ability as a **minor action**.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

12th – **Truthsense**: Whenever a creature within a Large (50 ft.) radius **emanation** from you that you can hear and see speaks the truth 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 +9.

18th – **Greater Truthsense**: The area of your *truthsense* ability increases to a 200 foot radius.

Spellsense Specialization [Skill]

Prerequisite: Spellsense as a mastered skill.

1st – **Specialization**: You gain a +3 bonus to the Spellsense skill.

3rd – **Detect Spellcasting** (Magical): You can use the *detect spellcasting* ability as a standard action.

Detect Spellcasting **Knowledge, Subtle**

Target: One creature within Medium (100 ft.) range

Make a Spellsense attack vs. Mental against the target.

Hit: You know whether the target is capable of casting spells. If the target can cast spells, you know what sources the target can cast spells from.

Critical Hit: As above, except that you also know all **mystic spheres** the target is capable of casting. This does not grant you knowledge of any specific spells the target knows.

After using this ability on a target, you cannot use it again on the same target for 24 hours regardless of whether you hit or miss.

You gain a +1 bonus to **accuracy** with the attack at 6th level and every 3 levels thereafter.

6th – **Unweave Magic** (Magical): You can use the *unweave magic* ability as a standard action.

Unweave Magic

Mystic

Make a Spellsense check on an active spell effect within Medium (100 ft.) range. This can affect spells with the **Sustain** tag, but it cannot affect spells with the **Attune** tag. The **difficulty rating** is equal to 5 + the **power** of the effect. Success means the effect is **dismissed** if it is an effect that can be dismissed.

Level 12: You can target up to two spell effects within range.

Level 18: You can affect spells with the **Attune** tag. The **difficulty rating** to affect those spells is increased by 10.

9th – **Greater Specialization**: The bonus from your *specialization* ability increases to +6.

12th – **Mystic Power**: You gain a +4 bonus **power** with **magical** abilities.

15th – **Supreme Specialization**: The bonus from your *specialization* ability increases to +9.

18th – **Greater Mystic Power** (Magical): The bonus from your *mystic power* ability increases to +8.

Spellsword [Magical, Spell]

Prerequisite: Ability to cast a spell.

1st – **Imbued Blow**: You can use the *imbued blow* ability as a standard action.

Imbued Blow

Make a melee **strike** with a +1 bonus to **accuracy**. Because this is a **magical** ability, you use your **power** with **magical** abilities to determine your damage instead of your power with **mundane** abilities.

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 – **Spellsword Conduit**: You can cast spells using a melee weapon as if it were an implement (see Implements, page 243). When you do, you reduce your **focus penalty** by 2.

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 attack with that weapon, the spell takes effect on the target of your *imbued blow* ability. After the spell takes effect this way, your attunement to this ability ends.

9th – **Personal Enhancement**: You gain a +1 **magic bonus** to **accuracy**, **defenses**, and **power**. Because this is a magic bonus, it does not stack with other magic bonuses (see Stacking Rules, page 29).

12th – **Greater Spellsword 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 from your *personal enhancement* ability increase to +2.

18th – **Supreme Spellsword Conduit**: The accuracy bonus from your *greater spellsword conduit* ability increases to +2.

Spellwarped [General, Magical]

Prerequisite: Base Willpower of 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 132). 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 do not require **verbal components** or **somatic components** to cast spells from your chosen sphere. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 130.

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.

3rd – **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.

6th – **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.

9th – **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.

9th – **Spell Knowledge**: You learn one spell from your **mystic sphere**.

12th – **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.

15th – **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.

18th – **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.

18th – **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**.

6th – **Personal Updraft**: You gain a **glide speed** equal to your **base speed** (see Gliding, page 13). 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 Favorable Winds**: The bonus from your *favorable winds* ability increases to +2.

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 – **Supreme Personal Updraft**: As long as you are within 100 feet of the ground, you gain a **fly speed** equal to your **base speed** (see Flying, page 12).

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, you reduce your penalties for acting underwater by 2 (see Underwater Combat, page 25).

6th – **Slippery Escapist**: You gain a +2 bonus to the Flexibility skill. In addition, you gain a +2 bonus to defenses against the *grapple* ability (see Grapple, page 26).

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, you take no penalties for acting underwater, except for those relating to using ranged weapons.

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 – **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 rating** to hear noise caused by creatures and objects you **teleport** increases by 10 (see Teleportation Noise, page 30). 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 Efficient Transit**: The difficulty rating 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.

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 Astral Spell Transit**: The range increase from your *astral spell transit* ability increases to be quadruple your normal range.

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 – **Burst Ward**: You can use the *burst ward* ability as a standard action.

Burst Ward

Swift

You take half damage from all attacks this round. This halving is applied before **resistances** and similar abilities.

Level 9: You also gain a +1 bonus to all defenses.

Level 15: The defense bonus increases to +2.

6th – **Hardened Barriers**: You gain a bonus equal to your level to the **vital resistance** of objects you create with the *Barrier mystic sphere*.

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 – **Innate Shield**: You gain a +1 bonus to Armor defense.

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 three times your level.

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 – **Inspiring Blessing**: Each creature that is **attuned** to a spell you cast from the *Bless mystic sphere* increases its current **hit points** by an amount equal to half your **power** (minimum 1). This can allow the target's current hit points to exceed its normal maximum hit points. When this effect ends, the creature loses hit points equal to the hit points it gained this way.

6th – **Simple Blessing**: Spells you cast from the *Bless mystic sphere* do not have the **Focus** tag (see *Focus*, page 16).

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 Inspiring Blessing**: The number of hit points granted by your *inspiring 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.

Sphere Focus: Biomancy [Casting, Magical]

Prerequisite: Access to the *Biomancy mystic sphere*.

1st – **Spell**: You learn a spell from the *biomancy mystic sphere*. When you gain access to new spell ranks, you can change which spell you know from that **mystic sphere**.

3rd – **Biological Control**: You gain a +2 bonus to Fortitude defense. In addition, 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 – **Biological Cleanse**: You can use the *biological cleanse* ability as a **minor action**.

Biological Cleanse

Target: Yourself

You remove all **poisons** and **diseases** affecting the target. This cannot remove a poison or disease applied during the current round.

Level 12: This ability can target any **ally** within your **reach**.

Level 18: This ability can target any **ally** within Medium (100 ft.) range.

9th – **Personal Biomancy**: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals from the *Biomancy mystic sphere*.

12th – **Greater Biological Control**: The bonus from your *biological control* ability increases to +4. In addition, 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 – **Spell**: You learn a spell from the *Biomancy 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 Biomancy**: The number of attunement points you gain from your *personal biomancy* ability increases to 2.

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 – **Divine Intervention**: You gain a +3 bonus to any roll that you use the *desperate exertion* ability on (see *Desperate Exertion*, page 26). This bonus stacks with the normal +2 bonus provided by that ability.

6th – **Divine Servant**: Once per **long rest**, if you pray to your deity in an area sacred to your deity, you can remove all of your **fatigue points**. This takes a **minor action**.

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 Divine Intervention**: The bonus from your *divine intervention* ability increases to +6.

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 Personal Channeling**: The number of attunement points you gain from your *personal channeling* ability increases to 2.

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 **base speed**.

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, identifying magical effects with the *Spellsense* skill, and other similar activities. It does not affect spellcasting, performing rituals, or other similar magical abilities.

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 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.

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 Resistance:** You gain a bonus equal to your level to your **resistance** against cold damage.

3rd – **Frozen Blood:** You are immune to **diseases**.

6th – **Lingering Chill:** Whenever you make a creature lose **hit points** with cold damage, that creature is **chilled** until the end of the next round. That creature then becomes immune to this effect until it takes a **short rest**.

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 Cold Resistance:** The bonus from your *cold resistance* ability increases to twice your level.

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 Lingering Chill:** The **chilled** effect from your *lingering chill* ability becomes a **condition** that lasts until it is removed.

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 Resistance:** You gain a bonus equal to your level to your **resistances** against electricity damage.

3rd – **Energetic Rush:** You gain a +5 foot bonus to your **base speed**.

6th – **Lingering Shock:** Whenever you make a creature lose **hit points** with electricity damage, that creature is **dazed** until the end of the next round. That creature then becomes immune to this effect until it takes a **short rest**.

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 Electricity Resistance:** Your bonus from the *electricity resistance* ability increases to twice your level.

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 Lingering Shock:** The **dazed** effect from your *lingering shock* ability becomes a **condition** that lasts until it is removed.

Sphere Focus: Enchantment [Casting, Magical]

Prerequisite: Access to the *Compel mystic sphere*.

1st – **Spell:** You learn a spell from the *Compel 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** creatures. In addition, the **difficulty rating** to observe your **Emotion** abilities with SpellSense, and to observe their effects with the Social Insight skill, increases by 10.

6th – **Mind Fragments:** When you use **Compulsion** abilities, you can affect creatures that are immune to **Compulsion** abilities due to not having a mind. You take a –5 penalty to accuracy on attacks against such creatures. This does not allow you to affect creatures who are immune to **Compulsion** 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 *Aquamancy mystic sphere*.

12th – **Greater Subtle Influence:** The accuracy bonus from your *subtle influence* ability increases to +4. In addition, the **difficulty rating** increase from that ability increases to +20.

15th – **Spell:** You learn a spell from the *Compel 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.

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 – **Crafting Familiarity:** You gain a +2 bonus to all Craft skills.

6th – **Greater Fabricate Trinket:** The maximum size of the trinket you can create with your *fabricate trinket* cantrip increases by one size category. In addition, when you cast that spell, you can treat it as if it had 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 – **Greater Crafting Familiarity:** The Craft bonus from your *crafting familiarity* ability increases to +4.

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.

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 the **low-light vision** ability, allowing you to treat sources of light as if they had double their normal illumination range.

6th – **Certain Sight**: You are immune to being **dazzled** and **blinded**.

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 – **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**: As a standard action, you can use the *alter self* ability. In addition, when you use the *alter object* cantrip, you can use your **power** in place of your Craft skill.

Alter Self

Make a Disguise check to alter your appearance (see Disguise Creature, page 106), 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.

Shaping

6th – **Malleable Flesh**: You gain a +5 bonus to 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**: When you use the *alter object* cantrip, you can accomplish work that would take up to an hour with a normal Craft check. In addition, you can use the *alter poison* ability as a standard action.

Alter Poison

Make an attack vs. Fortitude against a creature within Close (30 ft.) range.

Hit: Any poison in the target's system is neutralized. It stops suffering any additional effects from poisons in its system. As long as the effect lasts, it is immune to all poisons. In addition, the target's **mundane** poisons, including natural attacks that inflict poison, have no effect.

Shaping, Sustain (minor)

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**: You are immune to **critical hits** from **strikes**.

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 Resistance**: You gain a bonus equal to your **power** to your **resistances** against fire damage.

3rd – **Friendly Fire**: Whenever you deal fire damage to your **allies**, you deal half damage, and that damage is treated as **environmental damage**.

6th – **Lingering Flame**: Whenever you make a creature lose **hit points** with fire damage, that creature takes 1d8 fire damage at the end of the next round. That creature then becomes immune to this effect until it takes a **short rest**. This damage increases by +1d at 6th level and every 3 levels thereafter.

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 Fire Resistance**: Your bonus from the *fire resistance* ability increases to twice your **power**.

12th – **Greater Friendly Fire**: Your **allies** are immune to fire damage from your abilities.

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 Lingering Flame**: The effect from your *lingering chill* ability becomes a **condition** that lasts until it is removed. It deals its damage at the end of each subsequent round until it is removed. This effect can be removed if the target makes a **difficulty rating** 15 Dexterity check as a **move action** to put out the flames. Dropping **prone** as part of this action gives a +5 bonus to this check.

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 – **Truthsense**: You gain a +2 bonus to all Knowledge skills and the Social Insight skill.

6th – **Truesight**: You gain the **truesight** ability with a 50 foot range. If you already have the **truesight** ability, you increase its range by 50 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 Truthsense**: The bonus from your *truthsense* 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 – **Greater Truesight**: The range of your **truesight** ability increases by 100 feet. In addition, you can **suppress** any **Sensation** ability you observe within the range of your truesight ability as a **free action**.

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 **resistances** to both **energy damage** and **physical damage** 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 an ability from the *Summoning mystic sphere*. You teleport the target into an unoccupied space on stable ground within Medium (100 ft.) range of you.

Level 12: The range increases to Long (300 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 summon treat your level as being 1 higher than it actually is for the purpose of determining their **hit points**.

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**.

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 – **Rapid 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

Make a **strike** with a weapon you are controlling using the *distant hand* cantrip. Because this is a **magical** ability, you use your **power** with **magical** abilities to determine your damage instead of your power with **mundane** abilities.

Level 9: You gain a +1d bonus to damage with the strike.

Level 15: The damage 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 – **Greater Distant Hand**: Your range with the *distant hand* cantrip increases to Medium (100 ft.). In addition, the distance you can move the target each round increases to 30 feet.

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 – **Levitation**: As long as you are no more than 100 feet above a surface that could support your weight, you can choose to float in midair, unaffected by gravity. As a **minor action**, you can move yourself up to 30 feet in any direction.

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 earth 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 metal of any kind as if it were earth for the purpose of spells from the *Terramancy mystic sphere*.

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 (100 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.

Level 9: You may target an additional creature within range.

Level 15: You may cause each target to **miscast** its spell instead of causing the spell to have no effect.

6th – **Mystic Power**: You gain a +2 bonus to **power** with **magical** abilities.

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 – **Greater Mystic Power**: The bonus from your *mystic power* ability increases to +8.

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**. In addition, that cantrip no longer has the **Focus** keyword for you.

6th – **Darkvision:** You gain **darkvision** with a 50 foot range, allowing you to see in complete darkness clearly. If you already have that ability, you increase its range by 50 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** ability increases by 200 feet. In addition, your **darkvision** is not disabled by being in **bright illumination**.

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 **concealment** from plants when attacking.

6th – **Creative Genesis:** You can cast spells from the *Verdamancy mystic sphere* as if non-arable ground of any kind was arable earth.

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 Allies:** You can ignore all **cover** and **concealment** from plants whenever doing so would be beneficial to you. For example, creatures cannot use plants to hide from you.

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 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 **sickened**.

6th – **Life Suppression:** You gain a +4 bonus to defenses against

abilities that only affect living creatures.

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 *fortified life* ability increases to +2. In addition, you are immune to being **nauseated**.

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 – **Greater 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.

Stealth Specialization [Skill]

Prerequisite: Stealth as a mastered skill.

1st – **Specialization:** You gain a +3 bonus to the Stealth skill.

3rd – **Ambush the Unwary:** You gain a +2 bonus to **power** against **unaware** creatures.

6th – **Movement Tolerance:** Your penalties for moving while hiding are reduced by 5. This allows you to move at half speed without penalty.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +6.

12th – **Hide in Plain Sight:** You can use the *hide* ability even while observed. You take a –10 penalty to the Stealth check when hiding in this way, and you still need **cover** or **concealment** to hide.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +9.

18th – **Greater Hide in Plain Sight:** Creatures observing you while you try to hide gain a +5 bonus to checks to notice you instead of a +10 bonus.

Survival Specialization [Skill]

Prerequisite: Survival as a mastered 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 +6.

12th – **Planar Tolerance** (Magical): You are immune to harmful effects imposed by being on other planes.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +9.

18th – **Find the Path** (Magical): You can use the *find the path* ability as a standard action.

Find the Path**Attune** (self), **Knowledge**

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.

Swift [General]

Prerequisite: Base Dexterity of 1.

1st – **Rapid Movement:** You gain a +10 foot bonus to your **base speed**.

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 100). 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 +20 feet.

15th – **Greater Sprinter:** When you use the *sprint* ability, you can move up to five 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.

Swim Specialization [Skill]

Prerequisite: Swim as a mastered skill.

1st – **Specialization:** You gain a +3 bonus to the Swim skill.

3rd – **Underwater Tolerance:** You reduce your penalties for fighting underwater by 2, except for penalties to **mundane** ranged attacks (see Underwater Combat, page 25).

6th – **Swim Speed:** You gain a **swim speed** equal to your **base speed**. 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.

9th – **Greater Specialization:** The bonus from your *specialization* ability increases to +6.

12th – **Greater Underwater Tolerance:** You do not suffer penalties for fighting underwater, except that you still suffer the normal penalties to **mundane** ranged attacks.

15th – **Supreme Specialization:** The bonus from your *specialization* ability increases to +9.

18th – **Earth Swimmer:** You can swim through loose earth and dirt as if it were water. Your swim speed is halved while moving in this way.

Toughness [General]

Prerequisite: Base Constitution of 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 21).

3rd – **Durability:** You treat your level as if it was 1 higher than it actually is for the purpose of determining your **hit points** (see Table 1.5: Hit Points (page 19)).

6th – **Ailment Tolerance:** You are immune to being **sickened** and **nauseated**.

9th – **Greater Fortified Body:** The defense bonus from your *fortified body* ability increases to +3. In addition, 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**.

12th – **Greater Durability:** The level increase from your *durability* ability increases to 2.

15th – **Greater Ailment Tolerance:** You are immune to poisons and diseases.

18th – **Greater Fortified Body:** The defense bonus from your *fortified body* ability increases to +4. In addition, 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.

Two-Weapon Fighting [Combat]

Prerequisite: Base Dexterity of 2.

1st – **Offhand Force:** You gain a +1d bonus to damage with the *offhand strike* ability.

3rd – **Dual Precision:** You gain a +1 bonus to **accuracy** with **strikes** while you wield two weapons.

6th – **Two-Weapon Defense:** While wielding two melee weapons, you gain a +1 bonus to Armor defense. This bonus is considered to come from a shield, and does not stack with the benefits of using a physical shield.

9th – **Greater Offhand Force:** The bonus from your *offhand force* ability increases to +2d.

12th – **Greater Dual Precision:** The bonus from your *dual precision* ability increases to +2.

15th – **Greater Two-Weapon Defense:** The bonus from your *two-weapon defense* ability increases to +2.

18th – **Supreme Offhand Force:** The bonus from your *offhand force* ability increases to +3d.

Whirlwind Warrior [Combat]

Prerequisites: Base Dexterity of 2, base Perception of 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. For the duration of this ability, you move at half speed. Whenever you sustain this ability, you can move 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 +1d bonus to damage with the strike.

Level 12: The damage bonus increases to +2d.

Level 18: The damage bonus increases to +3d.

3rd – **Wind Dance**: You gain a +1 bonus to Armor defense.

6th – **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.

9th – **Eye of the Storm**: You reduce your **overwhelm penalty** by 1.

12th – **Greater Wind Dance**: The bonus from your *wind dance* ability increases to +2.

15th – **Greater Unfettered Movement**: Using your *unfettered movement* ability does not cause you to move at half speed while in the creature's space.

18th – **Greater Eye of the Storm**: The penalty reduction from your *eye of the storm* ability increases to 2.

Other Feat Rules

Retraining Feats

At every level, you can choose to retrain an old feat in exchange for a new feat.