

Contents

1	Introduction	5
	What Is A Tabletop Role-Playing Game?	5
	What Makes Rise Different?	7
2	The Universe	11
	Magic is Common	11
	Personal Power Comes From Great Deeds	11
	Deities and Afterlives	12
	Secrets of the Universe	13
	Planes	17
	Plane Descriptions	19
	Creatures and Objects	21
3	Characters	22
	Classes Overview	22
	Attributes	22
	Skills Overview	23
	Insight Points	24
	Species	24
	Alignment	27
	Personal Appearance	28
	Character Creation	28
	Character Advancement	31
	Character Statistics	32
	Resources	33
	Sample Characters	34
4	Core Mechanics	43
	Defining the Undefined	43
	Making Checks	43
	Resting	45
	Size Categories	45
	Weight Limits	46
	Communication and Languages	47
	Attunement	47
	Ability Mechanics	48
	Spell and Ritual Mechanics	50
	Breaking Objects	52
	General Calculations	53
5	Combat	54

Making Attacks	54
Taking Damage	56
Vital Wounds	57
Combat Time	57
Movement and Positioning	59
Universal Abilities	62
Vision and Light	66
Obstacles and Cover	66
Awareness and Surprise	67
Poison	68
Special Combat Rules	69
6 Classes	71
How Classes Work	71
Class Description Format	72
Barbarian	72
Cleric	78
Druid	88
Fighter	97
Monk	103
Paladin	110
Ranger	115
Rogue	121
Sorcerer	129
Warlock	134
Wizard	140
7 Skills	147
Skill Overview	147
Awareness (Per)	147
Balance (Dex)	148
Climb (Str)	149
Craft (Int)	150
Creature Handling (Per)	151
Deception (Per)	151
Deduction (Int)	152
Devices (Int)	152
Disguise (Int)	153
Endurance (Con)	153
Flexibility (Dex)	154
Intimidate (Varies)	154
Jump (Str)	155
Knowledge (Int)	155
Linguistics (Int)	156
Medicine (Int)	157
Perform (Dex)	157
Persuasion (Per)	158
Profession (Varies)	159
Ride (Dex)	160
Sleight of Hand (Dex)	160
Social Insight (Per)	161

Stealth (Dex)	161
Survival (Per)	162
Swim (Str)	163
8 Items and Equipment	164
Wealth And Item Ranks	164
Using Magic Items	165
Weapons	166
Magic Weapons	176
Armor	182
Magic Armor	186
Magic Apparel	192
Magic Implements	212
Tools, Goods, and Mounts	218
9 Combat Styles	228
Combat Style List	228
Maneuver Lists	228
Blunt Force	229
Dirty Fighting	231
Ebb and Flow	233
Flurry of Blows	235
Herald of War	237
Mobile Assault	239
Penetrating Precision	241
Rip and Tear	243
Unbreakable Defense	244
10 Mystic Spheres	247
Magic Sources	247
Spell Lists	248
Aeromancy	252
Aquamancy	257
Astromancy	262
Channel Divinity	270
Chronomancy	274
Cryomancy	279
Electromancy	284
Enchantment	288
Fabrication	293
Photomancy	299
Polymorph	304
Prayer	311
Pyromancy	316
Revelation	321
Summoning	329
Telekinesis	333
Terramancy	337
Thaumaturgy	342
Toxicology	347
Umbramancy	351
Verdamancy	355

Vivimancy	360
Universal	366
A Glossary	369
B Reference	377
Ability Tags	377
Circumstances and Debuffs	378
Traits	380
C Feats	383
Gaining Feats	383
Feat Mechanics	384
Feat Descriptions	387
Other Feat Rules	411
D Optional Rules	412
Attributes	412
Epic Fate	412
Uncommon Species	415
Classes	425
Alternate Play Styles	426

Chapter 1

Introduction

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

What Is A Tabletop Role-Playing Game?

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

Describing Actions

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

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

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

Using Specific Abilities

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

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

Rolling Dice

Eventually, you'll have to determine whether something succeeds or fails. This can happen as part of using a specific ability that tells you exactly what to roll, or because you tried to narrate your character taking an action that has a dramatically relevant chance of failure. In either case, you'll roll a single ten-sided die, also known as 1d10. You'll add some modifier that represents how skilled your character is at the particular thing that they are trying to do. At the GM's discretion, they may also give the roll an extra bonus or penalty based on the circumstances that your character is in. If your die roll is high enough, your character succeeds at whatever they were trying to do. Otherwise, your character fails, which may sometimes have additional consequences.

In Rise, it's entirely possible for characters to be so skilled that they succeed at what they are trying to do even if you roll a 1. Likewise, there are tasks that are so obviously impossible for your

character that they cannot possibly succeed. In those cases, there's no reason to roll! Of course, the GM is the final arbiter of whether rolling is necessary. They may have information that the players do not.

Why Use So Many Rules?

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

Establishing Expectations

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

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

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

Of course, different games played with a flexible rules system like Rise can have very different tones and themes. Either of the first two scenarios in the tavern are still plausible in different games, and a GM can use house rules to make vital wounds have more long-

term consequences if they want. Using a rules system like Rise can help, but it is not the full answer by itself. The GM and players always share responsibility for establishing expectations about what genre a game will be, and conforming to those expectations to the extent that it makes the game more fun.

Supporting Multiple Play Styles

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

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

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

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

Assisting the GM

The Game Master carries an extra weight of responsibility to shape the flow of the game. Creating narratively consistent universes, appropriate challenges, and engaging storylines out of thin air is deeply challenging. If this job is too difficult, no one will want to do it, and then no one will play the game! Making the GM's job easier is a critical component of any role-playing game.

There are several ways that Rise can make the GM's job easier. It provides information about the mechanics and tropes of the universe that the game takes place in, which helps establish expectations and resolve disputes that might come up during the game. It will provide

a clear narrative foundation for the world and the characters in that world, which minimizes the up-front work required to run a game, once that section of the book is more complete. It will provide a wealth of pre-packaged challenges appropriate for players of any power level or play style, and advice for how to use those challenges appropriately, once that section of the book is more complete. The GM-focused sections are currently the most unfinished part of Rise, and this will be a more useful guide before Rise is done.

What Makes Rise Different?

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

Minimal Resource Management

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

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

Some systems have finite-use resources that are tied to the expenditure of in-game time, such as taking long rests, or session breaks. You might spend a spell slot to use a powerful spell, and then be unable to cast that spell again until your character rests for some period of time. This can be manageable from a complexity perspective if the number of unique resources is small. However, it can get dangerously convoluted if characters have a large number of separate or partially interchangeable resource pools, such as using separate pools for individual spell levels.

The real problem is that this limitation requires you to make your decisions based on not just the current situation, but also on your prediction of all future situations you will encounter before you have the opportunity to rest. This contributes significantly to the tactical complexity of deciding each individual action in combat, which slows down the pace of the game. It is also punishing

to newer players who have less experience with the metagaming required to deduce how many resources an individual fight is worth. This strategic complexity is compounded if hit points are treated as an additional resource, since you now have to trade off the potential impact of one limited resource against another limited resource.

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

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

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

Overall, Rise uses resource limitations very sparingly. This allows it to gain some of their benefits while avoiding the detrimental effects that come from making resource limitations a fundamental part of the system.

Simultaneous Combat

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

Imagine a typical 4-5 player game with 1-2 enemy groups using a traditional turn-based initiative system. In this scenario, you have to wait through about 5 turns before it comes back to your turn. This number can increase significantly in large-scale fights. Each of

those 5 or so turns can meaningfully change the battlefield situation on its own by moving, weakening, or defeating various enemies and allies. The state of the battlefield at the end of your turn is often drastically different than the state of that battlefield at the start of your next turn, so there's no point in immediately planning for your next turn. Player coordination can be challenging, since they must coordinate in the specific order assigned by the initiative system, and enemy turns can intervene to ruin coordinated plans.

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

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

During the action phase, players resolve their actions sequentially, but in an arbitrary order of the players' choice. This allows slower players to make their decisions when they are ready, while allowing faster players to resolve their actions first. Since movement during the action phase is rare, and enemies cannot unexpectedly move, players are typically able to decide their actions much more quickly and easily even when they have a large number of unique abilities to choose from. Once all players have resolved their actions, they learn what their enemies did. Those actions all resolve simultaneously, so enemy actions cannot interrupt player actions and vice versa. Attackers are always responsible for rolling instead of using "saving throws" or similar mechanics that force defenders to roll dice. All of this means that players can choose and resolve their actions simultaneously and efficiently, minimizing total time spent in combat while still allowing significant tactical complexity.

The start of each phase still requires a general assessment from all acting players about the current state of the battlefield, which takes just as much time as the assessment in a classic initiative

system. However, the time required for this tactical analysis only increases marginally as the number of players and enemies in the game increases. This makes Rise scale much better to large player counts or large enemy hordes. Combat in Rise flows by quickly, making it much easier to balance time between combat and non-combat encounters within the same game session - or to run through multiple separate, individually challenging combats without sacrificing the pace and energy of the game.

Optional Complexity

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

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

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

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

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

Not all complexity is contained within the character creation process. Characters are allowed to have significant gameplay complexity. What's important is that players intentionally opt in to

playing a more complex character, and don't feel forced to.

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

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

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

Unbounded Scaling

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

Imagine a typical party of four players, with one character being exceptionally skilled at a particular task. Perhaps the rogue is exceptionally skilled at lying, or a barbarian is exceptionally skilled at climbing. If "exceptionally skilled" only means that they have a +5 bonus on a d20 compared to +0 from the rest of the party, the exceptionally skilled character will only get the best result in the party half the time. The other half of the time, some other character

with no relevant skills will meet or exceed the skilled character's result - sometimes by a dramatic margin. When failure compared to rank amateurs happens this often, it becomes hard to take seriously the idea that any character can be exceptionally skilled at anything.

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

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

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

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

Bounded Action Economy

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

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

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

Chapter 2

The Universe

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

Magic is Common

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

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

Some people are simply intrinsically magical. They may require training and experience to improve their natural magical talents, but they had magical capabilities before doing any training. This intrinsic magic can come from magical ancestry, unusual birth circumstances, magical experimentation, exposure to powerful magic,

simple random chance, or any number of other sources. This is the standard explanation for sorcerers. In addition, this is the most common explanation for the magical abilities of monsters.

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

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

Personal Power Comes From Great Deeds



The average person in the world of Rise is not particularly more or less capable than the average person in the real world. Training can

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

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

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

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

Deities and Afterlives



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

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

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

It is well known that the afterlife planes for evildoers are much

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

A list of specific well-known deities is given in Table 2.1: Deities. Of course, the GM may introduce new major deities, and the many minor deities worshipped by monsters are not listed here.

Secrets of the Universe



There are many mysteries in the universe of Rise. This section gives a glimpse into some of the underlying truths, though few characters in the universe would understand such details.

Power Ultimately Derives From Souls

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

When living creatures are born, they enter existence with a new soul. This is the fundamental miracle of life, and no one knows where these souls come from. Souls in Rise have an intrinsic power, but not all souls are equal in power. Even the combined power of the souls inhabiting a vast colony of ants is dwarfed by the soul

of a dog or cat, and that too pales in comparison to the soul of a humanoid creature like a human or elf. Humanoid creatures have unusually potent souls, though some rare monsters, such as dragons, have souls of similar intrinsic strength.

Transferring Souls

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

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

Transferring a soul's power through death is deeply inefficient. Under normal circumstances, only a fraction of a soul's power can be absorbed in this way. Some of the soul's power splashes into the surrounding world at the location of a creature's death, where it creates or fuels natural magical phenomena in the area. Creatures with strong souls, like humanoid creatures, retain their sense of self and are reborn in an appropriate afterlife with the vast majority of their soul intact (see Deities and Afterlives, page 12).

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

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

Soul Motes and Splinters

Souls can be subdivided into lesser pieces. There are two forms of lesser soul pieces: motes and splinters.

Soul motes are emitted from souls unconsciously, like light is

Table 2.1: Deities

Deity	Alignment	Domains
Gregory, warrior god of mundanity	Lawful good	Law, Protection, Strength, War
Guftas, horse god of justice	Lawful good	Good, Law, Strength, Travel
Lucied, paladin god of justice	Lawful good	Destruction, Good, Protection, War
Simor, fighter god of protection	Lawful good	Good, Protection, Strength, War
Ayala, naiad god of water	Neutral good	Life, Magic, Water, Wild
Pabs Beerbeard, dwarf god of drink	Neutral good	Good, Life, Strength, Wild
Rucks, monk god of pragmatism	Neutral good	Good, Law, Protection, Travel
Vanya, centaur god of nature	Neutral good	Good, Strength, Travel, Wild
Brushtwig, pixie god of creativity	Chaotic good	Chaos, Good, Trickery, Wild
Camilla, tiefling god of fire	Chaotic good	Fire, Good, Magic, Protection
Chavi, wandering god of stories	Chaotic good	Chaos, Knowledge, Trickery
Chort, dwarf god of optimism	Chaotic good	Good, Life, Travel, Wild
Ivan Ivanovitch, bear god of strength	Chaotic good	Chaos, Strength, War, Wild
Krunch, barbarian god of destruction	Chaotic good	Destruction, Good, Strength, War
Sir Cakes, dwarf god of freedom	Chaotic good	Chaos, Good, Strength
Mikolash, scholar god of knowledge	Lawful neutral	Knowledge, Law, Magic, Protection
Raphael, monk god of retribution	Lawful neutral	Death, Law, Protection, Travel
Declan, god of fire	True neutral	Destruction, Fire, Knowledge, Magic
Mammon, golem god of endurance	True neutral	Knowledge, Magic, Protection, Strength
Kurai, shaman god of nature	True neutral	Air, Earth, Fire, Water
Amanita, druid god of decay	Chaotic neutral	Chaos, Destruction, Life, Wild
Antimony, elf god of necromancy	Chaotic neutral	Death, Knowledge, Life, Magic
Clockwork, elf god of time	Chaotic neutral	Chaos, Magic, Trickery, Travel
Diplo, doll god of destruction	Chaotic neutral	Chaos, Destruction, Strength, War
Lord Khallus, fighter god of pride	Chaotic neutral	Chaos, Strength, War
Celeano, sorcerer god of deception	Chaotic neutral	Chaos, Magic, Protection, Trickery
Murdoc, god of mercenaries	Chaotic neutral	Destruction, Knowledge, Travel, War
Ribo, halfling god of trickery	Chaotic neutral	Chaos, Trickery, Water
Tak, orc god of war	Lawful evil	Law, Strength, Trickery, War
Theodolus, sorcerer god of ambition	Neutral evil	Evil, Knowledge, Magic, Trickery
Daeghul, demon god of slaughter	Chaotic evil	Destruction, Evil, Magic, War

emitted from a torch. It is possible for a soul that emits a large number of soul motes to diminish if it does not receive any in exchange. For example, a minor underling who pledges their life to an uncaring leader might give away far more soul motes than they receive in exchange. Most people have enough interpersonal relationships to avoid this danger, but completely isolated people who are neither loved nor hated, but simply ignored, may diminish in this fashion. Even with this risk, the process of emitting soul motes is not harmful or individually significant in any way. In addition, individual soul motes are far too small to be manipulated or used by magical effects.

Soul splinters are created in a much more dramatic fashion. When a soul undergoes significant trauma that shakes its will and sense of self, it may splinter, losing a chunk of its soul. Of course, death is one of the greatest traumas of all, and almost all souls splinter to some degree when they die.

Soul splinters can be consumed or manipulated in a variety of ways. For example, demons are formed from soul splinters that drift into the Abyss. Undead creatures are animated by splintering a soul that originally inhabited a corpse and using that splinter to animate the corpse.

Souls and Intrinsic Power

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

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

The strength of a creature's soul determines how much power it can incorporate from other souls. Creatures with a weak soul cannot master the raw energy contained within soul splinters they are exposed to, and cannot gain levels in this way by any means. A strong soul allows a creature to fully incorporate the energy of other souls into itself, and the strength of the soul determines the upper

limit. For example, a dire wolf has an unusually strong soul for an animal, but it still eventually reaches a maximum level that it cannot surpass. Typically, only about 10% of the humanoid population has a strong enough soul to exceed 10th level, though of course few even reach that point. All player characters are assumed to have exceptionally strong souls even relative to normal humanoid creatures, and are able to reach 21st level. Legendary monsters of epic proportions may have still stronger souls, and be able to surpass that limit.

Mysteries of the Soul

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

The fundamental mysteries of souls and their sharing is not widely known in the universe of Rise. Individual elements of this truth are widely known, such as the observation that people can become stronger by slaying monsters, but monsters do not seem to grow dramatically in power by killing people. Strange phenomena can occur where death occurred, and old battlegrounds are often haunted by naturally occurring undead. Learned scholars may understand that the civilized species like humans seem to have unusually strong souls, and that this is related to their capacity for drastic personal growth. They may identify the general phenomena surrounding soul splinters, but not soul motes.

Some powerful and unusual entities, such as deities and greater demons, know particular elements of how soul energy can be transferred. Greater demons are generally aware that they can feed on soul splinters from souls in evil afterlife planes as they lose their cohesion over time. They attempt to torment weaker souls to accelerate this breakdown, and avoid souls that are too strong to break. However, they are unaware of the subtler aspects of soul sharing, such as willing soul mote transfer between loved ones. Powerful deities know more about souls than any other entities as a result of being worshipped and maintaining the existence of their personal afterlife planes. In exceptionally rare occasions they may see fit to share that knowledge if it serves their purposes.

Soul-Fuelled Phenomena

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

Deities

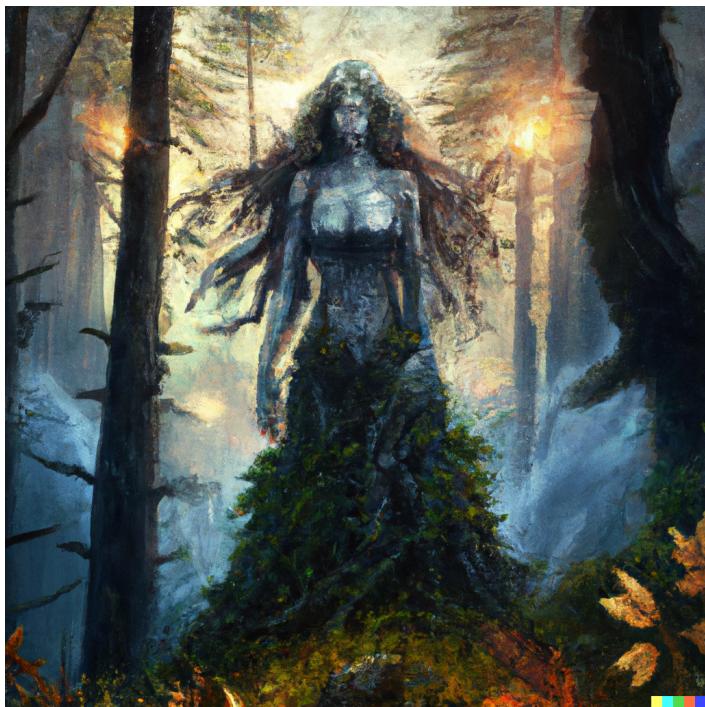
Deities are among the most obvious phenomena that are fundamentally created by the energy of souls. When hordes of living creatures pay homage to the same entity, that entity can feed on that outpouring of worship and become incredibly powerful if it has a strong enough soul. The background of Rise is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

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

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

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

Nature



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

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

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

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

power.

Pact Magic

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

Successful soulkeepers can therefore amass great power. However, it is a risky business, much like adventuring is for mortals. If the mortal resists the soulkeeper's torments during its time in the afterlife, it may take its entire soul intact to its normal afterlife. When this happens, the soulkeeper loses the bounty of the soul, all of the soul energy it originally invested in the mortal, and time it wasted trying to break the mortal's spirit. This is particularly likely if the mortal dies soon after making the pact, so soulkeepers must choose their mortal partners wisely.

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

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

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

Ambient Magic and Magical Creatures

The world of Rise is full of strange creatures that have superhuman strength or magical abilities, like minotaurs and manticores. It is common knowledge that such creatures are typically found only in distant wilderness or in deep dungeons. In general, the farther you

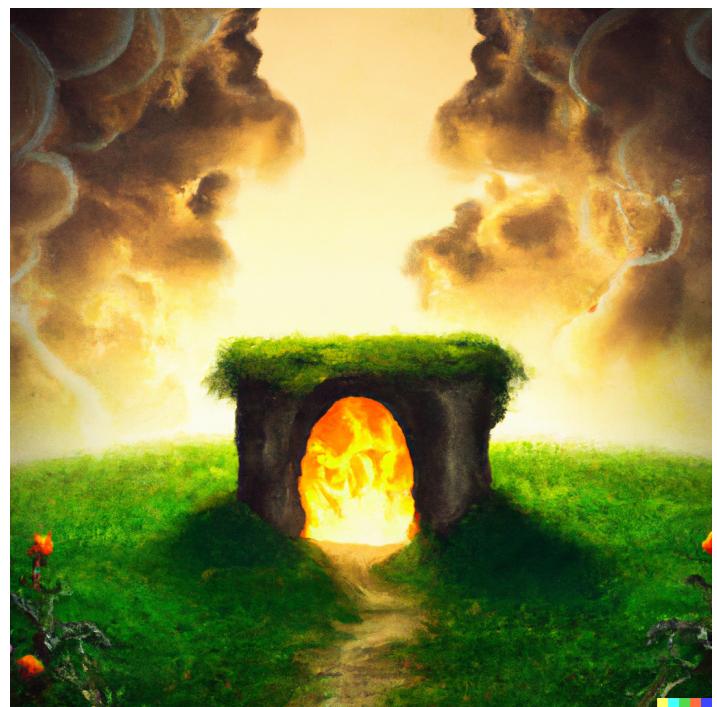
get from civilization, the more powerful the monsters in the area become, and the more likely you are to encounter strange magical phenomena. Small towns seem to cause a subtle warding effect, and powerful monsters in the area will typically avoid them. Even monsters that lack the intellectual capacity to understand complex causation chains like “if I attack the town, they may send powerful warriors to hunt me down” will typically avoid interacting with civilization unless necessary.

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

Civilization disrupts the natural cycles of life and death, reducing the soul energy present in an area. Although humanoid creatures have powerful souls, they die less frequently, and the vast majority of the soul energy of their death moves with them to their afterlife. From the perspective of creatures that feed on ambient magic, civilized areas stand out as a dead zone.

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

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 four aligned planes are manifestations of the four alignments. The Celestial Heavens is good-aligned, the Abyss is evil-aligned, Ordus is law-aligned, and Discord is chaos-aligned.

When mortal creatures die, their souls travel to an appropriate location on an aligned plane, where they gain new planeforged bodies and live again. If they pledged their soul to a deity in life, that deity can take ownership over their soul in death, and the soul is reborn within that deity’s territory and under their protection. Otherwise, they appear on the aligned plane that most closely reflects their primary alignment in life.

For details about aligned planes, see Aligned Planes, page 20.

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 21](#)).

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

Planar Traits

Gravity Direction

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

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

Control Gravity

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

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

Gravity Strength

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

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

Light

Various planes are illuminated in different ways.

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

Limits

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

- **Astral Gate:** If you reach the limits of the plane, you find a planar gate to the Astral Plane.
- **Barrier:** If you reach the limits of the plane, you find an impassable barrier. The barrier takes the form of a substance relevant to the plane's nature. It may be possible to dig tunnels into the barrier to some depth, but there is nothing behind the barrier. As you progress past the limit, the barrier becomes increasingly difficult to break through, and eventually it becomes completely impenetrable.
- **Looped:** If you go beyond the limits of the plane, you wrap around to the opposite side of the plane. There is no obvious transition point or perception of transportation when this occurs - the shape of the plane simply connects to itself. On very small planes, this can allow you to see your own back, though looped planes of that size are rare.
- **Infinite:** The plane has no limits. This is extremely rare.

Planar Connectivity

Different planes have different degrees of connection to other planes.

- **Isolated:** The plane is difficult to reach or leave. It has no permanent planar rifts, and temporary rifts are rare or nonexistent.
- **Stable Connected:** The plane has multiple permanent planar rifts. However, temporary rifts are rare.

- Unstable Connected: The plane has no permanent planar rifts, but temporary rifts are common.
- Conduit: The plane has a large number of permanent planar rifts, and temporary rifts are common.

Shape

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

- Flat Surface: The plane consists of a flat surface generally made of earth or similar material. Most activity and civilization on the plane happens on this surface. It is usually possible to construct tunnels into a flat surface plane to some depth, depending on the size of the plane.
- Hollow Sphere: The plane consists of a hollow sphere with an outer boundary generally made of earth or similar material. Most activity and civilization on the plane happens on the inner surface of the sphere or in the vast open space between. Some hollow sphere planes have an outer surface that can also be accessed, but in most planes it is impossible to leave the interior of the sphere.
- 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.

Planeforged Creatures

A planeforged is a type of creature that is fundamentally composed of the essence of one or more planes. The vast majority of planeforged creatures are composed of only a single plane. When a planeforged dies, its essence returns to its native plane or planes. Weak planeforged lose their independent identity and become part of the core composition of the plane once more. Strong planeforged can retain their identity and reform from that raw material given time, making them difficult or impossible to kill completely. In either case, planeforged cannot be resurrected by soul-based magic such as the [resurrection](#) spell.

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: Barrier, formed from wind currents which push back with such force that nothing can travel far.
- Planar connectivity: Unstable connected
- Shape: Hollow sphere with a radius of about 2,000 miles.

The Plane of Earth

The Plane of Earth is a titanically 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: Hollow 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 construction of trading hubs where the few inhabitants of the plane who are not naturally immune to fire can survive.

The Plane of Fire has the following planar traits:

- Gravity direction: Fixed
- Gravity strength: Normal
- Light: None, though the constant fires provide sufficient illumination in most locations on the plane
- Limits: Barrier, formed from fires which burn so fiercely that further travel becomes physically impossible, even for creatures immune to fire.
- Planar connectivity: Unstable connected
- Shape: Flat surface, in a disc with a radius of about 2,000 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: Barrier, formed from water currents which push back with such force that nothing can travel far.
- Planar connectivity: Stable connected
- Shape: Hollow sphere with a radius of about 1,000 miles.

Aligned Planes

The Celestial Heavens

The Celestial Heavens are beautiful and majestic. Mountains rise dramatically out of misty clouds, trees are massive and laden with delicious fruit, and buildings surpass the wildest dreams of mortal architects. A serene blue sky gives way to a night so lit by stars that it is almost as bright as the day.

The Abyss

The Abyss is a hellscape of fire, brimstone, and distant screaming. With the exception of the great palaces of demon princes, the buildings that exist are designed for defense rather than aesthetics. The terrain is typically rocky and dull, and most of the color belongs to carcasses left behind after violent battles.

All manner of nightmarish creatures stalk the Abyss. The best known of these creatures are demons and devils. Demons are formed when mortal souls are splintered by trauma. The soul splinters drift into the Astral Plane, and from there are guided to the Abyss by ancient astral currents. When they arrive in the Abyss, its planar essence envelops them in new planeforged body, much like dead souls gain new bodies in their proper afterlife.

Newly formed demons, known as demonspawn, are barely functional creatures. They are driven entirely by the primal emotion that separated the soul splinter from its original soul, such as rage, grief, or pain. This makes them functionally insane, and they are almost always driven to lash out at everything around them. Rage-born demons violently attack anything they see, pain-born demons try to lessen their pain by sharing it, and so on. When they succeed in their attacks, they can feed on the trauma they inflict, strengthening their soul. Unfortunately, this does not generally make them more sane, since they only feed on the same urges that created them.

Demonspawn instinctively avoid attacking other demonspawn, since they can find no gratification for their urges in attacking such small, broken souls. Instead, they hunt creatures with complete

souls, which generally means attacking the afterlife bodies of evil-aligned creatures who went to the Abyss for their afterlife. The greatest feast, however, comes from attacking mortal souls, which are much easier to splinter. Demonic incursions into other planes are devastating but fortunately rare.

Unlike demons, devils are native to the Abyss itself. They are far more intelligent and organized than demons, but also far less numerous. Devils rule vast territories within the Abyss, using demons as their foot soldiers to protect and enlarge their territorial claims.

The only competition with devils for rulership of the Abyss comes from the evil deities and greater demons. Evil deities are fairly simple to deal with. They have absolute dominion over their own territory, so invading their lands is pointless. In addition, since their territorial limits come from their divine power rather than force of arms, they have little ability to expand or even exert significant influence outside of their own lands. As a result, devils and greater demons alike mostly ignore the deities.

Greater demons are much more troublesome. On rare occasions, demonspawn are so successful in their attacks that they claim soul splinters outside the scope of their original urges. This typically happens when demons find and break mortal souls. When this happens, the demonspawn gains a more complete soul, and becomes a little more sane. Often, this simply entices other demonspawn to attack and destroy the wayward demon. However, if the demon survives the attacks from its allies and repeats this process, it can grow in power.

Demons who have expanded their soul beyond a single soul splinter are called greater demons. Eventually, the demon can gain something resembling a complete soul from all of the splinters it has collected, making it a demon prince. Though more sane and functional than demonspawn, these more developed demons are no less evil. Both greater demons and demon princes have enough skill with splintering and manipulating souls to make pacts with warlocks. In addition, demon princes have the power to command armies of demonspawn and greater demons, allowing them to claim territory like devils do.

Ordus

Ordus is a masterpiece of logical organization. It is the most consistently civilized of the aligned planes, and the cities are exquisitely planned. However, laws are enforced with extreme severity. Outside of the cities, even the natural territories are cleanly and simply divided. A forest of evenly spaced trees might border a field in a sharp, clean transition along a perfectly straight line.

Discord

Discord is a wild maelstrom. Much of the plane can be freely reshaped with only minimal force of will. By working together, its inhabitants can create vast cities from thin air, though they can be destroyed with similar ease. Beyond the shaped spaces, the terrain is constantly changing. A field might grow trees that are consumed by a forest fire and then fall into chasms newly formed by an earthquake in a matter of minutes.

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

Animates

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

animates. Animates are considered to be both creatures and objects, and are affected fully by abilities that affect both.

Chapter 3

Characters

There are five major customization systems in Rise that all characters share. In rough order of how much they affect your character's play style, they are your class archetypes, attributes, skills, insight points, and species. At the GM's discretion, you may also have one or more feats, which can have a strong impact on your character's identity (see Feats, page 383).

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

Classes Overview

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

The ten classes are briefly summarized below. Each class has five archetypes, and any individual character chooses three of the five archetypes from their class. For full details about how each class works, see Classes, page 71.

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

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

Attributes

Each character has six **attributes**: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Perception (Per), and Willpower (Wil). Each attribute represents a character's raw talent in that area.

A 0 in an attribute represents average human capacity. That doesn't mean that every commoner has a 0 in every attribute; not everyone is average, after all.

Strength (Str)

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

- Strength determines how much you can carry (see Table 4.2: Weight Limits by Strength, page 46). You generally need a Strength of at least 1 to wear heavy body armor.
- You add half your Strength in **dice increments** to your damage and healing with **mundane** abilities (see Dice Bonuses From Attributes, page 55).
- If your Strength is positive, you reduce your **encumbrance** from **armor** by an amount equal to your Strength (see Encumbrance, page 33).
- You add your Strength to Strength-based **skills**: Climb, Jump, and Swim (see Skills, page 147).

Dexterity (Dex)

Dexterity measures your hand-eye coordination, agility, and reflexes. Characters with a high Dexterity tend to have strong defensive capabilities, and prefer wearing lighter armor. It has the following effects:

- You add your Dexterity to your Reflex defense.
- You add your Dexterity to your Armor defense. This bonus can be reduced if you use medium or heavy armor (see Table 8.10: Armor and Shields, page 184).
- You add your Dexterity to Dexterity-based **skills**: Balance, Flexibility, Ride, Sleight of Hand, and Stealth (see Skills, page 147).

Constitution (Con)

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

- You add your Constitution to your level for the purpose of determining your **hit points** and **damage resistance** (see Hit Points, page 33, and Damage Resistance, page 33).
- You add your Constitution to your **fatigue tolerance** (see Fatigue, page 34).
- You add your Constitution to your Fortitude defense.
- You add your Constitution to the Constitution-based **skill**: Endurance (see Skills, page 147).

Intelligence (Int)

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

- If your Intelligence is positive, you become **trained** in a number of skills equal to your Intelligence (see Trained Skills, page 147).
- You add your Intelligence to the number of **insight points** you gain (see Insight Points, page 24).
- You add your Intelligence to Intelligence-based **skills**: Craft, Deduction, Disguise, Knowledge, Linguistics, and Medicine (see Skills, page 147).

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

Perception (Per)

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

- You add half your Perception to your **accuracy** with all attacks (see Accuracy, page 32).
- You add your Perception to Perception-based **skills**: Awareness, Creature Handling, Social Insight, and Survival (see Skills, page 147).

Willpower (Wil)

Willpower represents your ability to endure mental hardships. Characters with a high Willpower tend to be better at attacking with and defending against magical abilities. It has the following effects:

- You add half your Willpower in **dice increments** to your damage and healing with **magical** abilities (see Dice Bonuses From Attributes, page 55).

- You add half your Willpower to your **fatigue tolerance** (see Fatigue, page 34).
- You add your Willpower to your Mental defense.

Skills Overview

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

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

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

- The Social Insight skill represents your ability to read body language and emotion.
- The Stealth skill represents your ability to escape detection while moving or taking large-scale actions.
- The Survival skill represents your ability to take care of yourself and others in the wilderness, including the ability to follow tracks.
- The Swim skill represents your ability to swim.

Insight Points

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

You can spend two **insight points** to become a **multiclass** character (see Multiclass Characters, page 71). In addition, every class has at least one way to spend **insight points** to learn additional abilities. These options are listed below.

- Barbarian: Combat styles and maneuvers
- Cleric: Metamagic, mystic spheres, and spells
- Druid: Metamagic, mystic spheres, spells, and wild aspects
- Fighter: Battle tactics, combat styles, and maneuvers
- Fighter: Combat styles, ki manifestations, and maneuvers
- Paladin: Mystic spheres and spells
- Ranger: Combat styles, hunting styles, and maneuvers
- Rogue: Bardic performances, combat styles, maneuvers, and trained skills
- Sorcerer: Metamagic, mystic spheres, and spells
- Warlock: Metamagic, mystic spheres, and spells
- Wizard: Metamagic, mystic spheres, and spells

Species

Each character has a species. There are seven common species described below. At the GM's discretion, you may be able to play a character with a more unusual species (see Uncommon Species, page 415).

Humans



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

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

Size: Medium.

Attributes: No change.

Special Abilities:

- *Flexible*: Humans gain an additional **insight point**. Insight points can be spent to learn new special abilities (see Insight Points, page 24).
- *Skilled*: Humans gain an additional **trained skill** (see Skills, page 147).

Automatic Language: Common, any two **common languages** or one **rare language** (see Communication and Languages, page 47).

Dwarves



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

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

Size: Medium.

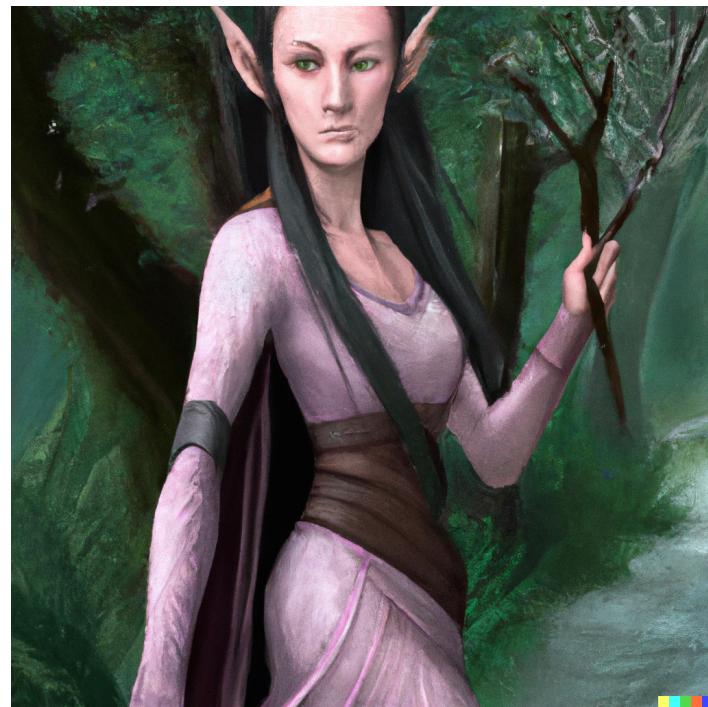
Attributes: +1 Constitution, +1 Willpower, -1 Dexterity.

Special Abilities:

- **Darkvision:** Dwarves have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 380).
- **Depth Sense:** Dwarves can intuitively sense their approximate depth underground as naturally as a human can sense which way is up.
- **Earthen Crafting:** Dwarves gain a +2 bonus to the Craft (metal) and Craft (stone) skills.
- **Slow and Steady:** Dwarves have a -10 foot penalty to their speed with all **movement modes**. However, wearing heavy **body armor** does not reduce a dwarf's speed (see Armor Usage Classes, page 182). In addition, a dwarf's land speed cannot be reduced below 15 feet.

Automatic Languages: Common, Dwarven, any one **common language** (see Table 4.4: Common Languages, page 47).

Elves



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

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

Size: Medium.

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

Special Abilities:

- **Elven Serenity:** Elves gain a +1 bonus to Mental defense.
- **Keen Senses:** Elves gain a +2 bonus to the Awareness skill (see Awareness, page 147).
- **Low-light Vision:** Elves have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 381).
- **Sure-Footed:** Elves gain a +2 bonus to the Balance skill (see Balance, page 148).
- **Trance:** Elves do not sleep, and are immune to **magical** effects that would cause them to sleep. Instead of sleeping, elves can trance for 4 hours. An elf in trance may make Perception-based checks at a -5 penalty. Elves must still avoid strenuous activity for 8 hours to heal and gain other benefits of taking a **long rest**.

Automatic Languages: Common, Elven, any one

common language (see Table 4.4: Common Languages, page 47).

Gnomes



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

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

Size: Medium.

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

Special Abilities:

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

Fae Light

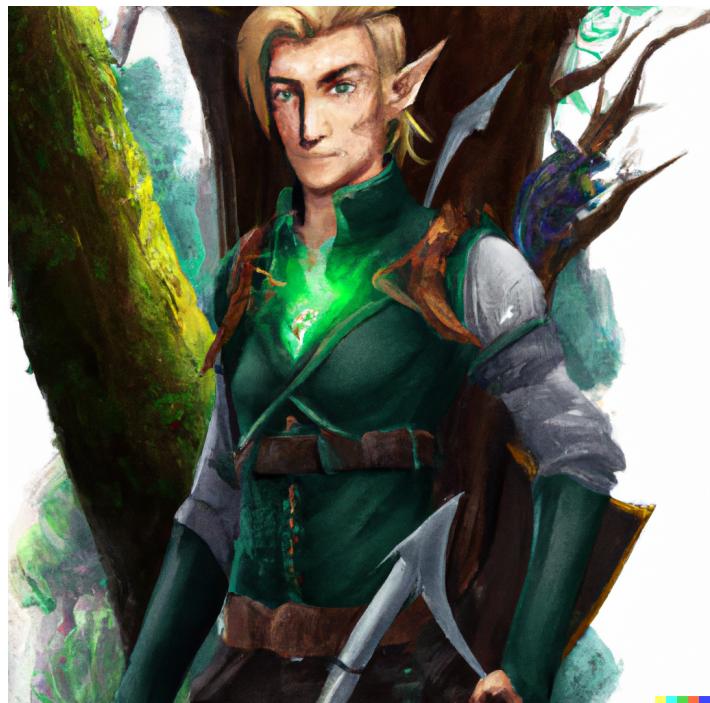
A Tiny glowing orb appears at a location within Medium (60 ft.) range. It sheds pale, **bright illumination** in a Small (15 ft.) radius, and **shadowy illumination** in a Medium (30 ft.) radius. The orb is intangible, and cannot be moved once placed.

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

- *Magic Affinity*: Gnomes gain an additional **insight point**. They can only spend this insight point to learn **magical** abilities, such as spells.
- *Short Stature*: Gnomes gain a +2 bonus to the Stealth skill.
- *Tinkerer*: Gnomes gain a +2 bonus to two Craft skills of their choice (see Craft, page 150).

Automatic Languages: Common, Gnome, either Sylvan or any one **common language** (see Table 4.4: Common Languages, page 47).

Half-Elves



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

Size: Medium.

Attributes: No change.

Special Abilities:

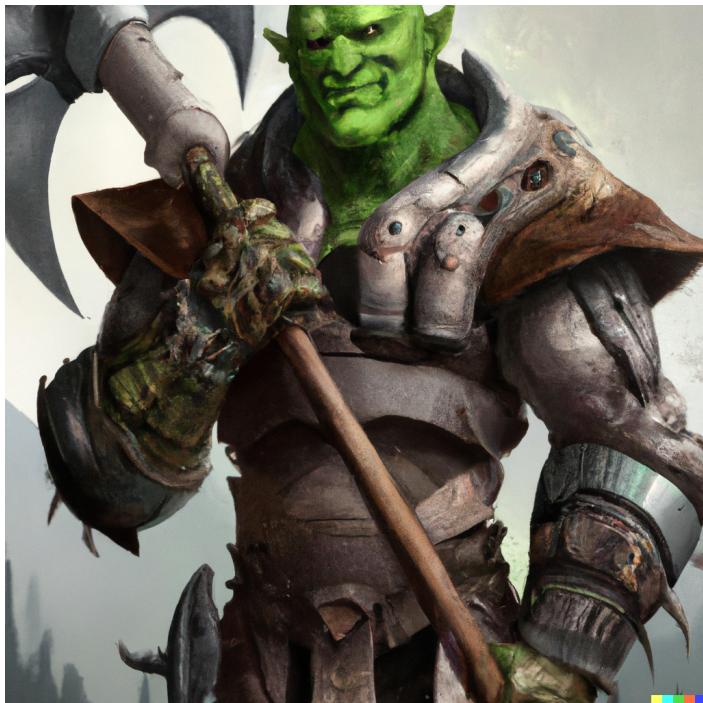
- *Diplomatic*: Half-elves gain a +2 bonus to the Persuasion skill.
- *Low-light Vision*: Half-elves have **low-light vision**, allowing

them to see clearly in **shadowy illumination** (see Low-light Vision, page 381).

- **Versatile:** Half-elves only need to spend one **insight point** to gain access to an additional class (see Multiclass Characters, page 71).

Automatic Language: Common, Elven, any two **common languages** or one **rare language** (see Communication and Languages, page 47).

Half-Orcs



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

Size: Medium.

Attributes: +1 Strength, -1 Intelligence.

Special Abilities:

- **Darkvision:** Half-orcs have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 380).
- **Intimidating:** Half-orcs gain a +2 bonus to the Intimidate skill (see Intimidate, page 154).
- **Physical Instincts:** Half-orcs gain an additional **insight point**. They can only spend this insight point to learn **mundane** abilities, such as combat styles and maneuvers.

Automatic Languages: Common, Orcish.

Halflings



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

Size: Medium.

Attributes: -1 Strength, either +1 Dexterity or +1 Willpower.

Special Abilities:

- **Nimble Combatant:** Halflings gain a +1 bonus to Reflex defense.
- **Short Stature:** Halflings gain a +2 bonus to the Stealth skill.
- **Stout-Hearted:** Halflings gain a +1 bonus to Mental defense.
- **Sure-Footed:** Halflings gain a +2 bonus to the Balance skill (see Balance, page 148).

Automatic Languages: Common, Halfling, any one **common language** (see Table 4.4: Common Languages, page 47).

Alignment

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

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

Good vs. Evil

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

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

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

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

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

Law vs. Chaos

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

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

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

Personal Appearance

Age

The typical age for each species is listed in Table 3.1: Typical Ages. If you are old, you take a -2 penalty to **checks** based on Strength, Dexterity, Constitution, and Perception. However, you gain a +2 bonus to **checks** based on Intelligence and Willpower. If you are venerable, these modifiers change to -4 and +4 respectively. In general, player characters should not start as old or venerable age, but the GM can always allow it for specific campaigns if they want.

When you reach venerable age, the GM secretly rolls your maximum age, which is the number from the Venerable column on Table 3.1: Typical Ages plus the result of the dice roll indicated on the Maximum Age column on that table. They record the result. If you reach your maximum age, you die of old age at some time during the following year.

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

Height and Weight

The typical height and weight for each species is listed in Table 3.2: Typical Height and Weight, page 29. The average man from each species is slightly taller and heavier than the average woman, but this is not a restriction for player characters.

Character Creation

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

These decisions are described below in an order that makes sense for many characters, and full details for each decision are given after this initial list. It is essentially a sandwich, with narrative decisions wrapped around a central core of your character’s mechanical components. However, you can make several of these decisions in any order, and you may find it easier to create a character in a different way. The only real limitation is that your skills must be the last mechanical choice you make, since they are strongly affected by all of your other choices.

1. Character concept: Describe your character with a short, simple phrase that captures their essence.
2. Motivation and goal: Describe what your character wants.
3. Alignment: Describe your character’s moral compass.
4. Species: Define your character’s species.
5. Attributes: Define your character’s fundamental physical and mental potential.
6. Class archetypes: Define your character’s source of power.
7. Insight points: Learn new abilities.

Table 3.1: Typical Ages

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

Table 3.2: Typical Height and Weight

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

8. Skills: Define your character's areas of non-combat expertise.
9. Personality: Describe how your character acts and reacts to the world.
10. Background: Describe what made your character become who they are now.
11. Appearance: Describe what your character looks like.
12. Name: Choose a name.

Step 1: Character Concept

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

- Pragmatic wanderer
- Artistic pixie
- Mushroom-obsessed hermit
- Bumbling do-gooder
- Dim-witted bodyguard
- Cowardly storyteller
- Bear-barian
- Parsimonious law enforcer
- Peaceful naturalist
- Trigger-happy pyromaniac
- Heroic, simple-minded warrior
- Friendly necromancer
- Chaotic speed demon
- Pompous ex-noble
- Sarcastic mercenary
- Battle-scarred priest
- Ambitious arcane prodigy

- Charismatic musician
- Aloof scholar
- Blunt-spoken warrior
- Crazed prophet
- Polite warrior
- World-weary pirate
- Devout cultist
- Con artist with a heart of gold

Step 2: Motivation and Goal

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

Step 3: Alignment

Your character's alignment reflects their moral character: are they more inclined to good or evil, and to chaos or order? Alignments are described in more detail at Alignment, page 27.

Step 4: Species

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

Choose one of the seven common species options, or talk with your GM about choosing an uncommon species (see Uncommon Species, page 415). Record any specific abilities the species gives you on your character sheet, but if this is your first mechanical choice, you won't be able to finalize any of your statistics yet. You should also choose the languages that you can speak, since that is influenced by your species (see Communication and Languages, page 47).

Step 5: Attributes

Your attributes are a good option for your second mechanically relevant choice. They have a large impact on your character's strengths and weaknesses, so it's useful to know them as soon as

possible. They're also much easier to understand and finalize than your class archetypes.

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

Predefined Attribute Scores

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

3, 2, 2, 2, 1, 0

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

4, 2, 2, 1, 0, 0.

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

2, 2, 2, 2, 2, 0

Point Buy

With this method, you can fully control your attribute scores to precisely match what you want to be able to do. All your attribute scores start at 0. You get 15 points to distribute among your attributes. Attributes can be bought according to the costs on Table ???: Attribute Score Point Costs. The listed cost is the total cost required to gain the listed attribute.

Table 3.3: Attribute Point Costs

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

Attribute Penalties

You can voluntarily take penalties to your attributes. If you reduce an attribute to a total of -1, you become **trained** in an additional skill (see Trained Skills, page 147). If you reduce an attribute to a total of -2, you instead gain an additional **insight point** (see Insight Points, page 24). You cannot gain these benefits from reducing more than two attributes below 0 in this way.

Step 6: Class and Class Archetypes

This is the most complicated choice you have to make for your character. It requires the most reading in the Classes chapter to understand what your options are and which classes and class archetypes are interesting to you. Class details can be found in Classes, page 71.

You should choose one of the ten classes, and then any one of the five archetypes within that class. You gain the rank 1 ability from that archetype. You should also choose the **weapon groups**

that you have access to, since that is influenced by your class (see Weapon Groups, page 166).

When you reach levels 2 and 3, you'll choose new archetypes from the same class, becoming rank 1 in each of those archetypes as well. After that, you won't gain any more new archetypes when you gain levels. Instead, you'll just increase your rank in the three archetypes you already have.

If you are particularly adventurous, this is also when you should choose if you want to be a multiclass character. Multiclass characters can gain access to archetypes from multiple classes. This does not increase the number of archetypes you know, so it does not directly increase your power. However, multiclass characters can be more specialized or more versatile than single-class characters, and can represent unusual character concepts. For details, see Multiclass Characters, page 71.

Step 7: Insight Points

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

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

Step 8: Skills

You should choose which skills you have **trained** (see Skills, page 147). Your **class** gives you a certain number of trained skills from among the **class skills** for that class. The class skills for each class are summarized in Table 7.1: Class Skills, page 148.

There are other ways to become trained in skills that are not part of your class. If your Intelligence is positive, you gain additional trained skills equal to your Intelligence. You can also spend **insight points** to gain one trained skill per insight point (see Insight Points, page 24). Some abilities can grant additional trained skills.

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

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

Sometimes, you might have more trained skills than you know what to do with, especially if you are still figuring out the details of your character concept. You aren't forced to decide all of your trained skills at level 1, so you can save them up and choose more

trained skills when you level up. You can also talk to your GM about letting you decide your trained skills on the fly during the first game session or two based on what actions you take during the session. This can be a fun way to figure out what your character's personality is through the process of playing them.

Step 9: Starting Equipment

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

Step 10: Personality

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

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

Step 11: Background

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

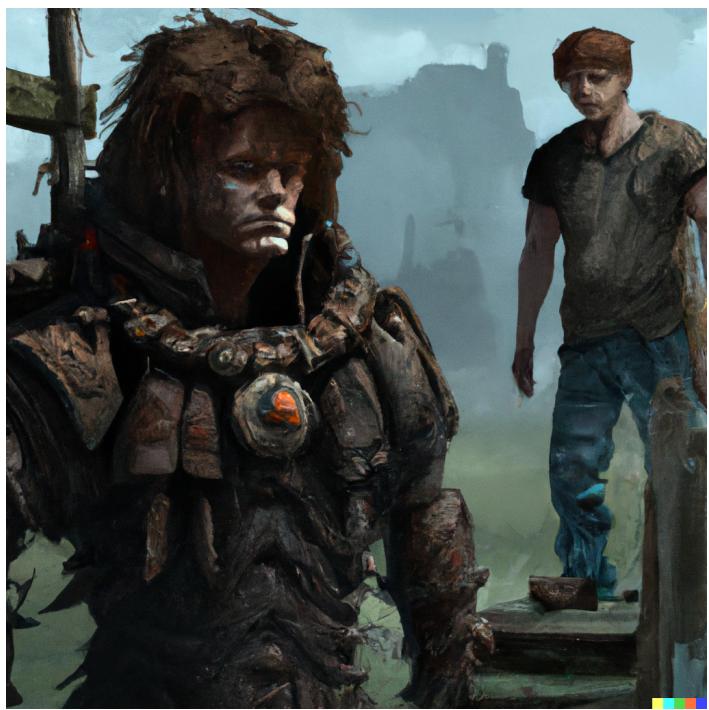
Step 12: Appearance

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

Step 13: Name

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

Character Advancement



As you accomplish challenges and defeats foes, you gain experience. If you have enough experience, you gain a level. You gain some abilities at specific levels, as described in Table 3.4: Character Advancement.

When you gain a level, the following things happen:

- Your **hit points** increase (see Hit Points, page 33).
- Your **damage resistance** increases (see Damage Resistance, page 33).
- You gain an additional **archetype rank** (see Archetypes, page 71)
- At even levels, your bonus with **trained** skills increases (see Trained Skills, page 147)
- At even levels, your **accuracy** increases by 1 (see Accuracy, page 32)
- At even levels, all of your **defenses** increase by 1 (see Defenses, page 33)
- At 3rd level, and every 6 levels thereafter, you gain a **legacy item** upgrade (see Legacy Items, page 32).
- At 4th level, and every 3 levels thereafter, your maximum **archetype rank** increases (see Archetype Ranks, page 71).

At your GM's discretion, you may also change some of the choices you have made about your character when you level up. For example, you could change one of your trained skills for a different skill, change which weapon groups you are proficient with, or change the **mystic spheres** you have access to (and corresponding spells). The GM may ask for a specific narrative justification for the change, require spending in-game time to retrain, or disallow changing some fundamental aspects of your character.

Legacy Items

Table 3.4: Character Advancement

Level	Max Rank ¹	Accuracy, Defenses, Skills	Special	XP
1st	1	—	—	0
2nd	—	+1	—	10
3rd	—	+1	Legacy item: rank 2	25
4th	2	+2	—	45
5th	—	+2	+1 attunement point	70
6th	—	+3	—	100
7th	3	+3	—	140
8th	—	+4	—	200
9th	—	+4	Legacy item: ranks 4 and 2	300
10th	4	+5	—	450
11th	—	+5	+1 attunement point	700
12th	—	+6	—	1,000
13th	5	+6	—	1,400
14th	—	+7	—	2,000
15th	—	+7	Legacy item: ranks 6 and 4	3,000
16th	6	+8	—	4,500
17th	—	+8	—	7,000
18th	—	+9	—	10,000
19th	7	+9	—	14,000
20th	—	+10	—	20,000
21st	—	+10	Legacy item: ranks 7 and 6	30,000

1. See Archetype Ranks, page 71.

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

At 3rd level, you choose a nonmagical weapon, body armor, shield, apparel item, or implement you own. That item becomes a **legacy item**. You choose a single magic item property of rank 2 or lower, and your legacy item gains that property. You do not have to **attune** to your legacy item to gain its benefits. However, for each **deep attunement** property that your legacy item has, you reduce your maximum **attunement points** by one.

The property must be appropriate for the category of item you chose: weapon, armor, apparel, or implement. You do not have to precisely match the location of an apparel item, just the category. For example, you can choose an amulet as your legacy item and give it the effect of the *boots of translocation*, or apply the effects of a *hardblock shield* to your body armor.

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

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

property with max rank 6

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

Unique Legacy Items: Legacy items are fundamentally a reflection of the character who wields them. Their effects can be more unusual and complex than abilities on normal magic items, and they can have a larger effect on the way that character interacts with the world. As a player, you can work with your GM to create custom magical effects of an appropriate power that are a better reflection of your character's personality and powers than the magic item abilities that exist.

Character Statistics

Accuracy

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

Damage Resistance

Your **damage resistance** measures how much damage you can shrug off without any effects. For details about how damage resistance is used, see Taking Damage, page 56.

The amount of damage resistance you have is defined in Table 3.5: Hit Points and Damage Resistance, page 33. You add your level and your Constitution to find the corresponding base value. Body armor also provides a significant bonus to damage resistance, and many special abilities can increase your damage resistance.

Table 3.5: Hit Points and Damage Resistance

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

1. For negative values, reduce maximum hit points by an amount equal to the negative value.
2. For values beyond 22, double the hit points and damage resistance of a creature with a value that is 6 lower. For example, a level 21 creature with a 4 Constitution would have 144 hit points and 64 damage resistance.

Defenses

Usually, when you are attacked, the attacker has to make an **attack roll** against one of your four **defenses** (see Attack Rolls, page 54). If the attack roll is at least as high as that defense, the attack hits. The four defenses are described below.

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

and life-draining spells.

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

Your defenses are calculated in the following way:

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

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

Encumbrance

Your encumbrance is a value that represents how much you are burdened by your armor (see Armor, page 182). You apply your encumbrance as a penalty to all Strength and Dexterity-based checks you make. If your Strength is positive, you reduce your encumbrance by an amount equal to your Strength. This cannot reduce your encumbrance below 0.

Hit Points

Your **hit points** measure how hard you are to seriously injure or kill. For details about how hit points are used, see Taking Damage, page 56.

The amount of hit points you have is defined in Table 3.5: Hit Points and Damage Resistance, page 33. You add your level and your Constitution to find the corresponding base value. Some special abilities can give you additional **hit points**.

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

Power

Your **power** is a general representation of how strong your abilities are. Many abilities have stronger effects depending on your **power**, especially damaging abilities. Your base class provides a bonus to your power (see Class-Based Power Bonuses, page 71). In addition, some abilities can increase it.

Resources

Attunement Points

Many special abilities and magic items only function as long as a creature attunes to them. The number of effects that you can attune to is based on the number of **attunement points** that you

have. Most effects require only a single attunement point, but some require two. For details, see Attunement, page 47.

Your **class** gives you a certain number of attunement points. At 5th level and 11th level, you gain an additional attunement point. A small number of abilities can also grant additional **attunement points**.

Fatigue

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

Fatigue Level

Your **fatigue level** measures how fatigued you are. A number of abilities and attacks can cause you to increase your fatigue level. The most common abilities that increase your fatigue level are the *desperate exertion*, *recover*, and *sprint* abilities. All of those abilities are described in Universal Abilities, page 62.

Fatigue Tolerance

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

Fatigue Penalty

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

Exhaustion

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

Recovering From Fatigue

When you take a **long rest**, your **fatigue level** is restored to 0 (see Resting, page 45). There are no other ways to reduce your fatigue level.

Sample Characters

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

Barbarian

Battleforged Resilience

Species: Dwarf.

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

Class: Barbarian.

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

Insight Points: None.

Skills: Awareness, Climb, Endurance, Medicine, Survival

Weapon Groups: Axes, thrown weapons.

Languages: Common, Dwarven, Giantish.

Equipment: Battleaxe, standard shield, scale mail. As you gain levels, use the best medium armor you can afford. If you gain proficiency with heavy armor, use that instead.

Legacy Item: Shield. At level 3, choose *covering shield*. At level 9, choose *greater covering shield* and *shield of arrow catching*. At level 15, choose *supreme covering shield* and *greater shield of arrow catching*.

Combat Styles: Herald of War, Unbreakable Defense.

Suggested Feats: Shieldbearer, Martial Training, Regenerator, Toughness.

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

Battlerager

Species: Half-orc.

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

Class: Barbarian.

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

Insight Points: None.

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

Weapon Groups: Crossbows, headed weapons.

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

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

Combat Styles: Ebb and Flow, Herald of War.

Suggested Feats: Greatweapon Warrior, Rapid Reaction, Swiftrunner.

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

damage in exchange for more damage.

Outland Savage

Species: Elf.

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

Class: Barbarian.

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

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

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

Weapon Groups: Armor weapons, flexible weapons.

Languages: Common, Orcish.

Equipment: Flail, standard shield, scale mail. As you gain levels, use the best light armor you can afford. When you can, get spikes and a spiked knee crafted onto your armor.

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

Combat Styles: Dirty Fighting, Mobile Assault.

Suggested Feats: Savage, Brawler, Swiftrunner.

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

Primal Warrior

Species: Human.

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

Class: Barbarian.

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

Insight Points: 1 point for an additional combat style, 1 point for an additional maneuver.

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

Weapon Groups: Axes, crossbows.

Languages: Common, Dwarven, Orcish.

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

Legacy Item: Weapon. At level 3, choose *shocking*. At level 9, choose *banechannel* and *shocking*. At level 15, choose *greater dimensional trace* and *banechannel*.

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

Suggested Feats: Greatweapon Warrior, Weapon Focus, Swiftrunner.

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

Totemist

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

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

Species: Human.

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

Class: Barbarian.

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

Insight Points: 1 point for proficiency with exotic bows.

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

Weapon Groups: Crossbows, bows, thrown weapons.

Languages: Common, Elven, Giantish.

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

Legacy Item: Weapon. At level 3, choose *longshot*. At level 9, choose *greater iridescent* and *longshot*. At level 15, choose *supreme iridescent* and *greater longshot*.

Combat Styles: Penetrating Precision, Unbreakable Defense.

Suggested Feats: Sniper, Blindfighter, Swiftrunner.

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

Cleric

Divine Magic

Species: Gnome.

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

Class: Cleric.

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

Insight Points: 2 points for metamagic (including an extra mystic sphere), and 3 points for additional spells known.

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

Languages: Common, Gnome, Halfling.

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

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

Domains: Good, Magic

Mystic Spheres: Channel Divinity and Photomancy

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

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

Divine Spell Mastery

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

Domain Influence

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

Species: Dwarf.

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

Class: Cleric.

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

Insight Points: 3 points for additional spells known.

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

Weapon Group: Club-like weapons.

Languages: Common, Draconic, Dwarven.

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

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

Domains: Destruction, War

Mystic Sphere: Channel Divinity

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

Combat Tactics: You are a frontline fighter first and foremost. Your magically enhanced resistance and high defenses make you durable in combat, though you lack mobility. When you need to distract foes or face down hordes, you can use your abilities from the Preacher archetype.

Healer

Species: Human.

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

Class: Cleric.

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

Insight Points: 2 points for an additional mystic sphere, 3 points for additional spells known.

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

Weapon Group: Club-like weapons.

Languages: Common, Draconic, Halfling.

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

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

Domains: Life, Protection

Mystic Spheres: Prayer, Vivimancy

Suggested Feats: Sphere Focus: Vivimancy, Boongiver, Sphere Focus: Prayer

Combat Tactics: You have an unmatched mastery of healing and protection. You have reasonably high defenses, so you can take to the front lines as necessary to make the most of your *divine aid* and *divine protection* abilities. Although your *healer's grace* ability is powerful, you shouldn't feel bad about attacking enemies. That's especially important early in a fight when your allies don't need healing yet and your enemies haven't realized that it's pointless to attack your allies while you are still standing.

Preacher

Species: Human.

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

Class: Cleric.

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

Insight Points: 2 points for metamagic (including an extra mystic sphere), 3 points for additional spells known

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

Languages: Common, Dwarven, Elven.

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

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

Mystic Spheres: Enchantment, Revelation

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

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

Druid

Elementalist

Species: Human.

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

Class: Druid.

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

Insight Points: 2 points for a mystic sphere, 1 point for metamagic (choosing an extra mystic sphere), 3 points for spells

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

Languages: Common, Sylvan

Equipment: Sickle, buckler, hide armor. As you gain levels, keep using hide armor. You may want to keep leather armor around in case you need to do a lot of jumping or swimming - or at high levels, flying.

Legacy Item: Implement. At level 3, choose *staff of potency*. At level 9, choose *greater staff of potency* and *greater selective staff*. At level 15, choose *supreme staff of potency* and *supreme selective staff*.

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

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

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

Nature Magic

Species: Elf.

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

Class: Druid.

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

Insight Points: 1 point for metamagic (choosing an extra mystic sphere), 3 points for spells

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

Weapon Group: Headed weapons

Languages: Common, Elven, Halfling.

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

Legacy Item: Implement. At level 3, choose *extending staff*. At level 9, choose *bushwalker's staff* and *extending staff*. At level 15, choose *supreme extending staff* and *bushwalker's staff*.

Mystic Spheres: Toxicology, Verdamancy

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

Combat Tactics: You are a master of plants and natural magic. Your spells excel at constraining and debilitating your foes, especially with poisons. Larger foes tend to be resistant to both poisons and movement impediments, so it's a good idea to have Reflex attacks like *ensnaring grasp* and *fire seeds* to deal with them.

Nature Spell Mastery

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

Shifter

Species: Human.

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

Class: Druid.

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

Insight Points: 1 point for a wild aspect, 3 points for spells

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

Languages: Common, Sylvan

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

Legacy Item: Armor. At level 3, choose *lifesaver ring*. At level 9, choose *bracers of mighty fists* and *lifesaver ring*. At level 15, choose *supreme lifesaver ring* and *bracers of mighty fists*.

Mystic Sphere: Polymorph

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

Suggested Feats: Sphere Focus: Polymorph, Regenerator,

Brawler, Savage

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

Wildspeaker

Species: Gnome.

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

Class: Druid.

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

Insight Points: 1 point for metamagic, 3 points for spells.

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

Weapon Group: Headed weapons

Languages: Common, Gnome, Sylvan

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

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

Mystic Sphere: Electromancy

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

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

Fighter**Combat Discipline**

Species: Dwarf.

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

Class: Fighter.

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

Insight Points: 3 points for maneuvers.

Skills: Climb, Endurance, Jump, Swim

Weapon Groups: Axes, crossbows

Languages: Common, Dwarven, Orcish.

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

Legacy Item: Shield. At level 3, choose *shield of arrow catching*. At level 9, choose *hardblock shield* and *shield of arrow catching*. At level 15, choose *supreme shield of arrow catching* and *hardblock shield*.

Combat Styles: Rip and Tear, Unbreakable Defense

Suggested Feats: Shieldbearer, Toughness, Regenerator

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

Equipment Training

Species: Halfling.

Attributes: 1 Str, 5 Dex, 0 Con, 1 Int, 2 Per, 0 Wil.

Class: Fighter.

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

Insight Points: 3 points for maneuvers.

Skills: Awareness, Balance, Flexibility, Stealth

Weapon Groups: Blades, bows

Languages: Common, Gnomish, Halfling

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

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

Combat Styles: Flurry of Blows, Rip and Tear

Suggested Feats: Swiftrunner, Rapid Reaction, Executioner, Two-Weapon Fighting

Combat Tactics: You have an exceptionally high Armor defense, and your strikes are very accurate. However, your low Strength and small weapons mean that you don't deal a lot of damage. Focus on debilitating maneuvers like *brow gash* or maneuvers that increase your damage like *tear exposed flesh* to stay relevant in combat. When your Armor defense isn't as important, such as when fighting spellcasters, you can dual wield to increase your damage. Unlike most fighters, you are very agile and stealthy, so you can accompany rogues on scouting missions.

Martial Mastery

Species: Human.

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

Class: Fighter.

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

Insight Points: 1 point for an additional combat style, 3 points for maneuvers.

Skills: Awareness, Climb, Endurance, Jump, Swim

Weapon Groups: Blades, thrown weapons.

Languages: Common, Giantish, Orcish.

Equipment: Broadsword, standard shield, scale mail. As you gain levels, buy throwing axes and use the best heavy armor you can afford.

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

Combat Styles: Ebb and Flow, Herald of War, Rip and Tear

Suggested Feats: Executioner, Blindfighter, Toughness

Combat Tactics: You have great versatility in combat. You have a large number of maneuvers, and by mixing in thrown weapons and shouts, you can attack at multiple ranges and hit multiple defenses. When your shield is unnecessary, you can hold your broadsword in two hands to improve your already respectable damage. Many of your maneuvers work at any range, so you aren't forced to fight in melee against highly mobile or excessively lethal foes. In addition to using maneuvers, you can coordinate your allies with battle tactics.

Sentinel

Species: Dwarf.

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

Class: Fighter.

Archetypes: Sentinel first, Martial Mastery second, Equipment Training third.

Insight Points: 2 points for maneuvers.

Skills: Awareness, Endurance, Intimidate

Weapon Groups: Axes, crossbows

Languages: Common, Dwarven, Orcish

Equipment: Shepherd's axe, standard shield, scale mail. As you gain levels, buy a throwing axes, a heavy crossbow, and a greataxe and use the best heavy armor you can afford.

Legacy Item: Apparel. At level 3, choose *protector's amulet*. At level 9, choose *greater boots of speed* and *protector's amulet*. At level 15, choose *supreme boots of speed* and *greater protector's amulet*.

Combat Styles: Rip and Tear, Unbreakable Defense

Suggested Feats: Shieldbearer, Toughness, Regenerator

Combat Tactics: You hold the line in the middle of the fray, protecting your allies all over the battlefield. You have an unmatched ability to constrain your foes' movement and force them to pay attention to you, limiting their ability to harm your allies. Your damage is reasonable, but your main focus should be on defense so you can protect your more vulnerable and reckless allies. A shepherd's axe is convenient because it allows you to attack foes who try to keep their distance from you. However, when you need

to deal damage, consider switching to a greataxe or dual-wielding a second shepherd's axe instead of holding a shield.

Tactician

Species: Human.

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

Class: Fighter.

Archetypes: Tactician first, Martial Mastery second, Equipment Training third.

Insight Points: 2 points for battle tactics, 3 points for maneuvers.

Skills: Awareness, Deduction, Endurance, Knowledge (dungeoneering, local), Medicine

Weapon Groups: Bows, polearms.

Languages: Common, Draconic, Elven

Equipment: Longhammer, standard shield, chain shirt. As you gain levels, buy a longbow and use the best armor you can afford that allows you to apply your full Dexterity bonus to your Armor defense.

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

Combat Styles: Blunt Force, Mobile Assault

Suggested Feats: Precognition, Leadership, Medicine Specialization

Combat Tactics: You have a wealth of options in combat. You can buff your allies' attacks, defend your allies, deal damage, or debuff your foes. Use whichever battle tactics are most relevant to the current situation. Your longhammer and high mobility allows you to keep your distance in combat while knocking your foes into more tactically advantageous positions. Since you don't use a shield, you don't have the defensive power of most fighters, so you can't just charge heedlessly into the fray.

Monk

Airdancer

Species: Elf.

Attributes: 2 Str, 5 Dex, 0 Con, 0 Int, 2 Per, 0 Wil.

Class: Monk.

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

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

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

Weapon Groups: Monk weapons

Languages: Common, Elven, Halfling

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

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

Combat Styles: Mobile Assault, Penetrating Precision

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

Combat Tactics: You are highly acrobatic in combat, leaping around your opponents with ease. Once your Jump check result is high enough to jump over enemies, you can start ignoring attempts to block your movement. The Leap of the Heavens *ki manifestation* can help you reach that point quickly. You are highly accurate, and your high Dexterity helps both your defenses and your skills. If you are in physical danger, you can sheathe one of your kamas and use your *ki barrier* as a shield to further increase your Armor defense. However, your middling Constitution means you should pick your fights carefully. Use your mobility to pick your battles and avoid being surrounded unnecessarily.

Esoteric Warrior

Species: Human

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

Class: Monk.

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

Insight Points: 4 points for maneuvers.

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

Weapon Groups: Monk weapons

Languages: Common, Draconic, Elven

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

Legacy Item: Apparel. At level 3, choose *gauntlet of the ram*. At level 9, choose *bracelets of mighty fists* and *boots of speed*. At level 15, choose *supreme boots of speed* and *bracelets of mighty fists*.

Combat Styles: Dirty Fighting, Flurry of Blows

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

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

Ki

Species: Halfling

Attributes: -1 Str, 2 Dex, 2 Con, 1 Int, 0 Per, 5 Wil.

Class: Monk.

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

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

Skills: Balance, Flexibility, Endurance, Medicine, Knowledge (arcana), Survival, Stealth

Weapon Groups: Monk weapons

Languages: Common, Draconic, Elven

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

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

Combat Styles: Flurry of Blows, Mobile Assault

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

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

Perfected Form

Species: Human

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

Class: Monk.

Archetypes: Perfected Form first, Esoteric Warrior second, Air-dancer third.

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

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

Weapon Groups: Monk weapons

Languages: Common, Giantish, Orcish

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

Legacy Item: Apparel. At level 3, choose *gauntlet of the ram*. At level 9, choose *bracelets of mighty fists* and *boots of speed*. At level 15, choose *supreme boots of speed* and *bracelets of mighty fists*.

Combat Styles: Dirty Fighting, Mobile Assault

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

Combat Tactics: Your general fighting style is the same as the Esoteric Warrior sample character. Your main differentiating factor is that you have even greater martial aptitude and durability. However, you are less able to avoid to debilitating conditions, so be careful when fighting magical foes.

Transcendent Sage

The transcendent sage archetype by itself does not strongly influence your character's fighting style or abilities. It provides a variety

of passive abilities and immunities that require other archetypes to make a compelling character concept. A typical character focusing on this archetype would be similar to the Ki character. If you want to be more martially inclined, follow the Esoteric Warrior character.

Paladin

Devoted Paragon

The devoted paragon archetype can have different play styles based on your devoted alignment. The character below is reasonable for any alignment other than evil. An evil devoted paragon might focus more on inflicting debilitating conditions with spells from the *enchantment* or *vivimancy* mystic spheres.

Species: Dwarf

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

Class: Paladin.

Archetypes: Devoted Paragon first, Divine Magic second, Stalwart Guardian third.

Insight Points: 2 points for spells.

Skills: Endurance, Persuasion, Social Insight

Weapon Groups: Club-like weapons, crossbows.

Languages: Common, Dwarven, Giantish

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

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

Mystic Sphere: Prayer.

Suggested Feats: Leadership, Weapon Focus, Shieldbearer, Sphere Focus: Prayer

Combat Tactics: You are a beacon to guide your allies in combat. You should stay close to the front lines to ensure that your allies gain the benefit of your *aligned aura* ability and take advantage of your reasonable melee damage. You are very durable, and you can blanket your allies with powerful buffs from the *prayer* mystic sphere. At high levels, make sure you have a special strike ability like *exalted strike* or a *powerstrike* weapon.

Divine Magic

Species: Human

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

Class: Paladin.

Archetypes: Divine Magic first, Divine Spell Expertise second, Devoted Paragon third.

Insight Points: 2 points for an extra mystic sphere, 3 points for spells.

Skills: Endurance, Medicine, Persuasion

Weapon Groups: Axes, thrown weapons.

Languages: Common, Dwarven, Giantish

Equipment: Battleaxe, standard shield, scale mail. As you gain levels, use the best heavy armor you can afford and switch to using an implement instead of a weapon.

Legacy Item: Implement. At level 3, choose *potency*. At level 9, choose *greater covering shield* and *soulguard shield*. At level 15, choose *shield of mystic reflection* and *greater covering shield*.

Mystic Sphere: Channel Divinity, Vivimancy.

Suggested Feats: Sphere Focus: Channel Divinity, Sphere Focus: Vivimancy, Boongiver

Combat Tactics: Paladins make unusual spellcasters. They lack the flexibility of more dedicated spellcasting classes because they lack the *metamagic* ability and access to a variety of mystic spheres. However, your *divine spell versatility* and *divine conduit* give you a unique combat style that rewards staying directly on the front lines. In addition, you have an unusually high power thanks to *wellspring of power* and *paragon power*, so your damage and healing spells can be quite potent. Make sure you have single-target damage spells like *mystic bolt* and *lifesteal* to make the most of your abilities.

Divine Spell Expertise

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

Stalwart Guardian

Species: Halfling

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

Class: Paladin.

Archetypes: Stalwart Guardian first, Divine Magic second, Zealous Warrior third.

Insight Points: 2 points for spells.

Skills: Endurance, Medicine, Ride

Weapon Groups: Club-like weapons, thrown weapons.

Languages: Common, Dwarven, Giantish

Equipment: Smallsword, standard shield, scale mail. As you gain levels, buy spare throwing axes and use the best light armor you can afford.

Legacy Item: Apparel. At level 3, choose *amulet of divine healing*. At level 9, choose *greater amulet of divine healing* and *boots of speed*. At level 15, choose *supreme amulet of divine healing* and *greater boots of speed*.

Mystic Sphere: Fabrication.

Suggested Feats: Shieldbearer, Sphere Focus: Prayer

Combat Tactics: You have exceptionally high defenses, and you can heal your less well protected allies. Your damage is reasonable thanks to your *smite* ability, which allows you to use your high Willpower in place of your poor Strength. You can use spells like *mystic barrier* and *blade barrier* to control the battlefield and funnel your foes into positions where you can make the most of your defensive abilities.

Zealous Warrior

Species: Elf

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

Class: Paladin.

Archetypes: Zealous Warrior first, Divine Magic second, Stalwart Guardian third.

Insight Points: 2 points for spells.

Skills: Awareness, Persuasion, Social Insight

Weapon Groups: Club-like weapons, bows

Languages: Common, Dwarven, Giantish

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

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

Mystic Sphere: Channel Divinity.

Suggested Feats: Greatweapon Warrior, Spellsword, Celestial Heritage

Combat Tactics: You are an extremely dangerous martial combatant. Thanks to your [smite](#) ability, you have high damage and devastatingly powerful critical hits. Your defenses are unimpressive, but you have enough damage resistance from heavy armor to avoid being too squishy. The biggest weakness you have is your slow speed and vulnerability to debilitating conditions. Make sure you take some ranged spells like [retributive judgment](#) to deal with foes who try to avoid your greatmace.

Alternately, you could focus more heavily on ranged combat, since [smite](#) can be used with projectile weapons. If that is your goal, consider the Mystic Archer and Sniper feats instead of Greatweapon Warrior and Spellsword.

Chapter 4

Core Mechanics

This chapter describes the core mechanics of Rise.

Defining the Undefined

This book does not attempt to include specific rules for every aspect of a realistic world. Unless defined otherwise - or if it's not worth the effort to look up Rise's exact rules in the flow of a game - you should assume that the universe works more or less like the real world does, and as long as everyone agrees that something is reasonable, it's not worth worrying about in more detail.

For example, Rise does not have specific rules for how long it takes to eat a meal, the arc that a thrown ball takes through the air, or how much extra weight a well-made chandelier can hold without breaking. It's possible to imagine situations where each of those might be important to a game, however, so you'll have to guess what would be reasonable as obscure situations arise. The Game Master has the final word when defining ambiguities like this.

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.

Making Checks

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

To make a check, roll 1d10 and add your modifier with the check. You compare that result to a **difficulty value** that represents the difficulty of the task. The more difficult the task, the higher the **difficulty value** will be. If your result is equal to or higher than the **difficulty value**, the check succeeds. This usually means you accomplish a task successfully. Otherwise, the check fails. This usually means that nothing happens, though sometimes there are specific consequences for failure.

Critical Success

If your check result is at least 10 higher than the **difficulty value**, your check is a **critical success**. Some checks have a special effect on a critical success. For example, a critical success while climbing means you move twice as quickly (see Climb, page 149).

Standard Difficulty Values

Most checks are made against a fixed **difficulty value** that represents how hard the task is. Detailed rules for determining difficulty values in specific circumstances can be found in the Expanded Skills chapter from the Tome of Guidance. However, most of the time, it's not worth the effort to consult charts and tables to figure out how hard a task is. Instead, you can estimate it based on the guidelines below.

- DV 0 - Easy: Only an exceptionally incompetent or impaired person could possibly fail a DV 0 check. For example, this includes walking on rough ground without tripping (Balance) or noticing that a yelling, red-faced person is angry (Social Insight).
- DV 5 - Average: A typical human with no relevant skills should still succeed at a DV 5 check without much issue. However, it would be possible to fail in a stressful situation where time is limited if the person had no relevant training. For example, this includes climbing a ladder (Climb) or hearing the topic of a nearby conversation in a crowded bar (Awareness).
- DV 10 - Hard: A typical human with no relevant skills might succeed at a DV 10 check, but only if they were very lucky or had a lot of time on their hands. An experienced practitioner might fail infrequently in stressful circumstances, but a world-class expert would never fail. For example, this includes swimming in fast-moving water (Swim) or providing first aid to mitigate a barely lethal wound (Medicine).
- DV 15 - Very Hard: Only an experienced practitioner could succeed at a DV 15 check, and they would still need to get lucky if they were in a rush. Even a world-class expert at the peak of real-world human potential could fail, but only rarely. For example, this includes picking a well-made lock (Devices) or holding your breath for eight minutes while staying still (Endurance).
- DV 20 - Almost Impossible: A world-class expert like an Olympic medalist could succeed at a DV 20 check if they

were lucky or patient. Succeeding consistently at tasks of this difficulty requires superhuman capabilities. For example, this includes climbing a weathered natural rock wall without equipment (Climb) or squeezing through a space with a diameter of only half a foot (Flexibility).

- DV 25+ Impossible: No real-world human can succeed at a DV 25 check. This sort of feat is only possible for high-level Rise characters who have explicitly surpassed ordinary limitations. For example, this includes running at full speed along a slack rope (Balance) or jumping to grab the edge of a twenty-foot cliff (Jump).

Trying Again

You can think of checks as being broadly divided into two categories: checks that give you information, and checks that cause a change in the world around you. In general, you can retry checks that change your environment indefinitely until you succeed. The only major limiting factor to those checks is that failure sometimes also changes your environment in ways that may punish your failure or make it impossible to retry the check. For example, if you are trying to climb a cliff, you can keep trying until you succeed, but you may take falling damage from falling off while halfway up the cliff.

You generally cannot retry checks that give you information unless the situation changes in a way that is relevant to your check. This often takes the form of giving you new information. For example, if you've already examined a creature to determine whether they are disguised, you can't keep just keep staring that creature to make sure. However, if you splash the creature with water which washes away some makeup, you can try again now that you have more information.

In addition, checks that require a free action to make can never be made more than once for the same purpose within a round.

Opposed Checks

An opposed check involves multiple creatures competing to get the highest result. In case of a tie, all tied creatures roll again to break the tie. Usually, the creature with the highest result succeeds, while all other creatures either fail completely or simply succeed less effectively depending on the situation.

Some opposed checks involve multiple creatures using the same skill to see who does the best job. For example, a climbing race up a wall might involve each participant rolling a Climb check, or you might make a Strength check to hold a door closed while another creature tries to shove it open. Alternately, it can involve creatures rolling opposite skills. For example, if you are trying to hide, you roll a Stealth check opposed by the Awareness check of any creatures who could notice you.

Not all opposed checks require all participants to roll at the same time. For example, a creature who creates a disguise rolls the Disguise check at the time that the disguise is created. A creature who tries to notice the disguise would roll their Awareness check at the time they see the disguised creature.

Hidden Checks

The GM can always make checks on your character's behalf without telling you. Generally, this is used for observation-based skills. For example, it's very suspicious if the GM tells you to make an Awareness check and then tells you that you don't see anything interesting. One of the ways a GM can avoid that is by simply rolling a check on behalf of your character and only telling you the result if you succeed.

Group Checks

When multiple characters are trying to make the same check simultaneously, they may be able to work together. There are two kinds of group checks.

Collaborative Checks: When making a collaborative 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 check modifier and half the leader's check 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 uses the highest result from any character making the check. In addition, that character gains a +1 bonus for each other character who also attempted the check, as long as their check result was no more than 5 points lower than the check's difficulty value.

Making Group Checks: A group 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 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 check being made.

Resting



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

Short Rest

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

- Your **hit points** become equal to your maximum hit points.
- Your current **damage resistance** becomes equal to your maximum damage resistance.
- You regain any **attunement points** you released from **deep attunement** effects (see Deep Attunement, page 47).
- 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.

Long Rest

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

- You remove one of your vital wounds (see Removing Vital Wounds, page 57). The Medicine skill can increase this healing (see Accelerate Recovery, page 157).

- Your **fatigue level** becomes 0.
- Some other abilities have specific effects that last until you take a long rest.

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

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 ??).

Size Categories

Your size affects your **space** in combat, your speed with any **movement modes** that depend on your size category’s **base speed**, your attributes, and how noticeable you are (see Stealth, page 161). These effects are shown on Table 4.1: Size Categories.

Space

A creature’s **space** is the area its body occupies while fighting. All humanoid species take up a 5-ft. by 5-ft. space in combat, which is a single **square**. Normally, other creatures can’t be in the space you occupy. Most creatures have a space significantly larger than the physical space their body occupies because they need room to maneuver in combat.

Exceptionally large creatures can often attack at some distance from their core body thanks to long arms or other appendages. This is represented by making their space larger than their body alone would require. Even Colossal creatures can still only make melee attacks against adjacent foes - or more often, against smaller creatures sharing space with them.

Base Speed

Each size category has a **base speed** that indicates how far creatures of that size category can generally move. Most **movement modes** use a speed equal to the base speed for a creature’s size category. For details about other speeds, see Movement Modes, page 59.

Other Effects

A creature’s size affects some additional skills and abilities. For example, larger creatures have a penalty to the Stealth skill (see Common Stealth Modifiers, page 161). The effects of unusual size are described in those skills and abilities. Unusually large or small creatures also have other special rules apply to them, as described below.

Very Small Creatures

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

Table 4.1: Size Categories

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

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

2 This modifies Strength only for the purpose of determining a creature's **weight limits** (see Weight Limits, page 46).

can fly, the number of creatures that can fit into a space increases drastically.

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

Very Large Creatures

Creatures that are Gargantuan or larger are immune to all effects which would cause them to be **prone** (*half speed, -2 Armor and Ref*). They are still physically capable of becoming prone of their own volition, but their sheer mass makes them hard to topple and slow to drop.

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

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

Weight Limits

Your Strength determines how much you can carry or push, as shown in Table 4.2: Weight Limits by Strength. Your weight limits are measured in terms of how many objects or creatures of a given **weight category** that you can carry or push at once (see Weight Categories, page 47). The limit of how much you can hold in your hands or on your body is called your **carrying capacity**. If you need to move more weight than that, you can push or drag objects or creatures up your pushing and dragging limit as a standard action. When you do, you move the weight 5 feet.

In general, it is not meaningful to consider the weight of any objects with a weight category lighter than your maximum weight category. If it matters, you can treat eight objects of one weight category as having an equivalent weight to a single object that is one weight category heavier.

Large Creatures: Unusually large or small creatures gain a bonus to their Strength for the purpose of determining their weight

Table 4.2: Weight Limits by Strength

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

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

limits. For details, see Table 4.1: Size Categories, page 46.

Multi-Legged Creatures: The figures on Table 4.2: Weight Limits by Strength are for bipedal creatures. A creature with four or more legs can carry, push, or drag twice as many objects as a bipedal creature of the same Strength.

Weight Categories

Weight is generally measured in **weight categories** rather than pounds or kilograms. Weight categories use the same terms as **size categories**, as shown in Table 4.3: Weight Categories, page 47. In general, a creature's weight category is the same as its size category.

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

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

Table 4.3: Weight Categories

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

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 4.4: Common Languages, below. Rare languages are summarized on Table 4.5: Rare Languages, below. Rare languages are more difficult to learn, and are usually only spoken by unusual creatures.

Learning Languages: Learning a language is a time-consuming process, and most characters only know a few languages based on their species. You can learn two common languages or one rare language by becoming trained in the Linguistics skill (see Linguistics, page 156). In addition, you can talk to your GM about knowing an additional language based on your character's personal background.

Attunement

Many special abilities and magic items only function as long as a creature attunes to them. Attuned abilities have the **Attune** tag. Attuning to an ability typically require investing a single

Table 4.4: Common Languages

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

Table 4.5: Rare Languages

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

attunement point (see Attunement Points, page 33) Some abilities, called deep attunement abilities, require two attunement points instead of one (see Deep Attunement, page 47). You can never attune to the same ability more than once.

As long as you remain attuned to an ability, you cannot recover the attunement points you used to attune to that ability by any means. As a **free action**, you can **dismiss** any number of effects that you are attuned to, which makes you stop being attuned to them. After you stop being attuned to an ability, you recover that attunement point at the end of the current phase.

Normally, the creature using the attuned ability must attune to it. If that creature stops attuning to the ability, the ability ends. In the special case of **rituals**, any number of ritual participants can attune to the ability, and the ability lasts as long as any participant is still attuned to it.

There are two special subtypes of attunement abilities: deep attunements and targeted attunements. They are described below.

Deep Attunement

Some attuned abilities are more powerful and complicated than others, and require additional investment to take effect. These are called **deep attunement abilities**. They are identified as **Attune** (deep).

Deep attunement abilities have two main differences from ordinary attunement abilities. First, they require expending two attunement points instead of only one. Second, the attuning creature can't get back those attunement points by any means until they take a **short rest**, even if they release the attunement.

Targeted Attunement

Some attuned abilities affect specific creatures instead of the caster. These are called targeted attunement abilities. They are identified as **Attune** (target).

The creature using a targeted attunement ability does not need to attune to the ability unless it targets itself. Instead, each target must attune to its own version of the effect. The effect lasts on that target as long as it stays attuned to it, regardless of whether any other targets stay attuned to the effect.

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.

Primary and Secondary Targets

Some abilities that affect multiple targets distinguish between their primary and secondary targets. For example, the **chain lightning** spell affects secondary targets within a small radius around a primary target. If an ability does not mention secondary targets, all of its targets are primary targets. Unless otherwise specified, abilities have the same effect on their primary and secondary targets. However, some targeting rules are different between the two.

First, **line of effect** for secondary targets is always measured from the primary target, rather than from the ability's source. However, **line of sight** is still measured from the ability's source. This can allow you to hit secondary targets behind walls if you can still see them or otherwise target them, and if there is no wall separating from the primary target.

Second, secondary targets use the same **longshot penalty** as the primary target, even if they are farther away.

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 66). There are five common ranges: Short (30 ft.) range, Medium (60 ft.) range, Long (90 ft.) range, Distant (120 ft.) range, and Extreme (180 ft.) range. 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.

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 (see Point of Origin, page 66).

Area Shapes

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

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

Line: A line extends from the point of origin in a straight line, up to the given length. Lines also have a specific width and height. Unless otherwise specified, a line-shaped ability affects an area 5 feet wide and 5 feet high. The affected squares are chosen such that they stay close to the chosen line as possible. All squares affected by a line must be contiguous, so every square is adjacent to another affected square, disregarding diagonals.

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

sphere-shaped.

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

All walls share the following common properties unless their description says otherwise. A wall's height is equal to half its length for straight walls, or half its radius for circular walls, to a minimum of 10 feet high. The entire wall is considered to be a single object, and is attacked and destroyed as a single unit. All of a wall's defenses are 0, but like other objects, they are immune to **critical hits**. Most abilities that create walls indicate how many hit points the wall has. If an ability does not specify a wall's hit points, it does not have hit points and cannot be destroyed with damage.

If you create a 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.

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

Area Size

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

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

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

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

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

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

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

Area Types

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

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

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

When casting an area ability, you select the point where the ability originates. The point of origin of a ability is always a grid intersection. When determining whether a given creature is within the area of a ability, count out the distance from the point of origin in squares just as you do when moving a character or when

determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

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

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

Ability Durations

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

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

Attuned Abilities

Many abilities last as long as a creature **attunes** to them. For details, see Attunement, page 47.

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

Sustained Abilities

Sustained abilities have the **Sustain** tag. They last as long as you take an action to sustain them each round. The type of action required is always specified in the ability's tag, such as "Sustain (standard)" for a standard action, or in the ability's description.

At the start of your action during each **action phase**, the ability is dismissed unless you take the appropriate action to sustain the ability. This happens before "during your action" effects resolve, so you can't gain the benefits of a sustained ability during your action without sustaining it.

Some sustained abilities include "attuneable" in the tag before the action type. When you use or sustain that ability, you can choose to **attune** to it. If you do, it gains the **Attune** tag and loses the **Sustain** tag, so it stays active as long as you stay attuned to it.

Taking an action to sustain an ability only allows you to sustain a single use of that ability. However, you can sustain multiple separate abilities at once if you have available actions.

You can normally only sustain an ability for up to 5 minutes. After that time, the ability's effect is **dismissed**.

Permanent Abilities

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

Combining Effects

Abilities do not generally affect the way another abilities function. However, sometimes multiple effects can be in conflict on a creature. If one effect makes another effect irrelevant or impossible, the latter effect is ignored. If two effects both conflict with each other, the most recent effect takes precedence, and the other is ignored. Unless otherwise noted, two different uses of the same ability are always considered to be conflicting with each other.

All abilities will still have as much of their effect as possible. It is possible for an ability to be partially effective in this way.

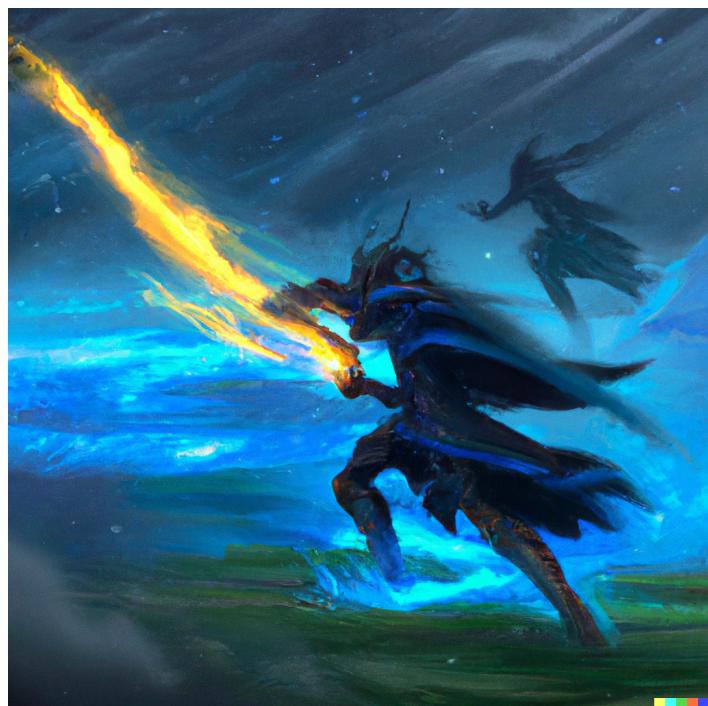
Suppressing Abilities

Abilities can be **suppressed** by effects such as the **suppress** magic spell. While an ability is suppressed, it has no effect. However, if it stops being suppressed, its effects continue as if they had not been interrupted.

Ability Tags

Many abilities have tags that describe the nature of the ability. Many of these tags have no game effect by themselves, but they govern how the ability interacts with spells, other abilities, unusual creatures, and so on. For a list of ability tags, see Ability Tags, page 377.

Spell and Ritual Mechanics



Spells and rituals share many common properties, defined here.

Categories of Magic

Magic Sources

There are four **magic sources** that characters can use to cast spells and perform rituals: arcane (cast by sorcerers and wizards), divine (cast by clerics and paladins), nature (cast by druids), and pact (cast by warlocks). Each magic source has a set of associated **mystic spheres** (see Mystic Spheres, below).

Characters with Multiple Magic Sources: A character can have access to multiple sources of magic through the use of abilities like the Hybrid Training ability (see Half-Elves, page 26). The **mystic spheres**, spells, and rituals that character knows are tracked separately for each source of magic that character has access to. If you have access to the same spell or ritual from multiple sources, the two versions of the ability are generally considered to be the same ability. When you cast the spell or perform the ritual, you choose which source you are using for the ability.

Mystic Spheres

A **mystic sphere** is a collection of thematically related magical effects that includes both **spells** and **rituals**. Each **mystic sphere** can be associated with any number of **magic sources**. The mystic spheres are listed at Mystic Spheres, page 247.

Ability Tags

All spells have the **Magical** and **Spell ability tags**, and all rituals have the **Magical** and **Ritual** ability tags. Since spells and rituals are already clearly indicated in the Mystic Spheres chapter, the tags are omitted here for convenience. Elsewhere in this book, such as in monster descriptions, those tags are used to indicate that some abilities are considered spells and rituals.

Casting Components

Unless otherwise noted, all spells and rituals require **verbal components** to cast or perform. In addition, spells and rituals from arcane and pact mystic sources require **somatic components**. You cannot start casting a spell or performing a ritual without all required components. If you lose those components before the ability resolves, the spell fails with no effect.

To provide the verbal component for a spell or ritual, you must speak in a strong voice with a volume at least as loud as ordinary conversation. To provide the somatic component for a spell or ritual, you must make a precise series of movements with at least one free hand. These movements involve your whole arm in addition to gestures with your fingers.

Somatic Component Failure

Encumbrance from armor interferes with the **somatic components** required to perform arcane spells, pact spells, and all rituals. When you cast a spell or perform a ritual that requires **somatic components** while you have an **encumbrance**, you must

roll 1d10. If your result is less than or equal to your **encumbrance**, the spell fails with no effect. When you perform a ritual, this roll must be repeated at the end of each round during the ritual.

Dismissal

Many abilities can intentionally be ended early if you **dismiss** it. When an ability is dismissed, all of its lingering effects immediately end. Unless otherwise noted, all **magical** abilities with a duration can be dismissed, but **mundane** abilities cannot be dismissed. This includes **conditions**, **brief** effects, and other abilities with more specific durations. You can dismiss abilities as a **free action** that requires only mental effort.

Resurrecting the Dead

Several rituals have the power to restore dead characters to life.

When a living creature dies, its soul departs its body, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing a creature back from the dead means retrieving their soul and returning it to their body.

Death and Old Age: While a creature is dead, it still tracks that time towards its maximum age. A creature's maximum age is largely determined by the strength of its soul, not the condition of its body. No magic can return a creature to life when it has passed its maximum age.

Preventing Resurrection: Enemies can take steps to make it more difficult for a character to be returned from the dead. Except for **true resurrection**, every ritual to raise the dead requires a body, so keeping or destroying the body is an effective deterrent. The **soul bind** ritual prevents any sort of revivification unless the soul is first released.

Involuntary Resurrection: A soul cannot be returned to life if it does not wish to be. A soul infallibly knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Functioning Like Other Spells

Many spells and rituals say they “function like” some other spell or ritual, often with some noted changes. Except as otherwise noted, they retain all of the original effects and targets of the spell. However, they do not have the same rank upgrades as the original spell or ritual.

Impossible Spells and Rituals

When you try to use a spell or ritual in an impossible way, the ability fails with no effect. This most commonly happens if you attempt to declare an invalid target for a spell.

Spells

A **spell** is a discrete magical effect with a name, a **rank**, and an effect. Each **mystic sphere** has a number of spells associated

with it. An ability that gives you access to **mystic spheres** will define how many spells you know. A spell's **rank** is the minimum **archetype rank** you must have in the relevant spellcasting archetype to be able to learn and cast the spell.

Cantrips

Some **mystic spheres** have minor spells called cantrips. Anyone who has access to a mystic sphere knows all cantrips from that sphere.

Rituals



Each **mystic sphere** has a number of **rituals**. Some spellcasting characters can learn and perform rituals. Rituals are ceremonies that create magical effects. Like spells, each ritual has a name, a **rank**, and an effect. Although rituals are similar to spells, abilities that affect spells do not affect rituals unless they say they do in their descriptions. A ritual's **rank** is the minimum **archetype rank** you must have in the relevant spellcasting archetype to be able to learn and perform the ritual.

You don't memorize a ritual as you would a normal spell. Rituals are too complex for all but the most knowledgeable sages to commit to memory. To perform a ritual, you need to read from a book or a scroll containing it. You must have access to the **mystic sphere** a ritual is from in order to perform the ritual.

Ritual Descriptions

Rituals are described in the body of the **mystic sphere** they are associated with, following the description of spells from that mystic sphere.

Scribing Rituals

A ritual book contains one or more rituals that you can use as frequently as you want, as long as you can spend the time and **fatigue level** to perform the ritual. Scribing a ritual costs precious magical ink with a value equal to an item of the ritual's rank (see Table 8.2: Item Ranks, page 164).

Performing Rituals

To perform a ritual, you must have a ritual book containing the ritual and the material components required for the ritual. Some rituals cause the creatures performing them to increase their **fatigue level**, as indicated in their descriptions. Other creatures can suffer this fatigue to help you perform rituals; see Ritual Participants, below.

Ritual Participants

Creatures can assist in the performance of rituals even if they are unable to perform rituals themselves. A creature that helps perform a ritual is called a ritual participant, and the creature performing the ritual is called the ritual leader. A ritual participant may increase their **fatigue level** in place of or in addition to the fatigue level gained by the creature performing the ritual. If multiple creatures are willing to increase their fatigue level or attune to effects, the ritual leader decides which creatures increase their fatigue level or attune to the ritual's effects.

The steps required to participate in rituals can be complex. Ritual participants must be given specific instructions for the actions they must perform during a ritual by a creature who knows how to perform the ritual. This instruction generally takes one tenth of the time required to perform the ritual. A creature cannot participate in rituals unless it has an Intelligence of at least 0, can speak at least one language, and has the fine motor control required to perform the **somatic components** of rituals.

Normally, a ritual participant can only contribute **fatigue levels** up to a maximum of their **fatigue tolerance**. If the participant has access to the same **magic source** as the ritual, they can contribute any number of **fatigue levels** (until they drop unconscious). Creatures willing to fatigue themselves generally tire at a rate no faster than one fatigue level per ten minutes spent performing the ritual.

Changing Ritual Participation: Rituals are deeply complex magic, and they cannot be abandoned or paused partway through. If the number of ritual participants in a ritual decreases below its initial value, the ritual fails at the end of the next round if the number of participants is not restored. However, ritual participants can transfer their participation to other creatures without disrupting the ritual.

In order to transfer ritual participation, the new creature must be able to participate in the ritual. Similarly, the ritual leader can transfer their leadership to another creature. In addition to the requirements for transferring ritual participation, the new leader must know the ritual and be able to perform it themselves.

Changing ritual participation and leadership is usually done when performing extraordinarily long or demanding rituals.

Attunement Rituals: Rituals with the **Attune** (ritual) tag require a single ritual participant to **attune** to the ritual's effect. Any

ritual participant can attune to the effect, but only one ritual participant can attune to the effect unless otherwise noted in the ritual's description. For details, see Attuned Abilities, page ??.

Magical Writings

To record a spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The notation constitutes a universal language that spellcasters have discovered, not invented. Each writer uses this universal system regardless of their native language or culture. However, each character uses the system in their own way. Another person's magical writing remains incomprehensible to even the most powerful spellcaster until they take the time to study and decipher it.

Breaking Objects

There are two main ways of breaking objects. You can deal damage to objects with attacks, similarly to how you can deal damage to creatures. Alternately, you can attempt to sunder the object with sheer strength.

Damaging Objects

Objects have **hit points** and **damage resistance** like creatures. However, they treat all damage they take as **environmental damage** (see Environmental Damage, page 56). That means that all damage they take is reduced by their **damage resistance** without subtracting from the remaining value of their damage resistance.

An object becomes **broken** if its **hit points** are reduced to 0 (see Broken and Destroyed Objects, page 52). Objects cannot gain **vital wounds**. Objects are also not normally subject to **critical hits**.

Sundering Objects

As a standard action, you can attempt to sunder an object you can touch. This requires two hands. An object's size and primary material determines the **difficulty value** of the check. The **difficulty value** of this check decreases by 2 if the object is below its maximum **hit points**. Success means that the object breaks. Failure by 5 or less means the object loses a **hit point**, but it does not break. Failure by 6 or more means nothing happens.

Broken and Destroyed Objects

An object that is reduced to 0 **hit points** becomes **broken**. You can destroy an object by causing it to lose additional hit points equal to ten times its maximum hit points, or by succeeding at a check to sunder the object by 20.

Broken Objects: Broken objects cannot be used for their intended purpose, but still retain enough of their original form to be repaired without too much work. For example, a broken wall lies in pieces on the ground and no longer blocks passage, but can be repaired with far less effort than would be required to create a wall from scratch. Magic items that are broken retain their magical properties once fixed. Broken (but not destroyed) objects can be

repaired with the Craft skill for a cost equal to 10% of their value (see Craft, page 150).

Destroyed Objects: Destroyed objects have been damaged beyond hope of any sort of repair short of crafting the object again from raw materials. For example, a destroyed wall is reduced to dust or small, useless chunks of rubble. Magic items that are destroyed irrevocably lose their magical properties. The remains of a destroyed object generally occupy a space one size category smaller than the original object.

Relative Damage Resistance

When an object would take damage from a **strike**, if the **damage resistance** of the attacking object or creature is lower than the damage resistance of the defender, the attacking object or creature takes the damage instead. For example, if you try to break a stone wall with a wooden club, the club will break instead of the wall.

General Calculations

Stacking Rules

Usually, modifiers stack with each other, meaning that you add or subtract all of the modifiers to get the final result. However, some modifiers do not stack with each other, as described below. When bonuses don't stack with each other, you only apply the largest bonus. Likewise, when penalties don't stack with each other, you only apply the largest penalty.

Special Exceptions:

- Effects from the same source do not stack. Any ability with the same name has the same source.
- Magic bonuses do not stack with each other.
- If a creature gains the same condition multiple times, the effects do not stack, but each instance of the condition is tracked separately. The creature must remove all instances of the condition before the effects are removed.
- Multiple **magical** effects that change a creature's **size category** do not stack. If multiple magical effects both increase and decrease size, size increases offset size decreases on a one-for-one basis to determine the creature's final size.
- If you have two separate abilities which grant you a special sense with a particular range, such as **darkvision** or **blindsight**, you sum the range from both abilities to find your total range with that sense.

Maximum Bonuses

Some bonuses specify that they cannot increase the value beyond a given point. These bonuses must always be applied last, and cannot be combined with other bonuses to exceed the maximum value. If multiple bonuses specify different maximum values, use the lower maximum value. If a bonus with a maximum value is applied to a value that already exceeds the maximum value the bonus can provide, simply ignore the bonus and its maximum value.

Doubling and Halving

If you double any in-game value twice, it becomes three times as large. An additional doubling would make it four times as large, and so on. Likewise, if you halve any in-game value twice, it becomes one-third as large. For example, if you have two different abilities that double your **power** with an attack, you triple your power with that attack.

This also applies to calculations using real-world values, such as movement and distance, as long as you're calculating the effects of abilities. For example, if you have two different abilities that double your range with a spell, your total range with that spell is three times the spell's normal range.

Changing Statistics

Your modifiers and defenses can change for many reasons. In general, all changes take effect immediately.

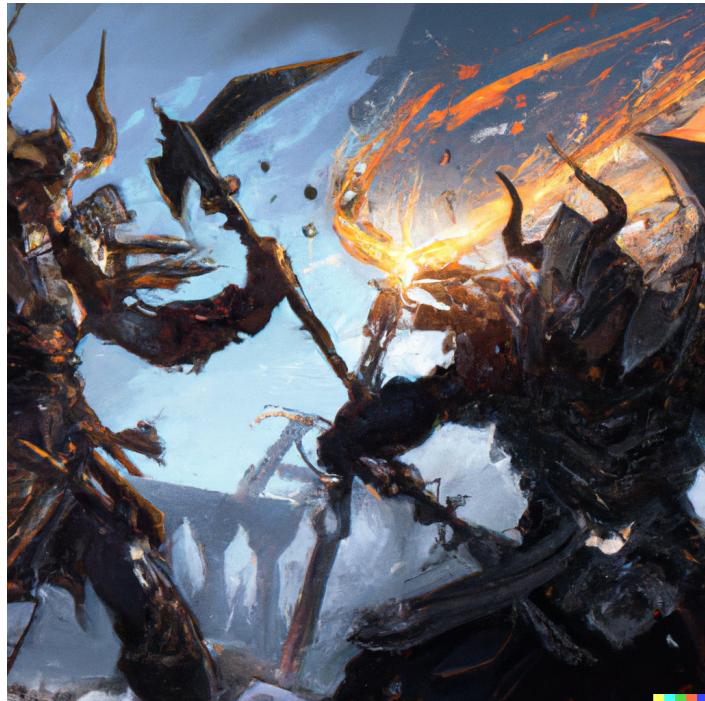
It is not normally possible for a character to lose access to resources that require them to make choices, such as insight points or trained skills. If a character does somehow lose the prerequisites for choices they have made, such as if their Intelligence is permanently reduced, they immediately lose relevant abilities until they are within their new limits.

Rounding

In general, if you encounter a fractional number, you round it down.

Chapter 5

Combat



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

Making Attacks



Attack Rolls

To make an attack, roll 1d10 and add your **accuracy** with the attack. Each attack specifies a relevant **defense** (see Defenses, page 33).

If the result of your attack roll meets or exceeds the defense of the creature or object you are attacking, the attack hits. If your result is 1 or 2 lower than the defender's defense, you get a **glancing blow** (see below). Otherwise, the attack misses.

Glancing Blows

When you miss on an attack by 2 or less, it is called a **glancing blow**. All damaging attacks have a standard glancing blow effect. If you get a glancing blow with a damaging attack, you roll no damage dice. However, if the attack deals damage that is not based on dice, you still deal that damage. For example, many attacks add your **power** to damage, and that damage is still dealt on a glancing blow.

Non-damaging attacks do not have any special effects on a glancing blow. A glancing blow is not considered to be a miss for the purpose of abilities that trigger on missed attacks. However, many abilities trigger on both glancing blows and missed attacks, such as a *hardblock shield*.

Exploding Attacks

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

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

Critical Hits

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

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

Critical hits with **melee** attacks are a **Size-Based** effect. This means you cannot normally get a critical hit with a melee attack against a creature that is two or more size categories larger than you (see Size Categories, page 45).

Dealing Damage

Many **attacks** deal damage to their targets. When a creature is dealt damage, it gets closer to death (see Taking Damage, page 56). In general, most damaging attacks deal an amount of damage determined by rolling some number of dice and adding some multiplier of your **power** with that attack. The details are given in each attack's description.

Dice Pools

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

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

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

- 1 damage (minimum)

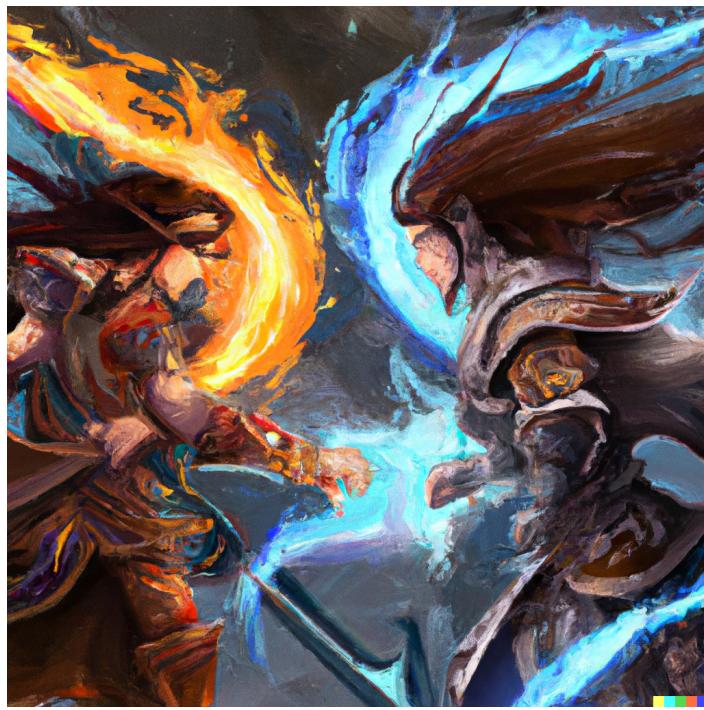
- 1d2
- 1d3
- 1d4
- 1d6
- 1d8
- 1d10
- 2d6
- 2d8
- 2d10
- 4d6
- 4d8
- 4d10
- 5d10
- 6d10
- 7d10
- 8d10

For each die increment that increases the damage, move one space down the list. Likewise, for each die increment that decreases the damage, move one space up the list. After the dice pool reaches 8d10, each additional die increment adds an additional 1d10. In practice, you are unlikely to ever roll that many dice.

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

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

Damage Types



Almost 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.

A rare few effects deal damage that has no type. Poisons are the most common way to deal untyped damage. Untyped damage has no special properties, but effects that help you specifically resist energy damage or physical damage do not help against untyped damage.

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 psychic damage. Damage of a particular subtype is also considered damage of its primary type. For example, if you are **impervious** to **physical damage**, that applies against bludgeoning damage because bludgeoning damage is a subtype of **physical damage**.

Some damage types have special properties, as described below.

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

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

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

Multiple Damage Types

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

attack.

Special Damage Types

Subdual damage and environmental damage are separate from the standard damage types, like fire damage or energy damage. It is possible for damage to be both environmental damage and subdual damage.

Environmental Damage

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

Subdual Damage

Some attacks and environmental effects deal subdual damage. Subdual damage works in the same way as normal damage, except it cannot inflict **vital wounds**. If an attack that deals subdual damage would inflict a vital wound, the target increases its **fatigue level** by three instead. Whenever you make a **strike**, you can choose to deal subdual damage instead of normal damage. If you do, you deal half damage with the strike.

Taking Damage

Taking damage from attacks reduces your **damage resistance**, and then your **hit points**, before finally inflicting **vital wounds**. To calculate your damage resistance and hit points, see Character Statistics, page 32. This section explains those concepts in more detail.

When you are dealt damage, the damage first reduces your **damage resistance** (see Damage Resistance, page 33). Any damage in excess of your remaining damage resistance causes you to lose that many **hit points** (see Hit Points, page 33). Hit points and damage resistance function in the same way, but damage resistance can protect you from debilitating attacks that only work if they make you lose hit points. If you are dealt damage that reduces your hit points below 0, you gain one or more **vital wounds** (see Negative Hit Points, page 56).

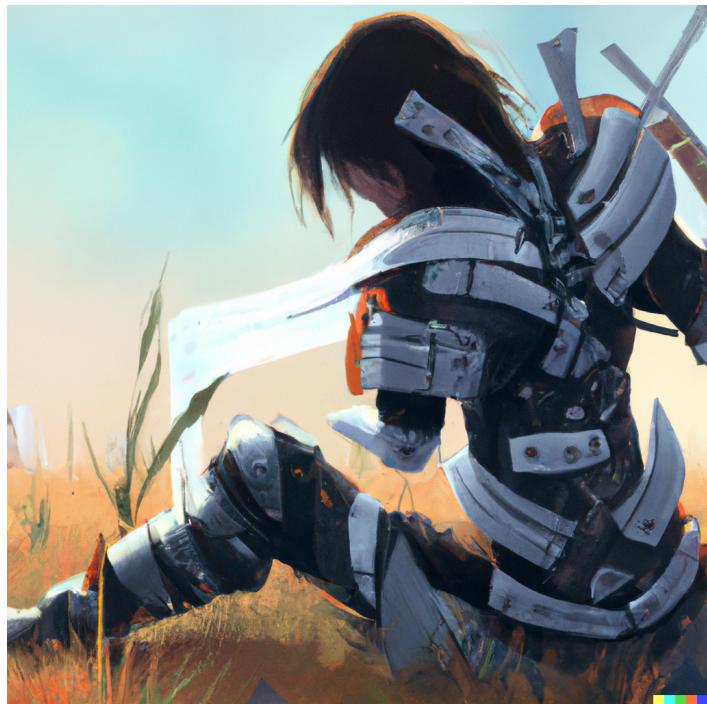
Monsters typically do not gain vital wounds like player characters do. Instead, they simply die or fall unconscious when they reach 0 hit points.

Negative Hit Points

You can have negative hit points, but only briefly. When your hit points drop below 0, you gain a **vital wound** (see Vital Wounds, page 57). You gain an additional vital wound for each increment of half your maximum hit points that you reach in negative hit points. Avoid rounding if possible - for example, if your negative hit points exactly equal your maximum hit points, you gain three vital wounds.

If you would recover **hit points** while you have negative hit points, you first reset your hit points to 0 before applying the healing. In addition, your hit points are reset to 0 at the end of the round if they are still negative. This is checked after applying all healing and damage that takes place at the end of the round. This also resets the vital wound thresholds that you have suffered, so you will immediately suffer a vital wound if your hit points go negative during the next round.

Vital Wounds



A **vital wound** represents serious damage to your body. Each **vital wound** has a specific detrimental effect on you. You gain vital wounds when your **hit points** go negative (see Negative Hit Points, page 56).

To determine the effect of a **vital wound**, make a **vital roll** and find the corresponding effect in Table 5.1: Vital Wound Effects. The effect of the vital wound lasts until you remove that vital wound. The effects of vital wounds stack with each other, even if you roll the same effect twice for different **vital wounds**.

Vital Rolls

To make a **vital roll**, roll 1d10. You take a penalty to this roll equal to twice the number of **vital wounds** you already have, not counting the vital wound you are rolling for. This includes vital wounds that have no specific vital wound effect. The result determines the effect of the **vital wound**, as listed in Table 5.1: Vital Wound Effects, page 57. 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 157). This roll is not a **check**, so you can't affect it with abilities like **desperate exertion**.

Removing Vital Wounds

Table 5.1: Vital Wound Effects

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

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

Combat Time

This section explains how time passes in combat.

Rounds

Combat takes place in a series of **rounds**, which represent about six seconds of time. Each round of a combat is divided into two **phases**: the movement phase and the action phase (see Phases, page 58). After both phases are complete, the round ends and the next round begins.

Actions

You can take actions in combat to defeat your foes. There are three types of actions: **standard actions**, **minor actions**, and **free actions**. In addition, you can use **movement** during the **movement phase** (see Movement and Positioning, page 59).

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 during the **action phase** of each round.

Minor Actions

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

You can take one minor action during the **action phase** of each round. In addition, you can choose to replace your standard action during the action phase with an additional minor action. However, you cannot use the same minor action twice in a single round unless an ability specifies otherwise.

Free Actions

Some activities that take little time or attention require a **free action**. You can take any number of free actions per round. However, you cannot use the same free action twice in a single round unless an ability specifies otherwise. This restriction is intended to limit the power of specific special abilities that require a free action to use. At the GM's discretion, you may take the same simple free action multiple times, such as dropping multiple objects in a single turn.

Phases

There are two **phases** in each round: a **movement phase** and an **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 make one **movement**. The most common movement is the *hustle* ability, which allows you to move a distance equal to your **speed**. For details, see Movement and Positioning, page 59.

The Action Phase

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

Resolving Actions

Actions in combat are partially sequential, and partially simultaneous. You and your **allies** who can see or otherwise communicate with each other generally act as a single allied group. One at a time, each person in the allied group declares their actions, rolls all relevant dice, and applies the results appropriately. You can freely choose the order in which people act within the allied group, as long as everyone agrees with the order chosen. If one of your allies acts before you, you can learn the result of their action before deciding your own action. For example, if they knock an enemy **prone** (*half speed, -2 Armor and Ref*), that enemy would suffer the appropriate defense penalties against your attacks.

Although your actions resolve sequentially within your allied group, they resolve simultaneously with the actions of anyone outside your allied group. Essentially, you locally resolve the effects of your actions within your allied group, but those actions

do not globally resolve until later. This means that you cannot interrupt enemy actions, even by killing them. Generally, you won't know what actions your enemies will take until after you have already resolved your action. However, their actions will resolve as if they had acted before you, not after you. This goes both ways, of course. You can freely decide your actions without knowing what your enemy is doing because their actions cannot interrupt yours.

Once all allied groups have locally resolved their actions, the results of all of those actions is announced. Then, each allied group updates their own status to reflect the actions that all of the other allied groups took during the same phase. When resolving these effects, assume that actions outside of your allied group resolve before actions inside of your allied group, as long as they don't alter the effects of your own actions. For example, you cannot avoid an enemy attack simply by moving away from them. However, an enemy's attack does not interrupt your movement - even if it knocks you unconscious. You simply fall unconscious at your new location after the movement.

Once all of the actions have been globally resolved, the phase ends. In a typical combat, this just means that the GM will tell you what the monsters did to you after you tell the GM what you did to them.

With this system, it's possible for two combatants to kill each other during the same phase, leaving both dead! This might seem strange if you're used to other games which always resolve one action at a time. However, this situation is not uncommon in fantasy fiction, and it's certainly possible in real life.

Delayed and Repeated Effects

Some abilities cause additional attacks or effects "during your next action" or "during each of your subsequent actions". Your action happens when you take your turn during the **action phase**. You can choose when those effects happen during that turn. Typically, you would resolve them first so you know their results, but you can do that after your other actions if you want. You can't split those automatic effects from your other actions in the turn order, just like you can't take your **minor action** separately from your **standard action**.

Swift Abilities

Abilities with the **Swift** tag resolve differently from most actions. Swift abilities resolve before all non-Swift abilities, so they can change the results of your enemy's actions. However, Swift abilities are always simple, and cannot interrupt actions or make attack rolls. Generally, they change defenses or recover **hit points** or **damage resistance**. You declare Swift abilities during your normal turn within your allied group, and you don't have to go first within your group or do anything special to use them.

For example, the **total defense** ability gives you a bonus to your defenses during the current phase. That ability has to resolve before your enemies attack you during that phase, or else it would be pointless. 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 a **strike** with the normal timing.

Action Resolution Summary

1. Round begins - “start of round” effects resolve globally
2. Movement phase begins - “start of phase” effects resolve globally
3. Movements resolve globally, using **initiative** checks when strictly necessary
4. Movement phase ends - “end of phase” effects resolve globally
5. Action phase begins - “start of phase” effects resolve globally
6. **Swift** abilities resolve globally
7. Actions of your allied group resolve locally
8. Actions of other allied groups resolve locally
9. Actions of each allied group are announced, and resolve globally
10. Action phase ends - “end of phase” effects resolve globally
11. Round ends - “end of round” effects resolve globally

Deciding Action Order

Try not to spend too much time the exact order of everyone’s actions within your allied group. Most of the time, the exact order doesn’t matter. It’s generally fine to just start rolling dice if you already know what you’re going to do, and just act in the order that people decide their actions. The GM can help resolve situations where this is ambiguous.

Multi-Group Battles

Sometimes, there might be more than two groups in a battle. This works in basically the same way as a two-sided battle. Each allied group resolves sequentially with itself, but simultaneously with all enemy groups. It’s possible for two different groups to attack and kill the same creature, which wastes some of their actions. That’s a natural consequence of not coordinating effectively.

Simultaneous Damage and Healing

Most healing abilities are used as a standard action and are **Swift**, so they resolve before you take any incoming damage. However, some healing abilities trigger based on actions you take, such as healing if you hit an enemy, or at specific times. If you regain hit points or damage resistance and take damage simultaneously, apply all damaging effects before applying any healing effects. This means you gain and apply the effects of any vital wounds before you are healed.

Conflicting Actions

Sometimes, actions that occur in the same phase can be mutually impossible. Almost all conflicting actions are the result of competing movements. When actions conflict, each creature involved rolls an **initiative** check (see Initiative, page 59). Starting from the highest check result and continuing to the lowest, each creature immediately resolves its chosen action. Creatures that resolve their action afterward accomplish as much of their intended action as possible before being blocked or otherwise prevented.

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

In general, directly conflicting actions are rare. Most movements do not conflict - even reactive movements, such as when one creature attempts to follow a withdrawing creature. In that case, no initiative check is necessary. Both creatures simply move as far as they can, and the creatures’ relative movement speeds determine who is more successful.

This does make it possible for creatures to be “stranded” out of melee range of any attackers. Player characters are normally allowed to break this symmetry by reactively using the *sprint* ability, while monsters cannot sprint. This can help prevent melee characters from feeling stuck or useless. In addition, the *charge* universal ability can be helpful in such cases.

Initiative

When multiple creatures take mutually impossible actions simultaneously, such as racing to be the first one to a door, they must roll an **opposed check** with their initiative modifier. For details, see Conflicting Actions, page 59. Your initiative modifier is equal to your movement speed that you are using to take the action. In the unusual situation that no movement speed is relevant, just roll without applying a modifier.

Movement and Positioning

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

Movements

Abilities that require a movement typically move you around the battlefield, and are usually used in the **movement phase**. Making a movement generally takes about three seconds of time within the game, and it requires most of your attention during that time.

You can make one movement during the **movement phase** of each round. In addition, you can choose to replace your standard action during the action phase with an additional movement.

Movement Modes

A **movement mode** is a method of moving from one location to another. The most common movement mode is a land speed, which allows creatures to move across the ground. Unless otherwise noted, all creatures have a land speed equal to the base speed for their size (see Size Categories, page 45). 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 149). In addition, it gains a +10 bonus to any Climb checks it makes.

Flying: A creature with a **fly speed** can fly through the air at the indicated speed. Flying is more complicated than some other movement speeds. For details, see Flying Mechanics, page 60.

Gliding: A creature with a glide speed can glide through the air at the indicated speed. It must not be carrying weight in excess of its maximum **carrying capacity** (see Weight Limits, page 46). Whenever a creature glides, it takes a -2 penalty to Armor and Reflex defenses until it reaches solid ground.

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

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

Flying Mechanics

A creature with a fly speed cannot fly while it is carrying weight in excess of its maximum **carrying capacity** (see Weight Limits, page 46). In addition, it cannot fly while it has any **encumbrance**.

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

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

Size-Based Abilities While Flying

You can reach a creature's weak spots more easily while flying than while trying to attack its feet from the ground. While flying, you are treated as one size category larger than normal for the purpose of determining the effects of your **Size-Based** abilities. This cannot be combined with other effects that increase your effective size for the purpose of Size-Based abilities, such as climbing on creatures (see Creature Climb, page ??).

Flying Maneuverability

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

Good Maneuverability:

- Minimum speed: The creature does not need to move horizontally to maintain its flight, allowing it to hover.
- Vertical movement: The creature can move up at the same speed as it moves horizontally, and it can fly down twice as fast.

Average Maneuverability:

- Defense penalties: Whenever the creature flies, it takes a -2 penalty to Armor and Reflex defenses until it reaches solid ground.
- Minimum speed: The creature must move horizontally by at least a quarter of its fly speed each round. If it does not, it falls.
- Vertical movement: The creature can fly up at half speed, but can fly down twice as fast.

Poor Maneuverability:

- Defense penalties: Whenever the creature flies, it takes a -4 penalty to Armor and Reflex defenses until it reaches solid ground.
- Minimum speed: The creature must move horizontally by at least half its fly speed each round. If it does not, it falls.
- Vertical movement: The creature can move up or down by only one square vertically per square traveled horizontally. The creature can fly up at half speed, but can fly down twice as fast.

Measuring Movement

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

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

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

Movement Abilities

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

The most common types of reactive movements are the *block*, *follow*, and *withdraw* abilities, which are described below. However, you can come up with other reactive movements. The main requirement is that a reactive movement must have a simple criteria for determining how you move based on easily observable events. Secondarily, reactive movements should be simple to resolve. If you find yourself rolling a lot of initiative checks to get

through the movement phase, you're probably trying to make overly complicated movements.

Hustle: As a **movement**, 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 relevant movement speed.

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

Block Swift

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

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

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

Follow

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

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

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

React Swift

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

Withdraw: As a **movement**, 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 increases the movement cost required to move out of the square by 5 feet.

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 cost 10 extra feet of movement to leave.

Obstacles: An obstacle is anything that gets in your way. Enemies and large solid objects like walls completely block your movement. If you can get past an obstacle, like a low wall, that square is treated as difficult terrain. Some obstacles require a **check** to bypass, such as an Balance check (see Balance, page 148).

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. While **squeezing** (-2 Armor and Ref), you move at half speed, and you take a -2 penalty to your 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 sight are common in forested areas. These small plants can impede movement in large quantities. There are two kinds of undergrowth: **light undergrowth** and **heavy undergrowth**.

Light Undergrowth: Light undergrowth provides **concealment**.

Heavy Undergrowth: Heavy undergrowth provides **concealment** and is **difficult terrain**, which increases the movement cost required to move out of each square by 5 feet.

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.

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 the same as your accuracy with most other abilities (see Accuracy, page 32). Your **damage** with a strike is determined by your Strength, your **power**, and the damage dice for the weapon you hit with (see Strike Damage, page 63).

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 64.

Melee Strike

Instant

Choose one weapon you are wielding and are able to attack with. Make an attack vs. Armor with that weapon against anything adjacent to you. If you are using a **Long** weapon, you can instead attack anything within 10 feet of you. You must have **line of effect** to the target.

Hit: The target takes damage from the weapon (see Strike Damage, page 63).

Critical hit: You double your damage dice with the attack, as normal for critical hits (see Critical Hits, page 55).

Projectile Strike

Instant

Choose one weapon with the Projectile **weapon tag** that you are wielding and are able to attack with (see Weapon Tags, page 168). Make an attack vs. Armor with that weapon against anything that you have **line of effect** to. You suffer a **longshot penalty** if the target is at **long range** from you with that weapon (see Weapon Range Limits, page 167).

Hit: The target takes damage from the weapon (see Strike Damage, page 63).

Critical hit: You double your damage dice with the attack, as normal for critical hits (see Critical Hits, page 55).

Thrown Strike

Instant

Choose one non-projectile weapon that you are wielding and are able to attack with. If the weapon does not have the Thrown **weapon tag**, your **range limits** with the attack are 10/30, and you are not treated as being **proficient** with the weapon (see Weapon Proficiency, page 166, and Weapon Proficiency, page 166). Make an attack vs. Armor with that weapon against anything that you have **line of effect** to. You suffer a **longshot penalty** if the target is at **long range** from you with that weapon (see Weapon Range Limits, page 167).

Hit: The target takes damage from the weapon (see Strike Damage, page 63).

Critical hit: You double your damage dice with the attack, as normal for critical hits (see Critical Hits, page 55).

Strike Damage

When you deal damage with a strike, you roll your weapon's damage dice and add your **power** with the strike to get the total damage. Almost all strikes are considered **mundane** abilities, so you would normally use your Strength to determine their damage (see Dice Bonuses From Attributes, page 55).

Weapon damage dice are defined in the Equipment chapter (see Weapons, page 166). 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 Pools, page 55.

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.

Charge

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

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

Desperate Exertion: You can use the *desperate exertion* ability to succeed at a critical moment when you would otherwise fail.

Table 5.2: Special Combat Abilities

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

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

2. This ability is **Size-Based** (see Size-Based, page 377).

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

After you use this ability, you increase your **fatigue level** by two (see Fatigue, page 34).

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

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

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

Dirty Trick	Size-Based	Overrun	Size-Based
<p>When you use this ability, you must describe the kind of dirty trick you are performing. For example, you can pull a creature's pants down, throw sand, or otherwise use your environment to attack. The same creature can be affected by multiple dirty tricks, but each must apply a different penalty.</p> <p>Make a melee attack with a free hand against the Fortitude or Reflex defense of one creature adjacent to you. The target uses whichever defense is appropriate to the nature of the trick you describe.</p> <p>On a hit, the target briefly suffers a -2 penalty to one defense of your choice: Armor, Fortitude, Reflex, or Mental. You choose the defense, which must be appropriate for the action you described.</p>			
<p>Grapple: As a standard action, you can use the <i>grapple</i> ability to physically grab and restrain a creature.</p>			
<p>Grapple</p> <p>Make a melee attack with a free hand against the Fortitude and Reflex defenses of one creature adjacent to you.</p> <p>On a hit against both defenses, you and the target are grappled by each other. For details, see Grappling, page 65.</p>			
<p>Offhand Strike: As a minor action, you can use the <i>offhand strike</i> ability to quickly attack with an offhand weapon while you attack with a primary weapon. Your Dexterity must be at least 1 to use this ability.</p>			
<p>Offhand Strike</p> <p>Make a strike. The weapon must be held in a single free hand or must not require a free hand to attack with, such as a bite natural weapon. You cannot use this ability unless you also make a strike with a different weapon as part of a standard action during the same phase. You take a -2 penalty to accuracy with this strike, and you do not add your power to damage with the strike. In addition, you take a -1 penalty to accuracy with the strike for each non-light weapon you attack with this phase, including the weapon used to make this strike.</p>			
<p>Overrun: As a movement, you can use the <i>overrun</i> ability to move through creatures in your way.</p>			
<p>Overrun</p> <p>After you use this ability, you increase your fatigue level by one.</p> <p>Move up to your movement speed in a straight line. You can try to move directly through creatures in your way during this movement. Each creature in your way can choose to avoid you, allowing you to pass through its square unhindered. If a creature does not attempt to avoid you, you make an attack vs. Fortitude against it. You use your full Strength in place of half your Perception to determine your accuracy with this attack. If you move into a creature's space with this ability, but you do not move out of it, you and the creature are usually considered squeezing (-2 <i>Armor and Ref</i>) as long as you continue sharing space (see Squeezing, page 62).</p> <p>On a hit, you can move through each target's space. On a miss, you end your movement immediately.</p>			
<p>Recover: You can use the <i>recover</i> ability as a standard action.</p>			
<p>Recover</p> <p>After you use this ability, you increase your fatigue level by two, and you cannot use it again until you take a short rest.</p> <p>You regain all of your hit points. In addition, you remove any number of conditions affecting you. Because this ability has the Swift tag, the removed conditions do not affect you during the current phase.</p>			
<p>Shove: As a standard action, you can use the <i>shove</i> ability to physically move a creature.</p>			
<p>Shove</p> <p>Choose either one creature adjacent to you or all creatures grappling you (see Grappling, page 65).</p> <p>Make a melee attack with a free hand against the Fortitude defense of each target. You use your full Strength in place of half your Perception to determine your accuracy with this attack. If you are not able to use any of your movement speeds, such as if you are being carried by a flying creature, you automatically fail when you try to use this ability, and your defense is treated as 0 against this ability.</p> <p>On a hit, you can move up to half your movement speed in a straight line, pushing each target as you move.</p>			
<p>Sprint: As a movement, you can use the <i>sprint</i> ability to move more quickly.</p>			

Sprint

When you use this ability during the **movement phase**, you increase your **fatigue level** by one. Sprinting during the **action phase** does not increase your fatigue. You can use this ability in the middle of a phase after noticing that your movement is insufficient to keep up with an enemy's reactive movement (see Movement Abilities, page 60).

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

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

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

Throw

Make a Strength check to throw an object you hold in at least one hand. The base **difficulty value** of this check is 0. For each size category larger or smaller than the target that you are, you gain a +10 bonus or penalty to the check, to a maximum bonus of +20. You cannot throw an object whose weight exceeds your maximum **carrying capacity** (see Weight Limits, page 46).

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

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

Total Defense

Swift

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

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

Trip

Size-Based

Make a melee attack using a free hand or a weapon with the Tripping tag against an creature's Fortitude and Reflex defenses (see Weapon Tags, page 168). If you attack with a weapon, you add the weapon's accuracy bonus, if any, to the attack. However, this is not a **strike**, so abilities like the **Sweeping** weapon tag have no effect on this attack.

On a hit, the target becomes **prone** (*half speed, -2 Armor and Ref*). In addition, if you made the attack with a Tripping weapon and the attack also beat the target's Armor defense, it takes damage as if you had hit it with a **strike** using the weapon. You do not add your **power** to this damage. This damage is doubled as normal for damaging attacks if you get a **critical hit** against the target's Armor defense.

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 65

- One of your hands cannot be used for any purposes other than grappling. This prevents humanoid creatures from taking any actions which would require having two free hands, such as attacking with heavy weapons. This does not affect creatures without hands.
- You take a -2 penalty to Armor and Reflex defenses.
- You cannot move unless you **push** all creatures grappling you, such as with the *shove* ability (see Shove, page 64).

Grapple Actions

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

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

Escape Grapple

Make an attack against any number of creatures that you are grappled by. You may use either the Flexibility skill or half your level + your Strength in place of your normal **accuracy** with this attack (see Flexibility, page 154). The defense of each creature is equal to the result of the attack it made with its *Maintain Grapple* ability, or 0 if it did not use that ability. For each size category by which a creature is larger than you, it gains a +4 bonus to its defense against this attack. For each target, if you hit that target with this attack, it stops being grappled by you and you stop being grappled by it.

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

Maintain Grapple Swift

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

Asymmetric Grappling

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

Vision and Light



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

Creatures can see only dimly into areas that have **shadowy illumination**. Everything in the area has **concealment**. This allows creatures in the area to make Stealth checks to hide even if they don't have **cover** (see Stealth, page 161).

In an area with **brilliant illumination**, creatures can see clearly just like an area with bright illumination. In addition, no shadows exist within an area of brilliant illumination. This makes many

effects from the *umbramancy* mystic sphere difficult or impossible to use.

In areas of total darkness, creatures without **darkvision** or some other form of supernatural vision are **blinded** (*50% miss chance, -2 Armor and Ref*).

Attacking Unseen Foes

You can make **targeted** attacks against creatures and objects you cannot see. To do so, you choose a 5-foot square and make the attack against that square. You have a **50% miss chance** with the attack. Otherwise, you hit a random valid target in that square with your attack, if one exists.

Concealment

Concealment represents anything which makes it more difficult to see your target, such as **shadowy illumination**. All **targeted** attacks against a creature or object with concealment from you have a **20% miss chance**. Generally, this means that you roll 1d10, and the attack misses on a 1 or 2. 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 (see Cover, page 67).

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.

Obstacles and Cover

In a battle, you may not be able to perfectly see all of your opponents. When obstacles get in the way, they may make some attacks impossible. Almost all abilities, including **strikes**, must have **line of sight** and **line of effect**. Smaller obstacles may simply provide **cover** instead of making attacks impossible. This section explains how to deal with obstacles and related limitations.

Point of Origin

When you make an attack, you have to determine the **point of origin**. For **targeted** attacks, which are the most common, the point of origin is a grid intersection of your choice that is touching your **space**. For area attacks, the point of origin depends on the shape of the area and whether it has a defined **range**.

If an area attack has a defined range, the point of origin is a single grid intersection of your choice within that range. Cones, lines, and walls without a range use a grid intersection of your choice that is touching your space, just like targeted attacks. Cylinders and spheres without a range are unusual, since they radiate from your whole body instead of a single point. When determining their total

size, treat every grid intersection touching your space as a point of origin. When determining cover and similar effects, only use the grid intersection that is closest to the target.

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 and Reflex defenses. If an attack misses the 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 the case of area attacks, this cannot cause an individual creature or object to be targeted or attacked twice by the same ability. This can protect creatures behind cover from **glancing blows** (see Glancing Blows, page 54). In addition, a creature behind cover can hide (see Stealth, page 161).

Cover is only relevant if the attacker has **line of effect** to its target (see Line of Effect, page 67). If you don't have line of effect, you generally can't attack the target at all, so the defense bonuses from cover don't matter.

Measuring Cover

To measure cover for a particular attack, draw a cone from the attack's point of origin to the two closest corners of the target's space. Note that these must be corners where the target's space ends, not just grid intersections touching the target's space. The defender can choose between equally distant corners. If there are any obstacles in that cone, the target has cover.

Obstacles only provide cover if the relevant part of the obstacle is no more than one size category smaller than the target. You should ignore any irrelevant parts of the obstacle that are outside of the cone. For example, although a tree might be Gargantuan or Colossal if you include all of its leaves and branches, most trees are only a Medium size obstacle at ground level, since only their trunk is relevant. The rules typically ignore the complexity of three-dimensional space, so you'll have to estimate what would provide reasonable cover in some cases.

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 at the GM's discretion.

Line of Sight

Unless otherwise noted in an ability's description, you cannot target a creature, object, or location that you do not have line of sight to. Line of sight measures whether you can see things, not whether you can touch or reach them.

A line of sight is a straight, unblocked path between an attacker and a target. To measure line of sight for a particular attack, draw a line between any grid intersection touching your **space** and any grid intersection touching the target's space. If you're targeting a

particular point, you would naturally draw the line to that point instead. If this line is 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. Line of effect measures whether physical passage is possible between two locations, regardless of any sight obstacles. For example, a pane of glass would block line of effect, but not line of sight.

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 an attacker and a target. To measure line of sight for a particular attack, draw a line between the attack's **point of origin** and any grid intersection touching the target's space. If you're targeting a particular point, you would naturally draw the line to that point instead. If this line is not blocked by any obstacles that make physical passage impossible, you have line of effect to your target.

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. For example, you cannot place the **point of origin** for an area inside a creature's mouth, even if the creature has its mouth open at the time.

Awareness and Surprise

In combat, creatures are sometimes not fully aware of danger, which makes them less able to defend against it. A creature can be described as either **aware**, **unaware** (-6 Armor and Ref), or **partially unaware** (50% miss chance, -2 Armor and Ref) of an attack against it. Normally, creatures are aware of all attacks against them in combat. This causes no special bonuses or penalties.

Sometimes, creatures are fully **unaware** (-6 Armor and Ref) that they are in danger from attack. This typically happens as a result of stealth, but it can also happen as a result of sudden treachery. A creature takes a -5 penalty to Armor and Reflex defenses against attacks that it is unaware of. After being attacked, an unaware creature typically stops being fully unaware of future attacks.

A creature that knows that it is in danger and is attempting to defend itself, but does not know the exact location or nature of

its attackers, is **partially unaware** (50% miss chance, -2 Armor and Ref). For example, a creature that is already in combat that is attacked by a previously unseen foe is partially unaware of the attack. Similarly, a creature that just barely fails to beat an opponent's Stealth check may hear an ominous sound that makes it partially aware of danger without knowing the exact location of any attackers.

Surprise Attacks

Sometimes, creatures are not aware that combat is taking place when the combat starts. This most commonly happens with ambushes. Any creature that is not aware of the combat continues taking whatever actions it would normally be taking until it becomes aware of the combat. It is usually **unaware** (-6 Armor and Ref) of all until that point, though unusually vigilant or perceptive creatures may be **partially unaware** (50% miss chance, -2 Armor and Ref).

If a surprise attack begins a combat, the creatures who initiate the attack can choose which phase to start in. Generally, they should start in **action phase**, though sometimes the **movement phase** is more advantageous for the attackers.

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 49). Common poisons are listed in Table 8.15: Consumable Tools, page 219.

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 that 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. Unless otherwise noted, a gas poison can be thrown within Short (30 ft.) range, and affects a Tiny (5 ft.) radius.

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 be-

comes inert quickly after being exposed. Pellet poisons are typically applied by being slipped into food.

Powder: Poison in powder form cannot be used to coat weapons, but can be slipped into food or thrown at foes. Unless otherwise noted, a powder poison functions as a **thrown weapon** with **range limits** of 5/15.

Coating Weapons with Poison

As a standard action, you can coat a weapon with a single dose of a liquid contact-based or injury-based poison. The next time a creature takes damage from a **strike** using that weapon, the struck creature is affected by the poison. This removes one dose of the poison from the weapon. Coated poisons expire and lose their effectiveness after ten minutes.

Strikes that do not deal damage do not remove poison doses from a poisoned weapon. An injury-based poison has no effect if the strike does not cause the struck creature to lose **hit points**, but the dose is still removed from the weapon. For this reason, injury-based poisons are typically applied to secondary weapons that can be used after the subject is already weakened.

A weapon can hold up to three poison doses of the same poison. Mixing different poison types on the same weapon is ineffective, as each poison dilutes the others. Only the highest rank poison on the weapon has any effect. Choose randomly between equal rank poisons to determine which poison remains effective.

Poison Effects

Poisons can have a wide variety of effects, as determined by the type of poison used. However, most poison share certain common properties.

Becoming Poisoned: All poisons have an 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: During each subsequent **action phase** after the target becomes poisoned, the poison makes an attack roll against the Fortitude defense of the poisoned creature. If the poison was applied by a spell or other special ability, the accuracy bonus of this attack is equal to the accuracy of the original ability that applied the poison.

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 during each action phase, the creature stops being

poisoned by that poison.

Multiple Doses: A creature can be affected by multiple doses of the same poison. This does not cause the same effect to occur multiple times. However, each extra dose increases the accuracy of the poison by 1, up to a maximum bonus of +10 more than the poison's normal accuracy.

A poison is considered the same if it has the same name and comes from the same source. For example, a creature bitten multiple times by the same giant spider suffers multiple doses of the same poison. A creature bitten multiple times by different giant spiders considers each spider's poison separately.

Poison Quality: Some poisons are unusually high or low quality.

Creating Poisons

You can use the Craft (poison) skill to create poisons. To create a poison, you must make a Craft (poison) check against a **difficulty value** equal to 10 + the poison's base accuracy. For every 2 points by which you beat this **difficulty value**, the created poison's accuracy gains a +1 bonus, up to a maximum bonus of +10 more than the poison's base accuracy.

Creating a poison requires special materials. The type of materials required, and how those materials can be acquired, depend on the type of poison.

- **Plant:** Plant-based poisons can typically be harvested by making a Survival check to search in appropriate terrain. The **difficulty value** of this check is usually equal to 10 + the base accuracy of the poison.
- **Venom:** Venom requires an appropriate body part from a creature – often, poison it naturally produces.
- **Alchemical:** Alchemical poisons require alchemical materials. These cannot normally be found in nature. In unusual circumstances, these components can be synthesized from natural chemicals or magical materials with a Craft (alchemy) check equal to 10 + the base accuracy of the poison.

Special Combat Rules

Mounted Combat

Horses in Combat: Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. At the start of each round, you must make a **difficulty value** 10 Ride check to control such a horse. Success means you can act normally that round, directing the horse's movements as if it was trained for combat. Failure means that the horse acts of its own volition that round, usually fleeing in panic.

Space: A horse (not a pony) is a Large creature, and thus takes up a space 10 feet (2 squares) across. While mounted, you share your mount's space completely. Anyone who is close enough to hit your mount can attack either you or your mount.

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.

Flying Mounts: Flying mounts are harder to ride and control than terrestrial mounts, especially mounts that can change directions rapidly. The **difficulty value** for all Ride checks on a mount using a fly speed is increased by 10 if the mount has poor or average maneuverability, or by 15 if it has perfect maneuverability.

Combat while Mounted: With a **difficulty value** 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

If your mount is moving in the current phase, you take a -2 accuracy penalty with ranged strikes. If your mount uses the *sprint* ability, this penalty increases to -4 (see Sprint, page 64).

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.

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**.

Teleportation

Some abilities can **teleport** creatures or objects. When you are teleported, you move through the Astral Plane and arrive at a new location. You can be teleported between two different locations on the same **plane**, or between two different locations on different planes. If for some reason you cannot access the Astral Plane, you cannot be teleported.

Unless an ability explicitly teleports to other planes or specifies otherwise, anything being teleported must have both **line of sight** and **line of effect** to its destination. Otherwise, the teleportation fails without effect.

Teleportation Noise

Creatures and objects that are teleported make a sound when they depart and arrive. This noise is caused by the displacement of air (or other substances) created by the teleportation. The base

difficulty value of an Awareness check to hear this sound for a Medium creature or object is 10. This difficulty value changes based on the size of the teleported creature or object:

- Fine: 30
- Diminutive: 25
- Tiny: 20
- Small: 15
- Medium: 10
- Large: 5
- Huge: 0
- Gargantuan: -5
- Colossal: -10

Carrying Objects

When a creature is teleported, it can bring along equipment and held objects as long as two conditions are met. First, the combined weight of the objects cannot exceed the creature's maximum **carrying capacity** (see Weight Limits, page 46). 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.

Chapter 6

Classes

Your character's class represents the things your character has chosen to train in. This choice determines a great deal about your character's abilities.

How Classes Work

When you first create a character, you choose a class. Each class grants some basic class features to all members of that class. In addition, each class has a number of **archetypes** that grant more powerful and specific abilities.

Class-Based Power Bonuses

Your class gives you a bonus to your **power** as part of its basic class abilities. The value of the bonus is listed in the table for each class. Most classes provide the same power bonus, while barbarians and warlocks have a slightly higher power bonus.

The value of this power bonus increases as you gain ranks. Your rank for determining your power bonus is equal to your highest rank in any archetype from your base class.

Archetypes

Each class has five class archetypes. An archetype is a collection of thematically related abilities. For example, barbarians have the Battlerager archetype, which grants abilities related to being angry and flying into a rage in combat.

Archetype Ranks

You have an **archetype rank** associated with each of your archetypes. Each ability from an archetype has a minimum rank required to gain the ability. When you gain a rank in an archetype, you gain all abilities associated with that rank. In addition, some of your existing abilities may increase their power based on your rank in that archetype.

At 1st level, you choose a single archetype from your class (or classes). You become rank 1 in that archetype, and you do not have any other archetypes. At 2nd and 3rd level, you choose an additional archetype from your class or classes. Each time, you become rank 1 in that archetype.

After 3rd level, you never gain additional archetypes. Instead, at each level, you increase your rank in one of your existing archetypes. Each **archetype rank** has a minimum level, as shown

on Table 6.1: Archetype Ranks by Level. The minimum level is included in each class table as a reminder. In practice, this means that you have to increase all of your ranks evenly instead of specializing in a single archetype.

Table 6.1: Archetype Ranks by Level

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

Duplicate Archetypes

Some archetypes can be gained by multiple classes. For example, both clerics and paladins have the Divine Magic archetype. You cannot gain two archetypes with the same name, even if you can choose archetypes from multiple classes.

Multiclass Characters

You can spend two **insight points** to become a **multiclass** character (see Insight Points, page 24). If you do, choose a class other than your original class. You gain the following benefits relating to that class.

- You gain the **class skills** of that class in addition to your existing **class skills**.
- If that class has any special class abilities which are not part of an archetype, such as a warlock's *soul pact* ability, you gain those abilities.
- Whenever you gain a new archetype, you may choose an archetype from either your original class or your new class. If you have multiple archetypes when you become a multiclass character, you may exchange any number of archetypes from your original class for that many archetypes from your new class. However, you must always have at least one archetype from your original class.

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

you can only become a multiclass character as part of initial character creation. Changing a higher level character character into a multiclass character can be a major change that requires losing access to abilities that you have already had for some time. Generally, you should have an explicit narrative justification for a major character change like that. Of course, every game is different, so talk to your GM.

Class Description Format

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

Class Table: Each class’s table describes the special abilities a member of that class gains at each rank of each of that class’s archetypes.

Alignment: Some classes require specific alignments (see Alignment, page 27). Most classes allow characters of any alignment.

Skills: Each class has specific **skills** that members of that class are typically good at (see Skills, page 147). These skills are called **class skills**. For details, see Trained Skills, page 147.

Defenses: Each class grants bonuses to specific defenses.

Weapon Proficiencies: This indicates the types of weapons that members of this class are proficient with.

Armor Proficiencies: This indicates the types of armor that members of this class are proficient with.

Other Special Abilities: Some classes have abilities shared by all members of the class that are not part of an archetype, such as a druid’s *druidic language* ability.

Archetypes: The abilities associated with each of the three archetypes the class has.

Barbarian



Barbarians are primal warriors that draw power from their physical prowess and unfettered emotions. They fight with a raw, untamed aggression that draws inspiration from more primitive times.

Most barbarians originate from to the outskirts of civilization, where the societal constraints of civilization are less present. Of course, becoming a barbarian is no secret rite. The only thing that is required is a willingness to fully experience one’s emotions and channel them into physical betterment. This path evokes an ancient memory of more primitive times, before the complexity of civilized warfare, where physical supremacy was sufficient for victory. Anyone can discover that path for themselves.

Barbarians are famous for their furious battle-rage. Anger is one of the easiest emotions to access and channel into the violence of battle, and it is a common starting point for new barbarians who are still learning how to tap into their emotions. However, any emotion can be used as a source of primal power, as long as it is sufficiently intense.

Barbarians and monks are, in some ways, two sides of the same coin. Both groups develop their physical body to its peak, and believe that the mind and body must work together to maximize their potential. However, a typical monk sees emotions as a tool at best and an obstacle at worst. They value serenity and control over their mind and body. From the perspective of a barbarian, monks completely surrender to civilization’s taming and placating influences, and abandon their primal heritage. Barbarian-monk multiclass characters are exceptionally rare, but not impossible. Typically, they control all of their emotions in the style of monks except for a single emotion, which they unleash in the style of barbarians.

Rangers and druids are natural allies of barbarians, since all three

groups prefer to live at the edges of civilization. However, each has different reasons for their preference. Barbarians enjoy the emotional and societal freedom of the frontier, but are typically too social to prefer life as a hermit in the deep wilderness. Druids prefer nature to civilization ideologically, and rangers are best able to fulfill their responsibilities on the frontier.

Alignment: Any.

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

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +7 Fortitude, +5 Reflex, +3 Mental. In addition, you gain a +1 bonus to your **vital rolls**.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $5 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to your Intelligence. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Five **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

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

Armor Proficiencies

You are proficient with light and medium armor.

Class Skills

You have the following **class skills**:

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

Battleforged Resilience

This archetype improves your durability in combat.

Rank 1 – Instant Recovery

You can use the *recover* ability as a **minor action**. When you do, you do not remove any **conditions** affecting you.

Rank 2 – Battle-Scarred

You gain a bonus equal to three times your rank in this archetype to your **damage resistance** (see Damage Resistance, page 33).

Rank 3 – Battleforged Force

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

Rank 3 – Resilient Recovery

When you use the *recover* ability, you also regain a quarter of your maximum **damage resistance** (see Recover, page 64). This effect has the **Swift** tag, like the *recover* ability.

Rank 4 – Primal Resilience

You gain a +1 bonus to your Constitution.

Rank 5 – Battle-Scarred+

The damage resistance bonus increases to five times your rank in this archetype.

Rank 6 – Battleforged Force+

The damage bonus increases to +2d.

Rank 6 – Resilient Recovery+

The damage resistance recovery increases to half your maximum damage resistance.

Rank 7 – Limitless Recovery

You can use the *recover* ability any number of times between short rests. In addition, when you use it as a standard action, you only increase your **fatigue level** by one.

Table 6.2: Barbarian Progression

Rank (Level)	Power	Battleforged Resilience	Battlerager	Outland Savage	Primal Warrior	Totemist
1 (1)	+3	Instant recovery	Rage	Outlandish weaponry, savage precision	Primal maneuvers	Totem animal
2 (4)	+4	Battle-scarred	Enraged strike	Savage rush	Primal force	Feral explosion
3 (7)	+5	Battleforged force, resilient recovery	Furious force, insensible anger	Savage force, versatile savagery	Primal maneuvers+	Animal instincts, totemic force
4 (10)	+7	Primal resilience	Primal brawn	Primal agility	Enhanced maneuvers	Totem animal+
5 (13)	+10	Battle-scarred+	Fearless rage	Savage precision+	Primal force+, primal maneuvers+	Feral explosion+
6 (16)	+14	Battleforged force+, resilient recovery+	Furious force+, insensible anger+	Savage force+, savage rush+	Enhanced maneuvers+	Animal instincts+, totemic force+
7 (19)	+20	Limitless recovery	Enraged strike+, titanic rage	Primal rush	Primal maneuvers+	Totem animal+

Battlerager

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

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, Sustain (free), Swift
For the duration of this ability, you gain the following benefits and drawbacks:	
<ul style="list-style-type: none"> You gain a +2 bonus to your power. You gain a +2 bonus to vital rolls. You take a -2 penalty to Armor and Reflex defenses. You are unable to take standard actions that do not cause you to make mundane attacks. You are unable to use any magical abilities that require a standard action. At the end of each round, if you did not make a mundane attack during that round, this ability ends. When this ability ends for any reason, you briefly cannot use it again. 	
Rank 3: The power bonus increases to +4.	
Rank 5: The power bonus increases to +8.	
Rank 7: The power bonus increases to +16.	

Rank 2 – Enraged Strike

As a standard action, you can use the *enraged strike* ability.

Enraged Strike

Make a melee **strike**. You gain a +2 accuracy bonus and a +4 damage bonus with the strike against each creature that dealt damage to you during the previous round.

Rank 4: The damage bonus increases to +8.

Rank 6: The damage bonus increases to +16.

Rank 3 – Furious Force

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

Rank 3 – Insensible Anger

You ignore all penalties to your accuracy and damage resistance from **vital wounds**.

Rank 4 – Primal Brawn

You gain a +1 bonus to your Strength.

Rank 5 – Fearless Rage

You are immune to being **shaken** (-1 Mental, -1 accuracy vs. source), **frightened** (-2 Mental, -2 accuracy vs. source), and **panicked** (-4 Mental, cannot attack source) during your *rage* ability.

Rank 6 – Furious Force+

The damage bonus increases to +2d.

Rank 6 – Insensible Anger+

You ignore penalties to your movement speed and defenses from vital wounds.

Rank 7 – Enraged Strike+

When you use this ability, you gain the accuracy and damage bonuses against each creature that attacked you during the previous round, regardless of whether they dealt damage to you.

Rank 7 – Titanic Rage

When you use your *rage* ability, you can grow by one **size category**. Increasing your size gives you a +1 bonus to Strength for the purpose of determining your **weight limits**, a -1 penalty to your Reflex defense, and a -5 penalty to Stealth. It also increases your **base speed** (see Size Categories, page 45).

Outland Savage

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

Rank 1 – Outlandish Weaponry

You can gain proficiency with **exotic weapons** from **weapon groups** that you are already proficient with at the cost of one **insight point** per weapon group (see Exotic Weapons, page 172).

Rank 1 – Savage Precision

You can use your full Strength or Dexterity in place of your Perception to determine your **accuracy** with the *dirty trick*, *grapple*, *overrun*, and *trip* abilities, as well as with grapple actions (see Special Combat Abilities, page 63, and Grapple Actions, page 65).

Rank 2 – Savage Rush

When you use the **sprint** ability, you can move through spaces occupied by enemies as if they were unoccupied during that movement (see Sprint, page 64). In addition, when you use the **charge**, **overrun** or **shove** abilities, you can simultaneously use the **sprint** ability to increase your movement speed during the effect.

Rank 3 – Savage Force

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

Rank 3 – Versatile Savagery

Choose one of the following **weapon tags** (see Weapon Tags, page 168): Forceful, Grappling, or Tripping. You may treat all weapons you wield as if they had the chosen weapon tag.

Rank 4 – Primal Agility

You gain a +1 bonus to your Dexterity.

Rank 5 – Savage Precision+

You gain a +2 **accuracy** bonus with those abilities and with the **shove** ability.

Rank 6 – Savage Force+

The damage bonus increases to +2d.

Rank 6 – Savage Rush+

You can move through spaces occupied by enemies as if they were unoccupied.

Rank 7 – Primal Rush

You can use the **sprint** ability during the **movement phase** without increasing your **fatigue level**. After you use this ability, you **briefly** cannot use it again.

Primal Warrior

This archetype grants you abilities to use in combat and improves your physical skills.

Rank 1 – Primal Maneuvers

You can channel your primal energy into ferocious attacks. You gain access to one of the following **combat styles**: *dirty fighting*, *herald of war*, or *unbreakable defense*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 228). You may spend **insight points** to gain access to one additional combat style per insight point. You can only learn primal **maneuvers** from primal combat styles that you have access to.

You learn two rank 1 primal **maneuvers**. You may spend **insight points** to learn one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of a higher rank.

Advancement: Some primal maneuvers also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 2 – Primal Force

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

Rank 3 – Primal Maneuvers+

You learn an additional primal maneuver. In addition, you gain access to rank 3 primal maneuvers.

Rank 4 – Enhanced Maneuvers

You gain the ability to customize your weaker primal maneuvers. For each rank 1 primal maneuver you know, choose one enhancement from the list below and apply it to that maneuver.

Whenever you increase your rank in this archetype, you can change your enhancements. However, you must still apply them to rank 1 primal maneuvers.

Finishing Maneuver: You gain a +2 accuracy bonus with your chosen maneuver against creatures who are at less than their maximum **hit points**. You can only apply this enhancement to maneuvers which cause you to make a melee **strike**.

Powerful Maneuver: You gain a +2 bonus to your **power** with your chosen maneuver. This bonus increases to +3 at rank 4, and to +4 at rank 6.

Precise Maneuver: You gain a +1 accuracy bonus with your chosen maneuver.

Reckless Maneuver: You gain a +2 accuracy bonus with your chosen maneuver. However, you **briefly** take a -2 penalty to your defenses after you use that maneuver. You can only apply this enhancement to maneuvers which cause you to make a melee **strike**.

Widened Maneuver: The area affected by your chosen maneuver doubles. You can only apply this enhancement to maneuvers that affect an area.

Rank 5 – Primal Force+

The damage bonus increases to +2d.

Rank 5 – Primal Maneuvers+

You gain access to rank 5 primal maneuvers.

Rank 6 – Enhanced Maneuvers+

You can also choose an enhancement for each of your rank 3 and rank 5 primal maneuvers. In addition, you double the effect of enhancements you apply to your rank 1 primal maneuvers.

Rank 7 – Primal Maneuvers+

You learn an additional primal maneuver. In addition, you gain access to rank 7 primal maneuvers.

Totemist

This archetype allows you to embody the spirits of apex predators to improve your combat ability.

Rank 1 – Totem Animal

You choose a totem animal that represents you. Each totem animal grants you abilities that are associated with that animal.

Bear: You gain a bonus equal to three times your rank in this archetype to your maximum **hit points**. In addition, you gain a +1 bonus to your Fortitude defense.

Crocodile: Once per round, when you damage a creature with a melee **strike**, you can use this ability to **push** it into any space adjacent to you. This ability has no effect on creatures that are two or more size categories larger than you.

Eagle: You gain **low-light vision**, allowing you to see in **shadowy illumination** (see Low-light Vision, page 381). In addition, you reduce your **longshot penalty** by 1 (see Weapon Range Limits, page 167).

Lion: You gain a +1 bonus to **accuracy** as long as you have an **ally** adjacent to you.

Shark: You gain a +2 bonus to **accuracy** against creatures within Short (30 ft.) range of you that are below their maximum hit points.

Wolf: At the start of each round, you may choose one of your **allies**. That ally gains a +1 bonus to **accuracy** during that round as long as it is adjacent to you.

Rank 2 – Feral Explosion

Whenever you **explode** with an attack roll, you gain a +2 **accuracy** bonus with the attack (see Exploding Attacks, page 55). This bonus stacks with itself if you explode multiple times with the same attack roll.

Rank 3 – Animal Instincts

You gain a +2 bonus to your Reflex defense.

Rank 3 – Totemic Force

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

Rank 4 – Totem Animal+

The benefit from your *totem animal* ability improves.

Bear: The hit point bonus increases to four times your rank in this archetype. In addition, the Fortitude bonus increases to +2.

Crocodile: If the creature loses **hit points** from the strike, you can also knock it **prone** (*half speed, -2 Armor and Ref*) or enter a grapple with it (see Grappling, page 65).

Eagle: You gain a +3 bonus to the Awareness skill. In addition, you are immune to being **dazzled** (*20% miss chance, no special vision*) and **blinded** (*50% miss chance, -2 Armor and Ref*).

Lion: The accuracy bonus applies as long as an ally is within Short (30 ft.) range of you.

Shark: The accuracy bonus increases to +4.

Wolf: The accuracy bonus applies as long as the ally is within Short (30 ft.) range of you.

Rank 5 – Feral Explosion+

Your attacks **explode** on a 9 in addition to the normal explosion on a 10. This does not affect additional rolls with exploding dice.

Rank 6 – Animal Instincts+

The defense bonus increases to +3.

Rank 6 – Totemic Force+

The damage bonus increases to +2d.

Rank 7 – Totem Animal+

The benefit from your *totem animal* ability improves further.

Bear: The hit point bonus increases to five times your rank in this archetype. In addition, the Fortitude bonus increases to +3.

Crocodile: The creature does not have to lose hit points for you to knock it prone or grapple it.

Eagle: The longshot penalty reduction increases to 2. In addition, the Awareness bonus increases to +6.

Lion: The accuracy bonus increases to +2.

Shark: The accuracy bonus increases to +6.

Wolf: The accuracy bonus increases to +2.

Cleric



Clerics are divine spellcasters who draw power from their veneration of a single deity. The powers of any individual cleric can vary greatly depending on their deity, and the specific aspects of that deity they choose to emulate. Many clerics have exceptional healing or oratory talents, which are powerful tools in spreading the influence of their deity.

Deities are a constant background presence in the world of Rise. Commoners acknowledge the influence of many deities on their life, and offer gifts or prayers to each deity according to their purview. Clerics are the primary means by which deities answer these prayers. In exchange for their mighty divine power, clerics are charged with serving the deity's interests in the world.

Clerics are the most common spellcasting class in the world. The path to becoming a cleric is easier than for any other spellcasting class except for sorcerers, and unlike sorcerers, clerics require no special birthright. Many clerics have specific responsibilities to their deity that preclude adventuring. The most well-known example of this would be clerics who offer divine healing to anyone who enters their temple, but similar responsibilities exist for all deities.

Adventuring clerics can exist for a variety of reasons. They may be charged to help spread knowledge of their deity, and becoming well-known as an adventurer can serve that end. Alternately, they may simply be charged by their deity to grow their personal power. Deities need powerful clerics to maximize their influence on the mortal world.

Paladins and druids are closely related to clerics, since all three draw power from their veneration of external entities. However, the specific nature of each connection is quite different. From the perspective of clerics, the largest difference is that paladins and druids

have no oversight and unclear responsibilities. Clerics can always be confident that they are serving their deity's best interest, while paladins and druids simply act as they see fit. This makes them unreliable allies at best and ideological foes at worst. In particular, clerics and druids have some intrinsic tension. Clerics want to expand the worship of their specific deity, which is easiest in civilized areas where many potential worshippers can be found. This runs opposite to the typical druidic preference against civilization.

Alignment: Any.

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

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +3 Reflex, +7 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $4 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $3 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Four **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light and medium armor.

Class Skills

You have the following **class skills**:

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

Special Class Abilities

Deity

You must worship a specific deity to be a cleric. For details, see Table 2.1: Deities, page 14.

Table 6.3: Cleric Progression

Rank (Level)	Power	Divine Magic	Divine Spell Mastery	Domain Influence	Healer	Preacher
1 (1)	+2	Divine spells	Metamagic	Domain gifts	Divine aid	Denounce the heathens
2 (4)	+3	Divine spells+	Turn undead	Domain aspect	Healer's grace	Practiced persuasion
3 (7)	+4		Wellspring of power	Domain aspect+	Vital restoration	Bless the worthy
4 (10)	+6	Divine spells+	Metamagic+	Domain essences	Called to the needy	Inspiring oration
5 (13)	+8		Attunement point	Miracle	Healer's grace+	Condemn the fearful
6 (16)	+12		Wellspring of power+	Domain masteries	Revify	Inspiring oration+
7 (19)	+16	Divine spells+	Metamagic+	Miracle+	Called to the needy+	Convert the irresolute

Seek Guidance

You can ask your deity for guidance about how best to serve your deity's interests. This requires a ritual or prayer lasting ten minutes, with the details depending on the deity. By the end, you will have received a vision, emotional instinct, or other guidance. You cannot ask specific questions of your deity, and this is not a general method for sharing information. Deities tend to disapprove of clerics who seek guidance to solve mortal problems that they should be able to deal with themselves. You are simply informed what your current responsibilities are, such as "tend to the wounded who enter my temple" or "do battle with those who serve evil".

Divine Magic

This archetype grants you the ability to cast divine spells. All abilities from this archetype are **magical**.

Rank 1 – Divine Spells

Your deity grants you the ability to use divine magic. You gain access to one divine **mystic sphere**, plus the *universal* mystic sphere (see Divine Mystic Spheres, page 247). You may spend **insight points** to gain access to one additional divine **mystic sphere** per two **insight points**. You can only learn divine spells from divine mystic spheres that you have access to.

You automatically learn all **cantrips** from each mystic sphere you have access to. In addition, you learn two rank 1 divine **spells**. You can also spend **insight points** to learn one additional rank 1 spell per insight point.

Divine spells require **verbal components** to cast (see Casting Components, page 50). Unless otherwise noted in a spell's description, casting any spell requires a **standard action**. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 50.

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.

Advancement: The maximum rank of divine spells that you can learn is equal to your rank in this archetype. Divine spells also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 2 – Divine Spells+

You learn an additional divine spell.

Rank 4 – Divine Spells+

You learn an additional divine spell.

Rank 7 – Divine Spells+

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. All abilities from this archetype are **magical**.

Rank 1 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below. You can also spend **insight points** to learn one additional metamagic ability per insight point. You cannot choose the same spell with more than two metamagic abilities.

Distant Spell: Choose a divine **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Mystic Sphere: You gain access to an additional divine **mystic sphere**, including all **cantrips** from that sphere. You cannot choose this ability multiple times.

Precise Spell: Choose a divine **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rituals: You gain the ability to perform divine rituals to create unique magical effects (see Rituals, page 51). The maximum **rank** of divine ritual you can learn or perform is equal to the maximum **rank** of divine spell that you can cast. In addition, you automatically learn one free divine ritual of each rank you have access to, including new ranks as you gain access to them. You cannot choose this ability multiple times.

Widened Spell: Choose a divine **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Turn Undead

As a standard action, you can use the **turn undead** ability.

Turn Undead

Make an attack vs. Mental against all undead creatures within a Large (60 ft.) radius from you.

Hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) by you as a **condition**, even if it would normally be immune to **Emotion** effects. Once this effect ends, the creature becomes immune to this effect until it takes a **short rest**.

Critical hit: As above, and each target with no remaining **damage resistance** immediately dies.

This attack's accuracy increases by +2 for each rank beyond 2.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Metamagic+

You gain an additional metamagic ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Wellspring of Power+

The power bonus increases to +6.

Rank 7 – Metamagic+

You gain two additional metamagic abilities.

Domain Influence

This archetype grants you divine influence over two domains of your choice. All abilities from this archetype are **magical**.

Rank 1 – Domain Gifts

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.

Each domain has a corresponding *domain gift*. A domain gift is a passive ability that reinforces your ability to embody your domain. You gain the *domain gift* for both of your domains (see Cleric Domain Abilities, page 84).

- Air
- Chaos
- Death
- Destruction
- Earth
- Evil
- Fire
- Good
- Knowledge
- Law
- Life
- Magic
- Protection
- Strength
- Travel
- Trickery
- War
- Water
- Wild

Rank 2 – Domain Aspect

Each domain has a corresponding *domain aspect*. A domain aspect is an active ability that allows you to exert the influence of your domain in the world. You gain the *domain aspect* ability for one of your domains (see Cleric Domain Abilities, page 84).

Rank 3 – Domain Aspect+

At rank 3, you gain the *domain aspect* for another one of your domains.

Rank 4 – Domain Essences

Each domain has a corresponding *domain essence*. You gain the *domain essence* for both of your domains (see Cleric Domain Abilities, page 84).

Rank 5 – Miracle

Once per week, you can request a miracle as a standard action. You mentally specify your request, and your deity fulfills that request in the manner it sees fit. At your deity's discretion, this can emulate the effects of any divine spell or ritual, or have any other effect of a similar power level.

Miracles are most effective when your request is directly related to your deity's domains and general purview. They do not have to be extremely specific, since deities prefer to have leeway to act as they see fit, but they should not be overly broad or vague. If the deity has a direct interest in your situation, the miracle may be of even greater power.

If you perform an extraordinary service for your deity, you can gain the ability to request an additional miracle that week.

Rank 6 – Domain Masteries

Each domain has a corresponding *domain mastery*. You gain the *domain mastery* for both of your domains (see Cleric Domain Abilities, page 84).

Rank 7 – Miracle+

You can use this ability once per 24 hours instead of once per week.

Healer

This archetype grants you healing abilities. All abilities from this archetype are **magical**.

Rank 1 – Divine Aid

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

Divine Aid	Magical, Swift
Choose yourself or one adjacent living ally . The target regains 1d8 + power hit points . In addition, if the target is an ally , it gains a +2 bonus to vital rolls and all defenses this round.	
Normally, this healing cannot increase the target's hit points above half its maximum hit points. If you increase your fatigue level by one, you can ignore this limitation.	
Rank 2: The healing increases to 1d10.	
Rank 3: The healing increases to 2d8.	
Rank 4: The healing increases to 2d10.	
Rank 5: The healing increases to 4d8.	
Rank 6: The healing increases to 4d10.	
Rank 7: The healing increases to 6d10.	

Advancement: This ability improves at each rank as described above.

Rank 2 – Healer's Grace

You gain a +1 bonus to all defenses. Whenever you attack or deal damage to a living creature, you **briefly** lose this bonus.

Rank 3 – Vital Restoration

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

Vital Restoration	Magical
When you use this ability, you increase your fatigue level by three (see Fatigue, page 34).	
Choose yourself or one adjacent living ally . The target removes one of its vital wounds .	
Rank 5: If the target's level is at least two levels lower than your level, you do not increase your fatigue level when you use this ability.	
Rank 7: The target can remove an additional vital wound .	

Rank 4 – Called to the Needy

At the end of each round, you automatically learn the identity and location of each living **ally** within Long (90 ft.) range of you that lost **hit points** during that round. In addition, you can choose to **teleport** to any one of those allies. You arrive in the unoccupied square on solid ground closest to that ally.

Rank 5 – Healer's Grace+

The defense bonus increases to +2.

Rank 6 – Revivify

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

Revivify

When you use this ability, you increase your **fatigue level** by four (see Fatigue, page 34).

Choose one adjacent intact corpse. If it belongs to a creature that has been dead for no more than 1 minute, that creature is restored to life, as the **resurrection** ritual. After using this ability, you cannot use it again until you take a **long rest**.

Rank 7 – Called to the Needy+

This ability no longer requires **line of sight** or **line of effect**, and the range increases to Extreme (180 ft.) range.

Preacher

This archetype grants you the ability to inspire your allies and denounce or even convert your foes.

Rank 1 – Denounce the Heathens

You can use the *denounce the heathens* ability as a standard action.

Denounce the Heathens

Make an attack vs. Mental against all **enemies** within a Medium (30 ft.) radius from you. Your **accuracy** is equal to your Persuasion skill.

Hit: Each target is **briefly dazed** (-1 defenses).

Rank 3: Each target with no remaining **damage resistance** is **stunned** (-2 defenses) instead of dazed.

Rank 5: Each target is stunned instead of dazed.

Rank 7: Each target with no remaining **damage resistance** is **confused** (-2 defenses, randomly attack or defend) instead of stunned.

Rank 2 – Practiced Persuasion

You gain a +3 bonus to the Persuasion skill.

Rank 3 – Bless the Worthy

You can use the *bless the worthy* ability as a standard action.

Bless the Worthy

Swift

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

You and all **allies** within a Medium (30 ft.) radius from you each regain 1d10 **damage resistance**. In addition, each ally affected by more than one **condition** can remove one of those conditions.

Rank 4: The recovery increases to 2d6.

Rank 5: The recovery increases to 2d10.

Rank 5: The recovery increases to 4d6.

Rank 6: The recovery increases to 4d10.

Rank 7: The recovery increases to 5d10.

Condemn the Fearful

Make an attack vs. Mental against all **enemies** within a Large (60 ft.) radius from you. Your **accuracy** is equal to your Persuasion skill.

Hit: Each target is afraid of you as a **condition**. If it has **damage resistance** remaining, it is **shaken** (-1 Mental, -1 accuracy vs. source) by you. Otherwise, it is **frightened** (-2 Mental, -2 accuracy vs. source) by you.

Rank 7: The area increases to a Huge (90 ft.) radius.

Rank 6 – Inspiring Oration+

The defense bonus increases to +2.

Rank 7 – Convert the Irresolute

You can use the *convert the irresolute* ability as a standard action.

Convert the Irresolute

Make an attack vs. Mental against one creature within Medium (60 ft.) range. Your **accuracy** is equal to your Persuasion skill.

Hit: The target is **stunned** (-2 defenses) until it finishes a **long rest**. At the end of that time, if its Willpower is 0 or lower and it is at least 3 levels lower than you, it changes its mind and begins worshipping your deity permanently if it is capable of doing so.

Rank 4 – Inspiring Oration

Your **allies** who can hear you in a fight gain a +1 bonus to their Mental defense. You must generally say inspiring words every few rounds to grant your allies this effect, though they can be brief, so this does not take an action.

Rank 5 – Condemn the Fearful

You can use the *condemn the fearful* ability as a standard action.

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 Domain

If you choose this domain, you add the *aeromancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 247). In addition, you add the Jump skill to your **class skill** list.

Gift: You gain a +4 bonus to the Jump skill (see Jump, page 155). In addition, you take half damage from **falling damage**.

Aspect: You gain a **glide speed** equal to the **base speed** for your size (see Gliding, page 60).

Essence: You can use the *speak with air* ability as a standard action.

Speak with Air

Attune (deep)

You can speak with and command air within a Huge (90 ft.) radius **zone** from your location. You can ask the air simple questions and understand its responses. If you command the air to perform a task, it will do so to the best of its ability until this effect ends. You cannot compel the air to move faster than 50 mph.

After you use this ability on a particular area of air, you cannot use it again on that same area for 24 hours.

Rank 6: The area increases to a Gargantuan (120 ft.) radius.

Mastery: You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 60 feet (see Flying, page 60). As a **free action**, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

Chaos Domain

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

Aspect: If you roll a 9 on an attack roll, it explodes (see Exploding Attacks, page 55). 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 (90 ft.) range. You can specify in general terms what you want to happen, such as “Make the bartender leave the bar”. You cannot control the exact nature of the event, though it always beneficial for you in some way. After using this ability, you cannot use it again until you take a **long rest**.

Mastery: Whenever you **explode** with an attack roll, you gain a +4 **accuracy** bonus with the attack (see Exploding Attacks, page 55). As normal, this bonus does not stack with itself, even if you explode multiple times with the same attack roll.

Death Domain

Gift: You gain a +1 bonus to **accuracy** against creatures that are below their maximum hit points.

Aspect: The bonus from this domain’s gift increases to +2.

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

Speak with Dead

Attune

Choose a corpse within Short (30 ft.) range. The corpse must have died no more than 24 hours ago. It regains a semblance of life, allowing you to speak with it as if it were the creature the corpse belonged to. The creature is able to refuse to speak with you, though you can attempt to persuade it to speak normally, and some creatures may be more willing to talk if they know they are already dead. The corpse must have an intact mouth to be able to speak. This ability ends if 24 hours have passed since the creature died.

Mastery: The bonus from this domain’s gift increases to +3.

Destruction Domain

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 +4 damage bonus with the strike.

Rank 3: The damage bonus increases to +8.

Rank 5: The damage bonus increases to +16.

Rank 7: The damage bonus increases to +24.

Aspect: Your abilities deal double damage to objects.

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

Lay Waste

Make an attack vs. Fortitude against all **unattended** objects in a Medium (30 ft.) radius. You may freely exclude any number of 5-ft. cubes from the area, as long as the resulting area is still contiguous.

Hit: For each target, if its **damage resistance** is lower than your **power**, it crumbles into a fine powder and is irreparably **destroyed**.

Rank 6: The area increases to a Large (60 ft.) radius.

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

Earth Domain

If you choose this domain, you add the *terramancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 247).

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

Aspect: You gain a bonus equal to three times your rank in the Domain Mastery archetype to your maximum **hit points**.

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

Speak with Earth

Attune

You can speak with earth within a Huge (90 ft.) radius **zone** from your location. You can ask the earth simple questions and understand its responses.

After you use this ability on a particular area of earth, you cannot use it again on that same area for 24 hours.

Rank 6: The area increases to a Gargantuan (120 ft.) radius.

Mastery: The bonus from this domain's gift increases to +3, and the number of hit points you gain from its aspect increases to four times your rank in the Domain Mastery archetype.

Evil Domain

Gift: As a **free action**, you may choose an adjacent **ally**. Whenever you lose **hit points** this round, that ally loses half of those hit points in place of you. You are both considered to have lost hit points from the attack for the purpose of any special effects from the attack. This ability has the **Swift** tag.

Aspect: You can use this domain's domain gift to target any **ally** within Medium (60 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 (60 ft.) range. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this ability.

Hit: The target takes an evil action as soon as it can. Once it takes the evil action, this effect ends. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

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

Mastery: You can use your domain gift to redirect your hit point loss to an adjacent unwilling creature. You cannot target the same unwilling creature more than once with this ability between **short rests**.

Fire Domain

If you choose this domain, you add the *pyromancy* **mystic sphere** to your list of divine mystic spheres (see Mystic Spheres, page 247).

Gift: You are **impervious** to 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

You can speak with and command fire within a Huge (90 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-combustible materials usually goes out, depending on the circumstances.

After you use this ability on a particular area of fire, you cannot use it again on that same area for 24 hours.

Rank 6: The area increases to a Gargantuan (120 ft.) radius.

Mastery: Whenever you deal fire damage, you also treat that damage as being pure energy damage. This can help you deal damage to enemies that are highly resistant to fire damage. In addition, you become immune to fire damage.

Good Domain

Gift: Whenever an adjacent **ally** suffers a **vital wound**, you may gain a **vital wound** instead. You gain a +2 bonus to the **vital roll** of each **vital wound** you gain this way. The original target suffers any other effects of the attack normally.

Aspect: This domain's domain gift affects any **ally** within a Medium (30 ft.) radius **emanation** from you.

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

Compel Good

Compulsion

Make an attack vs. Mental against a creature within Medium (60 ft.) range. Creatures who have strict codes prohibiting them from taking evil actions, such as paladins devoted to Good, are immune to this ability.

Hit: The target takes a good action as soon as it can. Once it takes the good action, this effect ends. You have no control over the act the creature takes, but circumstances can make the target more likely to take an action you desire. After this effect ends, the target becomes immune to this effect until it takes a **short rest**.

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

Mastery: Once per round, when an **ally** within a Medium (30 ft.) radius **emanation** from you would lose **hit points**, you may lose those hit points instead. The target suffers any other effects of the attack normally, though it is not treated as if it lost hit points from the attack for the purpose of special attack effects.

Knowledge Domain

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

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

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

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

Share Knowledge

Make a Knowledge check of any kind. Your **allies** within a Large (60 ft.) radius learn the results of your check. Creatures believe the information gained in this way to be true as if they it had seen it with their own eyes.

You cannot alter the knowledge you share with this check in any way, such as by adding or withholding information.

Rank 6: You gain a +3 bonus to the Knowledge check.

Mastery: You gain a +1 bonus to **accuracy** with all attacks. In addition, you can use your *share knowledge* ability to affect all creatures, not just your allies.

Law Domain

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 (60 ft.) radius from you.

Hit: Each target is unable to break the laws that apply in the area, and any attempt to do so simply fails. The laws which are applied are those which are most appropriate for the area, regardless of whether you or any other creature know those laws.

When you use this ability, you also gain the condition. If this condition is removed from you, it is also removed from all other affected creatures. In areas under ambiguous or nonexistent government, this ability may have unexpected effects, or it may have no effect at all.

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

Mastery: When you roll a 1 or a 2 on an **attack roll** or **check**, it is treated as if you had rolled a 6.

Life Domain

Gift: You gain a +3 bonus to the Medicine skill (see Medicine, page 157).

Aspect: You gain a +1 bonus to **vital rolls** (see Vital Rolls, page 57).

Essence: At the end of each round, if you became **unconscious** from a **vital wound** during that round, you can use one **magical** ability that removes **vital wounds** on yourself without taking an action. You cannot affect any other creatures with this ability.

Mastery: You gain a +1 bonus to your Constitution.

Magic Domain

If you choose this domain, you add the *thaumaturgy* **mystic sphere** to your list of divine mystic spheres (see Mystic Spheres, page 247).

Gift: You gain a +3 bonus to the Knowledge (arcana) skill (see Knowledge, page 155).

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

Essence: You gain a +3 bonus to your **power**.

Mastery: The power bonus from this domain's essence increases to +6.

Protection Domain

Gift: You gain a bonus equal to twice your rank in this archetype to your **damage resistance** (see Damage Resistance, page 33).

Aspect: You can use the *divine protection* ability as a **free action**.

Divine Protection

Swift

Choose an **ally** adjacent to you. It gains a +1 bonus to all defenses this round.

A creature that sees an attack against an ally protected in this way can observe that you are the cause of the protection with a **difficulty value** 5 Awareness check. While this ability is active, you cannot gain a defense bonus from this ability, even if another creature with this ability uses it on you.

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

Mastery: The bonus from your *divine protection* ability increases to +2.

Strength Domain

If you choose this domain, you add the Climb, Jump, and Swim skills to your cleric **class skill** list.

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

Aspect: You can use the *divine strength* ability as a standard action.

Divine Strength

Attune

You gain a +1 **magic bonus** to your Strength.

Essence: You gain a +1 bonus to your Strength for the purpose of checks and determining your weight limits (see Weight Limits, page 46).

Mastery: Your *divine strength* ability loses the **Attune** tag. Instead, it lasts until you use it again.

Travel Domain

If you choose this domain, you add the *astromancy* **mystic sphere** to your list of divine mystic spheres (see Mystic Spheres, page 247). In addition, you add the Knowledge (nature), Survival, and Swim skills to your cleric **class skill** list.

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

Aspect: You can ignore **difficult terrain** from inanimate natural sources, such as **heavy undergrowth**.

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

Dimensional Travel

You teleport up to 1 mile in any direction. You do not need **line of sight** or **line of effect** to your destination, but you must be able to clearly visualize it.

Rank 6: The maximum distance increases to 5 miles.

Mastery: When you would move using one of your movement speeds, you can teleport the same distance instead. This does not change the total distance you can move, but you can teleport in any direction, including vertically. Being **grappled** or otherwise physically constrained does not prevent you from teleporting in this way.

You can even attempt to move to locations outside of **line of sight** and **line of effect**, up to the limit of your remaining movement speed. If your intended destination is invalid, the distance you tried to teleport is taken from your remaining movement, but you suffer no other ill effects.

Trickery Domain

If you choose this domain, you add the Deception, Disguise, and Stealth skills to your cleric **class skill** list.

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

Aspect: You gain a +2 bonus to the Deception, Disguise, and Stealth skills.

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

Compel Belief	Compulsion, Sustain (minor)
<p>Make an attack vs. Mental against a creature within Medium (60 ft.) range. You must also choose a belief that the target has. The belief may be a lie that you told it, or even a simple misunderstanding (such as believing a hidden creature is not present in a room). If the creature does not already hold the chosen belief, this ability automatically fails.</p> <p>Hit: The target continues to maintain the chosen belief, regardless of any evidence to the contrary. It will interpret any evidence that the falsehood is incorrect to be somehow wrong – an illusion, a conspiracy to deceive it, or any other reason it can think of to continue believing the falsehood. At the end of the effect, the creature can decide whether it believes the falsehood or not, as normal. After this effect ends, the target becomes immune to this effect until it takes a short rest.</p>	<p>You gain a +1 bonus to accuracy with the attack for each rank beyond 4.</p>

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 Domain

Gift: You gain proficiency with an additional **weapon group** of your choice. In addition, you gain proficiency with an additional **usage class** of armor. You must be proficient with light armor to become proficient with medium armor, and you must be proficient with medium armor to become proficient with heavy armor.

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

Essence: You gain a +1 bonus to your Armor defense.

Mastery: The bonus from this domain's aspect increases to +2d.

Water Domain

If you choose this domain, you add the *aquamancy* **mystic sphere** to your list of divine mystic spheres (see Mystic Spheres, page 247). 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**

You can speak with and command water within a Huge (90 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 do the best of its ability until this effect ends. You cannot compel the water to move faster than 30 feet per round.

After you use this ability on a particular area of water, you cannot use it again on that same area for 24 hours.

Rank 6: The area increases to a Gargantuan (120 ft.) radius.

Mastery: Your body becomes partially aquatic, allowing you to manipulate it more easily. The bonuses from this domain's gift increase to +10. In addition, you gain a +1 bonus to Armor and Reflex defenses.

Wild Domain

If you choose this domain, you add the *verdancy mystic sphere* to your list of divine mystic spheres (see Mystic Spheres, page 247). In addition, you add the Creature Handling, Knowledge (nature), and Survival skills to your cleric **class skill** list.

Gift: You gain an additional **trained** skill (see Trained Skills, page 147).

Aspect: This ability functions like the *wild aspect* druid ability from the Shifter archetype (see Shifter, page 93), except that you cannot spend **insight points** to learn additional wild aspects.

Essence: You learn an additional *wild aspect*.

Mastery: You can maintain both of your wild aspects simultaneously.

Ex-Clerics

If you grossly violate the code of conduct required by your deity, you lose all spells and magical cleric class abilities. You cannot regain those abilities until you atone for your transgressions to your deity.

Druid

Druids are nature spellcasters who draw power from their veneration of the natural world. They worship Nature herself, the over-deity who guides and nurtures all living things. Nature grants her followers influence over her domain in gratitude for their service.

All druids value the continuation of life - in the abstract, universal sense, not the specific sense. Predation is a critical part of the natural world, and most druids have no prohibitions against killing. Life as a whole, across all species and levels of sentience, must continue. The worst nightmare of all druids is a dead world, inhabited only by rocks and memories of the life that once existed.

Individual druids have a great variety of opinions and interpretations about which aspects of Nature's domain are most important. Some druids treat all forms of life as equal. Others draw distinctions between different forms of life, such as prioritizing the needs of highly sentient or highly complex life over others. Of course, many druids don't dwell on philosophical questions about the precise value of Nature's various aspects. They focus more on practical maintenance of nature in the world around them according to their own instincts. Nature's domain is immense, and her guidance is virtually nonexistent.

Many druids avoid or actively reject overly developed civilization. The details and causes of this aversion can be source of great disagreement between different druids. Civilization tends to displace or kill natural life, and replaces the vibrant diversity of a forest or jungle with a the smaller subset of life that can exist in cities and cultivated farms. In general, druids who value all forms of life equally and consider diversity to be intrinsically valuable tend to reject civilization most strongly. On the other hand, druids who value life according to its sentience or complexity are typically

more tolerant of civilization.

Most druids belong to a specific druidic circle. Druidic circles are groups of druids that share a similar philosophy. Like druids, druidic circles have highly varied structures. Some druidic circles function as communes where all members live together, either nomadically or in a specific area of land claimed by the circle. Others simply have annual meetings to discuss critical matters, with many of the circle's members living in isolation at all other times.

Since druids tend to be more isolated than most, their attachment to druidic circles may seem odd to outsiders. There are many reasons for this tradition, but foremost among them is the importance of continuity of knowledge in the absence of advanced civilization. Druids are unlikely to simply go to a library in a city to gain important knowledge about the natural world. Instead, they must learn from someone who has the knowledge they lack. This means they need access to wise elders who are willing to pass on what they know. Their wisdom must be kept alive between generations through oral traditions. Druidic circles provide a place for this knowledge transfer to occur, and offer a path to welcoming new druids into the fold.

Alignment: Any.

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

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +4 Reflex, +6 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $4 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $3 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Five **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons, scimitars, and sickles.

Armor Proficiencies

You are proficient with light armor and hide armor.

Class Skills

You have the following **class skills**:

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

Table 6.4: Druid Progression

Rank (Level)	Power	Elementalist	Nature Magic	Nature Spell Mastery	Shifter	Wildspeaker
1 (1)	+2	Elemental spell, elemental strike	Nature spells	Metamagic	Wild aspects	Natural servant
2 (4)	+3	Elemental influence, elemental power	Nature spells+	Plant channeling	Shift body	Animal speech, nature's ally
3 (7)	+4	Elemental balance		Wellspring of power	Natural force, regenerative shift	Nature's might
4 (10)	+6	Elemental spell+, elemental strike+	Nature spells+	Metamagic+	Animal shape	Natural attunement
5 (13)	+8	Elemental control		Attunement point	Shift body+	Nature's ally+
6 (16)	+12	Elemental power+		Wellspring of power+	Natural force+, regenerative shift+	Animal speech+, nature's might+
7 (19)	+16	Elemental balance+	Nature spells+	Metamagic+	Animal shape+, hybrid aspect	Natural attunement+, natural servant+

Elementalist

This archetype grants you influence over four elements that define the natural world: air, earth, fire, and water. All abilities from this archetype are **magical**.

Rank 1 – Elemental Spell

If you have access to nature magic, you learn a spell from any of the mystic spheres associated with the four elements: *aeromancy*, *aquamancy*, *pyromancy*, or *terramancy*. You do not have to have access to that mystic sphere. As normal, you can change which spell you learn with this ability as you gain access to new spell ranks.

Rank 1 – Elemental Strike

If you do not have access to nature magic, you gain the ability to make a strike imbued with elemental force. You can use the *elemental strike* ability as a standard action.

Elemental Strike	Magical
Make a strike with a +2 damage bonus. Damage dealt by the strike is bludgeoning and fire damage in addition to its normal damage types. You may use either your Strength or your Willpower to determine your damage with this ability (see Dice Bonuses From Attributes, page 55).	
Rank 3: The damage bonus increases to +4.	
Rank 5: The damage bonus increases to +8.	
Rank 7: The damage bonus increases to +16.	

Rank 2 – 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 (90 ft.) zone from your location. You can ask the elements simple questions and understand their responses. Each element has different limitations on its memory and awareness, as described below.	
<p>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.</p> <ul style="list-style-type: none"> • 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 2 – Elemental Power

You gain a +2 bonus to your **power**.

Rank 3 – Elemental Balance

You gain a benefit from each of the four elements.

- Air: You gain a **glide speed** 10 feet slower than the **base speed** for your size.
- Earth: You gain a +1 bonus to your Fortitude defense.
- Fire: You are **impervious** to fire damage.
- Water: You gain a **swim speed** 10 feet slower than the **base speed** for your size.

Rank 4 – Elemental Spell+

You learn an additional spell with this ability.

Rank 4 – Elemental Strike+

If you do not have access to nature magic, your melee strikes with the *elemental strike* ability gain the **Long** weapon tag, allowing you to attack targets up to 10 feet away from you (see Weapon Tags, page 168).

Rank 5 – Elemental Control

When you use your *elemental influence* ability, you can also command the elements to move as you desire. Each element has different limitations on its ability to move, as described below.

- Air: You can change the wind speed of air by up to 50 miles per hour. If you reduce the air's speed to 0 and then increase it again, you can change the direction the air blows.
- Earth: You can reshape earth or unworked stone at a rate of up to one foot per round.
- Fire: You can make fire leap up to 30 feet between combustible materials, suppress fire so it smolders without being extinguished, or snuff out fire entirely.
- Water: You can change the speed of water by up to 30 feet per round. If you reduce the water's speed to 0 and then increase it again, you can change the direction the water flows.

Rank 6 – Elemental Power+

The power bonus increases to +6.

Rank 7 – Elemental Balance+

Your benefits from each element improve.

- Air: You gain a **fly speed** 10 feet slower than the **base speed** for your size with a maximum height of 15 feet (see Flying, page 60). As a **free action**, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.
- Earth: The bonus to your Fortitude defense increases to +2.
- Fire: You treat all fire damage you take as being **environmental damage**.
- Water: You gain a +10 foot bonus to your swim speed.

Nature Magic

This archetype grants you the ability to cast nature spells. All abilities from this archetype are **magical**.

Rank 1 – Nature Spells

Your connection to nature grants you the ability to use nature magic. You gain access to one nature **mystic sphere**, plus the *universal* mystic sphere (see Nature Mystic Spheres, page 247). You may spend **insight points** to gain access to one additional nature **mystic sphere** per two **insight points**. You can only learn nature spells from nature mystic spheres that you have access to.

You automatically learn all **cantrips** from each mystic sphere you have access to. In addition, you learn two rank 1 nature **spells**. You can also spend **insight points** to learn one additional rank 1 spell per insight point.

Nature spells require **verbal components** to cast (see Casting Components, page 50). Unless otherwise noted in a spell's description, casting any spell requires a **standard action**. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 50.

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.

Advancement: At ranks 2, 4, and 7, you learn an additional nature spell. The maximum rank of nature spells that you can learn is equal to your rank in this archetype. Nature spells also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Nature Spell Mastery

This archetype improves the nature spells you cast. You must have the Nature Magic archetype from the cleric class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 1 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below. You can also spend **insight points** to learn one additional metamagic ability per insight point. You cannot choose the same spell with more than two metamagic abilities.

Distant Spell: Choose a nature **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Mystic Sphere: You gain access to an additional nature **mystic sphere**, including all **cantrips** from that sphere. You cannot choose this ability multiple times.

Precise Spell: Choose a nature **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rituals: You gain the ability to perform nature rituals to create unique magical effects (see Rituals, page 51). The maximum **rank** of nature ritual you can learn or perform is equal to the maximum **rank** of nature spell that you can cast. In addition, you automatically learn one free nature ritual of each rank you have access to, including new ranks as you gain access to them. You cannot choose this ability multiple times.

Widened Spell: Choose a nature **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Plant Channeling

Whenever you cast a spell, you may treat all effects of the spell as if you were located at any Tiny or larger living plant within Medium (60 ft.) range instead of in your current location. This allows you to measure the spell's range from the plant's location, cone-shaped areas originate from the plant's location instead of your own, and so on.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Metamagic+

You gain an additional metamagic ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Wellspring of Power+

The power bonus increases to +6.

Rank 7 – Metamagic+

You gain two additional metamagic abilities.

Shifter

This archetype grants you the ability to embody aspects of the natural world in your own form. All abilities from this archetype are **magical**.

Rank 1 – Wild Aspects

You gain the ability to embody an aspect of an animal or of nature itself. Choose two wild aspects from the list below. You can also spend **insight points** to learn one additional *wild aspect* per **insight point**.

As a **standard action**, you can gain the effects of one wild aspect that you know. You cannot change your wild aspect more than once per round. That effect lasts until you activate a different wild aspect you know or until you dismiss it as a **free action**.

The abilities in the list below describe the effects of the aspect. Your appearance also changes to match the aspect's effects, but the nature of this change is not described. Different druids change in different ways. For example, one druid might grow brown fur when using the Form of the Bear, while another might instead change their face to become broader and more bear-shaped when embodying the same aspect. You choose how your appearance changes when you gain a wild aspect. This change cannot be used to gain an additional substantive benefit beyond the effects given in the description of the aspect.

Many wild aspects grant natural weapons. See Natural Weapons, page 167, for details about natural weapons.

Form of the Bear

You gain a +2 bonus to your Fortitude defense. In addition, your mouth and hands transform, granting you a bite and two claw **natural weapons** (see Table 8.6: Natural Weapons, page 175).

Rank 3: The Fortitude bonus increases to +3.

Rank 5: The Fortitude bonus increases to +4.

Rank 7: The Fortitude bonus increases to +5.

Form of the Bull

You can move your full movement speed when you push a creature with the **shove** ability even if you do not get a critical hit (see Shove, page 64). In addition, your head transforms, granting you a gore **natural weapon** (see Table 8.6: Natural Weapons, page 175).

Rank 3: You gain a +2 accuracy bonus with the **shove** ability.

Rank 5: The accuracy bonus increases to +4.

Rank 7: When you push a creature with the the **shove** ability, the pushed creature also takes damage as if you had hit it with your gore natural weapon. This damage cannot be combined with other effects that deal damage with a shove, such as the **wall slam** ability.

Form of the Constrictor

You gain a +2 bonus to **accuracy** with the *grapple* ability and all grapple actions (see Grapple, page 64). In addition, you can contort your body, allowing it to act as a free hand for the purpose of using the *grapple* ability and grapple actions even if you do not have a free hand. Finally, you gain a bite **natural weapon** (see Table 8.6: Natural Weapons, page 175).

Rank 3: When you grapple a creature with the *grapple* ability, they also take damage as if you had hit it with a **strike** using your bite weapon. You do not add your **power** to this damage.

Rank 5: The accuracy bonus increases to +4.

Rank 7: When you grapple a creature with the *grapple* ability, you are not considered to be **grappled** (see Asymmetric Grappling, page 66).

Form of the Fish

You gain a **swim speed** 10 feet slower than the **base speed** for your size. In addition, you gain a bite **natural weapon** (see Table 8.6: Natural Weapons, page 175).

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

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

Rank 7: You are immune to **magical** effects that restrict your mobility. In addition, you are **impervious** to the *grapple* ability and grapple actions (see Grapple, page 64).

Form of the Hawk

You gain **low-light vision**, allowing you to see in **shadowy illumination** (see Low-light Vision, page 381). In addition, you gain a +3 bonus to the Awareness and Jump skills.

Rank 3: You grow wings, granting your a glide speed equal to the **base speed** for your size (see Gliding, page 60).

Rank 5: The skill bonuses increase to +5.

Rank 7: You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 60 feet (see Flying, page 60). As a **free action**, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

Form of the Hound

You gain the ability to move on all four limbs. When doing so, you gain a +10 foot bonus to your land speed, but you have no **free hands**. When not using your hands to move, your ability to use your hands is unchanged. You can descend to four legs and rise up to stand on two legs again as part of movement. In addition, you gain a bite **natural weapon** (see Table 8.6: Natural Weapons, page 175).

Rank 3: You gain the **scent** ability.

Rank 5: You can run on three limbs instead of four, allowing you to retain one free hand while keeping the speed bonus.

Rank 7: You gain an additional +10 bonus to scent-based Awareness checks (see Awareness, page 147).

Form of the Viper

You do not need to use **free hands** to climb (see Climb, page 149). In addition, you gain a bite **natural weapon** (see Table 8.6: Natural Weapons, page 175). When a creature takes damage from your bite **natural weapon**, it is **poisoned** (see Poison, page 68). The first poison stage makes the target **dazed** (-1 defenses) as long as it is poisoned. The third poison stage makes the target **stunned** (-2 defenses) instead of dazed.

Rank 3: You gain a +1 accuracy bonus with all poisons.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Form of the Wolf

You gain a +1 bonus to **accuracy** against creatures that are adjacent to you and one of your **allies**. In addition, you gain a bite **natural weapon** (see Table 8.6: Natural Weapons, page 175).

Rank 3: You gain the **scent** ability.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus applies even if you are not adjacent to a creature, as long as one of your allies is adjacent to the creature.

Myriad Form

If you are **trained** with the Disguise skill, you gain a +3 bonus to it. Otherwise, you are treated as being trained in that skill.

Rank 3: When you use this wild aspect, you can choose to shrink by one **size category**, to a minimum of Tiny. In addition, if you shapeshift into this form with the *animal shape* ability, you can shrink by two size categories instead of only one.

Form of the Mouse

You gain a +3 bonus to the Flexibility and Stealth skills. In addition, you gain a bite **natural weapon** (see Table 8.6: Natural Weapons, page 175).

Rank 3: When you use this wild aspect, you can choose to shrink by one **size category**, to a minimum of Tiny. In addition, if you shapeshift into this form with the *animal shape* ability, you can shrink by two size categories instead of only one.

Rank 5: The skill bonuses increase to +5.

Rank 7: When you use this wild aspect, you can choose to shrink by up to two **size categories** instead of only one.

Photosynthesis

As long as you are in natural sunlight, you regain hit points equal to half your **power** at the end of each round. This cannot heal you above half your maximum **hit points**.

Rank 3: You do not gain hunger or thirst while in natural sunlight. 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: Using the *recover* ability while in natural sunlight only increases your **fatigue level** by one.

Rank 7: When you take a **short rest** while you are in natural sunlight, you can remove a **vital wound**. When you do, you increase your **fatigue level** by four.

Plantspeaker

Your speed is not reduced when moving in **heavy undergrowth**. In addition, you can ignore **cover** and **concealment** from plants whenever doing so would be beneficial to you, as the plants move out of the way to help you. This prevents you from suffering penalties on your attacks, and also prevents creatures from using cover or concealment from plants to hide from you.

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

Rank 5: All **light undergrowth** within a Large (60 ft.) radius from you is treated as **difficult terrain** for your **enemies**.

Rank 7: The bonus to your Armor and Reflex defenses increases to +2.

Rank 2 – Shift Body

You can use the *shift body* ability whenever you finish a **long rest**.

Shift Body

Attune

When you use this ability, choose a **physical attribute**: Strength, Dexterity, or Constitution (see Attributes, page 22). You gain a +1 bonus to the base value of that attribute.

Rank 3 – Natural Force

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

Rank 3 – Regenerative Shift

Whenever you activate a new **wild aspect**, you regain hit points equal to a quarter of your maximum hit points. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase. This cannot increase your hit points above half your maximum hit points.

Rank 4 – Animal Shape

Whenever you activate a **wild aspect** that represents a specific animal, you can fully **shapeshift** to match that animal's shape. This cannot increase your **size category**, but you can shrink by one size category if it is appropriate for that animal. You may choose to reshape any body armor you wear as bardings to fit the animal instead of melding it into your form. The armor regains its normal shape if you take it off. For details about shapeshifting, see Shapeshift, page 381.

Rank 5 – Shift Body+

This ability loses the **Attune** tag. Instead, it lasts until you use it again.

Rank 6 – Natural Force+

The damage bonus increases to +2d.

Rank 6 – Regenerative Shift+

When you heal using this ability, you can also remove one **condition**.

Rank 7 – Animal Shape+

You may either grow or shrink by one **size category** when you shapeshift with this ability, regardless of whether it would normally be appropriate for that animal.

Rank 7 – Hybrid Aspect

When you use your *wild aspect* ability, you can take on two aspects at once, gaining the full benefits of both. When you do, you increase your **fatigue level** by two. This hybrid aspect only lasts for ten minutes, at which point you choose which single aspect remains active.

Wildspeaker

This archetype deepens your connection to animals and plants, and allows you to call animals to aid you in combat. All abilities from this archetype are **magical**.

Rank 1 – Natural Servant

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

Natural Servant	Attune
<p>An animal native to the local environment appears to help you. It follows your directions to the best of its ability as long as you remain in its natural environment. If you leave the animal's natural habitat, it remains behind and this effect ends.</p> <p>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. Animals are unable to understand complex concepts, so their ability to obey convoluted instructions is limited.</p> <ul style="list-style-type: none"> Its size category is Medium, and its base speed is the normal base speed for its size (see Table 4.1: Size Categories, page 46). Its fatigue tolerance is 0, and it cannot use abilities that would cause it to increase its fatigue level. Its hit points and damage resistance are equal to the standard value for your level (see Table 3.5: Hit Points and Damage Resistance, page 33). Each of its defenses is equal to $5 + \text{half your level}$. Its accuracy is equal to half your level + half your Perception. Its power with its attacks is 0. It has no attunement points. The damage dealt by its natural weapons increases by +1d for each rank in this archetype beyond 1. It does not make vital rolls, but it automatically drops unconscious if it gains a vital wound. If it gains three vital wounds, it dies. It automatically shares the benefits of all of your magic bonuses to hit points, damage resistance, and power. 	

The special ability of the animal that appears depends on your environment, as described below. You may choose a different animal native to that environment that is similar in size and type, but that does not change the animal's statistics. For example, your *natural servant* in an aquatic environment may be a fish or seal instead of a shark. Unusual environments may have different animals than the standard animals listed below.

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

environments. It has a bite **natural weapon**.

- Mountain: A goat appears that can move up or down steep slopes without slowing its movement. It has a ram **natural weapon**.
- Forest: A wolverine appears that has two additional **hit points**. It has a bite **natural weapon**.
- Plains: A wolf appears that has the **scent** ability. It has a bite **natural weapon**.
- Swamp: A crocodile appears that has a 20 foot **land speed** and a 30 foot **swim speed**. It has a bite **natural weapon**.
- Underground: A dire rat appears that has **low-light vision**. It has a bite **natural weapon**.

Rank 2 – Animal Speech

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

Animal Speech	Sustain (minor)
<p>Choose an animal within Long (90 ft.) range. You can speak to and understand the speech of the target animal, and any other animals of the same species.</p> <p>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.</p>	

Rank 2 – Nature's Ally

Animals will not willingly attack you or your **allies** within a Large (60 ft.) radius **emanation** from you. They can be compelled to attack despite this protection with a Creature Handling check against a **difficulty value** equal to $10 + \text{your level}$. If any target attacks a creature that this ability protects you from, this ability is **suppressed** until you take a **short rest**.

Rank 3 – Nature's Might

You and your *natural servant* gain a +1d damage bonus with **natural weapons**.

Rank 4 – Natural Attunement

Your *natural servant* gains an **attunement point**. This attunement point is shared among any creatures you summon with your *natural servant* ability. In addition, you can cast **Attune** spells on your *natural servant* if it is within Short (30 ft.) range of you. When you do, the natural servant attunes to the spell instead of you, as if the spell was an **Attune (target)** spell.

Rank 5 – Nature's Ally+

This ability also protects you and your allies from plant-based **animates** and elemental-based **planeforged**. In addition, all creatures that you are protected from with this ability automatically attempt to aid you and your allies if they observe you fighting. Finally, the effect can no longer be bypassed with a Creature Handling check or any other form of control that does not first suppress this effect. Even creatures summoned by enemies to fight you will

immediately turn on their summoners or otherwise avoid attacking you.

Rank 6 – Animal Speech+

When you use this ability, you may target any living creature that knows at least one language. If you target a non-animal in this way, you do not gain the ability to speak with and understand the speech of other creatures of the target's species.

Rank 6 – Nature's Might+

The damage bonus increases to +2d.

Rank 7 – Natural Attunement+

Your natural servant gains an additional attunement point.

Rank 7 – Natural Servant+

You may choose to have a Large natural servant appear instead of a Medium natural servant.

Ex-Druids

A druid who ceases to revere nature or who changes to a prohibited alignment loses all **magical** druid class abilities. They cannot thereafter gain levels as a druid until they atone for their transgressions.

Fighter



Fighters are highly disciplined warriors who excel in physical combat of any kind. They have a deep mastery of the implements and strategies of battle thanks to their extensive training. Other martial characters may be physically stronger or capable of strange and improbable tricks, but fighters are unmatched as battlefield champions.

Each fighter has a different area of specialization, but most fighters have some amount of battlefield control. They can guard their allies, impede the movement of their foes, or give battle commands to their allies to guide them. This makes fighters invaluable in large-scale battles, and they are the most common class found in organized military forces. The regimented nature of army life tends to drive away many people used to more freedom, but fighters are often compatible with the discipline found in armed forces.

More broadly, fighters are the most common class in many civilized settings. A fighter's training requires no secret wisdom, and it can be self-taught or guided by a mentor. Many people undergo some battle training regardless of their ultimate path in life, leading them to discover that they may enjoy it for its own sake.

Monks are closely related to fighters, since both classes use training and discipline to improve themselves. However, monks focus more on mental control and exploring the supernatural powers that come from tapping into the body's potential. In contrast, fighters have a more grounded approach, and focus more on practical knowledge that can be directly applied to physical combat. A typical monk would consider fighters to be overly limited in their focus on day-to-day combat, while a typical fighter would consider monks to be wasting their training with mysticism and esoteric nonsense.

Alignment: Any.

Archetypes: Fighters have the Combat Discipline, Equipment

Table 6.5: Fighter Progression

Rank (Level)	Power	Combat Discipline	Equipment Training	Martial Mastery	Sentinel	Tactician
1 (1)	+2	Enduring discipline	Weapon training	Martial maneuvers	Guarding strike, threatening influence	Battle tactics
2 (4)	+3	Cleansing discipline	Equipment efficiency	Martial force	Protect	Shifting stance
3 (7)	+4	Disciplined force, mental discipline	Armor expertise	Martial maneuvers+	Threatening influence+	Reactive tactics, tactical force
4 (10)	+6	Disciplined reaction	Weapon bond, weapon expertise	Enhanced maneuvers	Sentinel's challenge, sentinel's force	Battle tactics+
5 (13)	+8	Enduring discipline+	Equipment efficiency+	Martial force+, martial maneuvers+	Protect+, sentinel's guard	Shifting stance+
6 (16)	+12	Disciplined force+, mental discipline+	Armor expertise+	Enhanced maneuvers+	Threatening influence+	Reactive tactics+, tactical force+
7 (19)	+16	Vital discipline	Weapon expertise+, weapon mastery	Martial maneuvers+	Demanding challenger, sentinel's force+	Battle tactics+, hybrid battle tactics

Training, Martial Mastery, Sentinel, and Tactician archetypes.

- *Intelligence*: Craft, Medicine.
- *Perception*: Awareness, Deception, Persuasion.
- *Other*: Intimidate.

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +7 Fortitude, +3 Reflex, +5 Mental. In addition, you gain a +1 bonus to your **vital rolls**.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $5 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $2 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Three **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

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

Armor Proficiencies

You are proficient with light, medium, and heavy armor.

Class Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Flexibility, Ride.
- *Constitution*: Endurance.

Combat Discipline

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

Rank 1 – Enduring Discipline

You gain a +1 bonus to **vital rolls** and your **fatigue tolerance** (see Vital Rolls, page 57, and Fatigue Tolerance, page 34).

Rank 2 – Cleansing Discipline

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

Cleansing Discipline

Swift

Remove one **condition** affecting you. Because this ability has the **Swift** tag, the removed condition does not affect you during the current phase.

Rank 4: You **briefly** cannot gain any **conditions** after using this ability.

Rank 6: You can use this ability as a **minor action**. When you do, you increase your **fatigue level** by one.

Rank 3 – Disciplined Force

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

Rank 3 – Mental Discipline

You gain a +2 bonus to your Mental defense.

Rank 4 – Disciplined Reaction

Whenever you gain a **condition**, you **briefly** ignore its effects.

Rank 5 – Enduring Discipline+

The vital roll and fatigue tolerance bonuses increase to +2.

Rank 6 – Disciplined Force+

The damage bonus increases to +2d.

Rank 6 – Mental Discipline+

The Mental defense bonus increases to +3.

Rank 7 – Vital Discipline

You **briefly** ignore the vital wound effect of each vital wound you gain. While a vital wound is delayed in this way, you do not suffer any effects from its specific vital wound effect, but you still consider it when calculating your penalties to **vital rolls**.

Equipment Training

This archetype improves your combat prowess with weapons and armor.

Rank 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 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 – Armor Expertise

You reduce the **encumbrance** of body armor you wear by 1. Your Dexterity also contributes more to your Armor defense than normal for your armor. A multiplier of x1/2 becomes x1, and a multiplier of x0 becomes a x1/2.

Rank 4 – Weapon Bond

You are immune to any effect which would steal your weapon or force you to drop it. This does not protect you from any other effects of that attack, such as damage to yourself.

Rank 4 – Weapon Expertise

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

Rank 5 – Equipment Efficiency+

You can use the item attunement ability to attune to weapons and armor as a **minor action** (see Item Attunement, page 165).

Rank 6 – Armor Expertise+

The encumbrance reduction increases to 2. You also always apply your full Dexterity to your Armor defense, regardless of the armor you use. In addition, armor no longer penalizes your movement speed.

Rank 7 – Weapon Expertise+

The damage bonus increases to +2d.

Rank 7 – Weapon Mastery

You are proficient with all weapons, including all exotic weapons.

Martial Mastery

This archetype grants you special abilities to use in combat.

Rank 1 – Martial Maneuvers

You can channel your martial prowess into dangerous attacks. You gain access to one of the following **combat styles**: *blunt force*, *penetrating precision*, or *rip and tear*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 228). You may spend **insight points** to gain access to one additional combat style per insight point. You can only learn martial **maneuvers** from martial combat styles that you have access to.

You learn two rank 1 martial **maneuvers**. You may spend **insight points** to learn one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of a higher rank.

Advancement: Some martial maneuvers also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 2 – Martial Force

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

Rank 3 – Martial Maneuvers+

You learn an additional martial maneuver. In addition, you gain access to rank 3 martial maneuvers.

Rank 4 – Enhanced Maneuvers

You gain the ability to customize your weaker martial maneuvers. For each rank 1 martial maneuver you know, choose one enhancement from the list below and apply it to that maneuver.

Whenever you increase your rank in this archetype, you can change your enhancements. However, you must still apply them to rank 1 martial maneuvers.

Counter Maneuver: You gain a +2 accuracy bonus with your chosen maneuver against creatures who attacked you during the previous round. You can only apply this enhancement to maneuvers which cause you to make a **strike**.

Debilitating Maneuver: You gain a +2 accuracy bonus with your chosen maneuver. However, your **power** with the maneuver is treated as 0. You can only apply this enhancement to maneuvers which can inflict a **condition**.

Guarding Maneuver: You gain a +1 bonus to your Armor defense when you use the maneuver. This is an **Swift** effect, so it protects you from attacks against you during the current phase. You can only apply this enhancement to maneuvers which cause you to make a **strike**.

Powerful Maneuver: You gain a +2 bonus to your **power** with your chosen maneuver. This bonus increases to +3 at rank 4, and to +4 at rank 6.

Precise Maneuver: You gain a +1 accuracy bonus with your chosen maneuver.

Rank 5 – Martial Force+

The damage bonus increases to +2d.

Rank 5 – Martial Maneuvers+

You gain access to rank 5 martial maneuvers.

Rank 6 – Enhanced Maneuvers+

You can also choose an enhancement for each of your rank 3 and rank 5 martial maneuvers. In addition, you double the effect of enhancements you apply to your rank 1 martial maneuvers.

Rank 7 – Martial Maneuvers+

You learn an additional martial maneuver. In addition, you gain access to rank 7 martial maneuvers.

Sentinel

This archetype improves your ability to protect your allies in combat and control the battlefield.

Rank 1 – Guarding Strike

You can use the *guarding strike* ability as a standard action.

Guarding Strike

Make a melee **strike**. Your **power** with the strike is halved. Each creature damaged by the strike is **goaded** (-2 accuracy vs. *non-goading creatures*) by you as a **condition**. This condition is removed if you move farther away from the creature.

Rank 3: You gain a +1 **accuracy** bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Rank 1 – Threatening Influence

Your **enemies** move at half speed while adjacent to you. This has no effect on enemies that are able to move through your space freely, such as **incorporeal** or very large creatures.

Rank 2 – Protect

You can use the *protect* ability as a **free action**.

Protect

Swift

Choose an **ally** adjacent to you. It gains a +2 bonus to its Armor defense this round.

A creature that sees an attack against an ally protected in this way can observe that you are the cause of the protection with a **difficulty value** 5 Awareness check. While this ability is active, you cannot gain a defense bonus from this ability, even if another creature with this ability uses it on you.

Rank 3 – Threatening Influence+

The area affected by this ability increases to a Small (15 ft.) radius **emanation** from you. However, it does not affect creatures who are moving in a straight line directly towards you.

Rank 4 – Sentinel's Challenge

You can use the *sentinel's challenge* ability as a standard action.

Sentinel's Challenge

Make an attack vs. Mental against all **enemies** in a Medium (30 ft.) radius from you.

Hit: Each target is **goaded** (-2 accuracy vs. *non-goading creatures*) by you as a **condition**.

You gain a +2 bonus to **accuracy** with the attack for each rank beyond 4.

Rank 4 – Sentinel's Force

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

Advancement: At rank 7, this bonus increases to +2d.

Rank 5 – Protect+

The Armor defense bonus increases to +3.

Rank 5 – Sentinel's Guard

You gain a +1 bonus to your Armor defense.

Rank 6 – Threatening Influence+

The area affected by this ability increases to a Medium (30 ft.) radius **emanation** from you.

Rank 7 – Demanding Challenger

Each creature that is suffering penalties for being **goaded** (-2 accuracy vs. *non-goading creatures*) by you takes an additional -2 **accuracy** penalty against creatures other than you.

Rank 7 – Sentinel's Force+

The damage bonus increases to +2d.

Tactician

This archetype helps you lead your allies in combat with tactical abilities that allow you to adapt to different circumstances.

Rank 1 – Battle Tactics

You can lead your allies using tactics appropriate for the situation. Choose two battle tactics from the list below. You can also spend **insight points** to learn one additional *battle tactic* per **insight point**.

You can initiate a *battle tactic* as a **minor action**. When you initiate a battle tactic, you choose whether to use visual cues like gestures, auditory cues like shouts, or both to communicate your tactic with your allies. Your *battle tactics* affect yourself and your **allies** who can either see or hear your chosen communication style.

All *battle tactics* have the **Sustain** (minor) tag, so they last as long as you **sustain** them (see Sustained Abilities, page 49). You cannot sustain multiple battle tactics simultaneously, and any existing *battle tactics* end as soon as you activate another battle tactic.

Break Through	Sustain (minor)
----------------------	------------------------

Each target gains a +2 bonus to **accuracy** with the *overrun* and *shove* abilities (see Special Combat Abilities, page 63).

Rank 3: The bonus increases to +3.

Rank 5: The bonus increases to +4.

Rank 7: The bonus increases to +4.

Dogpile	Sustain (minor)
----------------	------------------------

Each target gains a +2 bonus to **accuracy** with the *grapple* ability and with all grapple actions (see Grapple, page 64, and Grapple Actions, page 65).

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 (minor)
-----------------------	------------------------

Each target gains a +1 bonus to its Armor defense against ranged **strikes**.

Rank 3: The bonus increases to +2.

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Group Up	Sustain (minor)
-----------------	------------------------

Each target that is adjacent to at least one other target gains a +1 bonus to its Armor defense.

Rank 3: Each target affected by the Armor defense bonus also gains a +1 bonus to its Mental defense.

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

Rank 7: The Mental defense bonus increases to +3.

Hold The Line	Sustain (minor)
----------------------	------------------------

Your **enemies** move at half speed while adjacent to any two targets.

Rank 3: The effect persists for an additional five feet of the enemy's movement.

Rank 5: The extra length increases to 10 feet.

Rank 7: The extra length increases to 15 feet.

Keep Moving	Sustain (minor)
--------------------	------------------------

Each target that ends the **movement phase** at least twenty feet away from where it started the round gains a +1 bonus to its Armor defense this round.

Rank 3: Each target affected by the Armor defense bonus also gains a +1 bonus to its Reflex defense.

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

Rank 7: The Reflex defense bonus increases to +3.

Rush	Sustain (minor)
-------------	------------------------

Each target gains a +5 foot bonus to its land speed during any phase that it takes the *sprint* action.

Rank 3: The speed bonus increases to +10 feet.

Rank 5: The speed bonus increases to +15 feet.

Rank 7: The speed bonus increases to +20 feet.

Stand Your Ground	Sustain (minor)
--------------------------	------------------------

Each target that ends the **movement phase** without changing its location gains a +1 bonus to its Armor defense until its location changes.

Rank 3: Each target affected by the Armor defense bonus also gains a +1 bonus to its Fortitude defense.

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

Rank 7: The Fortitude defense bonus increases to +3.

Rank 2 – Shifting Stance

You gain a +1 bonus to your **accuracy** against adjacent enemies, Armor defense, or **vital rolls**. As a **minor action**, you can change which of these bonuses you gain.

Rank 3 – Reactive Tactics

You and each **ally** who can see or hear you gain a +1 bonus to Reflex defense.

Rank 3 – Tactical Force

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

Rank 4 – Battle Tactics+

You learn an additional battle tactic.

Rank 5 – Shifting Stance+

The bonus increases to +2.

Rank 6 – Reactive Tactics+

The defense bonus increases to +2.

Rank 6 – Tactical Force+

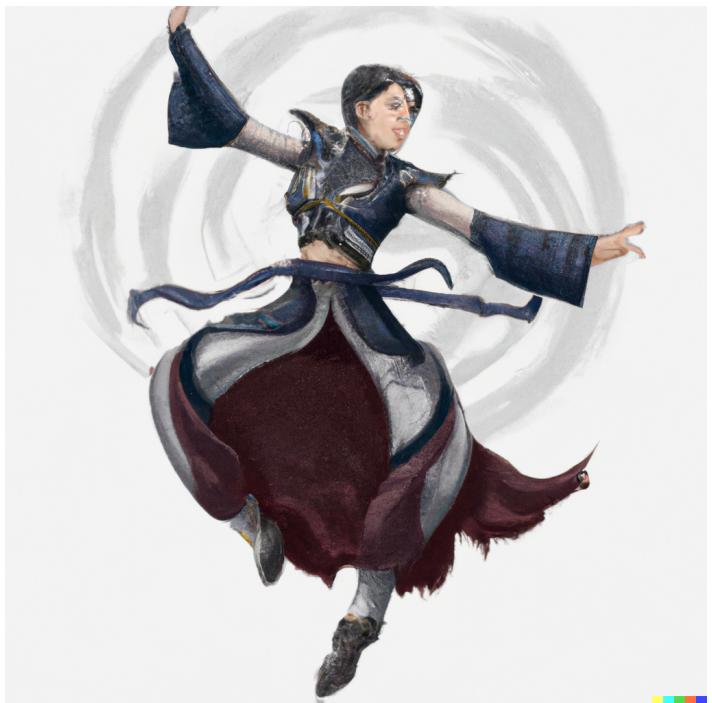
The damage bonus increases to +2d.

Rank 7 – Battle Tactics+

You learn an additional battle tactic.

Rank 7 – Hybrid Battle Tactics

You can activate and sustain two different battle tactics simultaneously as part of the same action. Bonuses from multiple battle tactics, such as the bonus to Armor defense from the *duck and cover* and *group up* abilities, do not stack. However, each creature can benefit from both battle tactics at once.

Monk

Monks are agile masters of “ki” who hone their personal abilities to strike down foes and perform supernatural feats. They undergo extensive training to control their mind and body in unison, using each to improve the other. The techniques required to become a monk are strange and unintuitive, and only a legendary few can discover them on their own. Instead, most monks are trained at monasteries, where they learn how to master themselves long before they turn their attention to besting others in combat.

Unlike every other class capable of magical feats, monks draw their power entirely from themselves. They have learned to tap into the life energy within their bodies, use it to cause dramatic effects in the world around them, and then reclaim that energy instead of letting it dissipate into the world. This process is deeply dangerous if misapplied, which is why the training required to become a monk is so rigorous. Expending one’s life energy without being able to reclaim it is a fast path to inadvertent death.

Monks are famous for their ability to fight completely unarmed, and for their tendency to use unusual weapons that few non-monks use. This is more a matter of tradition than any necessity. Some monks prefer more common weapons, and any fighter could learn how to use monk weapons given time to train with them. However, the monk weapons are well suited to the fighting styles that monks learn as part of their training.

The combat training for monks often consists of dueling other monks, and rarely involves fighting non-humanoid monsters. As a result, they often try to trip, grapple, or distract their foes in combat. These strategies are all most effective against humanoid opponents.

Alignment: Any.

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

Table 6.6: Monk Progression

Rank (Level)	Power	Airdancer	Esoteric Warrior	Ki	Perfected Form	Transcendent Sage
1 (1)	+2	Acrobatic accuracy	Esoteric maneuvers	Ki energy, ki manifestations	Unarmed warrior, unhindered movement	Feel the flow of life
2 (4)	+3	Evasion	Esoteric force	Ki barrier	Perfect precision	Transcend uncertainty
3 (7)	+4	Airdance	Esoteric maneuvers+	Ki power	Perfect body	Transcend time, transcendent might
4 (10)	+6	Acrobatic accuracy+	Enhanced maneuvers	Hardened ki	Unarmed warrior+, unhindered agility	Feel the flow of life+
5 (13)	+8	Evasion+	Esoteric force+, esoteric maneuvers+	Ki barrier+	Perfect precision+	Transcend emotion
6 (16)	+12	Airdance+	Enhanced maneuvers+	Ki power+	Perfect body+	Transcend mortality, transcendent might+
7 (19)	+16	Acrobatic accuracy+	Esoteric maneuvers+	Endless ki	Unarmed warrior+, unhindered movement+	Feel the flow of life+, inner transcendence

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +3 Fortitude, +7 Reflex, +5 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $4 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $2 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Six **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons and monk weapons.

Armor Proficiencies

You are proficient with light armor.

Class Skills

You have the following **class skills**:

- Strength:** Climb, Jump, Swim.
- Dexterity:** Balance, Flexibility, Perform, Ride, Stealth.
- Constitution:** Endurance.
- Intelligence:** Craft, Deduction, Medicine.
- Perception:** Awareness, Creature Handling, Deception, Persuasion, Social Insight, Survival.
- Other:** Intimidate.

Airdancer

This archetype improves your acrobatic ability and mobility in combat.

Rank 1 – Acrobatic Accuracy

Whenever you make a Jump check that moves you over or adjacent to a creature, if your Jump check result beats that creature's Reflex defense, you gain a +1 bonus to **accuracy** against that creature for the rest of the current round.

Rank 2 – Evasion

You take half damage from abilities that affect an area and attack your Armor or Reflex defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area. If you have the *evasion* rogue ability with the same effect as this ability, you reduce the total damage you take to one quarter of the normal value instead.

Rank 3 – Airdance (Magical)

When you move with a Jump check, you can land in midair as if it was solid ground. Your landing location must be no more than 30 feet above above an object at least two size categories larger than you that is free-standing and capable of supporting your weight. You cannot walk in the air, but you can continue jumping or remain in place. The air holds you until the end of the current round, at which point you fall normally. After you land on air in this way, you **briefly** cannot do so again.

Rank 4 – Acrobatic Accuracy+

The accuracy bonus increases to +2.

Rank 5 – Evasion+

This ability also protects you from area attacks against your Fortitude and Mental defenses.

Rank 6 – Airdance+ (Magical)

When you use this ability to land in the air, you can walk around freely in the air as if it was fully solid until the end of the round. In addition, the maximum height above the ground increases to 60 feet.

Rank 7 – Acrobatic Accuracy+

The accuracy bonus increases to +3. In addition, the effect lasts **briefly** instead of only for the current round.

Esoteric Warrior

This archetype improves your combat prowess with unusual abilities you can use in combat.

Rank 1 – Esoteric Maneuvers

You can perform a wide variety of unusual attacks. You gain access to one of the following **combat styles**: *dirty fighting*, *flurry of blows*, or *mobile assault*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 228). You may spend **insight points** to gain access to one additional combat style per insight point. You can only learn esoteric **maneuvers** from esoteric combat styles that you have access to.

You learn two rank 1 esoteric **maneuvers**. You may spend **insight points** to learn one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of a higher rank.

Advancement: Some esoteric maneuvers also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 2 – Esoteric Force

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

Rank 3 – Esoteric Maneuvers+

You learn an additional esoteric maneuver. In addition, you gain access to rank 3 esoteric maneuvers.

Rank 4 – Enhanced Maneuvers

You gain the ability to customize your weaker esoteric maneuvers. For each rank 1 esoteric maneuver you know, choose one enhancement from the list below and apply it to that maneuver.

Whenever you increase your rank in this archetype, you can change your enhancements. However, you must still apply them to rank 1 esoteric maneuvers.

Debilitating Maneuver: You gain a +2 accuracy bonus with your chosen maneuver. However, your **power** with the maneuver is treated as 0. You can only apply this enhancement to maneuvers which can inflict a **condition**.

Guarding Maneuver: You gain a +1 bonus to your Armor defense when you use the maneuver. This is an **Swift** effect, so it protects you from attacks against you during the current phase. You can only apply this enhancement to maneuvers which cause you to make a **strike**.

Mobile Maneuver: You can move up to 5 feet before or after using your chosen maneuver. You cannot apply this enhancement to maneuvers that already allow you to move using one of your movement modes.

Powerful Maneuver: You gain a +2 bonus to your **power** with your chosen maneuver. This bonus increases to +3 at rank 4, and to +4 at rank 6.

Precise Maneuver: You gain a +1 accuracy bonus with your chosen maneuver.

Rank 5 – Esoteric Force+

The damage bonus increases to +2d.

Rank 5 – Esoteric Maneuvers+

You gain access to rank 5 esoteric maneuvers.

Rank 6 – Enhanced Maneuvers+

You can also choose an enhancement for each of your rank 3 and rank 5 esoteric maneuvers. In addition, you double the effect of enhancements you apply to your rank 1 esoteric maneuvers.

Rank 7 – Esoteric Maneuvers+

You learn an additional esoteric maneuver. In addition, you gain access to rank 7 esoteric maneuvers.

Ki

This archetype grants you unusual abilities based on tapping into your inner ki. If you have any **encumbrance**, you lose the benefit of all abilities from this archetype. All abilities from this archetype are **magical**.

Rank 1 – Ki Energy

Whenever you make a **strike**, you can choose to treat it as a **magical** ability. This allows you to use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 55). In addition, that strike does not deal **physical damage** or any physical damage subtypes. If the strike would normally deal one or more subtype of energy damage, the damage is of those types. Otherwise, all damage dealt by the strike is **energy damage**.

Rank 1 – Ki Manifestations

You can channel your ki to temporarily enhance your abilities. Choose two *ki manifestations* from the list below. You can also spend **insight points** to learn one additional *ki manifestation* per **insight point**. You can use any *ki manifestation* ability you know using the type of action indicated in the ability's description.

After you use a *ki manifestation*, you **briefly** cannot use a *ki manifestation* again.

Abandon the Fragile Self

Swift

You can use this ability as a **free action**. You can negate one **condition** that would be applied to you this phase. In exchange, you take a -2 penalty to **defenses** this phase.

Rank 3: You can negate any number of conditions instead of only one condition.

Rank 5: The defense penalty is reduced to -1.

Rank 7: The defense penalty is removed.

Burst of Blinding Speed

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.

Calm the Inner Tempest

You can use this ability as a **free action**. You gain a +4 bonus to the Endurance skill this round (see Endurance, page 153).

Rank 3: The bonus increases to +8.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +12.

Extend the Flow of Ki

You can use this ability as a **free action**. Your melee **strikes** gain the **Long** weapon tag this round, allowing you to attack targets up to 10 feet away from you (see Weapon Tags, page 168).

Rank 3: You can attack enemies up to 15 feet away from you.

Rank 5: This becomes a **brief** effect.

Rank 7: You can attack enemies up to 20 feet away from you.

Flash Step

You can use this ability as part of movement with your land speed. You **teleport** horizontally instead of moving normally. If your **line of effect** to your destination is blocked, or if this teleportation would somehow place you inside a solid object, your teleportation is cancelled and you remain where you are.

Teleporting a given distance costs movement equal to twice that distance. For example, if you have a 30 foot movement speed, you can move 10 feet, teleport 5 feet, and move an additional 10 feet before your movement ends.

Rank 3: The movement cost to teleport is reduced to be equal to the distance you teleport.

Rank 5: You can use this ability to move even if you are **immobilized** (*-4 Ref, cannot use movement speeds*) or **grappled**.

Rank 7: You can attempt to teleport to locations outside of **line of sight** and **line of effect**. If your intended destination is invalid, the distance you spent teleporting is wasted, but you suffer no other ill effects.

Flurry of a Thousand Cuts

You can use this ability as a **free action**. When you use the **offhand strike** ability this round, you roll the attack roll twice and take the higher result.

Rank 3: You also gain a +1 **accuracy** bonus with the **offhand strike** ability.

Rank 5: This becomes a **brief** effect.

Rank 7: The accuracy bonus increases to +2.

Hear the Rustling Wings

You can use this ability as a **free action**. You gain a +4 bonus to the Awareness skill this round (see Awareness, page 147).

Rank 3: The bonus increases to +8.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +12.

Kindle the Living Flame

You can use this ability as a **free action**. Your **strikes** deal fire damage in addition to their other damage types this round.

Rank 3: You also gain a +2 **power** bonus with strikes.

Rank 5: This becomes a **brief** effect.

Rank 7: The power bonus increases to +4.

Leap of the Heavens

You can use this ability as a **free action**. You gain a +4 bonus to the Jump skill this round (see Jump, page 155).

Rank 3: The bonus increases to +8.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +12.

Rest Atop the Precipice

You can use this ability as a **free action**. You gain a +4 bonus to the Balance skill this round (see Balance, page 148).

Rank 3: The bonus increases to +8.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +12.

Scale the Highest Tower

You can use this ability as a **free action**. You gain a +4 bonus to the Climb skill this round (see Climb, page 149).

Rank 3: The Climb bonus increases to +8.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +12.

Shelter from Falling Rain

Swift

You can use this ability as a **free action**. You gain a +2 bonus to your defenses against ranged **strikes** from weapons or projectiles that are Small or smaller this round.

Rank 3: The bonus increases to +3.

Rank 5: This becomes a **brief** effect.

Rank 7: The bonus increases to +4.

Step Between the Mystic Worlds**Swift**

You can use this ability as a **free action**. All attacks against you have a 20% **failure chance** this round. However, your attacks also have a 20% failure chance this round.

Rank 3: The failure chance for attacks against you increases to 25%.

Rank 5: When you use this ability, you can choose whether it becomes a **brief** effect.

Rank 7: The failure chance for attacks against you increases to 30%.

Thread the Eye of the Storm

You can use this ability as a **free action**. You reduce your **longshot penalty** with thrown weapons by 1 this round (see Weapon Range Limits, page 167).

Rank 3: The penalty reduction increases to 2.

Rank 5: This becomes a **brief** effect.

Rank 7: The penalty reduction increases to 3.

Surpass the Mortal Limits**Swift**

You can use this ability as a **free action**. You can add your Willpower to all **checks** you make this phase that are based on Strength, Dexterity, or Constitution. However, you take a -2 penalty to Strength, Dexterity, and Constitution checks during the next round.

Rank 3: You also gain a +2 bonus to those checks while this effect lasts.

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

Rank 7: The penalty is removed.

Rank 5 – Ki Barrier+

The damage resistance bonus increases to six times your rank in this archetype, and the defense bonus from the body armor increases to +4.

Rank 6 – Ki Power+

The power bonus increases to +6.

Rank 7 – Endless Ki

After using a *ki manifestation*, you can use a different *ki manifestation* after the end of the current round. You still cannot use the same *ki manifestation* in two consecutive rounds.

Rank 2 – Ki Barrier

While you are not wearing other body armor, you gain a ki barrier around your body. This functions like body armor that provides a +3 bonus to your Armor defense and has no **encumbrance**. It also provides a bonus to your **damage resistance** equal to four times your rank in this archetype.

You can also use a **free hand** to wield the barrier as a shield. This functions like a buckler, granting you a +1 bonus to your Armor defense, except that you do not need to be proficient with light armor. Since this bonus comes from a shield, it does not stack with the benefits of using any other shield.

Rank 3 – Ki Power

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

Rank 4 – Hardened Ki

You gain a +1 bonus to your Willpower.

Perfected Form

This archetype improves the perfection of your physical body through rigorous training.

Rank 1 – Unarmed Warrior

You gain a +2 bonus to accuracy and a +1d bonus to damage with the punch/kick **natural weapon** (see Natural Weapons, page 167).

Rank 1 – Unhindered Movement

You gain a +10 foot bonus to your land speed while you have no **encumbrance**.

Rank 2 – Perfect Precision

You gain a +1 bonus to **accuracy** with attacks using weapons from the monk weapons **weapon group**, natural weapons, and to any attack using one or more **free hands**. This does not include abilities that simply use **somatic components**.

Rank 3 – Perfect Body

Choose a physical **attribute**: Strength, Dexterity, or Constitution (see Attributes, page 22). You permanently gain a +1 bonus to that attribute.

Rank 4 – Unarmed Warrior+

The damage bonus increases to +2d.

Rank 4 – Unhindered Agility

You gain a +2 bonus to your Reflex defense while you have no **encumbrance**.

Rank 5 – Perfect Precision+

The accuracy bonus increases to +2.

Rank 6 – Perfect Body+

The bonus applies to all physical attributes, not just the one you chose.

Rank 7 – Unarmed Warrior+

The damage bonus increases to +3d.

Rank 7 – Unhindered Movement+

The speed bonus increases to +20 feet.

Transcendent Sage

This archetype grants you abilities to ignore debilitating effects and sense life energy.

Rank 1 – Feel the Flow of Life (**Magical**)

You become so attuned to the natural energy of life that you can sense it even when sight fails you. You gain **lifesense** with a 120 foot range, allowing you to sense the location of living creatures without light (see Lifesense, page 381). In addition, you gain **lifesight** with a 30 foot range, allowing you to see living creatures without light (see Lifesight, page 381).

Rank 2 – Transcend Uncertainty

You are immune to being **dazed** (-1 defenses), **stunned** (-2 defenses), and **confused** (-2 defenses, randomly attack or defend).

Rank 3 – Transcend Time

You are immune to being **slowed** (half speed, -2 Armor and Ref) and **immobilized** (-4 Ref, cannot use movement speeds).

Rank 3 – Transcendent Might

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

Rank 4 – Feel the Flow of Life+ (**Magical**)

The range of your lifesense increases by 120 feet, and the range of your lifesight increases by 30 feet.

Rank 5 – Transcend Emotion

You are immune to **Emotion** attacks. In addition, you are immune to being **shaken** (-1 Mental, -1 accuracy vs. source), **frightened** (-2 Mental, -2 accuracy vs. source), and **panicked** (-4 Mental, cannot attack source).

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 6 – Transcendent Might+

The damage bonus increases to +2d.

Rank 7 – Feel the Flow of Life+ (**Magical**)

The range of your lifesense increases by 240 feet, and the range of your lifesight increases by 60 feet.

Rank 7 – Inner Transcendence

You are immune to **conditions**.

Paladin



Paladins are divinely empowered warriors who exemplify a particular alignment. They can shift easily between physical combat and spellcasting depending on the situation. Many paladins can heal themselves and their allies, and can share their divine connection with those nearby, making them a beacon on a battlefield.

The scope of each alignment is quite broad, so even paladins of the same alignment can be as diverse in personality and morality as any other class. Paladins of law tend to be the most homogeneous in their beliefs, but even they may have stark disagreements about the rightful code to follow, and in what circumstances a personal or universal code of ethics can supercede the law in a specific territory.

Paladins are both famous and infamous for their dedication, and for their tendency to exhort those around them to act according to the paladin's ideals. There is some truth to the stereotype of the stony-faced paladin who regards any form of compromise as unacceptable. However, few of those overly zealous paladins make their way into adventuring parties. Only paladins who understand the necessity of working as an effective team with others who do not share their ideals are likely to have any success adventuring. For some paladins, this is a compromise they grudgingly make in the pursuit of the greater good - or the greater evil. Others perceive no conflict at all, and eagerly work with those of opposed alignments with the goal of demonstrating the superiority of their moral compass by example.

Of all spellcasting classes, paladins are in some ways the most limited. They have access to a relatively small number of mystic spheres. However, they are also the only spellcasting class that can naturally use heavy armor, and they have some unique abilities that can make them powerful frontline casters.

Paladins and fighters share a similar ability to influence a battle-

field at a large scale while being difficult to kill. Their methods and ideology may be different, but they can often work together easily and effectively. It is more difficult to characterize the relationship between paladins and other classes, since so much depends on the paladin's alignment and personal interpretation of that alignment. Paladins of law typically despise barbarians and rogues, while paladins of chaos distrust the rigid mentality common to monks and fighters. Warlocks are deeply suspicious of paladins of good, though paladins of good tend to be more forgiving than other paladins. Paladins of evil despise druids who have too much respect for the sanctity of life. All paladins may have strong feelings about clerics depending on the alignment of that cleric's deity.

Alignment: Any.

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

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +6 Fortitude, +3 Reflex, +6 Mental. In addition, you gain a +1 bonus to your **vital rolls**.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $5 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $2 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Three **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

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

Armor Proficiencies

You are proficient with light, medium, and heavy armor.

Class Skills

You have the following **class skills**:

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

Table 6.7: Paladin Progression

Rank (Level)	Power	Devoted Paragon	Divine Magic	Divine Spell Expertise	Stalwart Guardian	Zealous Warrior
1 (1)	+2	Aligned aura	Divine spells	Divine spell versatility	Lay on hands, unparalleled guardian	Smite
2 (4)	+3	Aligned immunity	Divine spells+	Divine conduit	Stalwart resilience	Detect anathema, forceful zeal
3 (7)	+4	Paragon power		Wellspring of power	Stalwart defense	Fearless zeal
4 (10)	+6	Aligned aura+	Divine spells+	Divine spell versatility+	Lay on hands+, stalwart force	Zealous fixation
5 (13)	+8	Aligned immunity+		Attunement point	Stalwart resilience+	Forceful zeal+, pass judgment
6 (16)	+12	Paragon power+		Wellspring of power+	Stalwart defense+	Zealous offense
7 (19)	+16	Aligned aura+	Divine spells+	Divine conduit+	Lay on hands+, stalwart force+	Zealous pursuit

Special Class Abilities

Devoted Alignment

You are devoted to a specific alignment. You must choose one of your alignment components: good, evil, lawful, or chaotic. The alignment you choose is your devoted alignment. Your paladin abilities are affected by this choice. Your alignment cannot be changed without extraordinary repercussions.

Devoted Paragon

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

Rank 1 – Aligned Aura (Magical)

Your devotion to your alignment affects the world around you, bringing it closer to your ideals. You constantly radiate an aura in a Medium (30 ft.) radius **emanation** from you. You can suppress or resume the aura as a **free action**. Whenever you resume the aura, you can choose which creatures within the area are affected by aura as any combination of yourself, your **allies**, your **enemies**, and other creatures. The effect of the aura depends on your devoted alignment, as described below.

Chaos: Whenever a target rolls a 9 on an attack roll with a **strike**, it **explodes** (see Exploding Attacks, page 55). This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 55).

Evil: Each target suffers a -1 penalty to its Armor defense as long as it is affected by at least one **condition**.

Good: Whenever a targeted **ally** would gain a **vital wound**, you may gain a **vital wound** instead. You gain a +2 bonus to the **vital roll** of each **vital wound** you gain this way. The target suffers any other effects of the attack normally.

Law: Whenever a target rolls a 1 on an attack roll with a **strike**, the attack roll is treated as a 6. This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 55).

Rank 2 – Aligned Immunity (Magical)

Your devotion to your alignment grants you immunities.

Chaos: You are immune to being **slowed** (*half speed, -2 Armor and Ref*) and **immobilized** (*-4 Ref, cannot use movement speeds*).

Evil: You are immune to being **charmed** (*friendly with charmer*) and **goaded** (*-2 accuracy vs. non-goaded creatures*).

Good: You are immune to **Curse** attacks and being **dominated** (*must obey commands*).

Law: You are immune to being **dazed** (*-1 defenses*).

Rank 3 – Paragon Power

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

Rank 4 – Aligned Aura+ (Magical)

The effect of your *aligned aura* becomes stronger, as described below. In addition, the area increases to a Large (60 ft.) radius **emanation** from you.

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

Evil: The penalty applies to all defenses.

Good: When a targeted **ally** would lose **hit points**, you may lose those hit points instead. This causes you to suffer any special effects of the attack that trigger on taking damage or losing hit points, while the target does not. The target suffers any other effects of the attack normally.

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

Rank 5 – Aligned Immunity+ (Magical)

This immunity is shared with your **allies** within the area of your *aligned aura*.

Rank 6 – Paragon Power+

The power bonus increases to +6.

Rank 7 – Aligned Aura+ (Magical)

The effect of your *aligned aura* reaches its full power, as described below. In addition, the area increases to a Huge (90 ft.) radius **emanation** from you.

Chaos: Whenever a target **explodes** with an attack roll, it gains a +2 **accuracy** bonus with the attack.

Evil: The penalty increases to -2.

Good: The **vital roll** bonus increases to +10.

Law: The effect triggers on rolling either a 1 or a 2.

Divine Magic

This archetype grants you the ability to cast divine spells. All abilities from this archetype are **magical**.

Rank 1 – Divine Spells

Your devotion to your alignment grants you the ability to use divine magic. You gain access to one divine **mystic sphere**, plus the *universal* mystic sphere (see Divine Mystic Spheres, page 247). You may spend **insight points** to gain access to one additional divine **mystic sphere** per two **insight points**. You can only learn divine spells from divine mystic spheres that you have access to.

You automatically learn all **cantrips** from each mystic sphere you have access to. In addition, you learn two rank 1 divine **spells**. You can also spend **insight points** to learn one additional rank 1 spell per insight point.

Divine spells require **verbal components** to cast (see Casting Components, page 50). Unless otherwise noted in a spell's description, casting any spell requires a **standard action**. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 50.

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.

Advancement: The maximum rank of divine spells that you can learn is equal to your rank in this archetype. Divine spells also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 2 – Divine Spells+

You learn an additional divine spell.

Rank 4 – Divine Spells+

You learn an additional divine spell.

Rank 7 – Divine Spells+

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 1 – Divine Spell Versatility

You learn a spell from one of the mystic spheres that are unique to divine spellcasters: *channel divinity* or *prayer*. You do not have to have access to that mystic sphere. As normal, you can change which spell you learn with this ability as you gain access to new spell ranks.

Rank 2 – Divine Conduit (Magical)

Whenever you cast a **targeted** spell that does not have the **Attune** or **Sustain** tags, you may target an additional creature adjacent to you with the spell.

Rank 3 – Wellspring of Power (Magical)

You gain a +2 bonus to your **power**.

Rank 4 – Divine Spell Versatility+

You learn an additional spell with this ability.

Rank 5 – Attunement Point (Magical)

You gain an additional **attunement point**.

Rank 6 – Wellspring of Power+ (Magical)

The power bonus increases to +6.

Rank 7 – Divine Conduit+ (Magical)

You can target any number of creatures adjacent to you with this ability instead of only one additional creature.

Stalwart Guardian

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

Rank 1 – Lay on Hands (Magical)

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

Lay on Hands	Swift
Choose yourself or an adjacent living ally . The target regains $1d8 + \text{power hit points}$. In addition, it can remove one poison or disease affecting it, and it briefly becomes immune to poisons and diseases.	
Normally, this healing cannot increase the target's hit points above half its maximum hit points. If you increase your fatigue level by one, you can ignore this limitation.	
Rank 2: The healing increases to 1d10.	
Rank 3: The healing increases to 2d8.	
Rank 4: The healing increases to 2d10.	
Rank 5: The healing increases to 4d8.	
Rank 6: The healing increases to 4d10.	
Rank 7: The healing increases to 6d10.	

Rank 1 – Unparalleled Guardian (Magical)

You gain a +1 bonus to your Armor defense.

Rank 2 – Stalwart Resilience

You gain a bonus equal to three times your rank in this archetype to your **damage resistance**.

Rank 3 – Stalwart Defense

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

Rank 4 – Lay on Hands+ (Magical)

Instead regaining hit points, you can cause the target to remove a **condition** or a **vital wound**. If a vital wound is removed in this way, you increase your **fatigue level** by three.

Rank 4 – Stalwart Force

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

Rank 5 – Stalwart Resilience+

This bonus increases to five times your rank in this archetype.

Rank 6 – Stalwart Defense+

The bonus to Fortitude and Mental defense increases to +2.

Rank 7 – Lay on Hands+ (Magical)

When you use this ability on a creature other than yourself, it also targets you.

Rank 7 – Stalwart Force+

The damage bonus increases to +2d.

Zealous Warrior

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

Rank 1 – Smite (Magical)

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

Smite	Magical
Make a strike with a +2 damage bonus. Because this is a magical ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 55). If the target has the alignment opposed to your devoted alignment, you double all of your damage bonuses along with your damage dice when you get a critical hit .	
Rank 3: The damage bonus increases to +4.	
Rank 5: The damage bonus increases to +8.	
Rank 7: The damage bonus increases to +16.	

Rank 2 – Detect Anathema (Magical)

You can use the *detect anathema* ability as a standard action.

Detect Anathema	Detection, Magical
You know the number of creatures within a Large (60 ft.) cone from you that have the alignment opposed to your devoted alignment. This does not give you any specific information about the location of those creatures. Since this is a Detection ability, it can penetrate some solid obstacles (see Detection, page 377).	
Rank 4: You also learn the location of all creatures with that alignment.	
Rank 6: The area increases to a Gargantuan (120 ft.) cone.	

Rank 2 – Forceful Zeal

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

Rank 3 – Fearless Zeal

You are immune to being **shaken** (-1 Mental, -1 accuracy vs. source), **frightened** (-2 Mental, -2 accuracy vs. source), and **panicked** (-4 Mental, cannot attack source).

Rank 4 – Zealous Fixation (Magical)

Whenever you hit a creature with a **strike**, you ignore all **miss chances** against that creature with your attacks until you take a **short rest** or until you hit a different creature with a strike. If you hit multiple creatures with the same strike, you may freely choose which creature to fixate on with this ability.

Rank 5 – Forceful Zeal+

The damage bonus increases to +2d.

Rank 5 – Pass Judgment (Magical)

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

Pass Judgment	Magical
Usage time: One minor action	
Choose one creature within Distant (120 ft.) range. You always gain the benefit of your zealous fixation ability against that creature. In addition, the target is treated as if it had the alignment opposed to your devoted alignment for the purpose of all abilities. This only affects its alignment along the alignment axis your devoted alignment is on. For example, if your devoted alignment was evil, a chaotic neutral target would be treated as chaotic good. This effect lasts until you treat that creature as an ally , or until you dismiss this ability as a free action .	

You can use this ability to do battle against foes who share your alignment, but you should exercise caution in doing so. Persecution of those who share your ideals can lead you to fall and become an ex-paladin.

Rank 6 – Zealous Offense

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

Rank 7 – Zealous Pursuit (Magical)

You can use the *zealous pursuit* ability as a **minor action**.

Zealous Pursuit	Magical
Usage time: One minor action	
You teleport up to Distant (120 ft.) range into an unoccupied space on solid ground adjacent to one creature of your choice affected by your zealous fixation ability. You do not need line of sight or line of effect to the creature. If multiple valid destination spaces exist, you teleport into the one closest to your original location. If no valid destination spaces exist, this ability fails with no effect.	

After you use this ability, you **briefly** cannot use it again.

Ex-Paladins

If you cease to follow your devoted alignment, you lose all **magical** paladin class abilities. If you atone for your misdeeds and resume the service of your devoted alignment, you can regain your abilities.

Ranger



Rangers are skilled hunters who bridge the divide between nature and civilization. They are typically most at home on the frontiers, keeping monsters and civilized groups from interfering with each other. Different rangers may have more personal affinity for civilization or for monsters.

Like druids and monks, rangers are seldom self-taught. Just as rangers occupy a middle space between society and the wilds beyond it, their abilities are a complex combination of training, experience, and gifts freely granted by Nature herself. The vast majority of people who might attempt to learn how to be a ranger on their own would focus too much on only one aspect of a ranger's abilities. These people might find the path to becoming a fighter, druid, or rogue instead.

Rangers draw their core power from their training, which includes extensive experience with weapons and armaments like a fighter. However, they also study the natural world and the environment around them. This study is more focused on practical knowledge about survival and hunting than the more reverent study of druids. During this wilderness experience, some rangers forge a deep bond with a single animal who follows them everywhere. This bond is intensified by Nature's influence, and has a hint of her magic in it. Others shy away from that level of commitment or find no meaning in it, and prefer a more solitary hunt.

Traditionally, a ranger's training occurs under an experienced ranger leader. Some rangers train small packs of new recruits at once, while others prefer to oversee a single apprentice. There are many ways that a would-be ranger might find a mentor, but no single certain way. Rangers in the wild do not tend to maintain long-term societal bonds like druidic circles, so there are fewer obvious ways to easily find an experienced mentor. Without druidic magic

for long-distance communication, rangers struggle to maintain cohesion across the vast territories that they patrol, so they typically make no attempt to do so.

Rangers are sometimes employed by a government to keep its borders safe from monsters. They may also be found as bounty hunters, using their skills to hunt prey within civilization instead of at its edges. Still others live among druidic circles. More than any other class, rangers struggle to find a place to fully call home, and may wander between widely varied walks of life for years at a time. They are caught between worlds, and only some rangers find peace in that division.

Alignment: Any.

Archetypes: Rangers have the Beastmaster, Boundary Warden, Huntmaster, Scout, and Wilderness Warrior archetypes.

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +5 Fortitude, +6 Reflex, +4 Mental. In addition, you gain a +1 bonus to your **vital rolls**.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $5 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $2 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Five **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons, bows, crossbows, thrown weapons, and any one other weapon group.

Armor Proficiencies

You are proficient with light armor and hide armor.

Class Skills

You have the following **class skills**:

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

Table 6.8: Ranger Progression

Rank (Level)	Power	Beastmaster	Boundary Warden	Huntmaster	Scout	Wilderness Warrior
1 (1)	+2	Animal companion	Know your enemy	Quarry	Keen vision	Wild maneuvers
2 (4)	+3	Pack tactics	Experienced guide	Hunting styles	Perceive weakness	Wild force
3 (7)	+4	Beast affinity, power of beasts	Steadfast warden, warden's force	Hunter's prowess, tracker	Blindsight	Wild maneuvers+
4 (10)	+6	Animal companion+	Know your enemy+	Quarry+	Skirmisher	Enhanced maneuvers
5 (13)	+8	Pack tactics+	Experienced guide+	Flexible hunting style	Perceive weakness+	Wild force+, wild maneuvers+
6 (16)	+12	Beast affinity+, power of beasts+	Steadfast warden+, warden's force+	Hunter's prowess+, tracker+	Keen vision+	Enhanced maneuvers+
7 (19)	+16	Animal companion+	Know your enemy+	Quarry+	Blindsight+	Wild maneuvers+

Beastmaster

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

Rank 1 – Animal Companion (Magical)

You can use the *animal companion* ability. This ability requires 8 hours of training and attunement which the target must actively participate in. You can compel a wild animal to undergo this training by sustaining the *command* ability from the Creature Handling skill (see Command, page 151).

Animal Companion

Attune, Emotion, Magical

Choose an adjacent non-elite Medium or smaller animal **ally**. Its level must not exceed your level. The target serves as a loyal companion to you. It follows your directions to the best of its ability.

Your magical connection to the animal improves its resilience and strength in combat. If any of its statistics are higher than the normal values below, the animal uses its own statistics instead. All other aspects of the animal, such as its speed and natural weapons, are unchanged. Animals are unable to understand complex concepts, so their ability to obey convoluted instructions is limited.

- Its **fatigue tolerance** is 2.
- Its **hit points** and **damage resistance** are equal to the standard value for your Constitution + your level (see Table 3.5: Hit Points and Damage Resistance, page 33).
- Each of its **defenses** is equal to 5 + half your level.
- Its **accuracy** is equal to half your level + half your Perception.
- Its **power** with its attacks is 0.
- It has no **attunement points**.
- The damage dealt by its natural weapons increases by +1d for each rank in this archetype beyond 1.
- It does not make **vital rolls**, but it automatically drops unconscious if it gains a **vital wound**. If it gains three vital wounds, it dies.
- It automatically shares the benefits of all of your **magic bonuses** to hit points, damage resistance, and power.

Rank 2 – Pack Tactics

Any **enemy** that is adjacent to both you and your animal companion takes a -1 penalty to **accuracy** against creatures other than you.

Rank 3 – Beast Affinity

You gain a +3 bonus to the Creature Handling skill.

Rank 3 – Power of Beasts

You and your *animal companion* gain a +1d damage bonus with all weapons.

Rank 4 – Animal Companion+ (Magical)

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

Rank 5 – Pack Tactics+

The penalty also applies to all defenses.

Rank 6 – Beast Affinity+

The Creature Handling bonus increases to +5.

Rank 6 – Power of Beasts+

The damage bonus increases to +2d.

Rank 7 – Animal Companion+ (Magical)

Your animal companion gains an additional attunement point. In addition, its bonuses to accuracy, defenses, and vital rolls increase to +2.

Boundary Warden

This archetype improves your ability to guard the boundaries between civilization and nature.

Rank 1 – Know Your Enemy

Whenever you take a **short rest**, you can choose a creature type: aberration, animal, animate, dragon, humanoid, magical beast, monstrous humanoid, planeforged, or undead. You gain a +1 bonus to **accuracy** against creatures of that type. This benefit lasts until you choose a different creature type with this ability.

Rank 2 – Experienced Guide

You and your **allies** who can see or hear you can ignore **difficult terrain** from inanimate natural sources, such as **heavy undergrowth**. In addition, any group you are part of can travel at full speed through difficult terrain during overland travel.

Rank 3 – Steadfast Warden

You gain a +2 bonus to your Fortitude defense.

Rank 3 – Warden’s Force

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

Rank 4 – Know Your Enemy+

The accuracy bonus increases to +2. In addition, you can choose two creature types instead of one.

Rank 5 – Experienced Guide+

You and your **allies** who can see or hear you can ignore **difficult terrain**.

Rank 6 – Steadfast Warden+

The defense bonus increases to +3.

Rank 6 – Warden’s Force+

The damage bonus increases to +2d.

Rank 7 – Know Your Enemy+

The accuracy bonus increases to +3. In addition, you can choose three creature types instead of two.

Huntmaster

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

Rank 1 – Quarry

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

Quarry	Attune, Subtle
--------	----------------

Choose a creature within Extreme (180 ft.) range. The target becomes your quarry. You and your **allies** within the same range are called your hunting party. Your hunting party gains a +1 bonus to **accuracy** against your quarry.

Rank 2 – Hunting Styles

You learn specific hunting styles to defeat particular quarries. Choose two hunting styles from the list below. You can also spend **insight points** to learn one additional *hunting style* per **insight point**. When you use your *quarry* ability, you may also use one of your *hunting styles*. Each *hunting style* ability lasts as long as the *quarry* ability you used it with.

Anchoring	Magical
-----------	---------

As long as your quarry is adjacent to any member of your hunting party, it cannot travel extradimensionally. This prevents all **teleportation** effects.

Rank 4: This effect instead applies if your quarry is within Medium (60 ft.) range of any member of your hunting party.

Rank 6: This effect instead applies if your quarry is within Distant (120 ft.) range of any member 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 Awareness penalty increases to -8.

Rank 6: The Awareness penalty increases to -12.

Cover Weaknesses

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

Rank 4: The defense bonus applies to all defenses.

Rank 6: The defense bonus increases to +2.

Decoy

If you are adjacent to your quarry, it takes a -2 accuracy penalty on attacks against members of your hunting party other than you.

Rank 4: The penalty increases to -3.

Rank 6: The penalty increases to -4.

Lifeseal

Magical

As long as your quarry is adjacent to any member of your hunting party, it cannot regain **hit points** or **damage resistance**.

Rank 4: This effect instead applies if the target is within Medium (60 ft.) range of any member of your hunting party.

Rank 6: This effect instead applies if your quarry is within Distant (120 ft.) range of any member of your hunting party.

Martial Suppression

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

Rank 4: The penalty increases to -2.

Rank 6: The penalty increases to -3.

Mystic Suppression

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

Rank 4: The penalty increases to -2.

Rank 6: The penalty increases to -3.

Solo Hunter

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

Rank 4: The accuracy bonus from your *quarry* ability increases to +2.

Rank 6: The defense bonus increases to +2.

Swarm Hunter

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

Rank 4: As a **free action**, you can declare one creature you see to be your quarry in addition to any existing creatures.

Rank 6: You can add any number of creatures as a free action instead of only one.

Wolfpack

While your quarry is adjacent to at least three members of your hunting party, those adjacent members gain an additional +1 accuracy bonus against it.

Rank 4: This effect instead applies if your quarry is adjacent to at least two members of your hunting party.

Rank 6: This effect instead applies if your quarry is adjacent to any member of your hunting party.

Rank 3 – Hunter’s Prowess

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

Rank 3 – Tracker

You gain a +3 bonus to the Survival skill. In addition, you gain a +10 bonus to follow tracks left by your quarry.

Rank 4 – Quarry+

This ability now has the **Sustain** (attuneable, free) tag instead of the **Attune** tag (see Sustained Abilities, page 49).

Rank 5 – Flexible Hunting Style

You can change which *hunting style* you have active as a **minor action**.

Rank 6 – Hunter’s Prowess+

The damage bonus increases to +2d.

Rank 6 – Tracker+

The Survival bonus increases to +6. In addition, the bonus to follow tracks from your quarry increases to +20.

Rank 7 – Quarry+

The accuracy bonus increases to +2.

Scout

This archetype improves your senses and overall scouting ability.

Rank 1 – Keen Vision

You reduce your **longshot penalty** by 1. You gain **low-light vision**, allowing you to see in **shadowy illumination** (see Low-light Vision, page 381). In addition, you gain **darkvision** with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page 380). If you already have that ability, you increase its range by 60 feet.

Rank 2 – Perceive Weakness

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

Rank 3 – Blindsight

Your perceptions are so finely honed that you can sense your enemies without seeing them. You gain **blindsight** with a 120 foot range, allowing you to sense your surroundings without light (see Blindsight, page 380). If you already have the blindsense ability, you increase its range by 120 feet. In addition, you gain **blindsight** with a 30 foot range, allowing you to see without light (see Blindsight, page 380). If you already have the blindsight ability, you increase its range by 30 feet.

Rank 4 – Skirmisher

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

Rank 5 – Perceive Weakness+

The accuracy bonus increases to +2.

Rank 6 – Keen Vision+

The longshot penalty reduction increases to 2. In addition, the range of your darkvision increases by 120 feet. Your darkvision is also not disabled in **bright illumination** or when you become **dazzled** (*20% miss chance, no special vision*).

Rank 7 – Blindsight+

The range of your blindsense increases by 240 feet. In addition, the range of your blindsight increases by 60 feet.

Wilderness Warrior

This archetype grants you abilities to use in combat and improves your physical skills.

Rank 1 – Wild Maneuvers

You can channel your connection to the wilderness into dangerous attacks. You gain access to one of the following **combat styles**: *flurry of blows*, *mobile assault*, or *penetrating precision*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 228). You may spend **insight points** to gain access to one additional combat style per insight point. You can only learn wild **maneuvers** from wild combat styles that you have access to.

You learn two rank 1 wild **maneuvers**. You may spend **insight points** to learn one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of a higher rank.

Advancement: Some wild maneuvers also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 2 – Wild Force

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

Rank 3 – Wild Maneuvers+

You learn an additional wild maneuver. In addition, you gain access to rank 3 wild maneuvers.

Rank 4 – Enhanced Maneuvers

You gain the ability to customize your weaker wild maneuvers. For each rank 1 wild maneuver you know, choose one enhancement from the list below and apply it to that maneuver.

Whenever you increase your rank in this archetype, you can change your enhancements. However, you must still apply them to rank 1 wild maneuvers.

Distant Maneuver: The range of your chosen maneuver doubles. You can only apply this enhancement to maneuvers that have a listed range limit.

Mobile Maneuver: You can move up to 5 feet before or after using your chosen maneuver. You cannot apply this enhancement to maneuvers that already allow you to move using one of your movement modes.

Powerful Maneuver: You gain a +2 bonus to your **power** with your chosen maneuver. This bonus increases to +3 at rank 4, and to +4 at rank 6.

Precise Maneuver: You gain a +1 accuracy bonus with your chosen maneuver.

Widened Maneuver: The area affected by your chosen maneuver doubles. You can only apply this enhancement to maneuvers that affect an area.

Rank 5 – Wild Force+

The damage bonus increases to +2d.

Rank 5 – Wild Maneuvers+

You gain access to rank 5 wild maneuvers.

Rank 6 – Enhanced Maneuvers+

You can also choose an enhancement for each of your rank 3 and rank 5 wild maneuvers. In addition, you double the effect of enhancements you apply to your rank 1 wild maneuvers.

Rank 7 – Wild Maneuvers+

You learn an additional wild maneuver. In addition, you gain access to rank 7 wild maneuvers.

Rogue



Rogues are exceptionally skillful characters known for their ability to strike at their foe's weak points in combat. It is dangerous to make any assumptions about rogues. They can be acrobatic fighters, charismatic tricksters, inspiring musicians, stealthy assassins, or all of the above. All rogues share a fundamental flexibility, preferring to use the right tools for the situation rather than solving all of their problems in the same way.

A rogue's power fundamentally comes from experience, but it is seldom the rigorous, structured training that a fighter or monk might undertake. More often, rogues develop their talents by following their instincts and seeing what works and what doesn't. They may have a natural gift for persuasion that they develop into a fine edge through years of charismatic conversations. The back alleys of cities are a natural training ground, where education comes in the form of evading or receiving punishments for misdeeds.

While most of a rogue's skills are intuitively understandable and mundane, bardic music is an odd exception. There is an underlying structure to the universe that some scholars call the Universal Harmony. Exceptionally talented performances can hit tones that resonate with the Universal Harmony, which amplifies the effects of the performance beyond mundane limits. This is always a simple amplification, taking effects that would be a natural result of the music and multiplying their effects. A humorous musical piece can become outrageously funny, and an ominous piece can become utterly terrifying, but the full complexity of true spellcasting cannot be replicated in this way.

Some rogues discover the effects of the Universal Harmony for themselves. There also exist bardic colleges that are dedicated to the study and replication of effects amplified in this way, and rogues may attend these colleges to deepen their skills. Officially,

bardic colleges train their attendees in musical theory and practical performance. Unofficially, many bardic colleges have recognized that many of their students have a variety of less reputable talents. These colleges may have night classes that train rogues in other skills, including effective deception and even assassination. They maintain a level of plausible deniability, but would-be rogues can often discover the truth and complete their training there.

Alignment: Any.

Archetypes: Rogues have the Assassin, Bardic Music, Combat Trickster, Jack of All Trades, and Suave Scoundrel archetypes.

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +3 Fortitude, +7 Reflex, +5 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $4 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $3 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Seven **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

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

Armor Proficiencies

You are proficient with light armor.

Class Skills

You have the following **class skills**:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Flexibility, Perform, Ride, Sleight of Hand, Stealth.
- *Intelligence*: Craft, Deduction, Devices, Disguise, Knowledge (dungeoneering, engineering, items, local), Linguistics.
- *Perception*: Awareness, Deception, Persuasion, Social Insight.
- *Other*: Intimidate.

Table 6.9: Rogue Progression

Rank (Level)	Power	Assassin	Bardic Music	Combat Trickster	Jack of All Trades	Suave Scoundrel
1 (1)	+2	Sneak attack	Bardic lore, bardic performances	Trick maneuvers	Dabbler	Confound
2 (4)	+3	Evasion	Musical tolerance	Tricky force	Skill exemplar	Trick magic device
3 (7)	+4	Assassin's finesse, darkstalker	Bardic training, martial performance	Trick maneuvers+	Versatile power	Exploit distraction
4 (10)	+6	Hide in plain sight	Virtuoso	Enhanced maneuvers	Dabbler+	Deceptive force, what's that over there
5 (13)	+8	Assassination, darkstalker+	Bardic performances+, musical tolerance+	Trick maneuvers+, tricky force+	Skill exemplar+	Trick magic device+
6 (16)	+12	Assassin's finesse+, evasion+	Bardic lore+, martial performance+	Enhanced maneuvers+	Versatile power+	Exploit distraction+
7 (19)	+16	Darkstalker+	Virtuoso+	Trick maneuvers+	Skill exemplar+	Deceptive force+, nothing is real

Assassin

This archetype improves your agility, stealth, and combat prowess against unaware targets.

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 any weapon with the **Stealthy weapon tag** against a creature within Short (30 ft.) range.

If the target is **unaware** (-6 Armor and Ref) or **partially unaware** (50% miss chance, -2 Armor and Ref) of your attack, or if the target is adjacent to one of your **allies**, you gain two benefits. First, you gain a +2 damage bonus with the strike. Second, if you get a **critical hit**, you double all of your damage bonuses along with your damage dice. You do not gain these benefits against creatures that you are unable to score a **critical hit** against, such as excessively large creatures or oozes.

Rank 3: The damage bonus increases to +4.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Rank 2 – Evasion

You take half damage from abilities that affect an area and attack your Armor or Reflex defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area.

Rank 3 – Assassin's Finesse

You gain a +1d bonus to your damage with **light weapons** and any weapon with the **Stealthy weapon tag**.

Rank 3 – Darkstalker

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

Darkstalker

Attune

You become completely undetectable by your choice of one of the following sense groups:

- **Blindsight** and **blindsight**
- **Darkvision**
- **Detection** abilities
- **Lifesense** and **lifesight**
- **Scent**
- **Scrying** abilities
- **Tremorsense** and **tremorsight**

If you have access to any other more unusual senses, such as the *blood sense* ability from the Executioner feat, you may also choose one of those senses as a separate sense group.

Rank 4 – Hide in Plain Sight

You can use the *hide* ability without moving in a way that causes observers to lose sight of you. This does not remove the bonus that observers receive if you have no cover or concealment at all. After you hide in this way, you **briefly** cannot do so again.

Rank 5 – Assassination

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

Assassination

You study a creature within Medium (60 ft.) range, finding weak points you can take advantage of. As a **brief** effect, whenever you make a melee **strikes** against the target that it is **unaware** (-6 Armor and Ref), the strike deals maximum damage and automatically **explodes** regardless of what you roll.

Rank 5 – Darkstalker+

You can attune to this ability multiple times. Each time, you can choose a different sense group.

Rank 6 – Assassin’s Finesse+

The damage bonus increases to +2d.

Rank 6 – Evasion+

This ability also protects you from area attacks against your Fortitude and Mental defenses.

Rank 7 – Darkstalker+

When you use this ability, you become undetectable by any number of the possible sense groups rather than only one.

Bardic Music

This archetype grants you the ability to inspire your allies and impair your foes with musical performances.

Rank 1 – Bardic Lore

You gain all Knowledge skills as **class skills**. In addition, you gain a bonus equal to your rank in this archetype to Knowledge skills that you are **untrained** with.

Rank 1 – Bardic Performances (Magical)

You learn two *bardic performances* from the list below. You can also spend **insight points** to learn one additional bardic performance per **insight point**. You can use any bardic performance you know as a **standard action** unless it specifies that it requires a different type of action to activate.

All *bardic performances* have the **Auditory** tag. When you use a *bardic performance* ability, you begin a performance using one of your Perform skills. You must use either an instrumental performance or a vocal performance, and not a visual performance. If you use a vocal performance, the bardic performance gains the **Speech** tag, preventing it from affecting creatures that do not speak the language you perform in. If you are **trained** with a Perform skill capable of making an auditory performance, you gain a +1 bonus to **accuracy** with any *bardic performance* ability using that perform skill.

The names of bardic performances do not have to precisely match your actual performance. For example, you can use the *palliative poem* ability with a gentle song using Perform (wind instruments) or a distracting joke using Perform (comedy) instead of a poem.

Many bardic performances require you to sustain the performance as a **minor action**. If the targets stop being able to see or hear you, depending on the nature of your performance, the effect ends for them as if you had stopped sustaining the performance. However, targets do not stop being affected by your performance simply by travelling beyond the initial range of the bardic performance ability. Using a bardic performance ability with an immediate effect does not interfere with your ability to sustain other bardic performance abilities.

Ballad of Belligerence **Auditory, Emotion, Sustain** (minor)

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: For the duration of your performance, the target is unable to take any **standard actions** that do not cause it to make an attack. For example, it could make a **strike** or cast an offensive spell, but it could not heal itself or summon a creature.

You gain a +2 bonus to **accuracy** with the attack for each rank beyond 1.

Boastful Bravura	Auditory	Cleansing Counterpoint	Auditory, Sustain (minor)
This ability affects all enemies within a Large (60 ft.) radius from you. You briefly gain a +4 bonus to accuracy with <i>bardic performance</i> abilities against each target.		Choose yourself or one ally within Medium (60 ft.) range. The target chooses one of its brief effects or conditions . For the duration of your performance, the target ignores that effect.	
Rank 3: The bonus increases to +5. Rank 5: The bonus increases to +6. Rank 7: The bonus increases to +7.		Rank 3: You can target an additional ally within range. Rank 5: This ability loses the Sustain (minor) tag. Instead, the chosen effect is removed entirely. Rank 7: Each target can remove two effects instead of one.	
Cacaphony	Auditory	Dazzling Discordance	Auditory
Make an attack vs. Fortitude against all enemies in a Tiny (5 ft.) radius from you.		Make an attack vs. Mental against all enemies within a Medium (30 ft.) radius from you.	
Hit: Each target takes 1d6 + half power bludgeoning damage.		Hit: Each target is briefly dazzled (20% miss chance, no special vision).	
Rank 2: The damage increases to 1d8, and the area increases to a Small (15 ft.) radius. Rank 3: The damage increases to 1d10, and the area increases to a Medium (30 ft.) radius. Rank 4: The damage increases to 2d6. Rank 5: The damage increases to 2d8, and the area increases to a Large (60 ft.) radius. Rank 6: The damage increases to 2d10. Rank 7: The damage increases to 4d6, and the area increases to a Huge (90 ft.) radius.		Critical hit: The effect becomes a condition .	
Cadenza of Courage	Auditory, Emotion, Sustain (minor)	Dirge of Doom	Auditory, Emotion
Usage time: One minor action .		Make an attack vs. Mental against anything within Medium (60 ft.) range.	
Choose one ally within Medium (60 ft.) range. For the duration of your performance, the target gains a +1 bonus to accuracy .		Hit: The target takes psychic damage equal to 1d8 plus your power .	
Rank 3: The target also gains a +2 bonus to its Mental defense. Rank 5: The accuracy bonus increases to +2. Rank 7: The bonus to Mental defense increases to +4.		You gain a +1 accuracy bonus and a +1d damage bonus with the attack for each rank beyond 1.	
Cantata of Caution	Auditory, Emotion, Sustain (minor)	Dizzying Ditty	Auditory, Compulsion, Sustain (minor)
Usage time: One minor action .		Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
Choose one ally within Medium (60 ft.) range. For the duration of your performance, the target gains a +1 bonus to its Armor and Reflex defenses.		Hit: For the duration of your performance, the target is dazed (-1 defenses). Critical hit: For the duration of your performance, the target is stunned (-2 defenses).	
Rank 3: The bonus applies to all defenses. Rank 5: The bonus to Armor and Reflex defenses increases to +2. Rank 7: The bonus to Fortitude and Mental defenses also increases to +2.		You gain a +2 bonus to accuracy with the attack for each rank beyond 1.	

Frightening Fugue	Auditory, Emotion, Sustain (minor)	Partita of Provocation	Auditory, Emotion
Make an attack vs. Mental against one creature within Short (30 ft.) range.		Make an attack vs. Mental against all enemies within a Small (15 ft.) radius from you.	
Hit: The target takes 1d6 + half power bludgeoning damage. If it loses hit points from this damage, it is frightened (-2 Mental, -2 accuracy vs. source) by you for the duration of your performance.		Hit: Each target is briefly goaded (-2 accuracy vs. non-goading creatures) by you.	
You gain a +1 accuracy bonus and a +1d damage bonus with the attack for each rank beyond 1.		Critical hit: The effect becomes a condition .	
Hypnotic Hymn	Auditory, Emotion, Sustain (minor)	Serenade of Serenity	Auditory, Emotion, Sustain (minor)
Make an attack vs. Mental against one creature within Medium (60 ft.) range. You take a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round.		Usage time: One minor action .	Usage time: One minor action .
Hit: For the duration of your performance, the target is charmed (friendly with charmer) by you. This ability does not have the Subtle tag, so an observant target may notice it is being influenced.		For the duration of your performance, you and all allies within a Large (60 ft.) radius from you gain a +4 bonus to their defenses against Compulsion and Emotion attacks.	
You gain a +2 bonus to accuracy with the attack for each rank beyond 1.		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.	
Intonation of Ingenuity	Auditory, Emotion, Sustain (minor)	Rank 5: The area increases to a Huge (90 ft.) radius.	
Usage time: One minor action .		Rank 7: Each target is immune to Compulsion and Emotion attacks.	
Choose yourself or one ally within Medium (60 ft.) range. For the duration of your performance, the target gains a +2 bonus to checks .			
Rank 3: The bonus increases to +3.			
Rank 5: The bonus increases to +4.			
Rank 7: The bonus increases to +5.			
Palliative Poem	Auditory, Swift	Stutterstep Staccato	Auditory
Choose one living ally within Medium (60 ft.) range. The target regains 1d6 + power damage resistance and increases its fatigue level by one. In addition, it briefly gains a +2 bonus to its Mental defense.		Make an attack vs. Fortitude against one creature within a Short (30 ft.) range of you.	
Rank 2: The recovery increases to 1d8.		Hit: The target is briefly slowed (half speed, -2 Armor and Ref).	
Rank 3: The recovery increases to 2d6.		Critical hit: The target is slowed (half speed, -2 Armor and Ref) as a condition .	
Rank 4: The recovery increases to 2d8.		You gain a +2 bonus to accuracy with the attack for each rank beyond 1.	
Rank 5: The recovery increases to 4d6.			
Rank 6: The recovery increases to 4d8.			
Rank 7: The recovery increases to 5d10.			
Vigorous Verse		Vigorous Verse	Auditory
Usage time: One minor action .		Usage time: One minor action .	
Choose one ally within Medium (60 ft.) range. For the duration of your performance, the target gains a +4 bonus to its maximum hit points . In addition, it immediately gains that many hit points. When this effect ends, the target loses hit points equal to the hit points it gained this way.			
Rank 3: The bonus increases to +8.			
Rank 5: The bonus increases to +16.			
Rank 7: The bonus increases to +32.			

Rank 2 – Musical ToleranceYou are **impervious** to **Auditory** attacks.**Rank 3 – Bardic Training**You gain an additional **trained** skill (see Trained Skills, page 147).

Rank 3 – Martial Performance

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

Rank 4 – Virtuoso (Magical)

Once per round, you can **sustain** two bardic performances as a single **minor action**.

Rank 5 – Bardic Performances+ (Magical)

You learn an additional bardic performance.

Rank 5 – Musical Tolerance+

You are **immune** to **Auditory** attacks.

Rank 6 – Bardic Lore+ (Magical)

You gain a +2 bonus to all Knowledge skills.

Rank 6 – Martial Performance+

The damage bonus increases to +2d.

Rank 7 – Virtuoso+ (Magical)

You can sustain up to three bardic performances in this way instead of only two.

Combat Trickster

This archetype grants you abilities to use in combat and improves your combat prowess.

Rank 1 – Trick Maneuvers

You can confuse and confound your foes in combat. You gain access to one of the following **combat styles**: *dirty fighting*, *ebb and flow*, or *mobile assault*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 228). You may spend **insight points** to gain access to one additional combat style per insight point. You can only learn trick **maneuvers** from trick combat styles that you have access to.

You learn two rank 1 trick **maneuvers**. You may spend **insight points** to learn one additional maneuver per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

When you gain access to a new **rank** in this archetype, you can exchange any number of maneuvers you know for other maneuvers, including maneuvers of a higher rank.

Advancement: Some trick maneuvers also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 2 – Tricky Force

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

Rank 3 – Trick Maneuvers+

You learn an additional trick maneuver. In addition, you gain access to rank 3 trick maneuvers.

Rank 4 – Enhanced Maneuvers

You gain the ability to customize your weaker trick maneuvers. For each rank 1 trick maneuver you know, choose one **enhancement** from the list below and apply it to that maneuver.

Whenever you increase your rank in this archetype, you can change your enhancements. However, you must still apply them to rank 1 trick maneuvers.

Debilitating Maneuver: You gain a +2 accuracy bonus with your chosen maneuver. However, your **power** with the maneuver is treated as 0. You can only apply this enhancement to maneuvers which can inflict a **condition**.

Finishing Maneuver: You gain a +2 accuracy bonus with your chosen maneuver against creatures who are at less than their maximum **hit points**. You can only apply this enhancement to maneuvers which cause you to make a melee **strike**.

Mobile Maneuver: You can move up to 5 feet before or after using your chosen maneuver. You cannot apply this enhancement to maneuvers that already allow you to move using one of your movement modes.

Powerful Maneuver: You gain a +2 bonus to your **power** with your chosen maneuver. This bonus increases to +3 at rank 4, and to +4 at rank 6.

Precise Maneuver: You gain a +1 accuracy bonus with your chosen maneuver.

Rank 5 – Trick Maneuvers+

You gain access to rank 5 trick maneuvers.

Rank 5 – Tricky Force+

The damage bonus increases to +2d.

Rank 6 – Enhanced Maneuvers+

You can also choose an enhancement for each of your rank 3 and rank 5 trick maneuvers. In addition, you double the effect of enhancements you apply to your rank 1 trick maneuvers.

Rank 7 – Trick Maneuvers+

You learn an additional trick maneuver. In addition, you gain access to rank 7 trick maneuvers.

Jack of All Trades

This archetype improves your skills and versatility.

Rank 1 – Dabbler

You gain two additional **insight points**. In addition, you can spend insight points to gain one additional **trained skill** per insight point.

Rank 2 – Skill Exemplar

You gain a +1 bonus to all skills. In addition, using the **desperate exertion** ability to affect a skill check only increases your **fatigue level** by one point.

Rank 3 – Versatile Power

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

Rank 4 – Dabbler+

You gain an additional **insight point**.

Rank 5 – Skill Exemplar+

The skill bonus increases to +3.

Rank 6 – Versatile Power+

The power bonus increases to +6.

Rank 7 – Skill Exemplar+

The skill bonus increases to +5. In addition, once per **short rest** you can use the **desperate exertion** ability to affect a skill check without increasing your fatigue level.

Suave Scoundrel

This archetype improves your deceptiveness and helps you make use of that talent in combat.

Rank 1 – Confound

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

Confound	Compulsion
Make an attack vs. Mental against a creature within Short (30 ft.) range. Your accuracy is equal to your Deception skill. Hit: The target is dazed (-1 defenses) as a condition .	

Rank 3: You can target an additional creature within range.
Rank 5: The range increases to Medium (60 ft.).
Rank 7: The maximum number of targets increases to 5.

Rank 2 – Trick Magic Device (Magical)

You can use wands as if you were able to cast arcane spells. Your maximum spell rank is equal to your rank in this archetype. In addition, you gain an additional **attunement point**. You can only use this attunement point to **attune** to magic wands or apparel items.

Rank 3 – Exploit Distraction

You gain a +1 **accuracy** bonus against creatures affected by any **condition**.

Rank 4 – Deceptive Force

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

Rank 4 – What's That Over There

You can use the *what's that over there* ability as a standard action.

What's That Over There	Compulsion
Make a attack vs. Mental against a creature within Medium (60 ft.) range. Your accuracy is equal to your Deception skill. In addition, choose a location on stable ground within range. Hit: As a brief effect, the target is compelled to move to the location you chose if it can do so safely, and it cannot take any actions except to move to the location and look around at it. This effect automatically ends if the target takes any damage. After this effect ends, the target becomes immune to it until it takes a short rest .	

Rank 6: You can target an additional creature within range.

Rank 5 – Trick Magic Device+ (Magical)

You can use wands as if you were able to cast spells from all **magic sources**, not just arcane spells. In addition, you gain a +2 bonus to **accuracy** with abilities granted to you by magic items. This includes spells cast from wands, the special strike you can make with a *surestrike* weapon, and other similar abilities. However,

it does not include ordinary strikes or maneuvers that simply use a magic weapon.

Rank 6 – Exploit Distraction+

The accuracy bonus increases to +2.

Rank 7 – Deceptive Force+

The damage bonus increases to +2d.

Rank 7 – Nothing Is Real

You can use the *nothing is real* ability as a standard action.

Nothing Is Real	Compulsion
Make an attack vs. Mental against a creature within Short (30 ft.) range. Your accuracy is equal to your Deception skill. Hit: The target is briefly convinced that nothing is real. It is unable to take any actions and is unaware (-6 Armor and Ref) of all attacks against it. After this effect ends, the target becomes immune to it until it takes a short rest .	

Sorcerer



Sorcerers are arcane spellcasters who draw power from their inherently magical nature. They require no training or external sources to access their magical abilities. Many sorcerers intuitively used their magic to influence their surroundings long before they understood exactly what they were doing, or that they were tapping into powers others could not.

Of all classes, sorcerers are the most likely to be completely self-trained. Each sorcerer has a unique connection to their magical nature, and they often have idiosyncratic requirements or limitations. For example, a sorcerer may feel ravenously hungry after tapping into their powers, or they may need to spend time upside down each day to “recharge” their magic.

The gestures and incantations spoken by sorcerers are similarly diverse - if they require any spellcasting components at all. Some sorcerers channel their magic through martial arts and battle cries, and may be easily confused with barbarians or monks. Others believe their magic comes from external forces, such as nature spirits or strange entities that they imagine for themselves. Still others study magic extensively and imagine themselves to be wizards, but their conclusions are nonsensical and no one else can replicate their findings. The only certainty is that each sorcerer is unique.

The true cause of a sorcerer’s magic has more consistency than its expression. Sorcerers do not draw power from their life energy or any internal storage, like monks do. Instead, they steal power from the primal forces of the universe, as wizards do. Sorcerers are intrinsic conduits for that raw power, and they can deepen their connection with experience. A sorcerer’s nature is fundamentally their birthright, and it cannot be learned.

Of course, that doesn’t entirely explain why sorcerers are intrinsic conduits. No one knows exactly how to predict or explain

sorcerous potential. However, sorcerers are much more common in bloodlines that have immortal ancestors. Most commonly, this means draconic ancestry, and some sorcerers specifically tap into their draconic potential. However, celestial or infernal heritage is also not unheard of, and even stranger ancestry is possible. In addition, sorcerers seem to be more common in areas that have been affected by powerful magic.

Alignment: Any.

Archetypes: Sorcerers have the Arcane Magic, Arcane Spell Mastery, Draconic Magic, Innate Arcanist, and Wild Magic archetypes.

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +3 Fortitude, +5 Reflex, +7 Mental.

Resources

You have the following **resources**:

- Five **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $4 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $2 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Three **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are not proficient with any type of armor. Encumbrance from armor interferes with the gestures you make to cast spells, which can cause your spells with **somatic components** to fail (see Somatic Component Failure, page 50).

Class Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Knowledge (arcana, planes), Linguistics.
- *Perception*: Awareness, Deception, Persuasion.
- *Other*: Intimidate.

Table 6.10: Sorcerer Progression

Rank (Level)	Power	Arcane Magic	Arcane Spell Mastery	Draconic Magic	Innate Arcanist	Wild Magic
1 (1)	+2	Arcane spells, mage armor	Metamagic	Draconic bloodline, draconic spells	Arcane infusion, innate magic	Wildspell
2 (4)	+3	Arcane spells+	Desperate improvisation	Draconic hide	Spell absorption	Chaotic insight
3 (7)	+4	Mage armor+	Wellspring of power	Draconic scales	Implement freedom	Chaotic exertion
4 (10)	+6	Arcane spells+	Metamagic+	Draconic precision	Arcane infusion+	Wildspell+
5 (13)	+8		Attunement point	Energy immunity	Spell absorption+	Chaotic insight+
6 (16)	+12	Mage armor+	Wellspring of power+	Draconic hide+	Implement freedom+	Chaotic exertion+
7 (19)	+16	Arcane spells+	Metamagic+	Draconic precision+	Spell absorption+	Wildspell+

Arcane Magic

This archetype grants you the ability to cast arcane spells. All abilities from this archetype are **magical**.

Rank 1 – Arcane Spells

Your innate talents grant you the ability to use arcane magic. You gain access to one arcane **mystic sphere**, plus the *universal* mystic sphere (see Arcane Mystic Spheres, page 247). You may spend **insight points** to gain access to one additional arcane **mystic sphere** per two **insight points**. You can only learn arcane spells from arcane mystic spheres that you have access to.

You automatically learn all **cantrips** from each mystic sphere you have access to. In addition, you learn two rank 1 arcane **spells**. You can also spend **insight points** to learn one additional rank 1 spell per insight point.

Arcane spells require both **verbal components** and **somatic components** to cast (see Casting Components, page 50). Unless otherwise noted in a spell's description, casting any spell requires a **standard action**. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 50.

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.

Advancement: The maximum rank of arcane spells that you can learn is equal to your rank in this archetype. Arcane spells also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 1 – Mage Armor

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 your Armor defense and has no **encumbrance**. It also provides a bonus to **damage resistance** equal to twice your rank in this archetype.

You can also use a **free hand** to wield the barrier as a shield. This functions like a buckler, granting you a +1 bonus to your Armor defense, except that you do not need to be proficient with light armor. Since this bonus comes from a shield, it does not stack with the benefits of using any other shield.

This ability lasts until you use it again or until you **dismiss** it as a free action. In addition, it is automatically dismissed if you wear other body armor of any kind.

Rank 2 – Arcane Spells+

You learn an additional arcane spell.

Rank 3 – Mage Armor+

The damage resistance bonus increases to three times your rank in this archetype.

Rank 4 – Arcane Spells+

You learn an additional arcane spell.

Rank 6 – Mage Armor+

The damage resistance bonus increases to four times your rank in this archetype. In addition, the defense bonus from the body armor increases to +3.

Rank 7 – Arcane Spells+

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. All abilities from this archetype are **magical**.

Rank 1 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below. You can also spend **insight points** to learn one additional metamagic ability per insight point. You cannot choose the same spell with more than two metamagic abilities.

Distant Spell: Choose an arcane **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Precise Spell: Choose an arcane **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Powerful Spell: Choose an arcane **spell** you know. You gain a +2 bonus to your **power** with that spell. This bonus increases to +4 at rank 3, +8 at rank 5, and +16 at rank 7. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Widened Spell: Choose an arcane **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Desperate Improvisation

Whenever you use the **desperate exertion** ability to affect an attack roll from a spell you cast during the current phase, you can change which spell you cast before rerolling. The new spell must still make an attack. You can make different choices for how you resolve the new spell, such as choosing different targets. However, the new spell must still have all of the same choices about how it was cast, including the use of the *wildspell* ability. This does not cause you to reroll the wild magic roll.

When you use this ability to change your spell, you must take the result of the second roll, even if it is worse. The new spell takes its full effect as if you had cast it originally, and the original spell has no effect of any kind.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Metamagic+

You gain an additional metamagic ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Wellspring of Power+

The power bonus increases to +6.

Rank 7 – Metamagic+

You gain two additional metamagic abilities.

Draconic Magic

Not all sorcerers know the reason for their innate connection to magic. Some discover that they have draconic blood in their veins, and some of those sorcerers learn how to tap into their heritage. This archetype deepens your magical connection to your draconic ancestor and enhances your spellcasting. You must have the Arcane Magic archetype from the sorcerer class to gain the abilities from this archetype.

Rank 1 – Draconic Bloodline (Magical)

Choose a type of dragon from among the dragons on Table 6.11: Draconic Bloodline Types. You have the blood of that type of dragon in your veins. You are **impervious** to damage of the type dealt by that dragon's breath weapon.

Table 6.11: Draconic Bloodline Types

Dragon	Damage Type	Mystic Sphere
Black	Acid	Vivimancy
Blue	Electricity	Electromancy
Brass	Fire	Enchantment
Bronze	Electricity	Revelation
Copper	Acid	Terramancy
Gold	Fire	Photomancy
Green	Acid	Compulsion
Red	Fire	Pyromancy
Silver	Cold	Telekinesis
White	Cold	Cryomancy

Rank 1 – Draconic Spells (Magical)

If you already have access to your dragon's mystic sphere, you learn two spells from that sphere. Otherwise, you gain access to that mystic sphere, including all **cantrips** from that sphere.

Rank 2 – Draconic Hide (Magical)

You gain a bonus equal to three times your rank in this archetype to your **damage resistance**.

Rank 3 – Draconic Scales (Magical)

You gain a +1 bonus to your Armor defense.

Rank 4 – Draconic Precision (Magical)

You gain a +1 bonus to **accuracy** with any spell that either deals damage of your dragon's damage type or is from your dragon's **mystic sphere**.

Rank 5 – Energy Immunity (Magical)

You become immune to your dragon's damage type.

Rank 6 – Draconic Hide+ (Magical)

The damage resistance bonus increases to five times your rank in this archetype.

Rank 7 – Draconic Precision+ (Magical)

The accuracy bonus increases to +2.

Innate Arcanist

This archetype deepens your innate connection to arcane magic and improves your ability to defeat other spellcasters. You must have the Arcane Magic archetype from the sorcerer class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 1 – Arcane Infusion

You gain a **magic bonus** equal to twice your rank in this archetype to your **hit points** and **damage resistance**. Because this is a magic bonus, it does not stack with other magic bonuses (see Stacking Rules, page 53).

Rank 1 – Innate Magic

None of your arcane spells have **somatic components** or **verbal components**.

Rank 2 – Spell Absorption

Whenever another creature uses a spell to attack you, if that spell does not have the **Attune** tag, you can choose to absorb its energy. This does not reduce the spell's effect on you, but it grants you the ability to cast the spell. When you cast the spell, you use your own **accuracy**, **power**, and abilities to determine the effects of the spell.

Whenever you are attacked by a new spell, if you already have the ability to cast a spell with this ability, you choose whether to absorb the new spell or retain your currently absorbed spell. When you take a **long rest**, you lose the ability to cast any spells you have stored with this ability.

Rank 3 – Implement Freedom

You can gain the benefits of one magical implement, such as a staff or wand, without having to hold it in your hands. You must still have it on your person, such as in a pocket or strapped to your back, and you must still be attuned to it to gain its benefits. This ability only affects one implement at a time.

Rank 4 – Arcane Infusion+

The magic bonuses increase to three times your rank in this archetype.

Rank 5 – Spell Absorption+

You can retain up to two spells with this ability. In addition, whenever you absorb a spell, you gain a +2 **accuracy** bonus with that spell during the next round.

Rank 6 – Implement Freedom+

You can gain the benefits of an additional magical implement with this ability. In addition, you gain an additional **attunement point**. You can only use this attunement point to **attune** to magic implements.

Rank 7 – Spell Absorption+

You can absorb and retain any **magical** attack with this ability, not just spells. In addition, the accuracy bonus increases to +4.

Wild Magic

This archetype makes the magic you cast more chaotic, generally increasing its power at the cost of your control over your magic. You must have the Arcane Magic archetype from the sorcerer class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 1 – Wildspell

Whenever you cast a spell that does not have the **Attune** or **Sustain** tags, you may use this ability after making all other decisions for the spell (such as targets, intended area, and so on). When you do, you gain a +2 bonus to **power** with the spell. In addition, roll 1d10 and apply the corresponding wild magic effect from Table 6.12: 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 have no effect. The rolled wild magic effect always applies to the round that you cast the spell, even if the spell doesn't have its normal effect immediately.

Table 6.12: Wild Magic Effects

Roll	Effect
1	The spell fails with no effect
2	When you attack with the spell this round, you roll twice and take the lower result
3	When you attack with the spell this round, you are a target of the attack in addition to any other targets
4	The spell's area is halved this round
5	The spell's area is doubled this round
6	Each target that resists damage from the spell this round takes additional energy damage equal to your power with the spell
7	Each target that loses hit points from the spell this round takes additional energy damage equal to your power with the spell
8	When you deal damage with the spell this round, you roll twice for the spell and take the higher result
9	When you attack with the spell this round, you roll twice and take the higher result
10	During your next action, the spell takes effect again with the same choices for all decisions, such as targets

Rank 4 – Wildspell+

The power bonus increases to +5. In addition, if you use the *desperate exertion* ability on a spell affected by this ability, you can reroll the wild magic roll for that spell in addition to the normal effects of the *desperate exertion* ability. You do not gain any bonus to the wild magic reroll.

Rank 5 – Chaotic Insight+

You learn an additional spell with this ability.

Rank 6 – Chaotic Exertion+

Once per **short rest**, you can use the *desperate exertion* ability without increasing your **fatigue level**.

Rank 7 – Wildspell+

The power bonus increases to +10. In addition, you replace your normal wild magic effects with the effects from the Table 6.13: Epic Wild Magic Effects table.

Table 6.13: Epic Wild Magic Effects

Roll	Effect
1	The spell has its normal effect
2	All damage dealt by the spell is considered to be all damage types
3	When you deal damage with the spell this round, you roll twice for the spell and take the higher result
4	When you attack with the spell this round, you roll twice and take the higher result
5	Any conditions inflicted by the spell this round become a Curse instead of a condition, and are removed when the target takes a short rest
6	When the spell would cause a creature to lose hit points this round, that creature loses twice as many hit points
7	The spell's area is tripled this round
8	Each target that loses hit points from the spell this round is also briefly stunned (-2 defenses)
9	You gain a +4 bonus to accuracy with the spell this round, but you take the minimum possible result when the spell would deal damage
10	During each of your next two actions, the spell takes effect again with the same choices for all decisions, such as targets

Rank 2 – Chaotic Insight

You learn a spell that does not have the **Attune** or **Sustain** tags from any **mystic sphere**, even if you do not have access to that mystic sphere. The spell does not have to be from a mystic sphere on the arcane mystic sphere list. As normal, you can change which spell you learn with this ability as you gain access to new spell ranks.

Rank 3 – 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.

Warlock



Warlocks are pact spellcasters who draw their power from a sinister deal made with infernal creatures. Their soulkeeper grants them access to great magical power. However, they must content with the whispers of demonic influence throughout their life, and they risk losing their immortal soul.

Most people view warlocks with suspicion, if not outright hostility. Few warlocks are noble individuals who undertook their pact out of some self-sacrificing necessity. Instead, warlocks are often power-hungry individuals who willingly fall under demonic influence to serve their own ends. Even warlocks who start out with good intentions can be led astray over the years. It takes great wisdom and mental fortitude to resist the constant pressure of a soulkeeper's twisted advice.

Warlocks are typically self-taught, or more accurately, educated by their soulkeeper in the use of their powers. It is not uncommon for warlocks to search for warlock mentors so they can master their powers without completely trusting their soulkeeper. These relationships are typically based on contracts and expectations of future services from the apprentice once their training is complete, just like a soul pact. A certain level of mistrust is common, and apprentices sometimes successfully betray their mentors, just like they hope to escape their soulkeeper's clutches. To minimize the danger of these relationships, warlock mentors almost never take more than a single apprentice at a time.

Clerics and warlocks have a complicated relationship. From a certain perspective, they both gain power in exchange for their service to a powerful extraplanar entity. Warlocks often enjoy emphasizing the similarity, which can be a useful rhetorical tool to mitigate anti-warlock prejudice. For their part, clerics tend to strongly disagree with this analogy.

Rogues tend to get along better with warlocks than most classes do. Many rogues have a “do whatever works” attitude that helps them understand why warlocks would make a soul pact, even if they might not make the same pact themselves. In addition, rogues are generally flexible about their companions, and wouldn’t begrudge having a warlock in a group as long as the warlock doesn’t cause problems.

Alignment: Any.

Archetypes: Warlocks have the Blessings of the Abyss, Keeper of Forbidden Knowledge, Pact Magic, Pact Spell Mastery, and Soulkeeper’s Chosen archetypes.

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +5 Fortitude, +3 Reflex, +7 Mental.

Resources

You have the following **resources**:

- Four **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $4 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $1 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Three **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light armor.

Class Skills

You have the following **class skills**:

- *Dexterity*: Ride.
- *Intelligence*: Craft, Deduction, Disguise, Knowledge (arcana, planes, religion), Linguistics.
- *Perception*: Awareness, Deception, Persuasion, Social Insight.
- *Other*: Intimidate.

Special Class Abilities

Soul Pact

To become a warlock, you must make a pact with a creature capable of sharing its power with you. Such a creature must be 21st level, and must be a planeforged from a plane other than your own. You must make a sacrifice, the details of which are subject to negotiation, and offer a part of your immortal soul. In exchange, you gain the

Table 6.14: Warlock Progression

Rank (Level)	Power	Blessings of the Abyss	Keeper of Forbidden Knowledge	Pact Magic	Pact Spell Mastery	Soulkeeper's Chosen
1 (1)	+3	Abyssal rebuke	Eldritch secret, reader of hidden tomes	Armor tolerance, pact spells	Metamagic	Possession
2 (4)	+4	Abyssal magic, resist the dark call	Unnatural insight	Pact spells+	Desperate power	Empowering whispers
3 (7)	+5	Banish to the abyss	Lore of corrupting power	Armor tolerance+	Wellspring of power	Exchange soul fragment
4 (10)	+7	Hellfire	Eldritch secret+	Pact spells+	Metamagic+	Unwavering possession
5 (13)	+10	Abyssal magic+, resist the dark call+	Unnatural insight+		Attunement point	Exchange vitality
6 (16)	+14	Abyssal curse	Lore of corrupting power+	Armor tolerance+	Wellspring of power+	Empowering whispers+
7 (19)	+20	Hellfire+	Eldritch secret+	Pact spells+	Metamagic+	Soul fountain

powers of a warlock. The creature you make the pact with is called your soulkeeper. Almost all warlocks make pacts with demons, though other soulkeepers are possible.

Offering your soul to an entity in this way grants it the ability to communicate with you in limited ways. This communication typically manifests as unnatural emotional urges or whispered voices audible only to you. Many soulkeepers use this influence to tempt their warlocks into greater evils, though the skill and subtlety of this influence can vary drastically between different soulkeepers.

Your pact specifies how much of your soul is granted to your soulkeeper, and the circumstances of the transfer. The most common arrangement is for a soulkeeper to gain possession of your soul immediately after you die. It will keep the soul for one decade per year of your life that you spend as a warlock. During that time, it will not prevent you from being resurrected. At the end of that time, if your soul remains intact, your soul will pass on to its intended afterlife. However, other arrangements are possible, and each warlock's pact can be unique.

The longer you spend in an afterlife that is not your own, the more likely you are to lose your sense of self and become subsumed by the plane you are on. Only a soul of extraordinary strength can maintain its integrity after decades or centuries in any plane. Of course, soulkeepers generally try to accelerate this process as much as possible with various forms of torture. Many warlocks seek power zealously while mortal to gain the mental fortitude necessary to keep their soul intact after death.

Whispers of the Lost (Magical)

You hear the voices of souls that inhabit your soulkeeper's plane, linked to you through your soulkeeper. Choose one of the following types of whispers that you hear.

Mentoring Whispers: You hear the voice of a dead warlock whose soul is bound to the same soulkeeper as yours.

Spiteful Whispers: You hear the voices of cruel souls who berate you for your flaws and mistakes.

Sycophantic Whispers: You hear the voices of adoring souls who praise your talents and everything you do.

Warning Whispers: You hear the voices of paranoid and fearful souls warning you of danger, both real and imagined.

Whispers of the Mighty: Your soulkeeper forges the connection to your soul into a boon granted to any soul in the Abyss strong enough to claim it in battle. You hear the voice of whatever soul currently possesses the boon, which may change suddenly and unexpectedly.

Blessings of the Abyss

You can only choose this archetype if your soulkeeper is a demon. This archetype enhances your connection to the Abyss and allows you to channel its sinister power more directly. All abilities from this archetype are **magical**.

Rank 1 – Abyssal Rebuke

You can use the *abyssal rebuke* ability as a standard action.

Abyssal Rebuke

Make an attack vs. Armor against one creature or object within Medium (60 ft.) range. You gain a +2 accuracy bonus to this attack against any creature that damaged you during the previous round.

Hit: The target takes 1d8 + **power** fire damage.

Rank 2: The damage increases to 1d10.

Rank 3: The damage increases to 2d8.

Rank 4: The damage increases to 2d10.

Rank 5: The damage increases to 4d8.

Rank 6: The damage increases to 4d10.

Rank 7: The damage increases to 6d10.

Rank 2 – Abyssal Magic

If you have access to pact magic, choose one of the following **mystic spheres**: *astromancy*, *enchantment*, *pyromancy*, or *summoning*. You gain access to that mystic sphere.

Rank 2 – Resist the Dark Call

If you do not have access to pact magic, you gain a +2 bonus to your Mental defense and a +1 bonus to your **fatigue tolerance**.

Rank 3 – Banish to the Abyss

You can use the *banish to the abyss* ability as a standard action.

Banish to the Abyss

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d10 + half **power** fire damage. If it loses **hit points** from this damage, it is briefly teleported into the Abyss. At the end of the next round, it teleports back to its original location, or into the closest open space if that location is occupied. After it returns, it becomes immune to being teleported in this way until it takes a **short rest**.

You gain a +1 accuracy bonus and a +1d damage bonus for each rank beyond 3.

Rank 4 – Hellfire

You gain a +3 bonus to your **power**. In addition, whenever you use an ability that deals fire damage, you can change the type of

the damage to be energy damage in place of fire damage. Any other aspects of the ability, including damage types other than fire, remain unchanged.

Rank 5 – Abyssal Magic+

If you have access to pact magic, you learn an additional pact spell.

Rank 5 – Resist the Dark Call+

If you do not have access to pact magic, the Mental defense bonus increases to +3, and the fatigue tolerance bonus increases to +2.

Rank 6 – Abyssal Curse

You can use the *abyssal curse* ability as a standard action.

Abyssal Curse

Curse

Make an attack vs. Fortitude against one creature or object within Medium (60 ft.) range.

Hit: The target is **stunned** (-2 defenses) until it takes a **short rest**.

Critical hit: The effect lasts until this curse is removed.

You gain a +2 bonus to **accuracy** with the attack for each rank beyond 6.

Rank 7 – Hellfire+

The power bonus increases to +9. In addition, whenever you use an ability that deals fire damage, you can change that ability to deal damage of all types. Any other aspects of the ability remain unchanged.

Keeper of Forbidden Knowledge

This archetype grants you access to dangerous secrets revealed to you by your soulkeeper. All abilities from this archetype are **magical**.

Rank 1 – Eldritch Secret

You learn one secret of your choice from the following list. Each secret grants great power at a cost.

Secret of Bloodforging: While you are not wearing other body armor, your blood flows to the surface of your skin, manifesting a carapace of armor around you. This functions like body armor that provides a +4 bonus to your Armor defense and has no **encumbrance**. It also provides a bonus equal to three times your rank in this archetype to your **damage resistance**. However, the **recover** ability no longer causes you to recover hit points (see Recover, page 64).

Secret of Bloodsharing: Once per round, when you deal damage to a creature that causes it to lose **hit points**, you regain **hit points** equal to $1d3 + \text{half your power}$. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase. You cannot regain more hit points in this way than the target lost from your attack. This healing increases by +1d for each rank beyond 1. However, whenever you take damage, half of that damage is applied to your **hit points** directly, ignoring your resistances.

Secret of Soul cursing: Whenever you would inflict a **condition** on a creature that is not already under the effects of a Curse, that effect becomes a Curse on it instead of a condition. It is removed when the creature takes a **short rest**. However, whenever you would gain a **condition** that you are not **immune** to, that effect becomes a **Curse** on you instead of a condition. If you were already affected by a Curse from this ability, the old Curse becomes a condition instead. Whenever you take a **short rest**, you remove any Curse affecting you as a result of this ability.

Rank 1 – Reader of Hidden Tomes

You treat all Knowledge skills as class skills for you.

Rank 2 – Unnatural Insight

You gain up to two additional **insight points**. For each insight point you gain in this way, you take a -1 penalty to all skills other than Knowledge skills. For each insight point you choose not to gain in this way, you gain a +1 bonus to all Knowledge skills.

Rank 3 – Lore of Corrupting Power

You gain a +3 bonus to **power**. However, you take a -2 penalty to Mental defense.

Rank 4 – Eldritch Secret+

The effect of your chosen secret improves.

Secret of Bloodforging: The bonus to damage resistance from the armor increases to five times your rank in this archetype.

Secret of Bloodsharing: You may add your full power to the amount you heal instead of half your power.

Secret of Soul cursing: You can convert conditions into Curse effects against creatures that already have a single Curse effect active on them.

Rank 5 – Unnatural Insight+

The maximum number of insight points you can gain with this ability increases to four.

Rank 6 – Lore of Corrupting Power+

The power bonus increases to +9.

Rank 7 – Eldritch Secret+

Your understanding of your chosen secret reaches its full potential.

Secret of Bloodforging: The bonus to damage resistance from the armor increases to seven times your rank in this archetype. In addition, the defense bonus increases to +5.

Secret of Bloodsharing: You can trigger the healing effect twice per round. Each individual creature can only provide you with once instance of healing per round, even if you hit it twice.

Secret of Soul cursing: You can convert conditions into Curse effects with this ability regardless of the number of Curse effects active on the target.

Pact Magic

This archetype grants you the ability to cast pact spells. All abilities from this archetype are **magical**.

Rank 1 – Armor Tolerance

You reduce your **encumbrance** by 2 when determining your **somatic component failure**.

Rank 1 – Pact Spells

Your soulkeeper grants you the ability to use pact magic. You gain access to one pact **mystic sphere**, plus the *universal* mystic sphere (see Pact Mystic Spheres, page 247). You may spend **insight points** to gain access to one additional pact **mystic sphere** per two **insight points**. You can only learn pact spells from pact mystic spheres that you have access to.

You automatically learn all **cantrips** from each mystic sphere you have access to. In addition, you learn two rank 1 pact **spells**. You can also spend **insight points** to learn one additional rank 1 spell per insight point.

Pact spells require both **verbal components** and **somatic components** to cast (see Casting Components, page 50). Unless otherwise noted in a spell's description, casting any spell requires a **standard action**. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 50.

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.

Advancement: The maximum rank of pact spells that you can learn is equal to your rank in this archetype. Pact spells also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 2 – Pact Spells+

You learn an additional pact spell.

Rank 3 – Armor Tolerance+

The encumbrance reduction increases to 3.

Rank 4 – Pact Spells+

You learn an additional pact spell.

Rank 6 – Armor Tolerance+

The encumbrance reduction increases to 4.

Rank 7 – Pact Spells+

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. All abilities from this archetype are **magical**.

Rank 1 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below. You can also spend **insight points** to learn one additional metamagic ability per insight point. You cannot choose the same spell with more than two metamagic abilities.

Distant Spell: Choose a pact **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Precise Spell: Choose a pact **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Powerful Spell: Choose a pact **spell** you know. You gain a +2 bonus to your **power** with that spell. This bonus increases to +4 at rank 3, +8 at rank 5, and +16 at rank 7. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rituals: You gain the ability to perform pact rituals to create unique magical effects (see Rituals, page 51). The maximum **rank** of pact ritual you can learn or perform is equal to the maximum **rank** of pact spell that you can cast. In addition, you automatically learn one free pact ritual of each rank you have access to, including new ranks as you gain access to them. You cannot choose this ability multiple times.

Widened Spell: Choose a pact **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Desperate Power

Whenever you use the *desperate exertion* ability to affect a **magical attack**, you double your **power** with that attack.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Metamagic+

You gain an additional metamagic ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Wellspring of Power+

The power bonus increases to +6.

Rank 7 – Metamagic+

You gain two additional metamagic abilities.

Soulkeeper's Chosen

This archetype enhances your connection to your soulkeeper, granting you abilities relating to your pact. All abilities from this archetype are **magical**.

Rank 1 – Possession

You can use the *possession* ability as a **free action** to allow your soulkeeper a greater influence over your actions.

Possession	Sustain (free), Swift
<p>You gain the following benefits and drawbacks:</p> <ul style="list-style-type: none"> • You gain a +2 bonus to your power. • You gain a +4 bonus to your fatigue tolerance. If you would be unconscious due to fatigue without this bonus, your soulkeeper directly controls all of your actions. Your soulkeeper's objectives may differ from your own, but except in very unusual circumstances, your soulkeeper is invested in continuing your life and ensuring your victory in difficult circumstances. • You take a -2 penalty to Fortitude and Mental defenses. • You are unable to take standard actions that do not cause you to make magical attacks. • At the end of each round, if you did not make a magical attack during that round, this ability ends. • When this ability ends for any reason, you briefly cannot use it again. 	<p>Rank 3: The power bonus increases to +4. Rank 5: The power bonus increases to +8. Rank 7: The power bonus increases to +16.</p>

Rank 2 – Empowering Whispers

You gain an ability based on the type of whispers you hear with your *whispers of the lost* ability.

Mentoring Whispers: You gain an additional **insight point** (see Trained Skills, page 147).

Spiteful Whispers: Whenever you miss a creature with an attack, you **briefly** gain a +1 bonus to **accuracy** against that creature. As normal, this bonus does not stack with itself, even if you miss the same creature multiple times.

Sycophantic Whispers: You gain a +2 bonus to your Mental defense.

Warning Whispers: You gain a +2 bonus to your Reflex defense.

Whispers of the Mighty: You gain a +2 bonus to your Fortitude defense.

Rank 3 – Exchange Soul Fragment

Your connection to your soulkeeper deepens, allowing you to send a fragment of your soul through the link in exchange for aid. You can use the *exchange soul fragment* ability as a standard action.

Exchange Soul Fragment**Swift**

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

You regain $2d6 + \text{power}$ **damage resistance**. In addition, you may remove a **condition** affecting you.

Rank 4: The healing increases to $2d8$.

Rank 5: The healing increases to $4d6$.

Rank 6: The healing increases to $4d8$.

Rank 7: The healing increases to $5d10$.

Wizard**Rank 4 – Unwavering Possession**

You are immune to being **dazed** (-1 defenses), **stunned** (-2 defenses), and **confused** (-2 defenses, randomly attack or defend) during your *possession* ability.

Rank 5 – Exchange Vitality

Your connection to your soulkeeper deepens, allowing you to send a larger fragment of your soul through the link fragment in exchange for greater aid. You can use the *exchange vitality* ability as a standard action.

Exchange Vitality

When you use this ability, you increase your **fatigue level** by three.

Remove one of your **vital wounds**.

Rank 6 – Empowering Whispers+

The effect of the whispers you hear improves.

Mentoring Whispers: You gain an additional **insight point**.

Spiteful Whispers: The bonus from your *empowering whispers* ability increases to $+2$.

Sycophantic Whispers: You are immune to all **Emotion** attacks.

Warning Whispers: You are never **unaware** (-6 Armor and Ref) or **partially unaware** (50% miss chance, -2 Armor and Ref).

Whispers of the Mighty: You gain a $+1$ bonus to **vital rolls**.

Rank 7 – Soul Fountain

You reduce the fatigue you gain from using your *exchange soul conduit* and *exchange vitality* abilities by one.

Wizards are arcane spellcasters who study magic to unlock its powerful secrets. They have spent years studying the primal forces that define the universe. Their extensive research has revealed complicated ways in which those forces can be accessed and manipulated by mere mortals.

Wizards are almost never completely self-taught. The primal forces of the universe do not give up their power easily, and the methods used to access that power are unintuitive. Most wizards learn at arcane colleges or through direct mentorship by older, wiser wizards. Even wizard prodigies who learn alone have some access to the research performed by wizards over the centuries, generally in the form of massive books.

There are two fundamental principles of arcane magic that are shared by all wizards. The first principle is the creation of links between planes. A wizard can expend a small amount of energy to open an extremely small, extremely short-lived interdimensional gate that leads to a source of power. The destination for this gate depends on the **mystic sphere** the wizard are manipulating. As a simple example, *pyromancy* spells generally require gates to the Plane of Fire. Other spheres can be more complex. For example, *revelation* spells generally require gates that lead to prescient entities or extraplanar sites with powerful ambient magic.

The second principle is the manipulation of raw power accessed through these gates. Wizards learn how to create complex magical bindings that can store power and release it in highly specific ways. This allows them to create long-lasting effects that were fueled by extremely brief flashes of power.

Sorcerers are an endless fascination and source of frustration to wizards. While wizards must spend years or decades perfecting their art, sorcerers are able to easily and intuitively replicate the

same techniques for accessing and binding magical energy. This often makes younger wizards jealous. Wizards have spent centuries trying to understand how to mimic the shortcuts that sorcerers use, with little success. However, sorcerers lack the ability to perform complex arcane rituals that do not allow any simple shortcuts. Many older wizards regard this as a crippling weakness.

Alignment: Any.

Archetypes: Wizards have the Arcane Magic, Arcane Spell Mastery, Alchemist, Arcane Scholar, and School Specialist archetypes.

Basic Class Abilities

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

Defenses

You gain the following bonuses to your **defenses**: +3 Fortitude, +5 Reflex, +7 Mental.

Resources

You have the following **resources**:

- Five **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $2 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $3 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Five **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are not proficient with any type of armor. Encumbrance from armor interferes with the gestures you make to cast spells, which can cause your spells with **somatic components** to fail (see Somatic Component Failure, page 50).

Class Skills

You have the following **class skills**:

- *Intelligence*: Craft, Deduction, Knowledge (all kinds, taken individually), Linguistics.
- *Perception*: Awareness, Deception, Persuasion.
- *Other*: Intimidate.

Arcane Magic

This archetype grants you the ability to cast arcane spells. All abilities from this archetype are **magical**.

Rank 1 – Arcane Spells

Your extensive studies grant you the ability to use arcane magic. You gain access to one arcane **mystic sphere**, plus the **universal** mystic sphere (see Arcane Mystic Spheres, page 247). You may spend **insight points** to gain access to one additional arcane **mystic sphere** per two **insight points**. You can only learn arcane spells from arcane mystic spheres that you have access to.

You automatically learn all **cantrips** from each mystic sphere you have access to. In addition, you learn two rank 1 arcane **spells**. You can also spend **insight points** to learn one additional rank 1 spell per insight point.

Arcane spells require both **verbal components** and **somatic components** to cast (see Casting Components, page 50). Unless otherwise noted in a spell's description, casting any spell requires a **standard action**. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 50.

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.

Advancement: The maximum rank of arcane spells that you can learn is equal to your rank in this archetype. Arcane spells also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 1 – Mage Armor

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 your Armor defense and has no **encumbrance**. It also provides a bonus to **damage resistance** equal to twice your rank in this archetype.

You can also use a **free hand** to wield the barrier as a shield. This functions like a buckler, granting you a +1 bonus to your Armor defense, except that you do not need to be proficient with light armor. Since this bonus comes from a shield, it does not stack with the benefits of using any other shield.

This ability lasts until you use it again or until you **dismiss** it as a free action. In addition, it is automatically dismissed if you wear other body armor of any kind.

Rank 2 – Arcane Spells+

You learn an additional arcane spell.

Rank 3 – Mage Armor+

The damage resistance bonus increases to three times your rank in this archetype.

Table 6.15: Wizard Progression

Rank (Level)	Power	Arcane Magic	Arcane Spell Mastery	Alchemist	Arcane Scholar	School Specialist
1 (1)	+2	Arcane spells, mage armor	Metamagic	Alchemical power, portable workshop	Ritualist, spell knowledge	School specialization
2 (4)	+3	Arcane spells+	Intricate spell	Alchemical discovery	Scholastic insight	School knowledge
3 (7)	+4	Mage armor+	Wellspring of power	Alchemical infusion, alchemical tolerance	Contingency	School attunement
4 (10)	+6	Arcane spells+	Metamagic+	Alchemical discovery+	Scholastic insight+	School specialization+
5 (13)	+8		Attunement point	Experienced quaffing, portable workshop+	Ritual leader	School knowledge+
6 (16)	+12	Mage armor+	Wellspring of power+	Alchemical discovery+	Scholastic insight+	School resilience
7 (19)	+16	Arcane spells+	Metamagic+	Alchemical infusion+, alchemical tolerance+	Contingency+	School specialization+

Rank 4 – Arcane Spells+

You learn an additional arcane spell.

Rank 6 – Mage Armor+

The damage resistance bonus increases to four times your rank in this archetype. In addition, the defense bonus from the body armor increases to +3.

Rank 7 – Arcane Spells+

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 wizard class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 1 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below. You can also spend **insight points** to learn one additional metamagic ability per insight point. You cannot choose the same spell with more than two metamagic abilities.

Distant Spell: Choose an arcane **spell** you know with a standard **range**: Short, Medium, Long, Distant, or Extreme. You increase that spell's range to the next standard range category, to a maximum of Extreme range. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Mystic Sphere: You gain access to an additional arcane **mystic sphere**, including all **cantrips** from that sphere. You cannot choose this ability multiple times.

Precise Spell: Choose an arcane **spell** you know. You gain a +1 bonus to **accuracy** with that spell. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rituals: You gain the ability to perform arcane rituals to create unique magical effects (see Rituals, page 51). The maximum **rank** of arcane ritual you can learn or perform is equal to the maximum **rank** of arcane spell that you can cast. In addition, you automatically learn one free arcane ritual of each rank you have access to, including new ranks as you gain access to them. You cannot choose this ability multiple times.

Widened Spell: Choose an arcane **spell** you know with a standard **area**: Small, Medium, Large, Huge, or Gargantuan. You increase that spell's area to the next standard area category, to a

maximum of a Gargantuan area. You can choose this ability multiple times, choosing a different spell each time. Whenever you learn a new spell, you may change which of your spells this ability affects.

Rank 2 – Intricate Spell

Whenever you cast a spell, you can use this ability to make the spell's incantations more nuanced and complex. If you do, you gain a +1 accuracy bonus with the spell. However, you take a -2 penalty to your Armor and Reflex defenses this round. This defense penalty is **Swift**.

Rank 3 – Wellspring of Power

You gain a +2 bonus to your **power**.

Rank 4 – Metamagic+

You gain an additional metamagic ability.

Rank 5 – Attunement Point

You gain an additional **attunement point**.

Rank 6 – Wellspring of Power+

The power bonus increases to +6.

Rank 7 – Metamagic+

You gain two additional metamagic abilities.

Alchemist

This archetype improves your ability to use alchemy to create unusual concoctions to aid your allies and harm your foes.

Rank 1 – Alchemical Power (Magical)

You can add half your **power** to the damage or healing caused by any alchemical items you use.

Rank 1 – Portable Workshop (Magical)

You carry materials necessary to refine low-grade alchemical items wherever you are. Where you lack material components, you fill in with some of your own magic, allowing you to create items more easily. The items are just as effective when used as items created normally. However, they are less durable, since they are partially sustained by your magic. Items created with this ability deteriorate and become useless after 24 hours or after you finish a long rest, whichever comes first.

You can use this ability to create alchemical items with a rank up to your rank in this archetype (see Item Ranks, page 164). Creating an item in this way functions in the same way as crafting alchemical items normally, with the following changes. First, you do not require any raw materials. Second, you can create up to three items with this ability with 5 minutes of work. Third, you can only maintain the existence of three items with this ability at once. If you try to create a fourth item, you must stop maintaining the existence of another item created. You can do this as a **free action** regardless of distance. This removes any lingering effects from the removed item, such as the protective qualities of an *antitoxin elixir*.

Rank 2 – Alchemical Discovery (Magical)

You learn how to create alchemical items more effectively. You gain your choice of one of the following benefits. Each benefit can only be chosen once.

Aerodynamic Construction: You double the range of thrown alchemical items you create. This does not affect alchemical items that are not designed to be thrown.

Complex Construction: You can use your portable workshop ability to create items with a rank up to one higher than your rank in this archetype.

Efficient Crafting: When you craft an alchemical item without using your *portable workshop* ability, you treat it as if it was one rank lower than its actual rank for the purpose of determining its material requirements.

Explosive Construction: The area affected by any alchemical item you create is doubled.

Potent Construction: Whenever you create an alchemical item that deals damage or regains hit points, you double the item's flat modifier to damage or healing. For example, a firebomb would deal $1d10+4$ damage instead of $1d10+2$ damage. This modifier applies before you calculate any other damage modifiers, such as the power bonus from your *alchemical power* ability.

Repetitive Construction: Whenever you use your *portable workshop* ability, you can create two copies of the same alchemical

item. This only counts as one item for the purpose of determining the number of items you can maintain with that ability.

Rank 3 – Alchemical Infusion (Magical)

Whenever you use an alchemical item, you gain a +1d bonus to any damage or healing caused by the item for each rank by which your rank in this archetype exceeds the item's rank.

Rank 3 – Alchemical Tolerance (Magical)

You gain a +1 bonus to your Fortitude defense. In addition, you are immune to poisons.

Rank 4 – Alchemical Discovery+ (Magical)

You gain an additional *alchemical discovery* ability.

Rank 5 – Experienced Quaffing

You can drink up to two doses of potions, elixirs, and other drinkable alchemical items as part of the same standard action.

Rank 5 – Portable Workshop+ (Magical)

The number of items you can simultaneously create and maintain with this ability increases to be equal to your rank in this archetype.

Rank 6 – Alchemical Discovery+ (Magical)

You gain an additional *alchemical discovery* ability.

Rank 7 – Alchemical Infusion+ (Magical)

You gain a +1d bonus to the damage or healing caused by alchemical items you use.

Rank 7 – Alchemical Tolerance+ (Magical)

The defense bonus increases to +2. In addition, you are immune to acid damage.

Arcane Scholar

This archetype deepens your study of arcane magic. You have the Arcane Magic archetype from the wizard class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 1 – Ritualist

You gain the ability to perform arcane rituals to create unique magical effects (see Rituals, page 51). The maximum **rank** of arcane ritual you can learn or perform is equal to the maximum rank of arcane spell that you can cast. In addition, you automatically learn one free arcane ritual of each rank you have access to, including new ranks as you gain access to them.

Rank 1 – Spell Knowledge

You learn an additional spell from any arcane **mystic sphere** that you have access to.

Rank 2 – Scholastic Insight

You gain one of the following insights. Some insights can be chosen multiple times, as indicated in their descriptions.

Esoteric Spell Knowledge: You learn a single spell from any arcane **mystic sphere**. You do not need to have access to that mystic sphere. This does not grant you access to that mystic sphere for any other purposes. Whenever you gain access to a new mystic sphere or spell rank, you may choose a different spell with this ability.

You can choose this insight multiple times, learning an additional spell each time.

Expanded Sphere Access: You gain access to a new **mystic sphere**.

You cannot choose this insight multiple times.

Memorized Sphere: Choose a **mystic sphere** you have access to. You can perform rituals from that **mystic sphere** without having them written in your ritual book.

You can choose this insight multiple times, choosing a different **mystic sphere** each time.

Sphere Specialization: Choose a **mystic sphere** you have access to. You gain a **power** bonus equal to your rank in this archetype and a +1 **accuracy** bonus with abilities from that **mystic sphere**. In exchange, you must lose access to another **mystic sphere** you have. You must exchange all spells you know from that **mystic sphere** with spells from other **mystic spheres** you have access to.

You cannot choose this insight multiple times.

Rank 3 – Contingency

You gain the ability to prepare a spell so it takes effect automatically if specific circumstances arise. Preparing a spell with this ability takes 5 minutes. When the preparation is complete, the spell has no immediate effect. Instead, it automatically takes effect when some specific circumstances arise. During the time required to cast the spell, you specify what circumstances cause the spell to take effect.

The spell can be set to trigger in response to any circumstances that a typical human observing you and your situation could detect. For example, you could specify “when I fall at least 50 feet” or

“when I take a **vital wound**”, but not “when there is an invisible creature within 50 feet of me” or “when I have only one **hit point** remaining.” The more specific the required circumstances, the better – vague requirements, such as “when I am in danger”, may cause the spell to trigger unexpectedly or fail to trigger at all. If you attempt to specify multiple separate triggering conditions, such as “when I take damage or when an enemy is adjacent to me”, the spell will randomly ignore all but one of the conditions.

If the spell needs to be targeted, the trigger condition can specify a simple rule for identifying how to target the spell, such as “the closest enemy”. If the rule is poorly worded or imprecise, the spell may target incorrectly or fail to activate at all. Any spells which require decisions, such as the *dimension door* spell, must have those decisions made at the time it is cast. You cannot alter those decisions when the contingency takes effect.

You can have only one spell with this ability active at a time. If you use this ability again with a different spell, the old contingency is removed.

Rank 4 – Scholastic Insight+

You gain an additional scholastic insight.

Rank 5 – Ritual Leader

Whenever you lead a ritual, it requires half the normal number of **fatigue levels** and half the normal time to complete, to a minimum of zero fatigue levels.

Rank 6 – Scholastic Insight+

You gain an additional scholastic insight.

Rank 7 – Contingency+

You may have two separate contingencies active at the same time. Each contingency may have separate triggering conditions. Only one contingency can trigger each round. If multiple contingencies would activate simultaneously, choose one to activate randomly.

School Specialist

This archetype improves your ability to cast spells from a particular school of magic while sacrificing some versatility. You have the Arcane Magic archetype from the wizard class to gain the abilities from this archetype. All abilities from this archetype are **magical**.

Rank 1 – School Specialization

The arcane mystic spheres can be divided into six traditional schools of magic. Choose one of the following schools of magic. You are a specialist in your chosen school. You cannot gain access to any arcane mystic spheres outside of your specialized school, and you cannot learn spells or rituals from those spheres by any means. In exchange, you gain an additional **insight point**, and you gain a benefit based on your specialized school.

Abjuration: The *telekinesis* and *thaumaturgy* mystic spheres. If you specialize in this school, you gain a bonus equal to three times your rank in this archetype to your **damage resistance**. In addition, you gain a +1 bonus to your Armor defense.

Conjuration: The *astromancy*, *fabrication*, and *summoning* mystic spheres. If you specialize in this school, you gain a +30 foot bonus to the **range** of arcane spells you cast.

Evocation: The *cryomancy*, *electromancy*, and *pyromancy* mystic spheres. If you specialize in this school, you gain a +2 bonus to your **power**.

Illusion: The *enchantment*, *photomancy*, and *umbramancy* mystic spheres. If you specialize in this school, you gain a +1 bonus to your **accuracy**.

Transmutation: The *chronomancy*, *polymorph*, and *terramancy* mystic spheres. If you specialize in this school, you gain a +2 bonus to your Fortitude, Reflex, or Mental defense. You can change which defense this bonus applies to as a **minor action**.

Necromancy: The *revelation* and *vivimancy* mystic spheres. If you specialize in this school, you gain a bonus equal to three times your rank in this archetype to your maximum **hit points**. In addition, you gain a +1 bonus to your Fortitude defense.

Rank 2 – School Knowledge

You learn an additional arcane spell from your chosen school.

Rank 3 – School Attunement

You gain an additional **attunement point**. You can only use this attunement point to **attune** to a spell from your chosen school.

Rank 4 – School Specialization+

Your understanding of your chosen school improves.

Abjuration: The bonus to damage resistance increases to four times your rank in this archetype.

Conjuration: The range improvement increases to +60 feet.

Evocation: The power bonus increases to +5.

Illusion: You gain **low-light vision**, allowing you to see in **shadowy illumination** (see Low-light Vision, page 381). In addition, you gain **darkvision** with a 60 foot range, allowing you to

see in complete darkness (see Darkvision, page 380). If you already have that ability, you increase its range by 60 feet.

Transmutation: The defense bonus increases to +3.

Necromancy: The hit point bonus increases to four times your rank in this archetype. In addition, the Fortitude bonus increases to +2.

Rank 5 – School Knowledge+

You learn an additional arcane spell from your chosen school.

Rank 6 – School Resilience

You gain a defensive ability based on your chosen school.

Abjuration: You are immune to **push** and **knockback** effects. In addition, your spells cannot be **suppressed** or **dismissed** by **magical** effects other than your own.

Conjuration: You passively flicker into the Astral Plane, causing all **targeted** attacks against you to have a 10% **failure chance**.

Evocation: You are **impervious** to cold damage, electricity damage, and fire damage.

Illusion: You are immune to being **dazzled** (*20% miss chance, no special vision*) and **blinded** (*50% miss chance, -2 Armor and Ref*).

Transmutation: You are immune to being **slowed** (*half speed, -2 Armor and Ref*) and **immobilized** (*-4 Ref, cannot use movement speeds*).

Necromancy: You are **impervious** to attacks from creatures with less than half of their maximum hit points remaining and undead creatures.

Rank 7 – School Specialization+

Your understanding of your chosen school reaches its full potential.

Abjuration: The bonus to damage resistance increases to five times your rank in this archetype. In addition, the Armor bonus increases to +2.

Conjuration: The range improvement increases to +90 feet.

Evocation: The power bonus increases to +12.

Illusion: The accuracy bonus increases to +2.

Transmutation: The defense bonus increases to +4. In addition, you can change which defense the bonus applies to as a **free action**.

Necromancy: The hit point bonus increases to five times your rank in this archetype. In addition, the Fortitude bonus increases to +3.

Chapter 7

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.

As a reminder, the GM should feel especially free to improvise or expand on the rules governing skills. Unlike maneuvers or spells, skills have a broad and ambiguous purview. If it feels relevant to the skill, it's generally fine to allow a check to make a player's action succeed, especially for fun-sounding improvisations.

Skill Overview

This section describes how you use skills. For details about how you become trained with particular skills, see Trained Skills, page 147.

Trained Skills

You are **trained** in certain skills. Your **class** gives you a certain number of trained skills from among the **class skills** for that class. The class skills for each class are summarized in Table 7.1: Class Skills, page 148.

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

Skill Modifiers

If you are **untrained** in a skill, your bonus with that skill is equal to its associated attribute (if any). If you are **trained** in a skill, your bonus with that skill is equal to $3 + \text{half your level} + \text{its associated attribute}$ (if any). Many abilities can increase or decrease your bonus with particular skills.

Tasks

Each skill contains a brief description of how the skill is usually used. This description is followed by a series of specific ways in which the skills can be used. 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.

Awareness (Per)

The Awareness skill represents your ability to observe things which you might otherwise fail to notice. It can be used to observe hidden creatures and traps, as well as to identify fleeting or subtle sensations.

The Awareness skill governs the result regardless of the specific sense or senses used. It is most commonly used with sight and hearing, though other senses can be used, such as smell or touch. Whenever you make an Awareness check, you roll only once, and most creatures have the same Awareness modifier with all of their senses. However, the **difficulty value** of the check, and the information granted by success, can be very different between senses. For example, it is impossible to see through walls or without light, but that does not make hearing impossible.

Common Awareness Tasks

Identify Disguise: If you succeed at an opposed Awareness vs. Disguise check, you can determine whether a creature or object is disguised.

Identify Forgery: If you succeed at an opposed Awareness vs. Craft check, you can determine whether an object is a forgery.

Notice Hidden Creature: If you succeed at an opposed Awareness vs. Stealth check, you can notice a hidden creature (see Hide, page ??). Success with a sight-based Awareness check means you can see the creature perfectly. Success with any other sense just means you know its exact location, and are still **partially unaware** (50% miss chance, -2 Armor and Ref) of it.

Notice Hidden Object: If you succeed at an opposed Awareness vs. Craft or Devices check, you can notice hidden objects such as traps and secret doors.

Notice Magic Trap: If you succeed at an Awareness check, you can notice hidden magical effects such as traps. The **difficulty value** to is equal to $15 + \text{twice the rank}$ of the ability.

Notice Sleight of Hand: If you succeed at an opposed Awareness vs. Sleight of Hand check, you can notice a creature's attempt to use the Sleight of Hand skill.

Notice Subtle Effect: If you succeed at an Awareness check, you can notice the general effects of a **Subtle** ability affecting you. The **difficulty value** to notice the effect when it is first applied to you is $15 + \text{twice the rank}$ of the ability. In addition, you can make

Table 7.1: Class Skills

Skill	Bbn	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	War	Wiz	Key Ability
Climb	C	—	C	C	C	—	C	C	—	—	—	Str
Jump	C	—	C	C	C	—	C	C	—	—	—	Str
Swim	C	—	C	C	C	—	C	C	—	—	—	Str
Balance	C	—	C	C	C	—	C	C	—	—	—	Dex
Flexibility	C	—	—	C	C	—	—	C	—	—	—	Dex
Perform	—	—	—	—	C	—	—	C	—	—	—	Dex
Ride	C	—	—	C	—	C	—	—	—	C	—	Dex
Sleight of Hand	—	—	—	—	—	—	—	C	—	—	—	Dex
Stealth	—	—	—	—	C	—	C	C	—	—	—	Dex
Endurance	C	—	C	C	C	C	C	—	—	—	—	Con
Craft	C	C	C	C	C	C	C	C	C	C	C	Int
Deduction	—	C	C	—	C	C	C	C	C	C	C	Int
Devices	—	—	—	—	—	—	—	C	—	—	—	Int
Disguise	—	—	—	—	—	—	—	C	—	—	—	Int
Knowledge	—	C	—	—	C	—	—	—	C	C	C	Int
Linguistics	—	C	—	—	—	—	—	C	C	C	C	Int
Medicine	C	C	C	—	C	C	C	—	—	—	—	Int
Awareness	C	C	C	C	C	C	C	C	C	C	C	Per
Creature Handling	C	—	C	—	C	C	C	—	—	—	—	Per
Deception	C	C	C	C	C	C	C	C	C	C	C	Per
Persuasion	C	C	C	C	C	C	C	C	C	C	C	Per
Social Insight	—	C	—	—	C	C	—	C	—	C	—	Per
Survival	C	—	C	—	C	—	C	—	—	—	—	Per
Intimidate	C	C	C	C	C	C	C	C	C	C	C	Varies ¹
Profession	C	C	C	C	C	C	C	C	C	C	C	Varies ¹

C: class skill.

1. Any attribute could apply depending on how the skill is used.

another check when the ability ends to notice that you feel normal again.

Common Awareness Modifiers

While sleeping, you take a -10 penalty to the Awareness skill. You gain a +20 bonus to notice the presence of creatures and events that directly touch or damage you, such as a creature shoving you or making a **strike** against you.

There are three common circumstances that can make Awareness checks more difficult: obstructions, distance, and similar background sensations. Minor obstructions, short distances, and slightly similar backgrounds increase the **difficulty value** by 2. Significant obstructions, long distances, and very similar backgrounds increase the DV by 5 or more. If a sensation is difficult to detect for multiple reasons, the difficulty modifiers stack.

The **difficulty value** of non-opposed checks changes depending on the size of the sensation. The difficulty value increases by 5 for each size category larger than Medium, and decreases by 5 for each size category smaller than Medium. Multiple sensations of the same type can also be treated as a single larger sensation, which makes them easier to detect. Non-visual sensations may not have a literal size category to rely on, so the GM can decide how this modifier applies.

Balance (Dex)

The Balance skill represents your ability to maintain your balance and poise on unsteady surfaces. The base **difficulty value** to balance on a normal surface is 0. Generally, creatures only have to roll Balance checks if the surface is unsteady for some reason.

Common Balance Tasks

Agile Charge: You can make a **difficulty value** 15 Balance check while using the **charge** ability to change directions while charging (see Charge, page 63). Success means you can make a single turn of up to 90 degrees during the movement.

Maintain Balance: If you take physical damage while on an unsteady surface, you must make a Balance **reactive check** based on the surface. Failure means that you fall **prone** (*half speed, -2 Armor and Ref*). You only need to make this check once per round, even if you take damage from more than one source.

Rapid Stand: You make a **difficulty value** 15 Balance check as a **free action** to stand up from a prone position. Success means you stand up.

Walk While Balancing: When you move using your **land speed** on an unsteady surface, you must make an Balance check based on the surface. If you choose to move at half speed,

you gain a +5 bonus to the check. Success means you move along the surface.

Common Balance Modifiers

There are four common circumstances that make Balance checks more difficult: slippery, mobile, narrow, and uneven surfaces. Slightly impaired surfaces increase the **difficulty value** by 2. Significantly impaired surfaces increase the DV by 5 or more. If a surface is impaired for multiple reasons, the difficulty modifiers stack.

Climb (Str)

The Climb skill represents your ability to climb obstacles. A creature that is climbing without a **climb speed** takes a -4 penalty to its **accuracy** and Armor and Reflex defenses.

Common Climb Tasks

Creature Climb: As a standard action, you can make a Climb vs. Reflex attack against a creature adjacent to you. This requires one **free hand**, and the target must be two or more size categories larger than you. On a hit, you latch onto the target and can climb on it as if it was a surface with a **difficulty value** equal to its Reflex defense. This can allow you to use **Size-Based** abilities against the creature as if you were one size category larger than normal. The creature takes a -4 penalty to **accuracy** with **strikes** against you.

Grab Surface: You can make a Climb check as part of movement to grab a surface that you are passing by. The **difficulty value** is 10 higher than normal for the surface if you were moving for reasons out of your control (such as if you are falling). Success means you grab onto the wall and interrupt your movement. This does not prevent you from taking **falling damage** appropriate for the distance you fell.

Maintain Hold: Whenever you take damage while climbing on a surface, suddenly acquire significantly more weight (such as by catching a falling character), or otherwise are significantly distracted, you must make a Climb check based on the surface. Failure means you fall off of the surface, and are **prone** (*half speed, -2 Armor and Ref*) when you land.

Move: You can make a Climb check as a **movement** while you are touching a solid surface. This requires two **free hands**, or one free hand if you take a -5 penalty. The **difficulty value** is based on the surface. Success means that you move along the surface, up to a maximum distance equal to the vertical size of your space (see Size Categories, page 45). Critical success means the maximum distance you can move is doubled.

Wallrun: You can make a Climb check as part of your movement while you are touching a solid surface. The **difficulty value** is 10 higher than normal for the surface. Success means you can move using your **land speed** along the wall during the current phase. You move at half speed while going up. Failure means you fall. For every phase in which you use this ability on the same wall without reaching a stable stopping point, the DV increases by 5.

Climb Speed

Some creatures have a listed climb speed. A creature with a passive climb speed must still make a Climb check to climb on surfaces. However, the distance it can move if it succeeds on the Climb check is equal to its listed climb speed, regardless of its size or whether it gets a critical success.

Craft (Int)

The Craft skills represent your ability to construct objects from raw materials. Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with a separate degree of training. Common Craft skills are listed below, with additional description for some skills.

- Alchemy (Alchemist's fire, tanglefoot bags, potions)
- Bone
- Ceramics (Glass, pottery)
- Jewelry (gemcutting, amulets, rings)
- Leather
- Manuscripts (Books, official documents, scrolls)
- Metal
- Poison
- Stone
- Textiles (Cloth, fabric)
- Traps
- Wood

A Craft skill is specifically focused on physical objects. If nothing can be created by an endeavor, it probably falls under the heading of a Profession skill. Complex structures, such as buildings or siege engines, may require Knowledge (engineering) in addition to an appropriate Craft skill.

Common Craft Tasks

Create Item: You can make a Craft check to create an item. For details, see Crafting Items, page ??.

Create Forgery: You can make a Craft check to create a false or defective version of an item. This functions like creating the item normally, except that you treat the item's **rank** as being one lower than it actually is (to a minimum of 0). Forgeries which have a function, such as a weapon, are always defective in some way which makes them unsuitable for sustained usage. However, a forgery may function once or twice to pass cursory inspection.

Identify Forgery: If you succeed at an opposed Craft vs. Craft check, you can determine whether an object is a forgery.

Identify Item: You can make a Craft check to identify any unusual properties or functions of a magic item or esoteric mundane item. The **difficulty value** is equal to $5 + \text{twice the item's rank}$. Items that are particularly common in a particular setting may be easier to identify, which can reduce the **difficulty value** by 2 or more. Success means that you know the item's general purpose, and how to activate its functions, including any magical effects. You also know the item's rank, which lets you estimate its value.

Repair Item: You can make a Craft check to repair a broken item. This functions like creating the item normally, except that you treat the item's **rank** as being two lower than it actually is (to a minimum of 0).

Crafting Items

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. Failure means you failed to make progress, but can try again without penalty.

Each item takes a certain amount of working time to craft, as shown on Table 7.2: Craft Requirements, page 150. In addition, each item requires the expenditure of raw materials with a value equal to an item one rank lower than the item you are trying to craft (minimum rank 0). Note that raw materials for some items, particularly alchemical items, may be hard to come by in less civilized areas.

You can attempt to craft items from inferior or ad-hoc materials. The materials do not have to be well-suited to the item'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. Generally, using ill-suited materials increases the **difficulty value** of the Craft check by at least 5, and it may negatively impact the item's function or longevity.

In order to craft an item, you must make a Craft check against the item's Craft **difficulty value**, as shown on Table 7.2: Craft Requirements. If you succeed, you make progress on the item based on how long you spend crafting. For every 5 points by which you beat the Craft check, you accomplish twice as much work in the same amount of time. Once your total effective working time exceeds the time required to craft the item, you have finished the item.

All item creation requires artisan's tools to give the best chance of success. If improvised tools are used, the check may be made with a penalty of -5 or greater, or it may be impossible, 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.

The time and difficulty involved in crafting an item depends on the item's rank, as defined in Table 7.2: Craft Requirements.

Table 7.2: Craft Requirements

Item	Subskill	DV	Crafting Time ¹
Alchemical item	Alchemy	$5 + \text{twice rank}$	Eight hours
Body armor	Varies	$10 + \text{twice rank}$	One month per rank ²
Exotic weapon	Varies	$10 + \text{twice rank}$	24 hours per rank
Shield or non-exotic weapon	Varies	$5 + \text{twice rank}$	24 hours per rank
Poison	Poison	$5 + \text{twice rank}$	Eight hours
Other item	Varies	$5 + \text{twice rank}$	24 hours per rank

1. For the purpose of crafting times, treat rank 0 items as having a rank of 1/2. 2. Assuming eight-hour working days for each day of the month.

Creature Handling (Per)

The Creature Handling skill represents your ability to influence non-sapient creatures. With it, you can convince them to do what you want or train them to follow commands. This skill has no effect on creatures with an Intelligence of -5 or higher.

Common Creature Handling Tasks

Command **Auditory, Compulsion, Sustain** (standard)
Make a Creature Handling vs. Mental attack against a creature within Medium (60 ft.) range. In addition, choose and state an action that the creature could take.

Hit: The target is unable to take any actions except to use the *total defense* ability (see Universal Abilities, page 62).

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 ??).

You take a -10 accuracy penalty against an actively hostile target. You take a -5 penalty to accuracy with this attack if the target is not an animal, as normal for Creature Handling attacks and checks. If the target is damaged or feels that it is in danger, this effect is automatically ended.

Perform Trained Action: You can make a **difficulty value** 5 Creature Handling check to convince an **ally** to perform an action it is already trained to perform.

Teach Trick: You can make a Creature Handling check to teach an **ally** a trick. A trick is a specific behavior that generally requires a single-word command, like “fetch” or “stay”. A creature can learn a maximum of two tricks per point of Intelligence it has above -10. Teaching a trick generally takes at least a week of intermittent training. Simple tricks have a **difficulty value** of 5, while complex tricks have a **difficulty value** of 10 or more.

Common Creature Handling Modifiers

Animals are easier to handle than other kinds of creatures. You take a -5 penalty to your Creature Handling skill when using it to affect non-animals.

Deception (Per)

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.

Common Deception Tasks

Blend In: If you succeed at an opposed Deception vs. Awareness check, you can avoid notice among a crowd of similar creatures. If you act or look significantly different from the creatures around you, observers gain a bonus to their Awareness check to notice you.

Convey Hidden Message: If you succeed at an opposed Deception vs. Social Insight check, you can convey a hidden message in the guise of an ordinary conversation. Failure means that an observer recognizes that a hidden message is being conveyed, and may even recognize what that message is. In general, you must already have a pre-established code or understanding with the intended recipients of your hidden message so they can grasp its true meaning more easily than outside observers.

Distract: If you succeed at an opposed Deception vs. Social Insight check, you can distract a creature you are talking with. This generally makes the distracted creature **briefly partially unaware** (50% miss chance, -2 Armor and Ref) of you, which can allow you to hide or backstab them. Normally, the creature realizes that you tricked them once the distraction ends, which prevents them from being distracted again and may influence their behavior.

Fascinate: If you succeed at an opposed Deception vs. Social Insight check, you can keep attention focused on you during a conversation. This generally gives distracted creatures a -5 penalty to the Awareness and Social Insight skills to notice anything other than you. You repeat this check once per minute, with a cumulative -5 penalty for each minute that the distraction has lasted.

Impersonate: If you succeed at an opposed Deception vs. Social Insight check, you can impersonate another creature’s mannerisms and speech patterns. If you are unable to replicate important aspects of the impersonation, such as the beautiful singing voice of a famous bard, you may suffer a penalty to the Deception check. This does not allow you to mimic a creature’s appearance, which requires the Disguise skill.

Lie: If you succeed at an opposed Deception vs. Social Insight check, you can lie without giving any indication that you are lying. Failure means that the observer recognizes that you are intentionally lying. Even if you succeed at this check, you still need the Persuasion skill to believe or take actions based on your lies. This check only prevents a creature from recognizing the lie based on your body language and behavior.

When your overall intention is to mislead or conceal information in a conversation, you may need to make this check even if everything you are saying is technically true. Generally, using half-truths and similar trickery instead of bald-faced lies gives you a bonus to your Deception check, but a skilled observer can still see through your ruse.

Deduction (Int)

The Deduction skill represents your ability to make logical deductions based on evidence. It includes both determining which facts and observations are relevant to use as evidence, and reaching conclusions based on that evidence. However, this skill cannot protect you from coming to inaccurate conclusions if you rely on inaccurate or incomplete facts and observations.

Common Deduction Tasks

Identify Surroundings: You can make a Deduction check as a standard action to understand what aspects of your environment are important and why. This may require a successful Awareness check to locate hidden objects or subtle clues.

Reach Conclusion: You can combine information that you know to reach a specific conclusion. This may require other checks, such as Knowledge or Awareness checks, to ensure that you have enough information to work with. The time required to reach a conclusion can vary dramatically depending on how much evidence you have to work with and how easy the conclusion is to reach. You can reach simple conclusions immediately after learning all of the relevant information, but complicated scenarios might require days of study and analysis to eliminate all possibilities. In general, sifting through a mixture of helpful and misleading evidence increases the difficulty of the Deduction check and the time required to complete it.

Devices (Int)

The Devices skill represents your ability to manipulate mechanical devices such as locks, traps, and other contraptions. With enough skill, you can even manipulate magical devices. Each device has a base **difficulty value** based on its complexity. Some tasks are much easier than others, and modify the difficulty value accordingly.

Many Devices checks require the use of thieves' tools, which contains items like lockpicks and precision cutting implements. If you do not have a proper set of tools, you may be able to improvise from your surroundings. Generally, this imposes a penalty of at least -5 to the Devices check.

Common Devices Tasks

Activate Device: You can make a Devices check using thieves' tools 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, 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: You can make a Devices check to study a device and understand how it functions. The **difficulty value** to analyze a device is 5 lower than the device's base difficulty value.

Break Device: You can make a Devices check using thieves' tools to break a device. The device ceases to function in its intended way, and the sabotage is obvious to an observer. For example, you could jam a lock so it becomes unlocked and can never be locked again. Breaking a trap generally triggers the trap in an unpredictable way, which may be dangerous. The **difficulty value** to break a device is 2 lower than the device's base difficulty value.

Create Bindings: You can make a Devices check with a +5 bonus to create bindings from rope or similar materials. Binding a helpless foe in this way generally requires a minute of work, though tying up very large creatures may take longer. The Flexibility **difficulty value** to escape the binding is equal to your check result.

Improvise: You can make a Devices check to construct ad-hoc devices. This functions like creating the item with a Craft check (see Crafting Items, page ??), with two exceptions. First, the item is flimsy, and it breaks after being used once or twice. Second, the time requirement is dramatically reduced. It takes five minutes to make a device of up to Tiny size. You can make a Small device in the time required to make four Tiny devices, a Medium device in the time required to make four Small devices, and so on.

Remove Device: You can make a Devices check using thieves' tools to fully disable a device and remove it if possible. This can allow you to bypass traps without ever triggering them, and even take them with you if they are small and portable. Magical traps and large-scale physical traps, such as pit traps, are generally not portable. The **difficulty value** to remove a device is 5 higher than the device's base difficulty value.

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, which generally the Deception skill and may also require Social Insight.

Many Disguise checks require the use of a disguise kit, which contains items like makeup and false beards. If you do not have a proper kit, you may be able to improvise from your surroundings. Generally, this imposes a penalty of at least -5 to the Disguise check.

Common Disguise Tasks

Camouflage: You can make an opposed Disguise vs. Awareness check to blend into your surroundings and avoid being noticed. This generally takes at least a minute of work to prepare your disguise to match your exact surroundings. It only protects you from visual observation, so you would generally need the Stealth skill to avoid being heard while moving (see Stealth, page 161).

Change Appearance: You can make an opposed Disguise vs. Awareness check using a disguise kit to change a creature's appearance. Generally, applying a disguise takes at least a minute, though complex makeup applications or clothing changes can take much longer. You take a penalty to the Disguise check based on how radical your changes are, especially to the creature's basic proportions.

Emulate Appearance: You can make a creature look like a different specific creature. This functions like the *change appearance* task, except that the result of your Disguise check can't exceed the result of an Awareness check you or someone helping you made to observe the creature you are trying to emulate.

Endurance (Con)

The Endurance skill represents your ability to persevere through physical trials.

Common Endurance Tasks

Delay Vital Wound: Whenever you gain a **vital wound**, you can make **difficulty value** 15 Endurance check to **briefly** ignore the special effect of the vital wound on you. The vital wound still penalizes your future **vital rolls**. At the end of the next round, you must make this check again. The difficulty value increases by 10 for each consecutive round that you ignore the same vital wound.

You can only delay one of your vital wounds in this way. If you gain a new vital wound, you can choose to either delay the new vital wound or continue delaying the old vital wound. You can make this choice after learning the **vital roll** for the new vital wound. The difficulty value to delay a new vital wound starts at 15, regardless of whether you were previously delaying a different vital wound.

Hold Breath: You can make an Endurance check to hold your breath. While holding your breath, you must make an Endurance check at the end of every 5 rounds that you spend without taking any actions, or at the end of any round in which you take an action. The **difficulty value** starts at 0, and increases by 1 for each subsequent check until you breathe in air. Failure means that you try to breathe in air, and you gain a **vital wound** if there is no air available to breathe.

Essentially, you can fight while holding your breath for a number of rounds equal to your Endurance modifier with no risk of failure. If you stay still, you can hold your breath for a number of minutes equal to half your Endurance modifier with no risk of failure.

Stay Awake: You can make an Endurance check to stay awake beyond healthy limits. 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. The **difficulty value** starts at 5, and increases by 5 for each subsequent check until you catch up on your missed sleep. Failure means 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.

Common Flexibility Tasks

Escape Bindings: As a standard action, you can make an Flexibility check to escape physical bindings. For simple restraints like nets and manacles, the **difficulty value** generally depends on the quality of the restraint. For complex restraints like carefully tied rope bindings, make an opposed Flexibility vs. Devices check against the creature that created the restraint.

Escape Grapple: As a standard action, you can make a Flexibility check to escape a grapple. For details, see Grapple Actions, page 65.

Tight Squeeze: You can make a Flexibility check to squeeze into spaces too small to normally fit you (see Squeezing, page 62). A **difficulty value** 15 check allows you to move in a space that can fit your head and shoulders, but which is too tight to allow normal crawling. For a typical human, this means squeezing through a space about a foot and a half in diameter. A **difficulty value** 25 check allows you to move in a space that can fit your head, but not your shoulders.

Intimidate (Varies)

The Intimidate skill represents your ability to intimidate and coerce people into doing what you want.

Choosing an Attribute: No attribute is a key attribute for Intimidate. However, depending on how you are trying to intimidate creatures, you can add any attribute's base value to your Intimidate check. For example, if you intimidate a creature by smashing a table and threatening to smash its head in, you can add your Strength to the Intimidate check. On the other hand, if you intimidate a creature by staring it down in a cold fury, you can add your Willpower to the Intimidate check.

Common Intimidate Tasks

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 (see Persuasion, page 158). Generally, people dislike being coerced.

Demoralize: You can use the **demoralize** ability as a standard action.

Demoralize

Make an Intimidate vs. Mental attack against a creature within Medium (60 ft.) range.

Hit: The target is **briefly shaken** (*-1 Mental, -1 accuracy vs. source*) by you.

Jump (Str)

The Jump skill represents your ability to jump. All Jump checks are made as part of movement, so they take no special action to perform.

Jumping and Movement

Distance moved with Jump checks is considered to be part of your land speed. The maximum distance that you can cover with a Jump check is equal to your remaining land speed during the current phase. This distance is measured only for the farthest extent that you travel from your starting location, not for a round trip or for the entire distance travelled along the arc of your jump. For example, if your land speed is thirty feet and you get a ten-foot running start, you can jump no more than twenty feet forward, or fifteen feet and five feet vertically, and so on. If your Jump skill is extremely high and your land speed is low, you may need to use the [sprint](#) ability to make use of your full jumping potential (see Sprint, page 64).

Common Jump Tasks

Leap: As part of movement, you can make a Jump check to leap into the air. Your maximum height is equal to half of your Jump check result, and your maximum forward distance is equal to your Jump check result. If you have a running start of at least ten feet before jumping, you can add a quarter of your land sped to your maximum horizontal jump distance.

Mitigate Fall: As you hit the ground after a fall, you can make an Jump check to reduce falling damage. A **difficulty value** 5 check allows you to treat a fall as if it were 10 feet shorter. For every 5 points by which you beat that **difficulty value**, you can reduce the falling damage by 10 additional feet.

Share Impact: As a standard action, you can make a precise leap to land on an enemy, forcing them to share your falling damage. This functions like the *leap* task, except that you also make a Jump vs. Reflex attack against one creature in a space at the end of your motion, including both your initial jump and your fall afterwards (if any). On a hit, the target takes half of the **falling damage** that you would normally take based on the height of the jump, ignoring any of your abilities that reduce that damage. This does not reduce the falling damage you take, and you cannot combine this ability with the *mitigate fall* ability to reduce your falling damage.

Common Jump Modifiers

If you jump off of an unstable surface that you cannot stand on normally, such as a wall, you take a -5 penalty to your Jump check.

Knowledge (Int)

The Knowledge skills represent your understanding of particular aspects of the world. Like the Craft, Profession, and Perform skills, Knowledge actually encompasses a number of separate skills. Knowledge represents a study of some body of lore, such an academic or even scientific discipline. Typical fields of study are listed below, but the GM may create additional fields or decide that some fields are irrelevant in a particular setting.

- Arcana (arcane spells, dragons, magical beasts)
- Dungeoneering (aberrations, caverns, oozes, spelunking, subterranean monsters)
- Engineering (architecture, buildings, bridges, fortifications, siege weapons)
- Items (magic items, artifacts, constructs)
- Local (myths and legends, laws and customs, history, nobility and royalty, nearby monsters)
- Nature (nature spells, animals, fae, monstrous humanoids, plants, terrain and climate)
- Planes (pact spells, the Primal Planes, the Aligned Planes, the Astral Plane, planeforged, magic related to the planes, extraplanar monsters)
- Religion (divine spells, undead, deities, mythic history, religious traditions, holy symbols)

Common Knowledge Tasks

Identify Monster: You can make a Knowledge check to identify a monster and recall its special powers or vulnerabilities. Each monster notes in its description the specific information that you learn from a successful Knowledge check. In general, the **difficulty value** for basic information is equal to $5 + \text{the monster's level}$. Legendary monsters such as dragons can be much easier to recognize.

Identify Item: You can make a Knowledge check to identify any unusual properties or functions of a magic item or esoteric mundane item. The **difficulty value** is equal to $5 + \text{twice the item's rank}$. Items that are particularly common in a particular setting may be easier to identify, which can reduce the **difficulty value** by 2 or more. Success means that you know the item's general purpose, and how to activate its functions, including any magical effects. You also know the item's rank, which lets you estimate its value.

Recall Information: You can make a Knowledge check to remember information related to your field of study. The **difficulty value** varies depending on the difficulty of the question (see Standard Difficulty Values, page 43).

Identify Magical Effect: You can make a Knowledge check to identify the general nature of a magical effect that you observe. The **difficulty value** is generally equal to $10 + \text{twice the effect's rank}$. Unusually obscure or obvious magical effects can have higher or lower difficulty values.

You must use a Knowledge skill relevant to the magical effect. Arcane effects require Knowledge (arcana), divine effects require Knowledge (nature), nature effects require Knowledge (nature), and

pact effects require Knowledge (planes). In some circumstances, other Knowledge skills could be used if they are directly relevant to the magical effect. For example, Knowledge (dungeoneering) could be used to identify many spells from the *terramancy mystic sphere*.

Linguistics (Int)

The Linguistics skill represents your mastery of spoken and written languages (see Languages, page 47). Normally, you don't make Linguistics checks to speak or understand languages. You either know a language or you don't. However, training in Linguistics causes you to learn additional languages, and you can use Linguistics to attempt to decipher unfamiliar languages.

Automatic Languages: If you are trained in Linguistics, you learn either two **common languages** or one **rare language** (see Communication and Languages, page 47).

Common Linguistics Tasks

Identify Language: You make a **difficulty value** 10 Linguistics check to identify the language used in speech or writing, even if you can't understand the language.

Translate: You can make a **difficulty value** 20 Linguistics check to understand a spoken or written message in a **common language** that you don't know. Simple messages can be easier to translate, while unusually complex or formal messages can be more difficult. Translating a message in this way generally takes twice as long as understanding it normally. This does not allow you to speak or write in the language, and it does not allow you to understand messages from **rare languages**.

Medicine (Int)

The Medicine skill represents your practical understanding of how to tend to the wounds of living creatures. In order to use this skill to aid a creature, you must be able to see and touch it.

Many Medicine checks require the use of a medical kit, which contains items like bandages and salves. If you do not have a proper kit, you may be able to improvise from your surroundings. Generally, this imposes a penalty of at least -5 to the Medicine check.

Common Medicine Tasks

Accelerate Recovery: You can make a **difficulty value** 15 Medicine check using a medical kit to accelerate the recovery of up to four creatures from among yourself and your **allies** during a **long rest**. Success means that each creature removes an additional vital wound (see Removing Vital Wounds, page 57). For every 10 points by which you succeed, each creature removes an additional vital wound.

First Aid: As a standard action, you can make a Medicine check using a medical kit to prevent a creature from dying from a **vital wound** with a negative **vital roll**. The **difficulty value** is equal to $0 + 10$ for each point by which the vital roll is below 1. Success means that the target treats the **vital roll** as a 1 instead of its original value. This changes the effect of the vital wound, generally preventing the target from dying. For details, see Vital Wounds, page 57.

Identify Affliction: You can make a Medicine check to identify a poison, disease, or similar affliction currently affecting a creature. The **difficulty value** is equal to $5 + \text{twice the rank}$ of the poison or disease.

Treat Condition: As a standard action, you can make a Medicine check to treat some specific conditions. Success usually means the condition is removed, as indicated by the effect's description. A condition cannot be removed by this ability unless says this ability can remove it.

Treat Disease: With five minutes of work, you can make a Medicine check to treat a creature that is currently diseased. The next time it is attacked by its current disease, it can use your Medicine check or its Fortitude defense, whichever is higher.

Treat Poison: As a standard action, you can make a Medicine check to treat a creature that is currently poisoned. The next time it is attacked by its current poison, it can use your Medicine check or its Fortitude defense, whichever is higher.

Perform (Dex)

The Perform skills represent your ability to create particular forms of entertainment. Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with a separate degree of training. Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Acting (drama, impersonation, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- Singing (ballad, chant, melody)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)

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

It takes a **minor action** to initiate and sustain a performance. While you are performing, you cannot cast spells. In addition, you take a -5 penalty to the Perform skill for any other performances. This penalty stacks, and applies separately for each simultaneous performance. For example, if you were playing a lyre, singing, and juggling balls with your feet, you would take a -20 penalty to all three performances. These limitations are in addition to any restrictions imposed by your method of performing, such as your hands being occupied playing an instrument.

You can otherwise act normally while performing, including attacking in combat, if doing so is physically possible.

Performance Time: In general, you can maintain a performance for up to an hour. After that time, you must take a **short rest** before performing again.

Common Perform Tasks

Distract: If you succeed at an opposed Perform vs. Social Insight check, you can distract a creature observing your performance. This generally makes the distracted creature **briefly partially unaware** (*50% miss chance, -2 Armor and Ref*) of you, which can allow you to hide or backstab them. Normally, the creature realizes that you tricked them once the distraction ends, which prevents them from being distracted again and may influence their behavior.

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. You earn about half your Perform check result in silver pieces per week of dedicated performance.

Fascinate: If you succeed at an opposed Perform vs. Social Insight check, you can keep attention focused on you while you perform. This generally gives distracted creatures a -5 penalty to the Awareness and Social Insight skills to notice anything other than you. You repeat this check once per minute, with a cumulative -5 penalty for each minute that the distraction has lasted.

Persuasion (Per)

The Persuasion skill represents your ability to convince people to think what you want them to. Depending on how it is used, it represents a combination of verbal acuity, tact, argumentative ability, grace, etiquette, and personal magnetism. Using a Persuasion check usually takes at least a minute of sustained conversation.

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.

Common Persuasion Tasks

Compel Belief: As part of conversation, you can make a Persuasion check to cause creatures to believe something you say to be true. If you are lying, you must also make a Deception check to avoid revealing the lie. The base **difficulty value** is equal to each creature's Mental defense. It is generally easier to convince creatures of things that are highly plausible or beneficial to them. Similarly, it is generally harder to convince creatures of things that are highly unlikely or detrimental to them.

Form Agreement: As part of conversation, you can make a Persuasion check to cause creatures to accept a deal or arrangement you propose. The base **difficulty value** is equal to each creature's Mental defense. It is generally easier to convince creatures if the deal is good for them, and harder if it is bad for them.

Gather Information: You can make a Persuasion check to gather information from people around you. The **difficulty value** is 5 for basic information, 10 for information that most people wouldn't know, and even higher for secrets or intentionally concealed information. This generally requires spending a few hours to meet a variety of people and learn what they know.

Common Persuasion Modifiers

The difficulty value for all Persuasion checks is modified based on the relationship between characters in a conversation, as listed in Table 7.3: Persuasion Relationship Modifiers, page 159. Regardless of what you are saying, you are more likely to succeed when talking to a close friend than a sworn enemy.

Table 7.3: Persuasion Relationship Modifiers

Relationship	Difficulty Modifier
Intimate: Someone who with whom you have an implicit trust. Example: A lover or spouse.	-15
Friend: Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.	-10
Ally: Someone on the same team, but with whom you have no personal relationship. Example: A cleric of the same religion or a knight serving the same king.	-5
Acquaintance (Positive): Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.	-2
Just Met: No relationship whatsoever. Example: A guard at a castle or a traveler on a road.	+0
Acquaintance (Negative): Someone you have met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.	+2
Opposition: Someone who is part of a group that consistently works against your interests, with whom you have no personal relationship. Example: An outlaw (to a law-abiding person), a paladin of law (to an outlaw), or a soldier who fights for a country at war with your country.	+5
Enemy: Someone with whom you have a specifically antagonistic relationship. Example: An evil warlord whom you are attempting to thwart, a bounty hunter who is tracking you down for your crimes, or a bandit currently robbing you.	+10
Nemesis: Someone who has sworn to do you, personally, harm, or vice versa. Example: The brother of a man you murdered in cold blood, or the person who murdered your brother in cold blood.	+15

angle for sails in the current wind, you can add your Perception to the Profession check.

Common Profession Tasks

Earn Income: You can make a Profession check to practice your trade and make a decent living. You earn about half your Profession check result in silver pieces per week of dedicated performance.

Identify Item: You can make a Profession check to identify any unusual properties or functions of a magic item or esoteric mundane item. The **difficulty value** is equal to $5 + \text{twice the item's rank}$. Items that are particularly common in a particular setting may be easier to identify, which can reduce the **difficulty value** by 2 or more. Success means that you know the item's general purpose, and how to activate its functions, including any magical effects. You also know the item's rank, which lets you estimate its value.

Perform Task: You can make a Profession check to perform some tasks related to your profession. This allows you to use Profession in place of other skills when it is appropriate. For example, a sailor could use Profession to tie common knots in place of Devices or Survival, or a farmer could use Profession to identify common animals and plants in place of Knowledge (nature). The **difficulty value** when using Profession may be higher than it would be to use the normal skill for the task, depending on the relevance of the Profession skill.

Profession (Varies)

The Profession skills represent your practical understanding of a particular profession. Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with a separate degree of training. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Most commoners have some training in a Profession skill.

Choosing an Attribute: No attribute is a key attribute for Profession. However, depending on how you are using your Profession, you can add any attribute's base value to your Profession check. For example, if you use your experience as a farmer to harrow a field, you can add your Strength to the Profession check. On the other hand, if you use your experience as a sailor to determine the right

Ride (Dex)

The Ride skill represents your ability to ride and control horses and other mounts. Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. However, some special actions require Ride checks. Some modifiers apply to all Ride checks, as described at Ride Modifiers, page ??.

Unless an ability says otherwise, you can only use this skill to ride **allies** that are exactly one size category larger than you.

Common Ride Modifiers

If a creature is not trained as a mount, the DV to ride it increases by 5. If it lacks a saddle and other riding gear, the DV to ride it increases by 5. If it takes a standard action other than movement, such as attacking, the DV to ride it that round increases by 5. If it uses a **movement mode** other than a land speed, the DV to ride it that round increases by 10.

Common Ride Tasks

Guide Mount: When riding on a non-**sentient** creature, you must make a Ride check at the start of each round to guide your mount's movement. If it is trained for battle, the **difficulty value** of this check is 0. Otherwise, the DV is 10. Failure means it acts of its own volition.

Maintain Ride: Whenever you take damage or your mount makes a sudden motion, you must make a DV 5 Ride check to continue riding the creature. Sudden motions include jumping, attacking, and moving at more than half speed. Failure means you fall off of your mount.

Take Cover: You can make a DV 15 Ride check as a **movement** to drop low and take **cover** behind your mount. This requires the use of a **free hand**. Failure means you can't get low enough and gain no benefit from the action.

Sleight of Hand (Dex)

The Sleight of Hand skill represents your ability to pick pockets, palm objects, and perform other feats of legerdemain.

Common Sleight of Hand Modifiers

All Sleight of Hand checks apply a special modifier based on the size of the action taken or object affected, as shown on Table 7.4: Sleight of Hand Difficulty Modifiers.

Table 7.4: Sleight of Hand Difficulty Modifiers

Size	Difficulty Modifier
Fine	-10
Diminutive	-5
Tiny	+0
Small	+5
Medium	+10
Large	+15
Huge	+20
Gargantuan	+25
Colossal	+30

Common Sleight of Hand Tasks

Conceal Object: You can make an opposed Sleight of Hand vs. Awareness check to conceal an **ally** or **unattended** object on your person. The target must be at least one size category smaller than you are.

Conceal Action: You can make an opposed Sleight of Hand vs. Awareness check to conceal an action that you take. The space required to perform the action is the size of the action, and applies a size-based bonus or penalty appropriately. The action must be at least one size category smaller than you are. For example, throwing a dagger is a Small-sized movement, so you take a -5 penalty to conceal the action. If you successfully conceal an attack, the defender is at least **partially unaware** (50% miss chance, -2 Armor and Ref) of it (see Awareness and Surprise, page 67).

Pickpocket: You can make an Sleight of Hand check to steal an object from another creature. The object must be loose and accessible, such as in a pocket. All observers, including the creature you are stealing from, can make an Awareness check against your Sleight of Hand check result to observe your attempt. If your check result beats the target's Reflex defense, you steal the object.

Social Insight (Per)

The Social Insight skill represents your ability to read body language and emotion.

Common Social Insight Tasks

Discern Enchantment: You can make a Social Insight check to notice whether a creature is affected by any behavior-altering effects. Noticing a **Compulsion** effect is **difficulty value** 5, and noticing an **Emotion** or **Subtle** effect is difficulty value 20. You can use this task to notice effects on yourself in addition to other creatures.

Discern Hidden Message: You can make an opposed Social Insight vs. Deception check to recognize when a hidden message is being conveyed in a conversation.

Discern Lies: You can make an opposed Social Insight vs. Deception check to recognize when a creature is intentionally lying or concealing the truth.

Social Assessment: You can make a Social Insight check to get a general assessment of a social situation after a minute of observation. The base **difficulty value** is equal to 10. Simple and familiar social situations are easier to understand, while complex and unfamiliar social situations can be much harder to understand. Success means you learn relevant information about the situation, such as a general understanding of expected behaviors or a rough understanding of the social hierarchy.

Stealth (Dex)

The Stealth skill represents your ability to escape detection while moving or taking large-scale actions. All Stealth checks are made as part of movement or other actions, so they require no special action to perform. If you have been noticed by a creature, you automatically fail all Stealth checks against that creature until you can escape its notice, such as by disappearing out of sight.

Common Stealth Tasks

Avoid Notice: You can make an opposed Stealth vs. Awareness check to prevent creatures from noticing you. Success means that the observer's awareness of you, such as unaware or partially unaware, does not change. Failure means that the observer can observe you using any senses they detected you with. Generally, success with sight-based senses causes creatures to become fully aware of you, while success with other senses causes creatures to be **partially unaware** (*50% miss chance, -2 Armor and Ref*) of you. You must repeat this check whenever you take an action that you want to conceal, such as moving, or your circumstances otherwise meaningfully change in a way that would make you easier to observe.

Hide: You can make an opposed Stealth vs. Awareness check to make creatures that are aware of you lose track of your position. In order to use this ability, you must move in a way that makes observers lose sight of you for at least ten feet of your motion. In addition, you must have **cover** or **concealment** for the entire duration of your movement. This can be achieved by moving through total darkness, moving out of **line of sight**, teleporting at least ten feet, or similar activities. Success against an observer means that they become **partially unaware** (*50% miss chance, -2 Armor and Ref*) of you instead of fully aware of you.

Common Stealth Modifiers

A creature smaller than Medium size gains a +5 bonus to the Stealth skill for each size category by which it is smaller than Medium. Similarly, a creature larger than Medium size takes a -5 bonus to the Stealth skill for each size category by which it is smaller than Medium. These effects are summarized below.

- Fine: +20
- Diminutive: +15
- Tiny: +10
- Small: +5
- Medium: +0
- Large: -5
- Huge: -10
- Gargantuan: -15
- Colossal: -20

Stealth checks generally require **cover** or **concealment** (see Cover, page 67 and Concealment, page 66). For this purpose, do not consider any cover that would be hidden as a result of a successful check, such as an object you hold in front of you. You take a -20 penalty to Stealth checks against creatures who can observe you without any interfering cover or concealment. This

includes creatures who can ignore concealment with abilities like **blindsight**.

You take a -10 penalty to Stealth checks against creatures who can know your location with a special ability like **blindsight**. This does not stack with the penalty for not having cover or concealment.

Moving stealthily is more difficult than hiding in place. If you use a movement speed to move, you take a penalty to your Stealth check to conceal that movement. This is a -5 penalty if you move at no more than half your speed. If you use the *sprint* ability or move faster than half your speed, this penalty increases to -10.

Making a **strike**, using **somatic components**, and taking other similar large-scale actions imposes a -10 penalty to the Stealth check. If you make a strike with a medium or heavy weapon, this penalty increases to -20. This is separate from and stacks with the +20 bonus that a creature gets to notice you if you hit it with a **strike** (see Common Awareness Modifiers, page 148).

Survival (Per)

The Survival skill represents your ability to take care of yourself and others in the wilderness, including the ability to follow tracks.

Common Survival Tasks

Find Sustenance: You can make a Survival check to hunt or forage for food and water. This generally takes a few hours of work to find enough food for you and a small group of allies. The **difficulty value** and details of what you find depend on the terrain.

Follow Tracks: You can make a Survival check to follow tracks at up to half your normal movement speed. You can move at full speed if you accept a -5 penalty to the check. The **difficulty value** depends on how easy the tracks are to notice. You must repeat this check whenever the trail changes significantly, such as when it crosses other tracks or passes through a different environment.

Navigate Wilderness: You can make a Survival check while moving overland to avoid natural terrain hazards and getting lost. The **difficulty value** and consequences of failure depend on the terrain.

Predict Weather: You can make a **difficulty value** 10 Survival check to predict the local weather for the next day.

Swim (Str)

The Swim skill represents your ability to swim. A creature that is swimming without a **swim speed** takes a -4 penalty to its **accuracy** and Armor and Reflex defenses. In addition, ranged weapons have difficulty working underwater. All ranged weapons have **range limits** of 5/15 when used by a creature that is underwater, or when used against a target that is underwater, regardless of the attack's normal range limits or any other modifiers.

Common Swim Tasks

Move: You can make a Swim check as a **movement** while you are in water or a similar liquid. This requires two **free hands**, or one free hand if you take a -5 penalty. The **difficulty value** is based on the turbulence of the liquid. Success means that you move through the water, up to a maximum distance equal to a quarter of the **base speed** for your size (see Size Categories, page 45). Critical success means the maximum distance you can move increases to half of your base speed.

Swim Speed

Some creatures have a listed swim speed. A creature with a passive swim speed must still make a Swim check to move in liquid. However, the distance it can move if it succeeds on the Swim check is equal to its listed swim speed, regardless of its size or whether it gets a critical success.

Chapter 8

Items and Equipment

This chapter defines the items and equipment that exist in the universe of Rise, including both magical and nonmagical items. Items are divided into five broad categories, described below.

- Weapons are typically used to make **strikes**. Weapons come in many forms, and can have very different uses in combat.
- Armor is worn or wielded to protect yourself. There are two types of armor: body armor and shields.
- Apparel items are worn on the body, but unlike armor they have no intrinsic defensive properties. Rings, cloaks, and all manner of other worn items are considered apparel. The only mechanically significant apparel items are **magical**.
- Implements are typically held while casting spells or using other magical abilities. The only mechanically significant implements are **magical**.
- Tools are used to achieve an effect instead of worn on the body. Potions, traps, and magic bags are all tools.

Wealth And Item Ranks

The worth of an item can be measured with money, or with the more abstract concept of an item's rank. Both measurements are closely connected. In general, gold pieces are a more useful concept at low levels, and item rank are more useful at high levels. However, both concepts function at any level, so you can use whichever makes more sense in a particular game.

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table 8.1: Coin Exchange Values

	CP	SP	GP	PP
Copper piece (cp)	=	1	1/10	1/100
Silver piece (sp)	=	10	1	1/10
Gold piece (gp)	=	100	10	1
Platinum piece (pp)	=	1,000	100	10

Item Ranks

Each item has a rank associated with it. An item's rank is generally correlated with the item's effectiveness, rarity, and value. A magic item's **power** is equal to the class bonus to power that a barbarian of that rank would have. These effects are summarized in Table 8.2: Item Ranks.

In general, five items of a given rank are worth the same as a single item that is one rank higher. Likewise, one item of a given rank is worth four items that are each one rank lower.

Gear and Consumables: Long-term items that are expected to be worn or otherwise used repeatedly are more expensive than items that are destroyed immediately after being used. Although consumable items are cheaper, they still use their full rank for all other purposes, such as their power and how difficult they are to buy. In general, five consumable items of a given rank are worth as much as a single non-consumable item of that rank.

Table 8.2: Item Ranks

Rank	Power	Typical Gear Price	Typical Consumable Price
0	2	10 gp or less	2 gp or less
1	3	40 gp	8 gp
2	4	200 gp	40 gp
3	5	1,000 gp	200 gp
4	7	5,000 gp	1,000 gp
5	10	25,000 gp	5,000 gp
6	14	125,000 gp	25,000 gp
7	20	625,000 gp	125,000 gp

Items with a rank of 0 or 1 may be found among common folk, though few commoners would have more than one magic item of any value. Items with a rank of 2 or higher are usually only owned or used by nobility, wealthy merchants, and adventurers.

Buying and Selling Items

Items of any rank can be exchanged for other items based on their rank. In general, items with an rank of 3 or less can be bought or sold in exchange for gold pieces. Items with an rank of 4 or higher are exceptionally rare. The monetary value of such items is so exorbitant that they are almost never purchased or sold with

gold pieces. Instead, they are typically exchanged for similarly rare magic items or gems.

Wandering adventurers typically have a limited time frame to sell their items, and it can be hard to find a buyer for highly valuable items on short notice, so they must accept lower prices than merchants can charge. When selling for gold pieces, you can expect to receive a fifth of the item's typical value according to its rank. When selling for another item, you can expect to receive an item or trade good of one rank lower in exchange. These ratios can be negotiated, and favorably disposed merchants or nobles may give better deals.

Trade Goods

Some items are considered trade goods. Trade goods have a widely agreed upon value, but no intrinsic use. Gold pieces and gems are examples of trade goods. Trade goods differ from other items in that even adventurers can typically receive their full value when selling them to established merchants. Some common trade goods are detailed in Table 8.3: Trade Goods, page 165.

Table 8.3: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour
1 sp	One pound of iron, or one chicken
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Typical Wealth Acquisition

A typical character finds one non-consumable item appropriate for them per level. That item would have a rank equal to that character's highest rank at the time. For example, a typical 5th level character would have five items: two rank 2 items, and 3 rank 1 items. In addition, characters typically find several consumable items per level that are appropriate to their rank.

Over time, lower rank items stop being useful, so most characters use no more than five or six different items at a time, plus various consumables. A typical 20th level character does not carry around 20 different items. However, the lower level items are essentially irrelevant from the perspective of calculating wealth, so the "one item per level" guideline is still useful.

This is a drastic simplification of the sometimes messy process of accumulating wealth and magic items over the course of a typical campaign. Characters will often find additional items that they have no immediate use for. Players may go several sessions without acquiring any particular items until they complete their current

quest, which may reward them with a large number of items at once. This is all fine, and the GM should not feel compelled to keep item acquisition perfectly on rails. Rise is only loosely balanced around this general pace of item acquisition, and it is not hard - or always necessary - to adjust encounters to deal with unusually wealthy or poor characters.

Using Magic Items

Item Activation

Some magic items have to be explicitly activated to have unusual effects. For example, the *seven league boots* can be activated to teleport you across great distances. Other magic items constantly have magical effects. For example, a *ring of protection* passively grants you a defense bonus.

The description of a magic item effect will specify what mechanical actions must be taken, if any, to activate the effects of the item. For example, a belt of healing requires taking a **standard action**. However, the item description will not specify the exact nature of the action. Different items, even if they have the same effect, can have different physical actions that are required to activate the item. These activation actions can come in one of the following forms:

- Command word: You must speak a specific word that the item will hear and react to. For example, you may need to say the word "healing" in Elven to activate an item that heals you.
- Mental command: You must mentally direct the item to activate, such as by visualizing the item or thinking a particular word. For example, you may need to imagine a warm blanket around you to activate an item that protects you from cold damage or environmental effects.
- Physical motion: You must perform a specific physical motion, usually involving the item in some way. For example, you may need to rapidly stomp one foot on the ground to activate an item that allows you to move faster.

Item Limitations

There are three restrictions on your ability to use magic items. First, you cannot equip two apparel items that take up the same physical location on your body. For example, you cannot equip two different gauntlet sets and gain the effects of both, but you could equip several amulets or up to ten rings.

Second, all magic items require you to attune to them to gain their effect unless they indicate otherwise in their description. You can attune to a magic item with the *item attunement* ability, below.

Third, you cannot attune to two items with the same name, or if one is simply a Greater or Lesser version of the other.

Item Attunement

As a standard action, you can use the *item attunement* ability to attune to items. This is a **magical** ability.

Item Attunement**Attune**

Choose a magic item you are touching. Any abilities the target has that require attunement become active, allowing you to use its full potential.

Shared Item Attunement: Multiple creatures can attune to the same item simultaneously. Since most items only function while worn or wielded, this does not usually allow multiple creatures to gain the benefits of the item. However, the creatures can swap the item between them without having to reattune to it each time.

Item Power

The **power** of an item is equal to twice its rank. An item's power also affects its defenses. Its Fortitude and Mental defenses are equal to $5 + \text{its power}$. Its Armor defense and Reflex defense are not affected by its **power**, and are solely determined by its size and shape.

Removing Magic Items

Unless otherwise noted, magic items that have effects on the creature using the item must continue to be worn or held as long as the effect lasts. If a magic item has an ability with a duration, removing the item also ends the ability. Items which are consumed when used or which do not affect their user are unaffected by this rule.

Weapons

Each weapon has a **weapon group**, a **usage class**, and any number of **weapon tags**. In addition, each weapon has a particular **accuracy** modifier and defines a base **dice pool** for attacks using that weapon. This section explains each of those concepts and defines the statistics for weapons in Ries.

Weapon Groups

Weapons are organized into thematically related categories called weapon groups. They are described in Table 8.4: Weapon Groups. For example, all axes belong to the “axes” weapon group. Some weapons can be found in multiple weapon groups. For example, a dagger is a simple weapon, a blade, and a thrown weapon.

Exotic Weapons: Some weapons are rare and have unusual fighting styles. These weapons are called exotic weapons. Proficiency with a weapon group does not grant you with exotic weapons from that group. Some class abilities grant proficiency with exotic weapons.

Weapon Proficiency

Each character is proficient with different weapon groups. These indicate the weapons that you can use effectively. You take a -2 accuracy penalty with weapons you are not proficient with.

Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. You can choose to be proficient with the improvised weapons weapon group, which has no specific weapons associated with it but which allows you to pick up and use non-manufactured weapons without taking a nonproficiency penalty (see Weapon Proficiency, page 166).

Table 8.4: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Armor spikes, standard shield, spiked shield	Armbadge, spiked knee
Axes	Battleaxe, broadaxe, greataxe, handaxe, poleaxe, shepherd's axe, throwing axe	Dwarven throwing axe, dwarven waraxe, orcish greataxe
Blades	Broadsword, dagger, estoc, greatsword, rapier, scimitar, smallsword	Boot dagger, falchion, katana, kukri
Bows	Longbow, shortbow	Flatbow, heartseeker arrows, takedown bow
Club-like weapons	Club, flanged mace, greatmace, mace, morning star, sap	Culacula, gnomish trick mace, knobkerrie, totokia
Crossbows	Hand crossbow, heavy crossbow	Arbalest, repeating crossbow
Flexible Weapons	Flail, heavy flail, nunchaku, slapjack, whip	Chain whip, meteor hammer, three-section staff
Headed weapons	Light hammer, longhammer, pick, sickle, sledgehammer, warhammer	Dwarven longhammer, dwarven shorthammer, heavy pick, obuch
Improvised weapons	—	—
Monk weapons	Jitte, kama, kunai, nunchaku, quarterstaff, sai, shuriken	Three-section staff
Polearms	Bardiche, glaive, halberd, longhammer, poleaxe, quarterstaff, scythe, swordstaff	Fauchard, war scythe
Simple weapons	Club, dagger, handaxe, mace, quarterstaff	—
Spears	Greataxe, javelin, lance, ranseur, partisan, spear	Gnomish smallspear, pike
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling, throwing axe	Bolas, dwarven throwing axe, dwarven waraxe, net

To determine the appropriate statistics for an improvised weapon, compare its shape and composition to the weapon list to find a reasonable match. An improvised weapon will generally have a -1 accuracy penalty, a -1d damage penalty, or be missing at least one weapon tag relative to a similarly structured manufactured weapon.

Natural Weapons

Natural weapons are weapons that are part of a creature's body instead of being manufactured and wielded. Many monsters have natural weapons, like claws or a bite attack. Natural weapons do not normally require a **free hand** to use. All bipedal creatures also have a punch/kick natural weapon.

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 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 64) or while grappling. They cannot be held in two hands. Light weapons tend to have higher **accuracy** than heavier weapons, but do less damage.

Medium Weapon: A medium weapon can normally be used in one hand. Most medium weapons can also be held in two hands if that is physically plausible. This provides no special benefit unless the weapon has the Versatile Grip tag (see Weapon Tags, page 168). Changing grips to hold it in one hand or two hands can be done as a **free action** that requires both hands.

Heavy Weapon: Two hands are normally required to wield a heavy weapon. Heavy weapons tend to have higher damage than lighter weapons. If you have a Strength of 3 or higher, you can

wield a heavy weapon in one hand, but you take a -1 penalty to **accuracy** and a -1d damage penalty with the weapon while doing so. You can change your grip on a heavy weapon as a **free action**.

Physical Size: Like all objects and creatures, weapons have a size category that represents how physically large they are. In general, light and medium weapons are one size category smaller than the wielder, while heavy weapons are the same size category as the wielder. All weapons are **lightweight** unless otherwise noted.

Inappropriately Sized Weapons: A weapon's **usage class** is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. For example, a light weapon sized for a Large creature can be used by a Medium creature as if it had a medium usage class. The weapon's damage die gains a +1d bonus per size category if the weapon is unusually large, or takes a -1d penalty per size category if the weapon is unusually small. In addition, the wielder takes a -2 accuracy penalty with the weapon per size category of difference. If a weapon's usage class would be changed to something other than light, medium, or heavy by this alteration, the creature can't wield the weapon at all.

Weapon Range Limits

Ranged weapon attacks become less accurate if the target is far away. Ranged weapons have two **range limits** listed, with a slash between them, such as 90/270. The first number indicates the maximum range for a weapon's **close range**. The second number indicates the maximum range for a weapon's **long range**. You cannot attack a target that is beyond a weapon's long range limit.

Attacks at close range have no penalty. Attacks at long range have a -4 accuracy penalty. This is called a **longshot penalty**, and some abilities can reduce this penalty.

Drawing and Sheathing Weapons

Drawing and sheathing weapons always requires the hand or hands used to hold the weapon. The time it takes to draw and sheathe a weapon depends on how encumbering the weapon is. As a **free action**, you can draw or sheathe a single **medium weapon** or up to two **light weapons**, assuming they are easy to access. Like other free actions, you cannot take this action twice in the same round, so you cannot draw and sheathe weapons in the same round. As a standard action, you can draw or sheathe any of the following equipment combinations: up to two **medium weapons**, a medium weapon and a shield, one **heavy weapon**, or one weapon that is concealed or otherwise difficult to access.

A character can only store a limited number of weapons in locations that are easy to access in combat. Generally, a humanoid creature is limited to four light weapons, two shields or non-heavy weapons, and one weapon of any usage class. For each weapon or shield stored in easily accessible locations in excess of this limit, the character increases their **encumbrance** by 1.

Weapon Tags

Some weapons found on Table 8.5: Weapons have tags that indicate that they have special abilities. The list of abilities that weapons can have is given below.

Ammunition: This weapon is designed to be fired by a projectile weapon or thrown in large quantities. It is cheaper to buy and craft, but it is usually **broken** after being fired or thrown.

Compact: This weapon is unusually small. It is one size category smaller than normal for a light weapon (that is, two size categories smaller than the creature it is intended for), though it is not **lightweight** for that size. This makes it easier to conceal (see Sleight of Hand, page 160). 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.

Forceful: Whenever you deal damage to a target no more than one size category larger than you with a strike using this weapon, you can **knockback** the target up to 10 feet. On a critical hit, this knockback distance is doubled.

Grappling: You gain a +2 bonus to **accuracy** on **melee** attacks with this weapon against creatures who are **grappled** by you.

Impact: When you get a **critical hit** with this weapon, you roll triple damage dice instead of double damage dice.

Keen: You gain a +2 bonus to **accuracy** with **strikes** using this weapon for the purpose of determining whether you get a **critical hit**.

Long: This weapon can be used to make melee **strikes** against targets up to 10 feet away from you. If you use an ability with more specific targets than simply making a melee strike, such as affecting “all enemies adjacent to you”, this weapon tag does not increase your range with that ability. In addition, you can inflict **critical hits** with melee **strikes** using a Long weapon against creatures up to two size categories larger than you (see Very Large Creatures, page 46).

Mounted: If you are mounted, and your mount moves in the

same phase that you make a **strike** with a Mounted weapon, you gain a +2 **accuracy** bonus with the strike.

Parrying: If a creature attacks you with a **melee strike** while you wield this weapon, you **briefly** gain a +2 bonus to **accuracy** with strikes using this weapon against that creature.

Projectile: This weapon fires ammunition at range to deal damage. The ammunition generally breaks when used. Projectile weapons have two **range limits** listed in their description (see Weapon Range Limits, page 167). They must be reloaded after being fired. The time required to reload a projectile weapon is given in the weapon description. You take a -4 accuracy penalty with Projectile weapons against creatures adjacent to you. While mounted, you take a -4 accuracy penalty with Projectile weapons, and your range limits are halved.

Stealthy: A stealthy weapon is smaller, quieter, or otherwise less noticeable than most weapons. You only take a -5 penalty to Stealth when trying to conceal strikes with a stealthy weapon instead of the normal -10 or -20 penalty for concealing a strike (see Stealth, page 161).

Sweeping: When you make a **melee strike** with this weapon, you may also target one or more secondary creatures or objects adjacent to you. If the weapon also has the **Long** weapon tag, each secondary target may instead be within 10 feet of you. Each secondary target must be within 10 feet of a primary target, and must not already be a target of the strike. The strike affects each secondary target in the same way as the primary targets. Sweeping weapons have a number that indicates the number of secondary targets you can affect.

Subdual: This weapon deals **subdual damage** (see Subdual Damage, page 56).

Thrown: This weapon is designed to be thrown to deal damage at range. Thrown weapons have two **range limits** listed in their description (see Weapon Range Limits, page 167). Unless otherwise noted in a weapon’s description, a throwing weapon can be used to attack in melee without penalty.

Heavy thrown weapons require a standard action to throw, rather than being thrown as part of any **strike** like normal. They are not always physically thrown with two hands, but they require the use of your entire body to propel the weapon, so you are not considered to have any **free hands** while throwing a heavy thrown weapon.

Tripping: When you use the **trip** ability, you can attack with this weapon instead of with a free hand (see Trip, page 65). This allows you to deal damage with the weapon if you successfully trip the target.

Versatile Grip: This weapon is designed to be held in either one hand or two hands. While holding this weapon in two hands, you gain a +1d damage bonus with the weapon.

Weapon Table

Here is the format for weapon entries in the Weapons table, below.

Usage Class: Describes whether the weapon’s **usage class** is light, medium, or heavy (see Weapon Usage Classes, page 167).

Accuracy: This number modifies your **accuracy** with **strikes** using the weapon.

Damage: This **dice pool** indicates the damage dealt by the weapon on a hit.

Damage Type: This indicates the type of the damage dealt by the weapon. Some monsters may be **impervious** or immune to attacks from certain damage types.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon. For details, see Multiple Damage Types, page 56.

In other cases, a weapon can deal either of two types of damage. The wielder chooses which type of damage to deal when they make each **strike** with the weapon.

Item Rank (Cost): The first value indicates the **item rank** of the item (see Item Ranks, page 164). The second value in parentheses indicates the average cost to buy the item. Items crafted for unusually large or small creatures are more expensive. For each size category larger or smaller than Medium, the item's rank increases by one, which increases its price.

Weapon Tags: Some weapons have special properties. See Weapon Tags, page 168 for details.

Table 8.5: Weapons

Name	Usage Class	Accuracy	Damage	Damage Type	Item Rank (Cost) ¹	Weapon Tags
Armor weapons						
Armor spikes ²	Medium	—	1d4	Piercing	—	—
Standard shield ²	Medium	+0	1d3	Bludgeoning	0 (10 gp)	Forceful
Spiked shield ²	Medium	+0	1d4	Piercing	1 (50 gp)	Forceful
Axes						
Battleaxe	Medium	+0	1d6	Slashing	0 (10 gp)	Sweeping (1), Versatile Grip
Broadaxe	Medium	+0	1d6	Slashing	0 (10 gp)	Impact, Versatile Grip
Greataxe	Heavy	+0	1d10	Slashing	0 (10 gp)	Sweeping (1)
Handaxe	Light	+1	1d4	Slashing	0 (10 gp)	Thrown (30/60)
Poleaxe	Heavy	+0	1d8	Piercing or slashing	0 (10 gp)	Impact, Tripping
Shepherd's axe	Light	+2	1d4	Bludgeoning or slashing	0 (10 gp)	Long
Throwing axe	Medium	+0	1d6	Slashing	0 (10 gp)	Impact, Thrown (30/60)
Blades						
Broadsword	Medium	+0	1d6	Slashing	0 (10 gp)	Sweeping (1), Versatile Grip
Dagger	Light	+2	1d3	Piercing or slashing	0 (10 gp)	Compact, Thrown (30/60), Stealthy
Estoc	Medium	+0	1d6	Piercing	0 (10 gp)	Long, Versatile Grip
Greatsword	Heavy	+0	1d8	Slashing	0 (10 gp)	Sweeping (2)
Rapier	Light	+2	1d4	Piercing	0 (10 gp)	Keen
Scimitar	Medium	+0	1d6	Slashing	0 (10 gp)	Keen, Mounted
Smallsword	Light	+2	1d4	Piercing	0 (10 gp)	Keen
Bows						
Longbow ²	Heavy	+0	1d6	—	1 (40 gp)	Projectile (90/270)
Shortbow ²	Medium	+0	1d4	—	1 (40 gp)	Projectile (60/180), Stealthy
Arrows (20)	—	+0	—	Piercing	0 (2 gp)	Ammunition
Blunted arrows (20)	—	-1	—	Bludgeoning	0 (2 gp)	Ammunition, Subdual
Fire arrows (20) ²	—	-1	—	Piercing and fire	2 (25 gp)	Ammunition
Club-like weapons						
Club	Heavy	+0	1d10	Bludgeoning	0	—
Flanged mace	Medium	+0	1d6	Bludgeoning	0 (10 gp)	Impact, Versatile Grip
Greatmace	Heavy	+0	1d10	Bludgeoning	0 (10 gp)	Impact
Mace	Medium	+0	1d6	Bludgeoning	0 (10 gp)	Versatile Grip
Morning star	Medium	+0	1d8	Bludgeoning and piercing	0 (10 gp)	Versatile Grip
Sap	Light	+2	1d4	Bludgeoning	0 (10 gp)	Stealthy, Subdual
Crossbows						
Hand crossbow ²	Light	+0	1d4	—	1 (40 gp)	Projectile (30/90), Stealthy
Heavy crossbow ²	Heavy	+0	1d10	—	1 (40 gp)	Projectile (90/270)
Crossbow bolts (20)	—	+0	—	Piercing	0 (2 gp)	Ammunition
Blunted crossbow bolts (20)	—	-1	—	Piercing	0 (2 gp)	Ammunition, Subdual
Flexible weapons						
Flail	Medium	+0	1d6	Bludgeoning	0 (10 gp)	Tripping, Versatile Grip
Heavy flail	Heavy	+0	1d10	Bludgeoning	0 (10 gp)	Tripping
Two-section staff	Heavy	+0	1d8	Bludgeoning	0 (10 gp)	Long, Tripping
Nunchaku	Light	+2	1d4	Bludgeoning	0 (10 gp)	Tripping

Slapjack	Light	+2	1d4	Bludgeoning	0 (10 gp)	Subdual
Whip ²	Light	+1	1d3	Bludgeoning	0 (10 gp)	Long, Subdual, Tripping
Headed weapons						
Light hammer	Light	+1	1d4	Bludgeoning	0 (10 gp)	Forceful, Thrown (30/60)
Longhammer	Heavy	+0	1d8	Bludgeoning	0 (10 gp)	Forceful, Long
Pick	Medium	+0	1d6	Piercing	0 (10 gp)	Impact, Versatile Grip
Sickle	Light	+2	1d4	Slashing	0 (10 gp)	Tripping
Sledgehammer	Heavy	+0	1d10	Bludgeoning	0 (10 gp)	Forceful
Warhammer	Medium	+0	1d6	Bludgeoning	0 (10 gp)	Forceful, Versatile Grip
Monk weapons						
Jitte	Light	+2	1d4	Piercing	0 (10 gp)	Parrying
Kama	Light	+2	1d4	Slashing	0 (10 gp)	Tripping
Kunai	Light	+2	1d4	Piercing	0 (10 gp)	Thrown (60/120)
Nunchaku	Light	+2	1d4	Bludgeoning	0 (10 gp)	Tripping
Quarterstaff	Heavy	+1	1d6	Bludgeoning	0	Long
Shuriken (5)	Light	+2	1d3	Piercing and slashing	0 (10 gp)	Ammunition, Compact, Thrown (30/60), Stealthy
Polearms						
Bardiche	Heavy	+0	1d10	Slashing	0 (10 gp)	Sweeping (1)
Glaive	Heavy	+0	1d8	Slashing	0 (10 gp)	Long, Sweeping (1)
Halberd	Heavy	+0	1d8	Piercing or slashing	0 (10 gp)	Long, Tripping
Longhammer	Heavy	+0	1d8	Bludgeoning	0 (10 gp)	Forceful, Long
Poleaxe	Heavy	+0	1d8	Piercing or slashing	0 (10 gp)	Impact, Tripping
Quarterstaff	Heavy	+1	1d6	Bludgeoning	0	Long
Scythe	Heavy	+0	1d8	Slashing	0 (10 gp)	Sweeping (2)
Swordstaff	Heavy	+0	1d8	Slashing	0 (10 gp)	Keen, Long
Simple weapons						
Club	Heavy	+0	1d10	Bludgeoning	0	—
Dagger	Light	+2	1d3	Piercing or slashing	0 (10 gp)	Compact, Stealthy, Thrown (30/60)
Handaxe	Light	+1	1d4	Slashing	0 (10 gp)	Thrown (30/60)
Mace	Medium	+0	1d6	Bludgeoning	0 (10 gp)	Versatile Grip
Quarterstaff	Heavy	+1	1d6	Bludgeoning	0	Long
Spears						
Greataxe	Heavy	+0	1d10	Piercing	0 (10 gp)	Long
Javelin	Medium	+1	1d4	Piercing	0 (10 gp)	Thrown (60/120)
Lance	Heavy	+0	1d8	Piercing	0 (10 gp)	Long, Mounted
Ranseur	Heavy	+1	1d8	Piercing	0 (10 gp)	Long
Spear ²	Medium	+0	1d6	Piercing	0 (10 gp)	Thrown (30/60), Versatile Grip
Thrown weapons						
Dagger	Light	+2	1d3	Piercing or slashing	0 (10 gp)	Compact, Stealthy, Thrown (30/60)
Dart (5)	Light	+1	1d3	Piercing	0 (2 gp)	Ammunition, Compact, Thrown (60/120), Stealthy
Handaxe	Light	+1	1d4	Slashing	0 (10 gp)	Thrown (30/60)
Light hammer	Light	+1	1d4	Bludgeoning	0 (10 gp)	Forceful, Thrown (30/60)
Javelin	Medium	+1	1d4	Piercing	0 (10 gp)	Thrown (60/120)
Shuriken (5)	Light	+2	1d3	Piercing and slashing	0 (2 gp)	Ammunition, Compact, Thrown (30/60), Stealthy

Sling ²	Light	+0	1d4	Bludgeoning	0 (10 gp)	Projectile (90/270)
Throwing axe	Medium	+0	1d6	Slashing	0 (10 gp)	Impact, Thrown (30/60)
Bullets, sling (20)	—	—	—	—	0 (2 gp)	Ammunition
Exotic Weapons	Usage Class	Accuracy	Damage	Damage Type	Item Rank (Cost) ¹	Weapon Tags
Armor						
Armlblade ²	Light	+2	1d4	Slashing	1 (40 gp)	Grappling, Keen
Spiked knee ²	Light	+1	1d4	Piercing	1 (40 gp)	Grappling, Impact
Axes						
Dwarven throwing axe	Light	+2	1d4	Slashing	0 (10 gp)	Impact, Thrown (60/120)
Dwarven waraxe	Medium	+0	1d8	Slashing	1 (40 gp)	Thrown (30/60), Versatile Grip
Orcish greataxe	Heavy	+0	1d10	Slashing	1 (40 gp)	Impact, Sweeping (1)
Blades						
Boot dagger ²	Light	+2	1d4	Piercing	0 (10 gp)	Compact, Stealthy
Falchion	Medium	+0	1d6	Slashing	1 (40 gp)	Sweeping (2), Versatile Grip
Katana	Heavy	+1	1d8	Slashing	1 (40 gp)	Keen, Sweeping (1)
Kukri	Light	+2	1d4	Slashing	0 (10 gp)	Keen, Sweeping (1)
Parrying dagger	Light	+2	1d4	Piercing	0 (10 gp)	Parrying, Stealthy, Thrown (30/60)
Bows						
Flatbow ²	Heavy	+1	1d6	—	1 (40 gp)	Projectile (90/270)
Heartseeker arrows (20)	—	+0	—	Piercing	2 (40 gp)	Ammunition, Impact
Takedown bow ²	Special	+0	1d6/1d4	—	2 (200 gp)	Projectile (90/270 or 60/180)
Club-like weapons						
Culacula	Heavy	+0	1d10	Bludgeoning	0 (10 gp)	Forceful, Impact, Parrying
Gnomish trick mace	Light	+2	1d4	Bludgeoning	0 (10 gp)	Impact, Tripping
Knobkerrie	Medium	+1	1d6	Bludgeoning	0 (10 gp)	Impact, Thrown (30/60)
Totokia	Medium	+0	1d8	Bludgeoning and piercing	0 (10 gp)	Impact, Versatile Grip
Crossbows						
Arbalest ²	Heavy	+2	1d10	—	2 (200 gp)	Impact, Projectile (90/270)
Repeating crossbow ²	Medium	+0	1d6	—	2 (200 gp)	Impact, Projectile (90/270)
Repeating bolts (5)	—	+0	—	Piercing	1 (10 gp)	Ammunition
Flexible weapons						
Bladed whip ²	Medium	+1	1d4	Slashing	1 (40 gp)	Keen, Sweeping (1)
Chain whip	Medium	+1	1d6	Bludgeoning	1 (40 gp)	Long, Tripping
Meteor hammer	Heavy	+0	1d10	Bludgeoning	1 (40 gp)	Long, Tripping
Three-section staff	Heavy	+0	1d8	Bludgeoning	1 (40 gp)	Long, Parrying, Tripping
Headed weapons						
Dwarven longhammer	Heavy	+0	1d10	Bludgeoning	1 (40 gp)	Forceful, Long
Dwarven shorthammer	Light	+2	1d4	Bludgeoning	1 (40 gp)	Forceful, Impact
Heavy pick	Heavy	+1	1d8	Piercing	1 (40 gp)	Keen, Impact
Obuch	Medium	+0	1d8	Bludgeoning	1 (40 gp)	Long, Tripping
Monk weapons						
Sai	Light	+2	1d4	Piercing or bludgeoning	0 (10 gp)	Grappling, Parrying
Three-section staff	Heavy	+0	1d8	Bludgeoning	1 (40 gp)	Long, Parrying, Tripping
Polearms						

Fauchard	Heavy	+0	1d8	Slashing	1 (40 gp)	Long, Sweeping (2)
War scythe	Heavy	+0	1d10	Slashing or piercing	1 (40 gp)	Sweeping (2)
Simple weapons						
Spear						
Gnomish smallspear	Light	+2	1d4	Piercing	0 (10 gp)	Impact, Long
Partisan	Heavy	+0	1d10	Piercing	1 (40 gp)	Parrying, Long
Pike ²	Heavy	+0	1d10	Piercing	0 (10 gp)	Long
Thrown weapons						
Bolas	Light	+2	1d3	Bludgeoning	0 (10 gp)	Thrown (30/60), Tripping
Dwarven throwing axe	Light	+2	1d4	Slashing	0 (10 gp)	Impact, Thrown (60/120)
Dwarven waraxe	Medium	+0	1d8	Slashing	1 (40 gp)	Thrown (30/60), Versatile Grip
Net ²	Medium	+0	—	—	0 (10 gp)	Thrown (5/15)

1 See Item Ranks, page 164.

2 This weapon has special rules.

Individual Weapon Descriptions

Some weapons in Table 8.5: Weapons have additional abilities which are described below.

Arbalest: You draw an arbalest back by turning a small winch. Loading an arbalest requires two standard actions. Each standard action requires one **free hand** while holding the arbalest in another hand.

Armblade: This weapon is not held in a hand. Instead, it is affixed to the arm of body armor with a medium or heavy **usage class**. When you attack with an armblade, you cannot use the arm it is attached to for any other combat purpose in the same phase. You can still hold items in that hand, but they have no combat effect. If you are not proficient with this weapon, you increase your **encumbrance** by 2 when wearing armor with an armblade. Armblades cannot be imbued with magic weapon properties.

Armor Spikes: Any **body armor** can be spiked. You cannot normally attack with armor spikes. However, if your armor is spiked and you are proficient with it, you deal damage with it when you make a successful *grapple* or *shove* attack. Your **power** is halved for the purpose of this damage, and this damage is not doubled if you get a critical hit with the grapple or shove attack. If you would already deal damage with that ability from another source, such as with the *wall slam* ability from the Savage feat, you instead gain a +1d bonus to that damage, and that damage becomes piercing damage in addition to its other types. Armor spikes cannot be imbued with magic weapon properties.

Bladed Whip: A bladed whip can be used to attack targets within 15 feet instead of the normal 10 feet for a Long weapon.

Boot Dagger: A boot dagger is a modified boot or boot sole which contains a hidden dagger. The dagger is normally concealed, and requires an Awareness check with a **difficulty value** of 15 to find. Attacking with a boot dagger does not require a **free hand**, but you must make a Balance check with a **difficulty value** of 10 during whenever you attack with it. If you fail this check, you fall **prone** (*half speed, -2 Armor and Ref*) after the attack.

After you attack with a boot dagger, the dagger remains plainly visible. Concealing the dagger again requires a standard action. A boot dagger cannot be imbued with magic weapon properties.

Claw: This weapon has the Versatile Grip tag, which may seem odd for an obviously one-handed weapon. The damage bonus from that tag represents attacking with claws on both hands at once, rather than grabbing one claw with both hands. If a creature only has a claw on a single hand, which is unusual, it cannot gain the benefit of the Versatile Grip tag.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a **free action** that requires one **free hand** while holding the crossbow in another hand.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a standard action that requires one **free hand** while holding the crossbow in another hand.

Crossbow, Repeating: The repeating crossbow holds 5 crossbow bolts. As long as it holds bolts, you can reload it as a

free action by pulling the reloading lever with one **free hand**. Loading a new case of 5 bolts is a **standard action** that requires one **free hand** while holding the crossbow in another hand.

Flatbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires one **free hand** while holding the flatbow in another hand. A flatbow is too unwieldy to use while you are mounted. Unlike a longbow, a flatbow is flat when not under tension and has approximately rectangular limbs. This spreads stress more evenly over the bow's structure, allowing more precise shots, though the firing technique is different and less commonly known.

Fire Arrows: These arrows are treated with alchemist's fire so they can be ignited before being shot. The process requires thickening the arrow shaft, reducing the precision of the arrow. It takes a **move action** to ignite a fire arrow assuming you have access to an active flame the size of a torch or larger.

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.

Net: A net is used to entangle enemies. When you throw a net, you make an attack vs. Reflex against your target. If you hit, the target is **slowed** (*half speed, -2 Armor and Ref*).

A netted creature can escape with a **difficulty value** 10 Flexibility check (normally a standard action). The net has 10 hit points and can be burst with a **difficulty value** 10 Strength check as a standard action.

A net has no effect on creatures that are Tiny or smaller, or Huge or larger. It must be folded to be thrown effectively, which takes a minute of work. You take a -4 accuracy penalty with an unfolded net.

A net cannot be imbued with magic weapon properties.

Pike: A pike can be used to attack targets within 15 feet instead of the normal 10 feet for a Long weapon. However, you cannot use it to attack targets adjacent to you.

Punch/Kick: All bipedal creatures have access to the punch/kick **natural weapon**. Normally, this represents a punch, which requires a **free hand**. If you are trained in the Balance skill or have a Dexterity of at least 2, you can make it a kick, which does not require a free hand. However, you cannot use the **offhand strike** ability to attack with a kick (see Offhand Strike, page 64).

Shield, Standard: You cannot use the **offhand strike** ability to attack with a shield.

Shortbow: You need both hands to fire a bow, regardless of its size. One hand is free when not firing the bow. Loading a bow is a free action that requires one **free hand** while holding the shortbow in another hand.

Sling: You can fire, but not load, a sling with one hand. Loading a sling is a free action that requires both hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. You take a -1d damage penalty with ordinary stones.

Spear: You cannot throw a spear while holding it in two hands.

Table 8.6: Natural Weapons

Natural Weapons	Usage Class	Accuracy	Damage	Damage Type	Weapon Tags
Bite	Medium	+0	1d6	Physical	Grappling
Claw ¹	Light	+2	1d4	Slashing	Versatile Grip
Gore	Medium	+0	1d6	Piercing	Impact
Punch/kick ^{1,2}	Light	+0	1d3	Bludgeoning	Subdual
Ram	Medium	+0	1d6	Bludgeoning	Forceful
Slam ¹	Medium	+0	1d10	Bludgeoning	—
Stinger	Medium	+1	1d6	Piercing	—
Talon ¹	Light	+2	1d4	Piercing	Versatile Grip

1 This natural weapon must normally be used with a **free hand**.

2 This weapon has special rules.

Spiked Knee: This weapon is not held in a hand. Instead, it is affixed to the leg of body armor with a medium or heavy **usage class** (see Armor Usage Classes, page 182). If you are not proficient with this weapon, you increase your **encumbrance** by 2 when wearing armor with a spiked knee. A spiked knee cannot be imbued with magic weapon properties.

Spiked Shield, Standard: You cannot use the **offhand strike** ability to attack with a shield.

Takedown Bow: A takedown bow is a bow assembled from multiple independent components that can be reconfigured into two different combinations. In its longbow configuration, it functions like a longbow, and in its shortbow configuration, it functions like a shortbow. In addition, when it is fully disassembled, it takes up space equivalent to a light usage class weapon, making it easier to transport and conceal.

Talon: This weapon has the Versatile Grip tag, which may seem odd for an obviously one-handed weapon. The damage bonus from that tag represents attacking with talons on both feet at once, rather than grabbing one talon with both feet. If a creature only has a talon on a single foot, which is unusual, it cannot gain the benefit of the Versatile Grip tag.

Whip: A whip can be used to attack targets within 15 feet instead of the normal 10 feet for a Long weapon.

Special Materials

Nonmagical weapons can be made from special materials that can alter the properties of the item. These special materials are described in Table 8.7: Weapon Special Materials. Depending on the construction of the weapon, it may be entirely composed of the special material, or it may only have its striking surface altered. For example, a dragonfang spear may have a wooden haft and still gain the full benefits of being a dragonfang weapon. An adamantine greatclub would only have a thin layer of adamantine around the outside, rather than being entirely forged from adamantine, because the weight and cost would otherwise be absurd.

A weapon that is made from a special material cannot have any magic item properties, and cannot be chosen as a **legacy item**. Projectile weapons cannot be made from special materials. However, the ammunition fired by projectile weapons can be made from

special materials.

Any individual weapon can only ever gain the combat benefits of a single special material, even if it contains multiple special materials in its construction. That special material is chosen at the time the weapon is crafted and cannot be altered without recrafting it.

Adamantine: An adamantine weapon deals double damage to objects. Golems and other object-like animate creatures are often **vulnerable** to adamantine weapons.

Adamantine, Pure: A pure adamantine weapon deals triple damage to objects. Golems and other object-like animate creatures are often **vulnerable** to adamantine weapons.

Cold Iron: Many fey creatures and some demons are **vulnerable** to cold iron weapons.

Diamondsteel: A diamondsteel weapon grants you a +1 bonus to **accuracy** with **strikes** using it for the purpose of determining whether you get a **critical hit**.

Diamondsteel, Pure: A pure diamondsteel weapon grants you a +2 bonus to **accuracy** with **strikes** using it for the purpose of determining whether you get a **critical hit**.

Dragonfang: Damage dealt by a dragonfang weapon is damage of the type dealt by that dragon's breath weapon in addition to its normal damage types (see Table C.2: Dragon Types, page 392).

Dragonfang, Pure: Damage dealt by a pure dragonfang weapon is damage of the type dealt by that dragon's breath weapon in addition to its normal damage types (see Table C.2: Dragon Types, page 392). In addition, as a standard action, you can make a **strike** using the weapon that takes the form of a breath weapon emitted from the weapon. If the dragon's breath weapon is normally a line, the strike targets everything in a Large (60 ft.), 10 ft. wide line from you. Otherwise, the strike targets everything in a Medium (30 ft.) cone from you. After you use this ability, you **briefly** cannot use it again.

Mithral: A mithral weapon grants you a +1 accuracy bonus and a -1d damage penalty with strikes using the weapon.

Mithral, Pure: A pure mithral weapon grants you a +2 accuracy bonus and a -2d damage penalty with strikes using the weapon.

Silvered: Lycanthropes and some undead are **vulnerable** to silvered weapons.

Table 8.7: Weapon Special Materials

Material	Special Effect	Item Rank
Adamantine	Double damage to objects	+4
Adamantine, pure	Triple damage to objects	+6
Cold iron	Common vulnerabilities	+2
Diamondsteel	+1 accuracy with critical hits	+3
Diamondsteel, pure	+2 accuracy with critical hits	+5
Dragonfang	Deals energy damage	+4
Dragonfang, ancient	Deals energy damage, grants breath attack	+6
Mithral	+1 accuracy, -1d damage	+3
Mithral, pure	+2 accuracy, -2d damage	+5
Silvered	Common vulnerabilities	+2

Magic Weapons

Magic weapons improve a character's combat abilities. They must be wielded to gain their effects.

Ranged Weapons and Ammunition: Any magical properties of a projectile weapon also apply to all ammunition fired from that weapon.

Craft Skills: The craft skills used to create and repair items are listed in parentheses before the item's description. All magic weapons simply use the same materials as the original, nonmagical weapon.

Table 8.8: Magic Weapons

Name	Rank (Cost)	Description	Page
Merciful	1 (40 gp)	Deals subdual damage	180
Morphing	1 (40 gp)	Can change into similar weapon	180
Morphing+	3 (1,000 gp)	Can change into any weapon	180
Onslaught	1 (40 gp)	Grants +10 speed, maybe +1 accuracy on kill	180
Onslaught+	5 (25,000 gp)	Grants +20 speed, maybe +3 accuracy on kill	180
Returning	1 (40 gp)	Teleports back to you after being thrown	181
Screaming	1 (40 gp)	Screams, making you and struck foes shaken	181
Screaming+	5 (25,000 gp)	Screams, making you and struck foes frightened	181
Tireless	1 (40 gp)	Ignores 1 fatigue with strikes	181
Tireless+	3 (1,000 gp)	Ignores 2 fatigue with strikes	181
Tireless++	5 (25,000 gp)	Ignores 3 fatigue with strikes	181
Bloodfuel	2 (200 gp)	Can spend 2 HP for +4 power	179
Bloodfuel+	4 (5,000 gp)	Can spend 4 HP for +8 power	179
Bloodfuel++	6 (125,000 gp)	Can spend 8 HP for +16 power	179
Bloodspray	2 (200 gp)	Briefly dazes foes with blood on kill	179
Bloodspray+	4 (5,000 gp)	Briefly dazes foes with widely sprayed blood on kill	179
Bloodspray++	7 (625,000 gp)	Briefly dazes foes with widely sprayed blood on kill	179
Chaining	2 (200 gp)	Deals electricity damage and can chain 15 feet	179
Chaining+	6 (125,000 gp)	Deals electricity damage and can chain multiple times	179
Concussive	2 (200 gp)	Deals bludgeoning damage and can deafen	179
Concussive+	5 (25,000 gp)	Deals bludgeoning damage and can deafen	179
Dimensional Trace	2 (200 gp)	Can briefly teleport next to struck creature	179
Dimensional Trace+	6 (125,000 gp)	Can briefly teleport next to attacked creature	179
Freezing	2 (200 gp)	Deals cold damage and can slow	180
Freezing+	5 (25,000 gp)	Deals cold damage and can slow	180
Iridescent	2 (200 gp)	Can briefly dazzle	180
Iridescent+	4 (5,000 gp)	Can dazzle	180
Iridescent++	6 (125,000 gp)	Can dazzle and briefly blind	180
Longshot	2 (200 gp)	Reduces longshot penalty by 1	180
Longshot+	5 (25,000 gp)	Reduces longshot penalty by 2	180
Potency	2 (200 gp)	Grants +2 power	181
Potency+	4 (5,000 gp)	Grants +4 power	181
Potency++	6 (125,000 gp)	Grants +8 power	181
Routing	2 (200 gp)	Grants +1 accuracy vs scared foes	181
Routing+	6 (125,000 gp)	Grants +2 accuracy vs scared foes	181
Blessed	3 (1,000 gp)	Grants +2 bonus with <i>desperate exertion</i>	179
Blessed+	5 (25,000 gp)	Grants +3 bonus with <i>desperate exertion</i>	179
Blessed++	7 (625,000 gp)	Grants +4 bonus with <i>desperate exertion</i>	179
Boomerang	3 (1,000 gp)	Can be thrown to strike multiple foes	179
Finesse	3 (1,000 gp)	Grants power equal to Dexterity	179
Finesse+	5 (25,000 gp)	Grants power equal to twice Dexterity	179
Finesse++	7 (625,000 gp)	Grants power equal to twice Dexterity	179
Fixating	3 (1,000 gp)	Grants +1 accuracy bonus against attacked foe	180
Fixating+	6 (125,000 gp)	Grants +2 accuracy bonus against attacked foe	180
Flaming	3 (1,000 gp)	Deals fire damage and can ignite	180
Flaming+	6 (125,000 gp)	Deals fire damage and can ignite	180
Hefty	3 (1,000 gp)	Can knockback struck foes	180

Hefty+	5 (25,000 gp)	Can knockback struck large foes	180
Phasing	3 (1,000 gp)	Can ignore obstacles when attacking	180
Phasing+	5 (25,000 gp)	Can ignore many obstacles when attacking	180
Powerstrike	3 (1,000 gp)	Can attack with +4 damage	181
Powerstrike+	5 (25,000 gp)	Can attack with +8 damage	181
Powerstrike++	7 (625,000 gp)	Can attack with +16 damage	181
Ricochetting	3 (1,000 gp)	Hits an extra foe with ranged strikes	181
Ricochetting+	5 (25,000 gp)	Hits two extra foes with ranged strikes	181
Ricochetting++	7 (625,000 gp)	Hits two extra foes with ranged strikes	181
Studied	3 (1,000 gp)	Grants power equal to Intelligence	181
Studied+	5 (25,000 gp)	Grants power equal to twice Intelligence	181
Studied++	7 (625,000 gp)	Grants power equal to twice Intelligence	181
Surestrike	3 (1,000 gp)	Can attack with +2 accuracy	181
Surestrike+	5 (25,000 gp)	Can attack with +3 accuracy	181
Surestrike++	7 (625,000 gp)	Can attack with +4 accuracy	181
Unbalanced	3 (1,000 gp)	-1 accuracy, but explode on a 9	181
Unbalanced+	7 (625,000 gp)	-2 accuracy, but explode on an 8 or 9	181
Banechannel	4 (5,000 gp)	Remove a condition to inflict it later	179
Banechannel+	6 (125,000 gp)	Remove conditions to inflict them later	179
Honed	4 (5,000 gp)	Grants the Keen weapon tag	180
Impactful	4 (5,000 gp)	Grants the Impact weapon tag	180
Seeking	4 (5,000 gp)	Reduces miss chances	181
Seeking+	6 (125,000 gp)	Removes miss chances	181
Vampiric	4 (5,000 gp)	Can attack with +4 damage and steal HP	182
Vampiric+	6 (125,000 gp)	Can attack with +8 damage and steal HP	182
Wolfpack	5 (25,000 gp)	Imposes -1 defense penalty with ally's help	182
Soulreaving	6 (125,000 gp)	Deals delayed damage	181
Fated	7 (625,000 gp)	Rolls attacks twice	179
Vorpal	7 (625,000 gp)	Inflicts lethal critical hits	182

Banechannel

(as base weapon)

As a standard action, you can activate this weapon. When you do, you remove one **condition** affecting you. The condition is infused into this weapon. You cannot use this ability while there is a condition infused in the weapon. However, you can release the infusion as a separate standard action.

While this weapon is infused, if you make a creature lose **hit points** with it, the struck creature becomes **briefly** affected by the infused effect. This removes the infusion from this weapon, allowing you to activate it again.

Rank 6 (125,000 gp): You can infuse up to two conditions into the weapon. When you make a creature lose **hit points** with the weapon, it gains the oldest condition infused in the weapon. You cannot inflict a condition with this weapon more than once per round.

Blessed

(as base weapon)

Attune

Rank 3 (1,000 gp)

When you use the *desperate exertion* to affect a strike with this weapon, you gain a +2 accuracy bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Rank 5 (25,000 gp): The accuracy bonus increases to +3.

Rank 7 (625,000 gp): The accuracy bonus increases to +4.

Bloodfuel

(as base weapon)

Attune

Rank 2 (200 gp)

As a standard action, you can make a **strike** using this weapon that uses your own blood to fuel its power. You gain a +4 bonus to **power** with the attack. However, you lose 2 **hit points**.

Rank 4 (5,000 gp): The power bonus increases to +8. However, the hit point loss increases to 4.

Rank 6 (125,000 gp): The power bonus increases to +16. However, the hit point loss increases to 8.

Bloodspray

(as base weapon)

Attune

Rank 2 (200 gp)

Whenever you **defeat** a creature with a **strike** using this weapon, make a **reactive attack** vs. Reflex against all **enemies** adjacent to that creature. On a hit, each target is **briefly dazzled** (*20% miss chance, no special vision*). You gain a +2 **accuracy** bonus with this secondary attack if the defeated creature was at least one size category larger than you.

Rank 4 (5,000 gp): The area of the attack increases to a Medium (30 ft.) radius from the defeated creature.

Rank 7 (625,000 gp): The area of the attack increases to a Medium (30 ft.) radius from the defeated creature. In addition, the dazzling effect becomes a **condition**.

Boomerang

(as base weapon)

Attune

Rank 3 (1,000 gp)

You can throw this weapon as if it was designed to be thrown. In addition, as a standard action, you can throw this weapon in a spinning arc. When you do, make a thrown **strike** against up to

Attune

Rank 4 (5,000 gp)

two targets within **close range**. After attacking the last target, the weapon flies back to your hand.

Chaining

(as base weapon)

Attune

Rank 2 (200 gp)

This weapon continuously crackles with electricity. All damage dealt with it is electricity damage in addition to its normal damage types (see Multiple Damage Types, page 56).

As a standard action, you can make a **strike** using this weapon that is imbued with electrical energy. The strike **chains** once (see Electromancy, page 284). Damage dealt to the secondary target is exclusively electricity damage, regardless of the strike's normal damage types.

Rank 6 (125,000 gp): The strike **chains** three times (see Electromancy, page 284).

Concussive

(as base weapon)

Attune

Rank 2 (200 gp)

This weapon continuously emits a low-pitched rumbling noise and vibrates in the hand. All damage dealt with it is bludgeoning damage in addition to its normal damage types (see Multiple Damage Types, page 56).

As a standard action, you can make a **strike** using this weapon that is imbued with concussive force. Each creature damaged by the strike is **deafened** (*20% verbal spell failure*) as a **condition** if your attack results also beats its Fortitude defense.

Rank 5 (25,000 gp): You gain a +2 accuracy bonus with the concussive strike.

Dimensional Trace

(as base weapon)

Attune

Rank 2 (200 gp)

As a standard action, you can make a **strike** with using this weapon. You can **briefly** apply a dimensional trace on one creature that was dealt damage by that strike. As a **free action**, if any creature within Distant (120 ft.) range of you has a dimensional trace active from this weapon, you can **teleport** into the closest unoccupied square adjacent to that creature.

Rank 6 (125,000 gp): The dimensional trace is applied even if the strike missed the target's defenses. However, if the strike failed due to a **miss chance** or a **failure chance**, the dimensional trace is not applied.

Fated

(as base weapon)

Attune (deep)

Rank 7 (625,000 gp)

When you miss with a **strike** with this weapon, you can reroll the attack and take the higher result. After you reroll an attack in this way, you **briefly** cannot do so again.

Finesse

(as base weapon)

Attune

Rank 3 (1,000 gp)

You gain a **magic bonus** to your **power** equal to your Dexterity.

Rank 5 (25,000 gp): The bonus increases to twice your Dexterity.

Rank 7 (625,000 gp): The bonus increases to four times your Dexterity.

Fixating

(as base weapon)

Once per **phase**, when you make a **strike** with this weapon, you gain a +1 accuracy bonus against one target of the strike with future strikes using this weapon. If the strike had multiple targets, you choose which target you gain the bonus against. This effect lasts until you make a strike with this weapon that does not include that creature as a target. It stacks with itself, up to a maximum of a +4 bonus.

Rank 6 (125,000 gp): The bonus increases by +2 with each strike.

Flaming

(as base weapon)

Attune

Rank 3 (1,000 gp)

This weapon is on fire. It sheds light as a torch, and all damage dealt with it is fire damage in addition to its normal damage types (see Multiple Damage Types, page 56).

As a standard action, you can make a **strike** using this weapon that is imbued with fiery energy. Your **power** with the strike is halved. Each creature damaged by the strike burns if your attack result beats its Reflex defense. A burning creature takes fire damage equal to the damage you dealt with the strike during the next **action phase**.

Rank 6 (125,000 gp): Your power with the fiery strike is not halved.

Freezing

(as base weapon)

Attune

Rank 2 (200 gp)

This weapon is bitterly cold to the touch. All damage dealt with it is cold damage in addition to its normal damage types (see Multiple Damage Types, page 56).

As a standard action, you can make a **strike** using this weapon that is imbued with frigid energy. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

Rank 5 (25,000 gp): Your **power** with the frigid strike is not halved.

Hefty

(as base weapon)

Attune

Rank 3 (1,000 gp)

This weapon feels heavy in the hand. It gains the **Forceful** weapon tag (see Weapon Tags, page 168). If it already has that weapon tag, the distance that you can **knockback** the target increases by 10 feet.

Rank 5 (25,000 gp): The maximum size category that you can affect with this weapon's **Forceful** tag also increases by one.

Honed

(as base weapon)

Attune

Rank 4 (5,000 gp)

This weapon has the Keen weapon tag. You gain a +2 bonus to **accuracy** with **strikes** using this weapon for the purpose of determining whether you get a **critical hit** (see Weapon Tags, page 168). If the weapon already has the Keen weapon tag, this has no effect.

Impactful

(as base weapon)

Attune

Rank 4 (5,000 gp)

This weapon has the Impact weapon tag. When you get a **critical hit** with this weapon, you roll triple damage dice instead of

Attune (deep)
Rank 3 (1,000 gp)

double damage dice. If the weapon already has the Impact weapon tag, this has no effect.

Iridescent

(as base weapon)

Attune

Rank 2 (200 gp)

This weapon shimmers with a chaotic pattern of colors. As a standard action, you can make a flashy **strike** using this weapon that accentuates its bewildering effect. Your **power** with the strike is halved. Each creature damaged by the strike is **briefly dazzled** (*20% miss chance, no special vision*).

Rank 4 (5,000 gp): The dazzling effect becomes a **condition**.

Rank 6 (125,000 gp): The dazzling effect becomes a **condition**, and each creature that loses **hit points** from the strike is **briefly blinded** (*50% miss chance, -2 Armor and Ref*).

Longshot

(as base weapon)

Attune

Rank 2 (200 gp)

When you make a ranged attack using this weapon, you reduce your **longshot penalty** by 1.

Rank 5 (25,000 gp): The penalty reduction increases to 2.

Merciful

(as base weapon)

Attune

Rank 1 (40 gp)

This weapon deals **subdual damage**. As a **minor action**, you can toggle this effect on or off, allowing you to deal non-subdual damage with this weapon if you desire.

Morphing

(as base weapon)

Attune

Rank 1 (40 gp)

As a standard action, you can activate this weapon. If you do, it changes shape into a new weapon of your choice from the same weapon group. If you stop attuning to this weapon, it returns to its original form.

Rank 3 (1,000 gp): The weapon can shape into any weapon of your choice that you are proficient with, not just weapons from the same weapon group. This can only change into existing manufactured weapons, not improvised weapons (see Weapons, page 166).

Onslaught

(as base weapon)

Attune

Rank 1 (40 gp)

Whenever you **defeat** a creature with a **strike** using this weapon, you gain a +10 foot bonus to your land speed during the next round. In addition, if the creature was at least one **size category** larger than you, you **briefly** gain a +1 **accuracy** bonus.

Rank 5 (25,000 gp): The speed bonus increases to +20 feet, and the accuracy bonus increases to +3.

Phasing

(as base weapon)

Attune

Rank 3 (1,000 gp)

All **strikes** with this weapon, including projectiles fired by this weapon, can pass through a single solid obstacle of up to one foot thick on the way to their target. This can allow you to ignore **cover**, or even attack through solid walls. It does not allow you to ignore armor, shields, or similar items used by the target of your attacks.

Rank 5 (25,000 gp): The strike can penetrate through any number of solid objects with a combined thickness of ten feet or less.

Potency

(as base weapon)

You gain a +2 **magic bonus** to your **power**.

Rank 4 (5,000 gp): The power bonus increases to +4.

Rank 6 (125,000 gp): The power bonus increases to +8.

Attune

Rank 2 (200 gp)

Powerstrike

(as base weapon)

Attune

Rank 3 (1,000 gp)

As a standard action, you can make a **strike** with a +4 damage bonus using this weapon.

Rank 5 (25,000 gp): The damage bonus increases to +8.

Rank 7 (625,000 gp): The damage bonus increases to +16.

Returning

(as base weapon)

Attune

Rank 1 (40 gp)

After being thrown, this weapon teleports back into your hand at the end of the current phase. Catching a returning weapon when it comes back is a free action. If you can't catch it, the weapon drops to the ground in the square from which it was thrown.

Ricochetting

(as base weapon)

Attune

Rank 3 (1,000 gp)

When you make a **ranged strike** with this weapon, you may also target one additional secondary creature or object. Each secondary target must be within 10 feet of a primary target, and must not already be a target of the strike. The strike affects each secondary target in the same way as the primary target.

Rank 5 (25,000 gp): You can choose two secondary targets instead of only one.

Rank 7 (625,000 gp): You can choose three secondary targets instead of only one. In addition, each secondary target may be up to 15 feet away from a primary target.

Routing

(as base weapon)

Attune

Rank 2 (200 gp)

You gain a +1 bonus to **accuracy** with **strikes** using this weapon against creatures that are suffering penalties for being **shaken** (-1 *Mental*, -1 *accuracy vs. source*), **frightened** (-2 *Mental*, -2 *accuracy vs. source*), or **panicked** (-4 *Mental*, *cannot attack source*).

Rank 6 (125,000 gp): The accuracy bonus increases to +2.

Screaming

(as base weapon)

Attune (deep), Emotion

Rank 1 (40 gp)

Whenever you make a creature lose **hit points** with a **strike** using this weapon, this weapon emits a blood-curdling scream. This causes you and that creature to **briefly** become **shaken** (-1 *Mental*, -1 *accuracy vs. source*) by each other. After a creature stops being shaken in this way, it becomes immune to this effect until it takes a **short rest**.Rank 5 (25,000 gp): You and the struck creature are **frightened** (-2 *Mental*, -2 *accuracy vs. source*) by each other instead of shaken.**Seeking**

(as base weapon)

Attune

Rank 4 (5,000 gp)

This weapon automatically veers towards its intended target. Any **miss chance** the strike would normally have is reduced. A 50%

miss chance is reduced to a 20% miss chance, and a 20% miss chance is removed entirely.

Rank 6 (125,000 gp): Any **miss chance** the strike would normally have is removed completely instead of only being reduced.**Soulreaving****Attune**

(as base weapon)

Rank 6 (125,000 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 deal no damage immediately. Instead, the damage is delayed. 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 **minor action**, you can cut yourself with this weapon to activate it. This deals a single point of physical damage to you. When you do, each creature hit with the weapon takes untyped damage 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.**Studied****Attune**

(as base weapon)

Rank 3 (1,000 gp)

You gain a **magic bonus** to your **power** equal to your Intelligence.

Rank 5 (25,000 gp): The bonus increases to twice your Intelligence.

Rank 7 (625,000 gp): The bonus increases to four times your Intelligence.

Surestrike**Attune**

(as base weapon)

Rank 3 (1,000 gp)

As a standard action, you can make a **strike** with a +2 accuracy bonus using this weapon.

Rank 5 (25,000 gp): The accuracy bonus increases to +3.

Rank 7 (625,000 gp): The accuracy bonus increases to +4.

Tireless**Attune**

(as base weapon)

Rank 1 (40 gp)

You reduce your **fatigue penalty** by 1 when determining your **accuracy** with **strikes** using this weapon.

Rank 3 (1,000 gp): The penalty reduction increases to 2.

Rank 5 (25,000 gp): The penalty reduction increases to 3.

Unbalanced**Attune**

(as base weapon)

Rank 3 (1,000 gp)

You take a -1 **accuracy** penalty to strikes using this weapon. However, your attack rolls with strikes using this weapon **explode** on a 9. This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 55).

Rank 7 (625,000 gp): The accuracy penalty increases to -2. However, you also explode on an 8.

Vampiric

(as base weapon)

Attune

Rank 4 (5,000 gp)

As a standard action, you can make a **strike** with a +4 damage bonus using this weapon. If a living creature loses **hit points** from this strike, you can increase your **fatigue level** by one. If you do, you regain $2d10+7$ hit points. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Rank 6 (125,000 gp): The damage bonus increases to +8, and the healing increases to $4d10+14$.

Vorpal

(as base weapon)

Attune

Rank 7 (625,000 gp)

You gain a +2 bonus to **accuracy** with **strikes** using this weapon for the purpose of determining whether you get a **critical hit** (see Weapon Tags, page 168). In addition, critical hits with **strikes** using this weapon deal maximum damage.

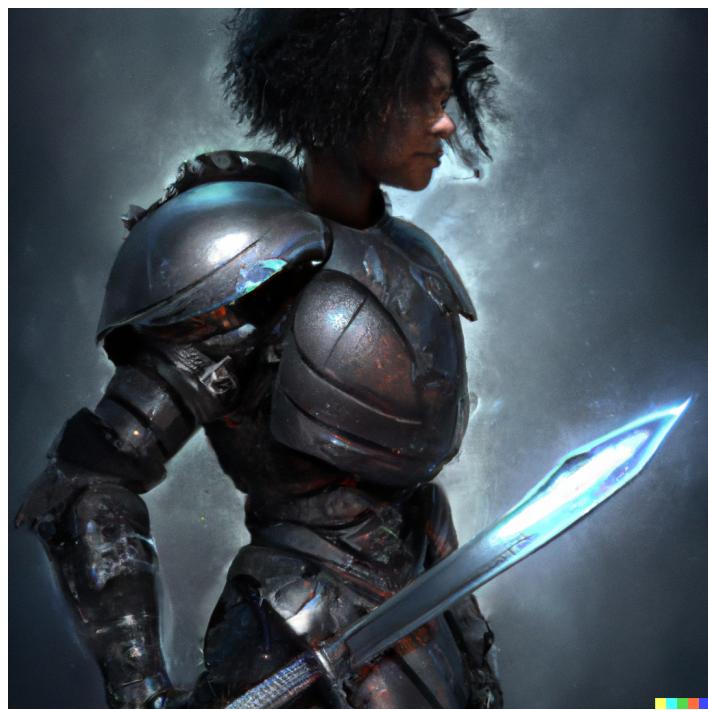
Wolfpack

(as base weapon)

Attune

Rank 5 (25,000 gp)

Each creature that is adjacent to both you and one of your **allies** takes a -1 penalty to Armor and Reflex defenses.

Armor

Most characters use armor to protect themselves. There are two kinds of armor: **body armor**, such as full plate armor, and **shields**. Body armor is worn on your body. You can only benefit from one body armor at a time. If you somehow wear multiple layers of body armor, the penalties stack and the benefits do not stack. A shield requires a free hand instead of being worn on the body.

Armor Mechanics**Armor Usage Classes**

An armor's **usage class** is a measure of how the armor is used, and how much effort is required to use it. It indicates whether armor, when used by a creature the armor is sized for, is considered light armor, medium armor, or heavy armor.

Armor Proficiency

Proficiency with armor is defined by the armor's usage class. If you wear or use armor you are not proficient with, it provides half its normal defense bonus. In addition, you apply that armor's **encumbrance** as a penalty to your **accuracy**. Since standard shields have no **encumbrance**, you can use them without penalizing your attacks.

Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table 8.9: Donning Armor. Donning and removing body armor and shields takes both hands.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readying (strapping on) a shield is a **free action**.

Remove: This column tells how long it takes to get the armor off.

Table 8.9: Donning Armor

Armor Type	Don	Remove
Light shield	1 free action	1 free action
Medium shield	1 standard action	1 standard action
Tower shield	1 standard action	1 standard action
Light body armor	1 minute	1 minute ¹
Medium body armor	4 minutes ¹	1 minute ¹
Heavy body armor	4 minutes ²	1d4+1 minutes ¹

1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

2 The wearer must have help to don this armor.

Weight and Size

The size category of body armor is the same as the size category of the creature it is sized for. Bucklers and standard shields are one size category smaller than the creature they are sized for, while tower shields are the same size category as the creature they are sized for. All armor and shields except for heavy body armor are **lightweight** objects. In general, heavy body armor weighs so much that only creatures with a Strength of at least 1 can wear it (see Weight Limits, page 46).

Armor Table

Here is the format for armor entries (given as column headings on Table 8.10: Armor and Shields, below).

Defense: This value indicates how much the armor increases your Armor defense.

Damage Resistance: This value indicates how much the armor increases your **damage resistance** (see Damage Resistance, page 33).

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 33.

Speed: This penalty applies to speed with all of your **movement modes** while wearing the armor.

Dex Bonus: This multiplier affects the contribution of your Dexterity to your Armor defense. It does not change any other effects that Dexterity has.

Item Rank (Cost): The first value indicates the **item rank** of the item (see Item Ranks, page 164). The second value in parentheses indicates the average cost to buy the item. Items crafted for unusually large or small creatures are more expensive. For each size category larger or smaller than Medium, the item's rank increases by one, which increases its price.

Individual Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 8.10: Armor and Shields are described below.

Armor Spikes: You can add armor spikes to any **body armor**. Armor spikes are a **weapon** that you can deal damage with (see Table 8.5: Weapons, page 170).

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can treat the hand using a buckler as a **free hand**. However, if you wield weapons or otherwise take actions using the arm bearing the buckler, you do not gain the buckler's defensive bonus during that phase.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner with a day of work and a **difficulty value** 10 Craft (metalworking) check. The new owner must still be of the same size category as the size category that the suit was designed for.

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 8.5: Weapons for the damage dealt by a shield bash. Magical abilities on a shield do not affect shield bash attacks made with it, and magic weapon properties cannot be applied to a shield. In addition, you cannot use the **offhand strike** ability to attack with a shield.

Shield, Tower: This massive shield is nearly as tall as an average human. When you take the *total defense* action while wielding a tower shield, you gain a +2 bonus to Armor defense in addition to the normal bonuses from taking that action (see Total Defense, page 65). You cannot attack with a tower shield, and you cannot use your shield hand for anything else.

While wielding a tower shield, you take a -1 penalty to **accuracy** because of the shield's unwieldy nature.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that increases the damage dealt by a shield bash by +1d. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

Studded Leather: The studs on studded leather are made of metal, but this amount of metal is not generally enough to make the item count as being made of metal. Studded leather armor made with studs from special materials does not grant the wearer the properties of the special material.

Special Materials

Nonmagical body armor can be made from special materials that can alter the properties of the item. These special materials are described in Table 8.11: Armor Special Materials. The benefits here only apply to body armor that is fully made from the given special material. If you combine multiple special materials in any way, such as by wearing deepforged gauntlets with a mithral breastplate,

Table 8.10: Armor and Shields

Armor	Defense	Damage Resistance	Encumbrance	Speed	Dex Bonus	Material	Item Rank (Cost)
Light armor							
Leather	+2	+2	—	—	—	Leather	0 (10 gp)
Studded leather	+2	+3	+1	—	—	Leather	1 (40 gp)
Chain shirt	+2	+3	+1	—	—	Metal	1 (40 gp)
Buckler	+1	—	—	—	—	Metal or wood	0 (10 gp)
Medium armor							
Hide	+3	+3	+3	—	x1/2	Leather	1 (40 gp)
Scale mail	+3	+5	+5	—	x1/2	Metal	1 (40 gp)
Breastplate	+3	+6	+4	—	x1/2	Metal	2 (200 gp)
Standard shield	+2	—	— ¹	—	x1/2	Metal or wood	0 (10 gp)
Spiked shield	+2	—	+1 ¹	—	x1/2	Metal or wood	1 (50 gp)
Heavy armor							
Layered hide	+4	+8	+5	-10 ft.	x0	Leather	1 (40 gp)
Plated mail	+4	+10	+6	-10 ft.	x0	Metal	2 (200 gp)
Full plate	+4	+12	+6	-10 ft.	x0	Metal	3 (1,000 gp)
Tower shield	+3 ²	—	+2 ¹	—	x0	Metal or wood	1 (40 gp)
Extras							
Armor spikes	—	-1	+1	—	—	Metal	0 (10 gp)
Locked gauntlet	—	—	Special	—	—	Metal	0 (10 gp)
Shield spikes	—	—	—	—	—	Metal	0 (10 gp)

¹ The hand holding the shield is not free, which may limit your actions.

² Tower shields improve your ability to take the *total defense* action. See the description.

you do not gain any benefits for having special materials.

Body armor that is made from a special material cannot have any magic item properties, and cannot be chosen as a **legacy item**.

Adamantine: Adamantine armor increases the **encumbrance** of the armor by 2, but it multiplies the **damage resistance** provided by the armor by 4. The armor's item rank is increased by 3, which increases the typical cost to buy the item (see Item Ranks, page 164).

Adamantine, Pure: Pure adamantine armor increases the **encumbrance** of the armor by 2, but it multiplies the **damage resistance** provided by the armor by 8. The armor's item rank is increased by 5, which increases the typical cost to buy the item (see Item Ranks, page 164).

Cold Iron: Cold iron armor provides half the normal **damage resistance**. In exchange, it grants a +1 bonus to your defenses against **magical** abilities. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 164).

Cold Iron, Pure: Pure cold iron armor provides half the normal **damage resistance**. In exchange, it grants a +2 bonus to your defenses against **magical** abilities. The armor's item rank is increased by 4, which increases the typical cost to buy the item (see Item Ranks, page 164).

Deepforged: Deepforged body armor multiplies the **damage resistance** provided by the armor by 2. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 164).

Deepforged, Pure: Pure deepforged body armor multiplies the **damage resistance** provided by the armor by 4. The armor's item rank is increased by 4, which increases the typical cost to buy the

item (see Item Ranks, page 164).

Diamondsteel: Diamondsteel body armor grants you a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 164).

Diamondsteel, Pure: Pure diamondsteel body armor grants you a +4 bonus to your defenses when determining whether any attack gets a **critical hit** against you instead of a normal hit. In addition, it multiplies the **damage resistance** provided by the armor by 2. The armor's item rank is increased by 4, which increases the typical cost to buy the item (see Item Ranks, page 164).

Dragonhide: Dragonhide body armor multiplies the **damage resistance** provided by the armor by 3. In addition, each dragonhide body armor is made from the hide of a particular type of dragon. You are **impervious** to damage of the type dealt by that dragon's breath weapon (see Table C.2: Dragon Types, page 392). The armor's item rank is increased by 3, which increases the typical cost to buy the item (see Item Ranks, page 164).

Dragonhide, Ancient: Ancient dragonhide body armor multiplies the **damage resistance** provided by the armor by 6. In addition, each ancient dragonhide body armor is made from the hide of a particular type of dragon. You are **immune** to damage of the type dealt by that dragon's breath weapon (see Table C.2: Dragon Types, page 392). The armor's item rank is increased by 5, which increases the typical cost to buy the item (see Item Ranks, page 164).

Dragonscale: Dragonscale body armor multiplies the **damage resistance** provided by the armor by 3. It is not con-

Table 8.11: Armor Special Materials

Material	Damage Resistance	Encumbrance	Special Effect	Material	Item Rank
Adamantine	x4	+2	—	Metal	+3
Adamantine, pure	x8	+2	—	Metal	+5
Cold iron	x1/2	—	+1 defense vs magic	Metal	+2
Cold iron, pure	x1/2	—	+2 defense vs magic	Metal	+4
Deepforged	x2	—	—	Metal	+2
Deepforged, pure	x4	—	—	Metal	+4
Diamondsteel	—	—	+4 defense vs strike crits	Metal	+2
Diamondsteel, pure	x2	—	+4 defense vs crits	Metal	+4
Dragonhide	x3	—	Impervious to specific energy type	Leather	+3
Dragonhide, ancient	x6	—	Immune to specific damage type	Leather	+5
Dragonscale	x3	—	Impervious to specific energy type	Metal	+3
Dragonscale, ancient	x6	—	Immune to specific energy type	Metal	+5
Elvenweave	x2	—	—	Leather	+2
Elvenweave, pure	x4	—	—	Leather	+4
Ironwood	—	—	—	Metal	+1
Mithral	—	-2	—	Metal	+2
Mithral, pure	x2	-3	Improve Dex multiplier	Metal	+4
Starmetal	x2	+2	Recover damage resistance	Metal	+2
Starmetal, pure	x4	+2	Recover damage resistance	Metal	+4

sidered to be metal, which may affect abilities like the heat metal spell. In addition, each dragonscale body armor is made from the scales of a particular type of dragon. You are **impervious** to damage of the type dealt by that dragon's breath weapon (see Table C.2: Dragon Types, page 392). The armor's item rank is increased by 3, which increases the typical cost to buy the item (see Item Ranks, page 164).

Dragonscale, Ancient: Ancient dragonscale body armor multiplies the **damage resistance** provided by the armor by 6. It is not considered to be metal, which may affect abilities like the heat metal spell. In addition, each ancient dragonscale body armor is made from the scales of a particular type of dragon. You are **immune** to damage of the type dealt by that dragon's breath weapon (see Table C.2: Dragon Types, page 392). The armor's item rank is increased by 5, which increases the typical cost to buy the item (see Item Ranks, page 164).

Elvenweave: Elvenweave body armor multiplies the **damage resistance** provided by the armor by 2. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 164).

Ironwood: The most common special material is ironwood, which is made from wood magically treated using the ironwood ritual to be as strong as steel. Ironwood armor functions exactly like armor of the same type, except that it is made of wood. The armor's item rank is increased by 1, which increases the typical cost to buy the item (see Item Ranks, page 164).

Mithral: Mithral body armor reduces the **encumbrance** of the armor by 2. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 164).

Mithral, Pure: Pure mithral body armor multiplies the **damage resistance** provided by the armor by 2. In addition, it reduces the **encumbrance** of the armor by 3, and it increases the

contribution of your Dexterity to your Armor defense relative to the normal limit for that type of armor. A multiplier of x1/2 becomes x1, and a multiplier of x0 becomes a x1/2. The armor's item rank is increased by 4, which increases the typical cost to buy the item (see Item Ranks, page 164).

Starmetal: Starmetal body armor multiplies the **damage resistance** provided by the armor by 2. In addition, it increases the **encumbrance** of the armor by 2. When you use the **recover** ability while wearing starmetal body armor, you also regain an amount of **damage resistance** equal to half the damage resistance provided by the armor. This effect is **Swift**, like the **recover** ability. The armor's item rank is increased by 2, which increases the typical cost to buy the item (see Item Ranks, page 164).

Starmetal, Pure: Pure starmetal body armor multiplies the **damage resistance** provided by the armor by 4. In addition, it increases the **encumbrance** of the armor by 2. When you use the **recover** ability while wearing starmetal body armor, you also regain an amount of **damage resistance** equal to half the damage resistance provided by the armor. This effect is **Swift**, like the **recover** ability. The armor's item rank is increased by 4, which increases the typical cost to buy the item (see Item Ranks, page 164).

Magic Armor

Magic body armor must be worn to gain its effects, while magic shields must be wielded.

Magic Armor and Damage Resistance

While you are attuned to magical body armor, that armor gains a multiplier to the damage resistance it provides. This multiplier does not apply to any special properties the armor might have, such as a magic bonus to your damage resistance. It only applies to the normal damage resistance normally provided by body armor of that type. The magnitude of the multiplier is based on the magic item's rank, as listed below.

- Rank 0–3: x1
- Rank 4: x2
- Rank 5: x3
- Rank 6: x4
- Rank 7: x6

Table 8.12: Magic Armor

Name	Rank (Cost)	Type	Description	Page
Agile Burst Armor	1 (40 gp)	Body	Grants +1 Reflex whenever you sprint	189
Hidden Armor	1 (40 gp)	Body	Can look like normal clothing	190
Armor of Health	2 (200 gp)	Body	Grants +4 hit points	189
Covering Shield	2 (200 gp)	Shield	Grants +1 Armor defense during total defense	189
Crumpling Armor	2 (200 gp)	Body	Reduces physical damage from two attacks by 5	189
Featherlight Armor	2 (200 gp)	Body	Reduces encumbrance by 1	189
Lifebond Retribution Armor	2 (200 gp)	Body	Deals 2d6 damage to attackers when you lose HP	190
Lifeweave Armor	2 (200 gp)	Body	Grants +8 damage resistance, but -4 hit points	190
Resistant Armor	2 (200 gp)	Body	Grants +4 damage resistance	190
Shield of Arrow Catching	2 (200 gp)	Shield	Redirects nearby projectiles to hit you	190
Shield of Arrow Reflection	2 (200 gp)	Shield	Reflects missed ranged attacks	191
Shield of Bashing	2 (200 gp)	Shield	Grants +3 power with strikes	191
Soulguard Shield	2 (200 gp)	Shield	Grants 25% chance to avoid conditions	191
Soulweave Armor	2 (200 gp)	Body	Grants +6 damage resistance, but -2 power	191
Armor of Fortification	3 (1,000 gp)	Body	Reduces critical hits from strikes	189
Hidden Armor, Greater	3 (1,000 gp)	Body	Can look and sound like normal clothing	190
Shield of Arrow Deflection	3 (1,000 gp)	Shield	Grants +2 defenses vs ranged strikes	190
Stonebody Armor	3 (1,000 gp)	Body	Grants +8 hit points and damage resistance, but -10 speed	191
Agile Burst Armor, Greater	4 (5,000 gp)	Body	Grants +1 Armor and Reflex whenever you sprint	189
Armor of Health, Greater	4 (5,000 gp)	Body	Grants +8 hit points	189
Armor of Retribution	4 (5,000 gp)	Body	Deals 2d8 damage to adjacent attackers	189
Covering Shield, Greater	4 (5,000 gp)	Shield	Grants +2 Armor defense during total defense	189
Crumpling Armor, Greater	4 (5,000 gp)	Body	Reduces physical damage from two attacks by 10	189
Featherlight Armor, Greater	4 (5,000 gp)	Body	Reduces encumbrance by 2	189
Hardblock Shield	4 (5,000 gp)	Shield	Imposes -1 Armor penalty when creatures miss you	190
Lifebond Retribution Armor, Greater	4 (5,000 gp)	Body	Deals 4d6 damage to attackers when you lose HP	190
Lifeweave Armor, Greater	4 (5,000 gp)	Body	Grants +16 damage resistance, but -8 hit points	190
Lithe Armor	4 (5,000 gp)	Body	Grants +1 Armor if you have 3 Dex	190
Resistant Armor, Greater	4 (5,000 gp)	Body	Grants +8 damage resistance	190
Shield of Arrow Catching, Greater	4 (5,000 gp)	Shield	Redirects projectiles to hit you	190
Shield of Arrow Reflection, Greater	4 (5,000 gp)	Shield	Precisely reflects missed ranged attacks	191
Shield of Bashing, Greater	4 (5,000 gp)	Shield	Grants +6 power with strikes	191
Shield of Medusa	4 (5,000 gp)	Shield	Can briefly paralyze nearby foes	191
Shield of Mystic Reflection	4 (5,000 gp)	Shield	React to reflect magical attacks	191
Soulweave Armor, Greater	4 (5,000 gp)	Body	Grants +12 damage resistance, but -4 power	191
Armor of Emptiness	5 (25,000 gp)	Body	Immune to conditions, but maximum hit points are halved	189
Armor of Mystic Fortification	5 (25,000 gp)	Body	Reduces critical hits from magical attacks	189
Shield of Arrow Deflection, Greater	5 (25,000 gp)	Shield	Grants +3 defenses vs ranged strikes	190
Stonebody Armor, Greater	5 (25,000 gp)	Body	Grants +16 hit points and damage resistance, but -10 speed	191
Swiftstep Armor	5 (25,000 gp)	Body	Removes armor speed penalty	191
Armor of Fortification, Greater	6 (125,000 gp)	Body	Drastically reduces critical hits from strikes	189
Armor of Health, Supreme	6 (125,000 gp)	Body	Grants +16 hit points	189
Armor of Retribution, Greater	6 (125,000 gp)	Body	Deals 4d8 damage to adjacent attackers	189
Covering Shield, Supreme	6 (125,000 gp)	Shield	Grants +3 Armor defense during total defense	189

Crumpling Armor, Supreme	6 (125,000 gp)	Body	Reduces physical damage from two attacks by 20	189
Featherlight Armor, Supreme	6 (125,000 gp)	Body	Reduces encumbrance by 3	189
Lifebond Retribution Armor, Supreme	6 (125,000 gp)	Body	Deals 5d10 damage to attackers when you lose HP	190
Lifeweave Armor, Supreme	6 (125,000 gp)	Body	Grants +32 damage resistance, but -16 hit points	190
Resistant Armor, Supreme	6 (125,000 gp)	Body	Grants +16 damage resistance	190
Shield of Arrow Catching, Supreme	6 (125,000 gp)	Shield	Redirects projectiles to possibly hit you	190
Shield of Arrow Reflection, Supreme	6 (125,000 gp)	Shield	Reflects missed ranged attacks with incredible precision	191
Shield of Bashing, Supreme	6 (125,000 gp)	Shield	Grants +12 power with strikes	191
Soulguard Shield, Greater	6 (125,000 gp)	Shield	Grants 50% chance to avoid conditions	191
Soulweave Armor, Supreme	6 (125,000 gp)	Body	Grants +24 damage resistance, but -8 power	191
Agile Burst Armor, Supreme	7 (625,000 gp)	Body	Grants +2 Armor and Reflex whenever you sprint	189
Hardblock Shield, Greater	7 (625,000 gp)	Shield	Imposes -2 Armor penalty when creatures miss you	190
Lithe Armor, Greater	7 (625,000 gp)	Body	Grants +2 Armor if you have 3 Dex	190
Shield of Arrow Deflection, Supreme	7 (625,000 gp)	Shield	Grants +4 defenses vs ranged strikes	190
Shield of Medusa, Greater	7 (625,000 gp)	Shield	Can briefly paralyze foes	191
Stonebody Armor, Supreme	7 (625,000 gp)	Body	Grants +32 hit points and damage resistance, but -10 speed	191

Agile Burst Armor

Body armor (bone, leather, metal)

Whenever you use the *sprint* ability, you gain a +1 bonus to your Reflex defense until the end of the round. This effect has the **Swift** tag, so it affects attacks against you during the current phase.

Agile Burst Armor, Greater

Body armor (bone, leather, metal)

Whenever you use the *sprint* ability, you gain a +1 bonus to your Armor and Reflex defenses until the end of the round. This effect has the **Swift** tag, so it affects attacks against you during the current phase.

Agile Burst Armor, Supreme

Body armor (bone, leather, metal)

Whenever you use the *sprint* ability, you gain a +2 bonus to your Armor and Reflex defenses until the end of the round. This effect has the **Swift** tag, so it affects attacks against you during the current phase.

Armor of Emptiness

Body armor (bone, leather, metal)

Your maximum **hit points** are halved. However, you are immune to **conditions**.

Armor of Fortification

Body armor (bone, leather, metal)

You gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

Armor of Fortification, Greater

Body armor (bone, leather, metal)

You gain a +8 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

Armor of Health

Body armor (bone, leather, metal)

You gain a +4 **magic bonus** to your **hit points**.

Armor of Health, Greater

Body armor (bone, leather, metal)

You gain a +8 **magic bonus** to your **hit points**.

Armor of Health, Supreme

Body armor (bone, leather, metal)

You gain a +16 **magic bonus** to your **hit points**.

Armor of Mystic Fortification

Body armor (bone, leather, metal)

You gain a +4 bonus to your defenses when determining whether any attack gets a **critical hit** against you instead of a normal hit.

Armor of Retribution

Body armor (bone, leather, metal)

Whenever an adjacent creature attacks you, make a **reactive attack** vs. Fortitude against them.

Hit: Each target takes 2d8 energy damage.

Attune, Swift

Rank 1 (40 gp)

Armor of Retribution, Greater

Body armor (bone, leather, metal)

Attune (deep)

Rank 6 (125,000 gp)

Whenever an adjacent creature attacks you, make a **reactive attack** vs. Fortitude against them.

Hit: Each target takes 4d8 energy damage.

Attune, Swift

Rank 4 (5,000 gp)

Covering Shield**Attune**

Shield (bone, metal, wood)

Rank 2 (200 gp)

When you take the *total defense* action, you gain a +1 bonus to Armor defense in addition to the normal bonuses from taking that action (see Total Defense, page 65). This property cannot be applied to tower shields.

Attune, Swift

Rank 7 (625,000 gp)

Covering Shield, Greater**Attune**

Shield (bone, metal, wood)

Rank 4 (5,000 gp)

When you take the *total defense* action, you gain a +2 bonus to Armor defense in addition to the normal bonuses from taking that action (see Total Defense, page 65). This property cannot be applied to tower shields.

Attune, Swift

Rank 5 (25,000 gp)

Covering Shield, Supreme**Attune**

Shield (bone, metal, wood)

Rank 6 (125,000 gp)

When you take the *total defense* action, you gain a +3 bonus to Armor defense in addition to the normal bonuses from taking that action (see Total Defense, page 65). This property cannot be applied to tower shields.

Crumpling Armor**Attune (deep)**

Body armor (bone, leather, metal)

Rank 2 (200 gp)

Whenever you would take **physical damage**, your armor crumples under the attack, reducing that damage by 5. After damage is reduced twice in this way, this has no effect until you take a **short rest**.

Crumpling Armor, Greater**Attune (deep)**

Body armor (bone, leather, metal)

Rank 4 (5,000 gp)

This armor functions like *crumpling armor*, except that the damage reduction increases to 10.

Crumpling Armor, Supreme**Attune (deep)**

Body armor (bone, leather, metal)

Rank 6 (125,000 gp)

This armor functions like *crumpling armor*, except that the damage reduction increases to 20.

Featherlight Armor**Attune**

Body armor (bone, leather, metal)

Rank 2 (200 gp)

This armor's **encumbrance** is reduced by 1.

Featherlight Armor, Greater**Attune**

Body armor (bone, leather, metal)

Rank 4 (5,000 gp)

This armor's **encumbrance** is reduced by 2.

Featherlight Armor, Supreme**Attune**

Body armor (bone, leather, metal)

Rank 6 (125,000 gp)

This armor's **encumbrance** is reduced by 3.

Hardblock Shield

Shield (bone, metal, wood)

Attune

Rank 4 (5,000 gp)

Whenever a creature misses or **glances** you with a melee **strike**, it **briefly** takes a -1 penalty to Armor defense. As normal, this bonus does not stack with itself, even if the same creature misses you with multiple melee attacks.

Hardblock Shield, Greater

Shield (bone, metal, wood)

Attune

Rank 7 (625,000 gp)

This shield functions like a *hardblock shield*, except that the penalty increases to -2.

Hidden Armor

Body armor (bone, leather, metal)

Attune, Sensation

Rank 1 (40 gp)

As a standard action, you can use this item. If you do, it appears to change shape and form to assume the shape of a normal set of clothing. You may choose the design of the clothing. The item retains all of its properties, including weight and sound, while disguised in this way. Only its visual appearance is altered.

Alternately, you may return the armor to its original appearance.

Hidden Armor, Greater

Body armor (bone, leather, metal)

Attune, Sensation

Rank 3 (1,000 gp)

This item functions like *hidden armor*, except that the item also makes sound appropriate to its disguised form while disguised.

Lifebond Retribution Armor

Body armor (bone, leather, metal)

Attune (deep)

Rank 2 (200 gp)

Whenever an **enemy** within a Medium (30 ft.) radius **emanation** from you causes you to lose **hit points**, make a **reactive attack** vs. Fortitude against them.

Hit: Each target takes 2d6 energy damage.

Lifebond Retribution Armor, Greater

Body armor (bone, leather, metal)

Attune (deep)

Rank 4 (5,000 gp)

Whenever an **enemy** within a Medium (30 ft.) radius **emanation** from you causes you to lose **hit points**, make a **reactive attack** vs. Fortitude against them.

Hit: Each target takes 4d6 energy damage.

Lifebond Retribution Armor,**Supreme**

Body armor (bone, leather, metal)

Attune (deep)

Rank 6 (125,000 gp)

Whenever an **enemy** within a Medium (30 ft.) radius **emanation** from you causes you to lose **hit points**, make a **reactive attack** vs. Fortitude against them.

Hit: Each target takes 5d10 energy damage.

Lifeweave Armor

Body armor (bone, leather, metal)

Attune

Rank 2 (200 gp)

You gain a +8 **magic bonus** to your **damage resistance**. However, you take a -4 penalty to your **hit points**.

Lifeweave Armor, Greater

Body armor (bone, leather, metal)

Attune

Rank 4 (5,000 gp)

You gain a +16 **magic bonus** to your **damage resistance**. However, you take a -8 penalty to your **hit points**.

Lifeweave Armor, Supreme

Body armor (bone, leather, metal)

Attune

Rank 6 (125,000 gp)

You gain a +32 **magic bonus** to your **damage resistance**. However, you take a -16 penalty to your **hit points**.

Lithe Armor

Body armor (bone, leather, metal)

Attune

Rank 4 (5,000 gp)

If your Dexterity is at least 3, you gain a +1 bonus to your Armor defense.

Lithe Armor, Greater

Body armor (bone, leather, metal)

Attune

Rank 7 (625,000 gp)

If your Dexterity is at least 3, you gain a +2 bonus to your Armor defense.

Resistant Armor

Body armor (bone, leather, metal)

Attune

Rank 2 (200 gp)

You gain a +4 **magic bonus** to your **damage resistance**.

Resistant Armor, Greater

Body armor (bone, leather, metal)

Attune

Rank 4 (5,000 gp)

You gain a +8 **magic bonus** to your **damage resistance**.

Resistant Armor, Supreme

Body armor (bone, leather, metal)

Attune

Rank 6 (125,000 gp)

You gain a +16 **magic bonus** to your **damage resistance**.

Shield of Arrow Catching

Shield (bone, metal, wood)

Attune

Rank 2 (200 gp)

When an **ally** within a Small (15 ft.) radius emanation from you would be attacked by a ranged **strike**, 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.

Shield of Arrow Catching, Greater

Shield (bone, metal, wood)

Attune

Rank 4 (5,000 gp)

This item functions like a *shield of arrow catching*, except that it affects a Large (60 ft.) radius from you.

Shield of Arrow Catching, Supreme

Shield (bone, metal, wood)

Attune

Rank 6 (125,000 gp)

This item functions like a *shield of arrow catching*, except that it affects a Large (60 ft.) radius from you. In addition, you gain a +2 bonus to all defenses against strikes redirected in this way.

Shield of Arrow Deflection

Shield (bone, metal, wood)

Attune

Rank 3 (1,000 gp)

You gain a +2 bonus to your defenses against ranged **strikes**.

Shield of Arrow Deflection, Greater

Shield (bone, metal, wood)

Attune

Rank 5 (25,000 gp)

You gain a +3 bonus to your defenses against ranged **strikes**.

Shield of Arrow Deflection, Supreme

Shield (bone, metal, wood)

Attune

Rank 7 (625,000 gp)

You gain a +4 bonus to your defenses against ranged **strikes**.

Shield of Arrow Reflection

Shield (bone, metal, wood)

Attune

Rank 2 (200 gp)

Whenever a creature within Long (90 ft.) range of you misses or **glances** you with a ranged **strike**, it treats itself as a target of that attack in addition to any other targets.

Shield of Arrow Reflection, Greater

Shield (bone, metal, wood)

Attune

Rank 4 (5,000 gp)

Whenever a creature within Distant (120 ft.) range of you misses or **glances** you with a ranged **strike**, it treats itself as a target of that attack in addition to any other targets. It takes a -2 penalty to defenses against attacks reflected in this way.

Shield of Arrow Reflection, Supreme

Shield (bone, metal, wood)

Attune

Rank 6 (125,000 gp)

Whenever a creature within Extreme (180 ft.) range of you misses or **glances** you with a ranged **strike**, it treats itself as a target of that attack in addition to any other targets. It takes a -4 penalty to defenses against attacks reflected in this way.

Shield of Bashing

Shield (bone, metal, wood)

Attune

Rank 2 (200 gp)

You gain a +3 **magic bonus** to **power** with **strikes** using this shield.

Shield of Bashing, Greater

Shield (bone, metal, wood)

Attune

Rank 4 (5,000 gp)

You gain a +6 **magic bonus** to **power** with **strikes** using this shield.

Shield of Bashing, Supreme

Shield (bone, metal, wood)

Attune

Rank 6 (125,000 gp)

You gain a +12 **magic bonus** to **power** with **strikes** using this shield.

Shield of Medusa

Shield (bone, metal, wood)

Attune, Visual

Rank 4 (5,000 gp)

This shield normally has a cloth covering its face. As a standard action, you can pull the cloth back and reveal the horrifying face emblazoned on the shield. When you do, make an attack vs. Fortitude against all creatures within a Small (15 ft.) cone. On a hit, each target with no remaining **damage resistance** is **briefly paralyzed** (*cannot move*). Each target is immune to this ability until it takes a **short rest**.

If the cloth is prematurely pulled back, allowing creatures to see the shield without a dramatic reveal, the shield has no effect.

Shield of Medusa, Greater

Shield (bone, metal, wood)

Attune, Visual

Rank 7 (625,000 gp)

This shield functions like a *shield of medusa*, except that the attack affects all creatures within a Large (60 ft.) cone.

Shield of Mystic Reflection

Shield (bone, metal, wood)

Attune, Swift

Rank 4 (5,000 gp)

Whenever you use the **total defense** ability, you can activate this shield. When you do, any **targeted magical** abilities that target you this round also the creature using that ability in addition to you.

It cannot choose to reduce its accuracy or damage against itself. Any other targets of the ability are affected normally.

Soulguard Shield

Shield (bone, metal, wood)

Attune

Rank 2 (200 gp)

Whenever you would be affected by a **condition**, you have a 25% chance to avoid gaining that condition. This does not prevent any other effects of the attack.

Soulguard Shield, Greater

Shield (bone, metal, wood)

Attune

Rank 6 (125,000 gp)

Whenever you would be affected by a **condition**, you have a 50% chance to avoid gaining that condition. This does not prevent any other effects of the attack.

Soulweave Armor

Body armor (bone, leather, metal)

Attune

Rank 2 (200 gp)

You gain a +6 **magic bonus** to your **damage resistance**. However, you take a -2 penalty to your **power**.

Soulweave Armor, Greater

Body armor (bone, leather, metal)

Attune

Rank 4 (5,000 gp)

You gain a +12 **magic bonus** to your **damage resistance**. However, you take a -4 penalty to your **power**.

Soulweave Armor, Supreme

Body armor (bone, leather, metal)

Attune

Rank 6 (125,000 gp)

You gain a +24 **magic bonus** to your **damage resistance**. However, you take a -8 penalty to your **power**.

Stonebody Armor

Body armor (bone, leather, metal)

Attune

Rank 3 (1,000 gp)

You gain a +8 **magic bonus** to your **hit points** and **damage resistance**. However, you take a -10 foot penalty to your **movement speed** with all movement modes.

Stonebody Armor, Greater

Body armor (bone, leather, metal)

Attune

Rank 5 (25,000 gp)

You gain a +16 **magic bonus** to your **hit points** and **damage resistance**. However, you take a -10 foot penalty to your **movement speed** with all movement modes.

Stonebody Armor, Supreme

Body armor (bone, leather, metal)

Attune

Rank 7 (625,000 gp)

You gain a +32 **magic bonus** to your **hit points** and **damage resistance**. However, you take a -10 foot penalty to your **movement speed** with all movement modes.

Swiftstep Armor

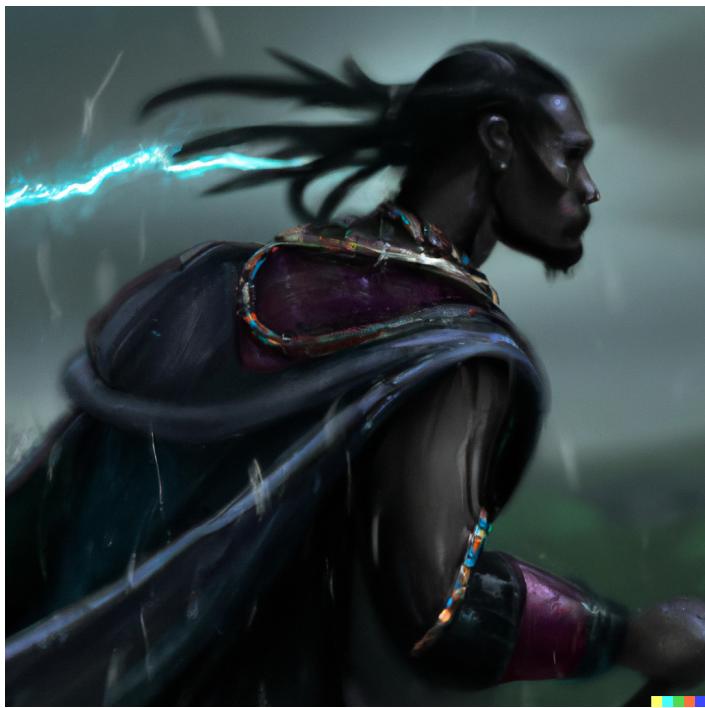
Body armor (bone, leather, metal)

Attune

Rank 5 (25,000 gp)

This armor does not penalize your movement speed for being heavy (see Armor Usage Classes, page 182). If the armor is not heavy armor, this has no effect.

Magic Apparel



Magic apparel items must be worn to gain their effects.

Body Slots

The main limiting factor on how many items you can have equipped is your attunement points, not the physical location of your items on your body. However, there are limits to how many items you can wear of the same type, as described below. For item types not listed here, use reasonable judgment about what would be plausible.

- Amulet: Up to 3
- Belt: Up to 3
- Boots: Up to 1
- Circlet: Up to 1
- Cloak: Up to 3
- Gauntlets: Up to 1 (separate from gloves)
- Gloves: Up to 1 (separate from gauntlets)
- Rings: Up to 5 per hand

Table 8.13: Magic Apparel

Name	Rank (Cost)	Type	Description	Page
Amulet of the Frozen Abyss	1 (40 gp)	Amulet	Changes <i>abyssal blast</i> to deal cold damage	200
Belt of Vital Persistence	1 (40 gp)	Belt	Can exert for +1 to a vital roll	201
Boots of Elvenkind	1 (40 gp)	Boots	Grants +2 Stealth	202
Boots of Reliable Motion	1 (40 gp)	Boots	Can reroll 1s with movement-based skills	202
Boots of the Desertlands	1 (40 gp)	Boots	Eases travel in deserts	203
Boots of the Fearful	1 (40 gp)	Boots	Helps you survive when you become afraid	203
Boots of the Winterlands	1 (40 gp)	Boots	Eases travel in cold areas	203
Bracers of Archery	1 (40 gp)	Bracers	Grants bow proficiency	203
Circlet of Persuasion	1 (40 gp)	Circlet	Grants +2 Persuasion	204
Circlet of Reliable Observation	1 (40 gp)	Circlet	Can reroll 1s with observation-based skills	204
Gauntlet of Blades	1 (40 gp)	Gauntlet	Can summon daggers	206
Gauntlets of Improvisation	1 (40 gp)	Gauntlet	Grants +2 power with improvised weapons	206
Gloves of Reliable Finesse	1 (40 gp)	Gloves	Can reroll 1s with finesse-based skills	207
Ocular Circlet	1 (40 gp)	Circlet	Can allow you to see at a distance	208
Pyromancer's Glove	1 (40 gp)	Glove	Deals 1d8+1 damage in a cone	208
Ring of Breath	1 (40 gp)	Ring	Can exert to breathe briefly	209
Ring of Elemental Endurance	1 (40 gp)	Ring	Grants tolerance of temperature extremes	209
Ring of Nourishment	1 (40 gp)	Ring	Provides food and water	209
Ring of the True Form	1 (40 gp)	Ring	Grants +4 defenses vs form-altering attacks	210
Shieldburst Bracers	1 (40 gp)	Bracers	Can exert to gain instant +2 Armor defense	210
Torchlight Gloves	1 (40 gp)	Gloves	Sheds light as a torch	211
Ambidextrous Gloves	2 (200 gp)	Glove	Grants +1 accuracy with offhand strikes	199
Amulet of Blessed Oration	2 (200 gp)	Amulet	Doubles area of <i>denounce the heathens</i>	199
Amulet of Distant Blood	2 (200 gp)	Amulet	Increases range with shark totem animal	199
Amulet of Distant Stealth	2 (200 gp)	Amulet	Increases range with <i>sneak attack</i>	199
Amulet of Divine Healing	2 (200 gp)	Amulet	Grants +4 power with <i>divine aid</i> and <i>lay on hands</i>	199
Amulet of Sturdy Companionship	2 (200 gp)	Amulet	Grants +8 damage resistance to animal allies	200
Amulet of Wild Control	2 (200 gp)	Amulet	Mitigates total failure with <i>wild magic</i>	200
Anchoring Belt	2 (200 gp)	Belt	Protects you from most forced movement attacks	200
Belt of Healing	2 (200 gp)	Belt	Exert to heal 1d10+4 hit points	201
Belt of Health	2 (200 gp)	Belt	Grants +4 hit points	201
Belt of Scuttling	2 (200 gp)	Belt	Move at full speed while prone	201
Boots of Desperate Flight	2 (200 gp)	Boots	Can move when you recover	202
Boots of Levitation	2 (200 gp)	Boots	Can exert to briefly levitate in midair	202
Bracers of Armor	2 (200 gp)	Bracers	Grants encumbrance-free +2 armor	203
Charging Boots	2 (200 gp)	Boots	Reduces penalties for charging by 1	204
Circlet of Blasting	2 (200 gp)	Circlet	Can blast foe with fire	204
Cleansing Belt	2 (200 gp)	Belt	Can exert to remove a condition	204
Cloak of Death's Door	2 (200 gp)	Cloak	Grants +1 Armor at low health	204
Cloak of Nondetection	2 (200 gp)	Cloak	Grants +4 to defenses against detection	205
Cloak of Translocation	2 (200 gp)	Cloak	Can teleport up to 30 feet	205
Cloak of the Noble Rider	2 (200 gp)	Cloak	Can exert to save your mount from a vital wound	205
Crown of Lightning	2 (200 gp)	Crown	Can deal 1d10+2 damage to nearby foes	205
Dazeshare Ring	2 (200 gp)	Ring	Dazes enemies when you are dazed or worse	205
Exemplar's Amulet	2 (200 gp)	Amulet	Increase bonus from <i>skill exemplar</i> to untrained skills by 1	206
Gauntlet of the Ram	2 (200 gp)	Gauntlet	Knocks back punched enemies	206

Ghost Shroud	2 (200 gp)	Cloak	Grants limited ability to hit incorporeal creatures	206
Gloves of Infused Force	2 (200 gp)	Gloves	Grants +4 power to next strike	207
Gloves of Potency	2 (200 gp)	Glove	Grants +2 power	207
Gloves of Telekinetic Propulsion	2 (200 gp)	Gloves	Reduces thrown longshot penalty by 1	207
Lifesaver Ring	2 (200 gp)	Ring	Regains 1d6 hit points while below half hit points	207
Mask of Water Breathing	2 (200 gp)	Mask	Allows breathing water like air	208
Phasestep Boots	2 (200 gp)	Boots	Can exert to briefly move through creatures	208
Poisonbane Ring	2 (200 gp)	Ring	Impervious to poisons	208
Protector's Amulet	2 (200 gp)	Amulet	Increases range of the protect ability	208
Quilled Cloak	2 (200 gp)	Cloak	Deals damage to creatures that grapple you	209
Ring of Blessed Protection	2 (200 gp)	Ring	Can protect against one critical strike	209
Ring of Honeyed Words	2 (200 gp)	Ring	Grants +2 to social skills	209
Ring of Protection	2 (200 gp)	Ring	Grants +4 damage resistance	209
Ring of Spell Investment	2 (200 gp)	Ring	Can invest a spell to gain its effect later	209
Spellfeeding Amulet	2 (200 gp)	Amulet	Exert to heal 2d6+4 with spell absorption	210
Thieving Gloves	2 (200 gp)	Gloves	Can absorb a small item	211
Throwing Gloves	2 (200 gp)	Gloves	Allows throwing objects up to 60 feet	211
Utility Belt	2 (200 gp)	Belt	Contains five large pockets	211
Amulet of Abyssal Reach	3 (1,000 gp)	Amulet	Increases range with abyssal blast	199
Amulet of Undead Turning	3 (1,000 gp)	Amulet	Increases area of turn undead	200
Amulet of the Avenger	3 (1,000 gp)	Amulet	Grants +1 accuracy with smite when avenging allies	200
Assassin's Cloak	3 (1,000 gp)	Cloak	Grants invisibility while inactive	200
Avian Cloak	3 (1,000 gp)	Cloak	Grants a glide speed	201
Belt of Hill Giant's Strength	3 (1,000 gp)	Belt	Grants +1 Strength for specific purposes	201
Belt of Vital Persistence, Greater	3 (1,000 gp)	Belt	Can exert for +2 to a vital roll	201
Blind Seer's Circlet	3 (1,000 gp)	Circlet	Increases range of blindsense and blindsight	201
Blindfold of the Third Eye	3 (1,000 gp)	Fabric	Grants blindsight, blindsense, and blindness	201
Boots of Elvenkind, Greater	3 (1,000 gp)	Boots	Grants +3 Stealth	202
Boots of Gravitation	3 (1,000 gp)	Boots	Redirects personal gravity to adjacent objects	202
Boots of Reliable Motion, Greater	3 (1,000 gp)	Boots	Can reroll 1s and exert more easily with movement-based skills	202
Boots of Water Walking	3 (1,000 gp)	Boots	Allows walking on liquids	203
Boots of the Skydancer	3 (1,000 gp)	Boots	Can very briefly walk on air	203
Bracers of Archery+	3 (1,000 gp)	Bracers	Grants exotic bow proficiency	203
Bracers of Repulsion	3 (1,000 gp)	Bracers	Can knock nearby creatures back	203
Circlet of Persuasion, Greater	3 (1,000 gp)	Circlet	Grants +3 Persuasion	204
Circlet of Reliable Observation, Greater	3 (1,000 gp)	Circlet	Can reroll 1s and exert more easily with observation-based skills	204
Gauntlets of Improvisation+	3 (1,000 gp)	Gauntlet	Grants +4 power with improvised weapons	206
Gloves of Reliable Finesse, Greater	3 (1,000 gp)	Gloves	Can reroll 1s and exert more easily with finesse-based skills	207
Guardian's Amulet	3 (1,000 gp)	Amulet	Grants +1 accuracy with guarding strike	207
Lifekeeping Belt	3 (1,000 gp)	Belt	Grants +1 bonus to vital rolls	207
Mask of Air	3 (1,000 gp)	Mask	Allows breathing in any environment	208
Ocular Circlet, Greater	3 (1,000 gp)	Circlet	Can allow you to see at a greater distance	208
Ring of Mastery	3 (1,000 gp)	Ring	Grants many small bonuses	209
Ring of Sustenance	3 (1,000 gp)	Ring	Provides food, water, and rest	210
Ring of the True Form, Greater	3 (1,000 gp)	Ring	Grants +8 defenses vs form-altering attacks	210
Shieldburst Bracers+	3 (1,000 gp)	Bracers	Can exert to gain instant +3 Armor defense	210
Shrinking Belt	3 (1,000 gp)	Belt	Reduces your size	210

Ambidextrous Gloves+	4 (5,000 gp)	Glove	Grants +2 accuracy with offhand strikes	199
Amulet of Blessed Oration, Greater	4 (5,000 gp)	Amulet	Triples area of denounce the heathens and bless the worthy	199
Amulet of Distant Blood, Greater	4 (5,000 gp)	Amulet	Greatly increases range with shark totem animal	199
Amulet of Distant Stealth, Greater	4 (5,000 gp)	Amulet	Greatly increases range with sneak attack	199
Amulet of Divine Healing, Greater	4 (5,000 gp)	Amulet	Grants +8 power with divine aid and lay on hands	199
Amulet of Divine Vitality	4 (5,000 gp)	Amulet	Reduces fatigue required to use divine healing and lay on hands	199
Amulet of Possession	4 (5,000 gp)	Amulet	Reduces defense penalties from possession	199
Amulet of Rage	4 (5,000 gp)	Amulet	Reduces defense penalties from rage	199
Amulet of Shared Discipline	4 (5,000 gp)	Amulet	Using cleansing discipline also helps an adjacent ally	200
Amulet of Sturdy Companionship, Greater	4 (5,000 gp)	Amulet	Grants +16 damage resistance to animal allies	200
Amulet of the Frozen Abyss, Greater	4 (5,000 gp)	Amulet	Changes abyssal blast and hellfire to deal cold damage	200
Anchoring Belt, Greater	4 (5,000 gp)	Belt	Protects you from most forced movement and teleportation attacks	200
Belt of Healing, Greater	4 (5,000 gp)	Belt	Exert to heal $2d10+7$ hit points	201
Belt of Health, Greater	4 (5,000 gp)	Belt	Grants +8 hit points	201
Belt of Scuttling, Greater	4 (5,000 gp)	Belt	Move at full speed and defend normally while prone	201
Boots of Desperate Flight, Greater	4 (5,000 gp)	Boots	Can sprint when you recover	202
Boots of Freedom	4 (5,000 gp)	Boots	Grants immunity to common mobility restrictions	202
Boots of Levitation, Greater	4 (5,000 gp)	Boots	Can briefly levitate in midair	202
Bracers of Armor+	4 (5,000 gp)	Bracers	Grants encumbrance-free +3 armor	203
Bracers of Mighty Fists	4 (5,000 gp)	Bracers	Grants Impact weapon tag with natural weapons	203
Charging Boots, Greater	4 (5,000 gp)	Boots	Removes penalties for charging	204
Circlet of Blasting, Greater	4 (5,000 gp)	Circlet	Can blast foe with intense fire	204
Cleansing Belt, Greater	4 (5,000 gp)	Belt	Can remove a condition	204
Cloak of Mist	4 (5,000 gp)	Cloak	Fills nearby area with fog	205
Cloak of Translocation, Greater	4 (5,000 gp)	Cloak	Can teleport up to 60 feet	205
Cloak of the Noble Rider, Greater	4 (5,000 gp)	Cloak	Can save your mount from vital wounds	205
Crater Boots	4 (5,000 gp)	Boots	Deals your falling damage to enemies	205
Darkstalker's Amulet	4 (5,000 gp)	Amulet	Hide from more senses with darkstalker	205
Enlarging Belt	4 (5,000 gp)	Belt	Increases your size	206
Enraging Cloak	4 (5,000 gp)	Cloak	Grants +1 accuracy and -1 defenses against adjacent creatures	206
Exemplar's Amulet, Greater	4 (5,000 gp)	Amulet	Increase bonus from skill exemplar to untrained skills by 2	206
Gauntlet of Blades, Greater	4 (5,000 gp)	Gauntlet	Can summon daggers with special materials	206
Ghost Shroud, Greater	4 (5,000 gp)	Cloak	Grants ability to hit incorporeal creatures	206
Gloves of Infused Force, Greater	4 (5,000 gp)	Gloves	Grants +8 power to next strike	207
Gloves of Potency+	4 (5,000 gp)	Glove	Grants +4 power	207
Greatreach Bracers	4 (5,000 gp)	Bracers	Allows attacking non-adjacent foes	207
Hexward Ring	4 (5,000 gp)	Ring	Grants +1 defenses against targeted spells	207
Lifesaver Ring, Greater	4 (5,000 gp)	Ring	Regains $2d6$ hit points while below half hit points	207
Phasestep Boots, Greater	4 (5,000 gp)	Boots	Can move through creatures	208
Pyromancer's Glove, Greater	4 (5,000 gp)	Glove	Deals $2d10+3$ damage in a cone	208
Quilled Cloak, Greater	4 (5,000 gp)	Cloak	Deals more damage to creatures that grapple you	209
Ring of Honeyed Words, Greater	4 (5,000 gp)	Ring	Grants +3 to social skills	209
Ring of Protection, Greater	4 (5,000 gp)	Ring	Grants +8 damage resistance	209

Ring of Spell Investment, Greater	4 (5,000 gp)	Ring	Can invest three spells to gain their effects later	209
Ring of the Planes	4 (5,000 gp)	Ring	Aids travel with plane shift	210
Seven League Boots	4 (5,000 gp)	Boots	Can exert to teleport seven leagues	210
Spellfeeding Amulet, Greater	4 (5,000 gp)	Amulet	Exert to heal $4d6+7$ with spell absorption	210
Swarmhunter Amulet	4 (5,000 gp)	Amulet	Adds an additional target with quarry	211
Thieving Gloves+	4 (5,000 gp)	Gloves	Can absorb an item	211
Amulet of Equality and Perfection	5 (25,000 gp)	Amulet	Improves perfect body on your lowest attribute	199
Amulet of Undead Turning, Greater	5 (25,000 gp)	Amulet	Greatly increases area of turn undead	200
Amulet of Wild Control, Greater	5 (25,000 gp)	Amulet	Prevents total failure with wild magic	200
Assassin's Cloak, Greater	5 (25,000 gp)	Cloak	Grants invisibility while mostly inactive	200
Belt of Stone Giant's Strength	5 (25,000 gp)	Belt	Grants +2 Strength for specific purposes	201
Belt of Vital Persistence, Supreme	5 (25,000 gp)	Belt	Can exert for +3 to a vital roll	201
Blind Seer's Circlet+	5 (25,000 gp)	Circlet	Increases range of blindsense and blindsight	201
Blindfold of the Third Eye, Greater	5 (25,000 gp)	Fabric	Grants distant blindsight, blindsense, and blindness	202
Boots of Elvenkind, Supreme	5 (25,000 gp)	Boots	Grants +4 Stealth	202
Boots of Gravitation, Greater	5 (25,000 gp)	Boots	Redirects personal gravity to nearby objects	202
Boots of Reliable Motion, Supreme	5 (25,000 gp)	Boots	Can reroll 1s and 2s and exert more easily with movement-based skills	203
Boots of Speed	5 (25,000 gp)	Boots	Increases speed by 10 feet	203
Boots of the Fearful, Greater	5 (25,000 gp)	Boots	Drastically helps you survive when you become afraid	203
Boots of the Skydancer, Greater	5 (25,000 gp)	Boots	Can briefly walk on air	203
Challenger's Cloak	5 (25,000 gp)	Cloak	Increases accuracy penalty on goaded foes by 1	204
Circlet of Persuasion, Supreme	5 (25,000 gp)	Circlet	Grants +4 Persuasion	204
Circlet of Reliable Observation, Supreme	5 (25,000 gp)	Circlet	Can reroll 1s and 2s and exert more easily with observation-based skills	204
Cloak of Death's Door, Greater	5 (25,000 gp)	Cloak	Grants +1 defenses at low health	204
Cloak of Nondetection, Greater	5 (25,000 gp)	Cloak	Grants +8 to defenses against detection	205
Crown of Lightning, Greater	5 (25,000 gp)	Crown	Can deal $4d6+5$ damage to nearby foes	205
Crown of Thunder	5 (25,000 gp)	Crown	Continuously deafens nearby enemies	205
Gauntlet of the Ram, Greater	5 (25,000 gp)	Gauntlet	Knocks back punched enemies a great distance	206
Gauntlets of Improvisation++	5 (25,000 gp)	Gauntlet	Grants +8 power with improvised weapons	206
Ghoultouch Gauntlet	5 (25,000 gp)	Gauntlet	Grants a paralyzing touch	206
Gloves of Reliable Finesse, Supreme	5 (25,000 gp)	Gloves	Can reroll 1s and 2s and exert more easily with finesse-based skills	207
Gloves of Telekinetic Propulsion, Greater	5 (25,000 gp)	Gloves	Reduces thrown longshot penalty by 1	207
Lifekeeping Belt, Greater	5 (25,000 gp)	Belt	Grants +2 bonus to vital rolls	207
Poisonbane Ring, Supreme	5 (25,000 gp)	Ring	Grants immunity to poisons	208
Protector's Amulet, Greater	5 (25,000 gp)	Amulet	Greatly increases range of the protect ability	208
Quickcleanse Belt	5 (25,000 gp)	Belt	Can exert to quickly remove a condition	208
Quickshift Amulet	5 (25,000 gp)	Amulet	Allows using shifting defense more quickly	208
Ring of Blessed Protection, Greater	5 (25,000 gp)	Ring	Can protect against one critical attack	209
Ring of Mastery+	5 (25,000 gp)	Ring	Grants many bonuses	209
Ring of Vital Regeneration	5 (25,000 gp)	Ring	Automatically exert to remove vital wounds	210
Ring of the True Form, Supreme	5 (25,000 gp)	Ring	Grants immunity to form-altering attacks	210
Shieldburst Bracers++	5 (25,000 gp)	Bracers	Can exert to gain instant +4 Armor defense	210
Shrinking Belt, Greater	5 (25,000 gp)	Belt	Reduces your size without reducing weight limits	210
Sprinting Boots	5 (25,000 gp)	Boots	Can sprint without exertion	210
Utility Belt, Greater	5 (25,000 gp)	Belt	Contains ten very large pockets	211
Vanishing Cloak	5 (25,000 gp)	Cloak	Can teleport silently	211
Winged Boots	5 (25,000 gp)	Boots	Grants flight up to 15 feet high	211

Ambidextrous Gloves++	6 (125,000 gp)	Glove	Grants +3 accuracy with offhand strikes	199
Amulet of Abyssal Rebuke, Greater	6 (125,000 gp)	Amulet	Greatly increases range with <i>abyssal blast</i>	199
Amulet of Blessed Oration, Supreme	6 (125,000 gp)	Amulet	Quadruples area of preacher abilities	199
Amulet of Distant Blood, Supreme	6 (125,000 gp)	Amulet	Drastically increases range with shark totem animal	199
Amulet of Distant Stealth, Supreme	6 (125,000 gp)	Amulet	Drastically increases range with <i>sneak attack</i>	199
Amulet of Divine Healing, Supreme	6 (125,000 gp)	Amulet	Grants +16 power with <i>divine aid</i> and <i>lay on hands</i>	199
Amulet of Shared Discipline, Greater	6 (125,000 gp)	Amulet	Using the cleansing discipline ability also helps a nearby ally	200
Amulet of Sturdy Companionship, Supreme	6 (125,000 gp)	Amulet	Grants +32 damage resistance to animal allies	200
Amulet of the Avenger, Greater	6 (125,000 gp)	Amulet	Grants +2 accuracy with <i>smite</i> when avenging allies	200
Anchoring Belt, Supreme	6 (125,000 gp)	Belt	Protects you from all forced movement and teleportation attacks	200
Astral Boots	6 (125,000 gp)	Boots	Allows teleporting instead of moving	201
Belt of Healing, Supreme	6 (125,000 gp)	Belt	Exert to heal 4d10+14 hit points	201
Belt of Health, Supreme	6 (125,000 gp)	Belt	Grants +16 hit points	201
Boots of Levitation, Supreme	6 (125,000 gp)	Boots	Can briefly levitate twice in midair	202
Bracers of Armor++	6 (125,000 gp)	Bracers	Grants encumbrance-free +4 armor	203
Bracers of Repulsion+	6 (125,000 gp)	Bracers	Can knock enemies back	203
Circlet of Blasting, Supreme	6 (125,000 gp)	Circlet	Can blast foe with supremely intense fire	204
Cleansing Belt, Supreme	6 (125,000 gp)	Belt	Can remove two conditions	204
Cloak of Translocation, Supreme	6 (125,000 gp)	Cloak	Can teleport up to 120 feet	205
Cloak of the Unseen Hunter	6 (125,000 gp)	Cloak	Grants +1 accuracy while you have concealment	205
Exemplar's Amulet, Supreme	6 (125,000 gp)	Amulet	Increase bonus from <i>skill exemplar</i> to untrained skills by 3	206
Frenzied Gloves	6 (125,000 gp)	Gloves	Grants +1 accuracy to continuous strikes	206
Ghost Shroud, Supreme	6 (125,000 gp)	Cloak	Grants ability to hit incorporeal creatures with ease	206
Gloves of Infused Force, Supreme	6 (125,000 gp)	Gloves	Grants +16 power to next strike	207
Gloves of Potency++	6 (125,000 gp)	Glove	Grants +8 power	207
Guardian's Amulet, Greater	6 (125,000 gp)	Amulet	Grants +2 accuracy with <i>guarding strike</i>	207
Lifesaver Ring, Supreme	6 (125,000 gp)	Ring	Regains 4d6 hit points while below half hit points	207
Phasestep Boots, Supreme	6 (125,000 gp)	Boots	Can move through creatures and some terrain	208
Quilled Cloak, Supreme	6 (125,000 gp)	Cloak	Deals even more damage to creatures that grapple you	209
Ring of Honeyed Words, Supreme	6 (125,000 gp)	Ring	Grants +4 to social skills	209
Ring of Protection, Supreme	6 (125,000 gp)	Ring	Grants +16 damage resistance	209
Spellfeeding Amulet, Supreme	6 (125,000 gp)	Amulet	Exert to heal 5d10+14 with <i>spell absorption</i>	210
Stunshare Ring	6 (125,000 gp)	Ring	Stuns enemies when you are dazed or worse	211
Swarmhunter Amulet, Greater	6 (125,000 gp)	Amulet	Adds two additional targets with <i>quarry</i>	211
Thieving Gloves++	6 (125,000 gp)	Gloves	Can absorb a large item	211
Throwing Gloves, Greater	6 (125,000 gp)	Gloves	Allows throwing objects up to 120 feet	211
Amulet of Possession, Greater	7 (625,000 gp)	Amulet	Removes defense penalties from <i>possession</i>	199
Amulet of Rage, Greater	7 (625,000 gp)	Amulet	Removes defense penalties from <i>rage</i>	199
Amulet of Revivification	7 (625,000 gp)	Amulet	Reduces fatigue required to use <i>revivify</i>	200
Amulet of Undead Turning, Supreme	7 (625,000 gp)	Amulet	Massively increases area of <i>turn undead</i>	200
Assassin's Cloak, Supreme	7 (625,000 gp)	Cloak	Grants invisibility while slightly active	201
Belt of Epic Constitution	7 (625,000 gp)	Belt	Grants +1 Constitution	201
Belt of Storm Giant's Strength	7 (625,000 gp)	Belt	Grants +3 Strength for specific purposes	201
Blind Seer's Circlet++	7 (625,000 gp)	Circlet	Increases range of blindsense and blindsight	201

Blindfold of the Third Eye, Supreme	7 (625,000 gp)	Fabric	Grants very distant blindsight, blindsense, and blindness	202
Boots of Freedom, Greater	7 (625,000 gp)	Boots	Grants immunity to almost all mobility restrictions	202
Boots of Gravitation, Supreme	7 (625,000 gp)	Boots	Redirects personal gravity to distant objects	202
Bracers of Epic Strength	7 (625,000 gp)	Bracers	Grants +1 Strength	203
Challenger's Cloak, Greater	7 (625,000 gp)	Cloak	Increases accuracy penalty on goaded foes by 2	204
Circlet of Epic Willpower	7 (625,000 gp)	Circlet	Grants +1 Willpower	204
Cloak of Epic Dexterity	7 (625,000 gp)	Cloak	Grants +1 Dexterity	205
Cloak of Mist, Greater	7 (625,000 gp)	Cloak	Fills a large area with fog	205
Enraging Cloak, Greater	7 (625,000 gp)	Cloak	Grants +2 accuracy and -2 defenses against adjacent creatures	206
Gauntlet of Blades, Supreme	7 (625,000 gp)	Gauntlet	Can summon daggers of any material	206
Glasses of Epic Perception	7 (625,000 gp)	Glasses	Grants +1 Perception	206
Hexward Ring, Greater	7 (625,000 gp)	Ring	Grants +2 defenses against targeted spells	207
Lifekeeping Belt, Supreme	7 (625,000 gp)	Belt	Grants +3 bonus to vital rolls	207
Pyromancer's Glove, Supreme	7 (625,000 gp)	Glove	Deals 5d10+10 damage in a cone	208
Quickcleanse Belt, Greater	7 (625,000 gp)	Belt	Can exert more easily to remove a condition	208
Ring of Mastery++	7 (625,000 gp)	Ring	Grants many large bonuses	209
Shrinking Belt, Supreme	7 (625,000 gp)	Belt	Greatly reduces your size	210
Vanishing Cloak, Greater	7 (625,000 gp)	Cloak	Can teleport silently and grant brief invisibility	211
Winged Boots, Greater	7 (625,000 gp)	Boots	Grants flight up to 30 feet high	211

Ambidextrous Gloves

Glove (leather)

Attune

Rank 2 (200 gp)

You gain a +1 **accuracy** bonus with the **offhand strike** ability.

Rank 4 (5,000 gp): The accuracy bonus increases to +2.

Rank 6 (125,000 gp): The accuracy bonus increases to +3.

Amulet of Abyssal Reach**Attune**

Amulet (jewelry)

Rank 3 (1,000 gp)

Your range with the **abyssal blast** warlock ability is increased to Long (90 ft.) range.**Amulet of Abyssal Rebuke, Greater****Attune**

Amulet (jewelry)

Rank 6 (125,000 gp)

Your range with the **abyssal blast** warlock ability is increased to Distant (120 ft.) range.**Amulet of Blessed Oration****Attune**

Amulet (jewelry)

Rank 2 (200 gp)

When you use the **denounce the heathens** cleric ability, its area is doubled.**Amulet of Blessed Oration, Greater****Attune**

Amulet (jewelry)

Rank 4 (5,000 gp)

When you use the **denounce the heathens** or **bless the worthy** cleric abilities, their area is tripled.**Amulet of Blessed Oration, Supreme****Attune**

Amulet (jewelry)

Rank 6 (125,000 gp)

When you use the **denounce the heathens**, **condemn the fearful**, or **condemn the fearful** cleric abilities, their area is quadrupled.**Amulet of Distant Blood****Attune**

Amulet (jewelry)

Rank 2 (200 gp)

If you have the shark *totem animal* barbarian ability, you gain its accuracy bonus against creatures within Medium (60 ft.) range instead of Short (30 ft.) range.**Amulet of Distant Blood, Greater****Attune**

Amulet (jewelry)

Rank 4 (5,000 gp)

If you have the shark *totem animal* barbarian ability, you gain its accuracy bonus against creatures within Long (90 ft.) range instead of Short (30 ft.) range.**Amulet of Distant Blood, Supreme****Attune**

Amulet (jewelry)

Rank 6 (125,000 gp)

If you have the shark *totem animal* barbarian ability, you gain its accuracy bonus against creatures within Distant (120 ft.) range instead of Short (30 ft.) range.**Amulet of Distant Stealth****Attune**

Amulet (jewelry)

Rank 2 (200 gp)

When you use the **sneak attack** rogue ability, you may target a creature within Medium (60 ft.) range instead of Short (30 ft.) range.**Amulet of Distant Stealth, Greater****Attune**

Amulet (jewelry)

Rank 4 (5,000 gp)

When you use the **sneak attack** rogue ability, you may target a creature within Long (90 ft.) range instead of Short (30 ft.) range.**Amulet of Distant Stealth, Supreme****Attune**

Amulet (jewelry)

Rank 6 (125,000 gp)

When you use the **sneak attack** rogue ability, you may target a creature within Distant (120 ft.) range instead of Short (30 ft.) range.**Amulet of Divine Healing****Attune**

Amulet (jewelry)

Rank 2 (200 gp)

When you use the **divine aid** cleric ability or the **lay on hands** paladin ability, you gain a +4 **magic bonus** to your **power**.**Amulet of Divine Healing, Greater****Attune**

Amulet (jewelry)

Rank 4 (5,000 gp)

When you use the **divine aid** cleric ability or the **lay on hands** paladin ability, you gain a +8 **magic bonus** to your **power**.**Amulet of Divine Healing, Supreme****Attune**

Amulet (jewelry)

Rank 6 (125,000 gp)

When you use the **divine aid** cleric ability or the **lay on hands** paladin ability, you gain a +16 **magic bonus** to your **power**.**Amulet of Divine Vitality****Attune**

Amulet (jewelry)

Rank 4 (5,000 gp)

When you use the **vital restoration** cleric ability or the **lay on hands** paladin ability to remove a vital wound, you only increase your **fatigue level** by two instead of by three.**Amulet of Equality and Perfection****Attune (deep)**

Amulet (jewelry)

Rank 5 (25,000 gp)

If you have the **perfect body** ability, you gain a +1 bonus to your lowest physical attribute.**Amulet of Possession****Attune**

Amulet (jewelry)

Rank 4 (5,000 gp)

When you use the **possession** warlock ability, its penalties to Fortitude and Mental defense are reduced by 1.**Amulet of Possession, Greater****Attune**

Amulet (jewelry)

Rank 7 (625,000 gp)

When you use the **possession** warlock ability, its penalties to Fortitude and Mental defense are removed.**Amulet of Rage****Attune**

Amulet (jewelry)

Rank 4 (5,000 gp)

When you use the **rage** barbarian ability, its penalties to Armor and Reflex defense are reduced by 1.**Amulet of Rage, Greater****Attune**

Amulet (jewelry)

Rank 7 (625,000 gp)

When you use the **rage** barbarian ability, its penalties to Armor and Reflex defense are removed.

Amulet of Revivification

Amulet (jewelry)

Attune

Rank 7 (625,000 gp)

When you use the *revivify* cleric ability, you only increase your **fatigue level** by three instead of by four.

Amulet of Shared Discipline

Amulet (jewelry)

Attune, Swift

Rank 4 (5,000 gp)

Whenever you use the *cleansing discipline* fighter ability, one **ally** adjacent to you can also remove a **condition**.

Amulet of Shared Discipline, Greater

Amulet (jewelry)

Attune, Swift

Rank 6 (125,000 gp)

This item functions like a *amulet of shared discipline*, except that the range increases to Medium (60 ft.) range.

Amulet of Sturdy Companionship

Amulet (jewelry)

Attune

Rank 2 (200 gp)

Each creature you command with the *natural servant* druid ability or the *animal companion* ranger ability gains a +8 **magic bonus** to its **damage resistance**.

Amulet of Sturdy Companionship, Greater

Amulet (jewelry)

Attune

Rank 4 (5,000 gp)

Each creature you command with the *natural servant* druid ability or the *animal companion* ranger ability gains a +16 **magic bonus** to its **damage resistance**.

Amulet of Sturdy Companionship, Supreme

Amulet (jewelry)

Attune

Rank 6 (125,000 gp)

Each creature you command with the *natural servant* druid ability or the *animal companion* ranger ability gains a +32 **magic bonus** to its **damage resistance**.

Amulet of Undead Turning

Amulet (jewelry)

Attune

Rank 3 (1,000 gp)

When you use the *turn undead* cleric ability, its area increases to a Large (60 ft.) radius.

Amulet of Undead Turning, Greater

Amulet (jewelry)

Attune

Rank 5 (25,000 gp)

When you use the *turn undead* cleric ability, its area increases to a Huge (90 ft.) radius.

Amulet of Undead Turning, Supreme

Amulet (jewelry)

Attune

Rank 7 (625,000 gp)

When you use the *turn undead* cleric ability, its area increases to a Gargantuan (120 ft.) radius.

Amulet of Wild Control

Amulet (jewelry)

Attune

Rank 2 (200 gp)

When you use the *wild magic* sorcerer ability and roll a 1 for its wildspell effect, you can treat the result as a 2 instead.

Amulet of Wild Control, Greater

Amulet (jewelry)

Attune

Rank 5 (25,000 gp)

When you use the *wild magic* sorcerer ability and roll a 1 for its wildspell effect, you can treat the result as a 4 instead.

Amulet of the Avenger

Amulet (jewelry)

Attune

Rank 3 (1,000 gp)

When you use the *smite* paladin ability, you gain a +1 **accuracy** bonus against each creature that dealt damage to one of your **allies** during the previous round.

Amulet of the Avenger, Greater

Amulet (jewelry)

Attune

Rank 6 (125,000 gp)

When you use the *smite* paladin ability, you gain a +2 **accuracy** bonus against each creature that dealt damage to one of your **allies** during the previous round.

Amulet of the Frozen Abyss

Amulet (jewelry)

Attune

Rank 1 (40 gp)

When you use the *abyssal blast* warlock ability, you may choose to convert all damage dealt by that ability to cold damage instead of fire damage.

Amulet of the Frozen Abyss, Greater

Amulet (jewelry)

Attune

Rank 4 (5,000 gp)

When you use the *abyssal blast* warlock ability, you may choose to convert all damage dealt by that ability to cold damage instead of fire damage. In addition, if you have the *hellfire* or *greater hellfire* warlock abilities, you can use them to affect abilities that deal cold damage in addition to fire damage.

Anchoring Belt

Belt (leather, textiles)

Attune

Rank 2 (200 gp)

You are immune to **knockback** or **push** effects from attacks, unless the effects come from an attack that scores a **critical hit**. This does not make you immune to **teleportation**, and does not affect movement effects used by your **allies**.

Anchoring Belt, Greater

Belt (leather, textiles)

Attune

Rank 4 (5,000 gp)

This belt functions like an *anchoring belt*, except that you are also immune to **teleport** effects from attacks that are not critical hits.

Anchoring Belt, Supreme

Belt (leather, textiles)

Attune

Rank 6 (125,000 gp)

This belt functions like an *anchoring belt*, except that the immunities apply even against critical hits.

Assassin's Cloak

Cloak (textiles)

Attune, Sensation

Rank 3 (1,000 gp)

At the end of each round, if you took no actions that round, you become **invisible** (see *Invisible*, page 381). This invisibility ends after you take any action.

Assassin's Cloak, Greater

Cloak (textiles)

Attune, Sensation

Rank 5 (25,000 gp)

At the end of each round, if you took no actions during the **action phase** of that round, you become **invisible** (see *Invisible*, page 381). This invisibility ends after you take any action during the action phase.

Assassin's Cloak, Supreme

Cloak (textiles)

At the end of each round, if you took no **standard actions** during that round, you become **invisible** (see Invisible, page 381). This invisibility ends after you take a standard action.

Astral Boots

Boots (bone, leather, metal)

Attune

Rank 6 (125,000 gp)

When you move using one of your movement speeds, you can teleport the same distance instead. This does not change the total distance you can move, but you can teleport in any direction, even vertically. You must teleport into an unoccupied location onto a stable surface that can support your weight. You cannot teleport to locations you do not have **line of sight** and **line of effect** to.

Avian Cloak

Cloak (textiles)

Attune

Rank 3 (1,000 gp)

You gain a **glide speed** equal to the **base speed** for your size.

Belt of Epic Constitution

Belt (leather, textiles)

Attune (deep)

Rank 7 (625,000 gp)

You gain a +1 **magic bonus** to your Constitution.

Belt of Healing

Belt (leather, textiles)

Attune, Swift

Rank 2 (200 gp)

As a standard action, you can use this belt to regain 1d10+4 hit points. When you do, you increase your **fatigue level** by one.

Belt of Healing, Greater

Belt (leather, textiles)

Attune, Swift

Rank 4 (5,000 gp)

As a standard action, you can use this belt to regain 2d10+7 hit points. When you do, you increase your **fatigue level** by one.

Belt of Healing, Supreme

Belt (leather, textiles)

Attune, Swift

Rank 6 (125,000 gp)

As a standard action, you can use this belt to regain 4d10+14 hit points. When you do, you increase your **fatigue level** by one.

Belt of Health

Belt (leather, textiles)

Attune

Rank 2 (200 gp)

You gain a +4 **magic bonus** to your **hit points**.

Belt of Health, Greater

Belt (leather, textiles)

Attune

Rank 4 (5,000 gp)

You gain a +8 **magic bonus** to your **hit points**.

Belt of Health, Supreme

Belt (leather, textiles)

Attune

Rank 6 (125,000 gp)

You gain a +16 **magic bonus** to your **hit points**.

Belt of Hill Giant's Strength

Belt (leather, textiles)

Attune

Rank 3 (1,000 gp)

You gain a +1 bonus to Strength-based **checks**, and you gain a +1 bonus to Strength for the purpose of determining your **weight limits** (see Weight Limits, page 46). In addition, you reduce your **encumbrance** by 1.

Belt of Scuttling

Belt (leather, textiles)

Attune

Rank 2 (200 gp)

Being **prone** (*half speed, -2 Armor and Ref*) does not reduce your movement speed.

Belt of Scuttling, Greater

Belt (leather, textiles)

Attune

Rank 4 (5,000 gp)

Being **prone** (*half speed, -2 Armor and Ref*) does not reduce your movement speed or your defenses.

Belt of Stone Giant's Strength

Belt (leather, textiles)

Attune

Rank 5 (25,000 gp)

You gain a +2 bonus to Strength-based **checks**, and you gain a +2 bonus to Strength for the purpose of determining your **weight limits** (see Weight Limits, page 46). In addition, you reduce your **encumbrance** by 2.

Belt of Storm Giant's Strength

Belt (leather, textiles)

Attune

Rank 7 (625,000 gp)

You gain a +3 bonus to Strength-based **checks**, and you gain a +3 bonus to Strength for the purpose of determining your **weight limits** (see Weight Limits, page 46). In addition, you reduce your **encumbrance** by 3.

Belt of Vital Persistence

Belt (leather, textiles)

Attune

Rank 1 (40 gp)

When you make a **vital roll**, you can activate this item. When you do, you increase your **fatigue level** by one, and you gain a +1 bonus to the vital roll. You can use this ability after you see the result of the vital roll.

Belt of Vital Persistence, Greater

Belt (leather, textiles)

Attune

Rank 3 (1,000 gp)

This item functions like a *belt of vital persistence*, except that the bonus it grants increases to +2.

Belt of Vital Persistence, Supreme

Belt (leather, textiles)

Attune

Rank 5 (25,000 gp)

This item functions like a *belt of vital persistence*, except that the bonus it grants increases to +3.

Blind Seer's Circlet

Circlet (bone, metal)

Attune

Rank 3 (1,000 gp)

If you have **blindsight**, you increase its range by 30 feet. If you have **blindsight**, you increase its range by 15 feet.

Rank 5 (25,000 gp): Blindsight increases by 60 feet, and blindsight increases to 30 feet.

Rank 7 (625,000 gp): Blindsight increases by 120 feet, and blindsight increases to 60 feet.

Blindfold of the Third Eye

Fabric (textiles)

Attune

Rank 3 (1,000 gp)

While you wear this blindfold covering your eyes, you gain **blindsight** with a 15 foot range and **blindsight** with a 60 foot range. You are also blind, as normal for wearing a blindfold. Shifting this blindfold to cover or stop covering your eyes is a **free action** that requires a **free hand**.

Blindfold of the Third Eye, Greater

Fabric (textiles)

Attune

Rank 5 (25,000 gp)

This blindfold functions like the *blindfold of the third eye*, except that the range of the blindsight increases to 30 feet and the range of the blindsense increases to 120 feet.

Blindfold of the Third Eye, Supreme

Fabric (textiles)

Attune

Rank 7 (625,000 gp)

This blindfold functions like the *blindfold of the third eye*, except that the range of the blindsight increases to 60 feet and the range of the blindsense increases to 240 feet.

Boots of Desperate Flight**Attune**

Boots (bone, leather, metal)

Rank 2 (200 gp)

When you use the *recover* action, you can also move up to your normal movement speed.

Boots of Desperate Flight, Greater**Attune**

Boots (bone, leather, metal)

Rank 4 (5,000 gp)

When you use the *recover* action, you can also move up to twice your normal movement speed.

Boots of Elvenkind**Attune**

Boots (bone, leather, metal)

Rank 1 (40 gp)

You gain a +2 **magic bonus** to the Stealth skill (see Stealth, page 161).

Boots of Elvenkind, Greater**Attune**

Boots (bone, leather, metal)

Rank 3 (1,000 gp)

You gain a +3 **magic bonus** to the Stealth skill (see Stealth, page 161).

Boots of Elvenkind, Supreme**Attune**

Boots (bone, leather, metal)

Rank 5 (25,000 gp)

You gain a +4 **magic bonus** to the Stealth skill (see Stealth, page 161).

Boots of Freedom**Attune**

Boots (bone, leather, metal)

Rank 4 (5,000 gp)

You are immune to being **slowed** (*half speed, -2 Armor and Ref*), **immobilized** (*-4 Ref, cannot use movement speeds*), and **paralyzed** (*cannot move*).

Boots of Freedom, Greater**Attune**

Boots (bone, leather, metal)

Rank 7 (625,000 gp)

You are immune to all effects that reduce your movement speed or prevent you from moving, including **difficult terrain**. This removes all penalties you would suffer for **swimming** (*-2 accuracy, defenses*). This does not prevent you from being **grappled**, but you gain a +4 bonus to your defenses against the *grapple* ability (see Grapple, page 64).

Boots of Gravitation**Attune**

Boots (bone, leather, metal)

Rank 3 (1,000 gp)

Once per phase, while you are within 5 feet of an **unattended** object at least one size category larger than you, you can take a **free action** to adjust your personal gravity. When you do, gravity

pulls you towards that surface instead of in the normal direction. This allows you to walk normally on walls or even ceilings.

Whenever you change the direction that gravity pulls you, you must make a **difficulty value 10 Balance check** to keep your feet. Failure means you fall **prone** (*half speed, -2 Armor and Ref*) and your movement for that phase ends.

Boots of Gravitation, Greater**Attune**

Boots (bone, leather, metal)

Rank 5 (25,000 gp)

These boots function like *boots of gravitation*, except that the maximum distance increases to 15 feet. This can allow you to pull yourself towards distant objects, though you may take falling damage if you fall too far.

Boots of Gravitation, Supreme**Attune**

Boots (bone, leather, metal)

Rank 7 (625,000 gp)

These boots function like *boots of gravitation*, except that the maximum distance increases to 30 feet. This can allow you to pull yourself towards distant objects, though you may take falling damage if you fall too far.

Boots of Levitation**Attune**

Boots (bone, leather, metal)

Rank 2 (200 gp)

Whenever you make a *Jump* check, you can activate these boots. When you do, you increase your **fatigue level** by one. In addition, you double your maximum vertical height from the jump, and you can land in midair at any point during your jump. You can **briefly** levitate in that location as if you were standing on solid ground. These boots cannot be activated again until you land on a solid surface capable of supporting your weight.

Boots of Levitation, Greater**Attune**

Boots (bone, leather, metal)

Rank 4 (5,000 gp)

These boots function like *boots of levitation*, except that you do not increase your fatigue level when you activate them.

Boots of Levitation, Supreme**Attune**

Boots (bone, leather, metal)

Rank 6 (125,000 gp)

These boots function like *boots of levitation*, except that you do not increase your fatigue level when you activate them. In addition, you can activate them twice before you land on a solid surface capable of supporting your weight.

Boots of Reliable Motion**Attune**

Boots (bone, leather, metal)

Rank 1 (40 gp)

Whenever you roll a 1 on an attack or check using the Balance, Climb, Jump, or Swim skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way.

Boots of Reliable Motion, Greater**Attune**

Boots (bone, leather, metal)

Rank 3 (1,000 gp)

Whenever you roll a 1 on an attack or check using the Balance, Climb, Jump, or Swim skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see *desperate exertion*, page ??).

Boots of Reliable Motion, Supreme

Boots (bone, leather, metal)

Attune

Rank 5 (25,000 gp)

Whenever you roll a 1 or 2 on an attack or check using the Balance, Climb, Jump, or Swim skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see *desperate exertion*, page ??).

Boots of Speed**Attune**

Boots (bone, leather, metal)

Rank 5 (25,000 gp)

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

Boots of Water Walking**Attune**

Boots (bone, leather, metal)

Rank 3 (1,000 gp)

You treat the surface of all liquids as if they were firm ground. Your feet hover about an inch above the liquid's surface, allowing you to traverse dangerous liquids without harm as long as the surface is calm.

If you are below the surface of the liquid, you rise towards the surface at a rate of 60 feet per round. Thick liquids, such as mud and lava, may cause you to rise more slowly.

Boots of the Desertlands**Attune**

Boots (bone, leather, metal)

Rank 1 (40 gp)

You can travel across sand, including quicksand, without slipping or suffering movement penalties for the terrain. In addition, the boots keep you cool, protecting you in environments as warm as 100 degrees Fahrenheit.

Boots of the Fearful**Attune**

Boots (bone, leather, metal)

Rank 1 (40 gp)

Whenever you become **shaken** (-1 Mental, -1 accuracy vs. source), **frightened** (-2 Mental, -2 accuracy vs. source), or **panicked** (-4 Mental, cannot attack source), if you were not already suffering any of those effects, you **briefly** gain a +2 bonus to your Armor defense and Reflex defense, as well as a +10 foot bonus to your land speed.

Boots of the Fearful, Greater**Attune**

Boots (bone, leather, metal)

Rank 5 (25,000 gp)

Whenever you become **shaken** (-1 Mental, -1 accuracy vs. source), **frightened** (-2 Mental, -2 accuracy vs. source), or **panicked** (-4 Mental, cannot attack source), if you were not already suffering any of those effects, you **briefly** gain a +4 bonus to your Armor defense and Reflex defense, as well as a +20 foot bonus to your land speed.

Boots of the Skydancer**Attune**

Boots (bone, leather, metal)

Rank 3 (1,000 gp)

As a **free action**, you can activate these boots. When you do, you may treat air as if it were solid ground to your feet for the rest of the current phase. You may selectively choose when to treat the air as solid ground, allowing you to walk or jump on air freely. These boots cannot be activated again until you land on a solid surface capable of supporting your weight.

Boots of the Skydancer, Greater**Attune**

Boots (bone, leather, metal)

Rank 5 (25,000 gp)

These boots function like *boots of the skydancer*, except that the ability lasts **briefly**.

Boots of the Winterlands**Attune**

Boots (bone, leather, metal)

Rank 1 (40 gp)

You can travel across snow and ice without slipping or suffering movement penalties for the terrain. In addition, the boots keep you warm, protecting you in environments as cold as -50 degrees Fahrenheit.

Bracers of Archery**Attune**

Bracers (bone, leather, metal, wood)

Rank 1 (40 gp)

You are proficient with bows.

Rank 3 (1,000 gp): You are also proficient with exotic bows (see Exotic Weapons, page 172)

Bracers of Armor**Attune**

Bracers (bone, leather, metal, wood)

Rank 2 (200 gp)

You have a translucent suit of magical armor on your body and over your hands. This functions like body armor that provides a +2 bonus to Armor defense and has no **encumbrance**. It also provides a +4 bonus to **damage resistance**.

As long as you have a free hand, the barrier also manifests as a shield that provides a +1 bonus to Armor defense. This bonus is considered to come from a shield, and does not stack with the benefits of using any other shield.

The armor and shield provided from this ability are dismissed if you have other body armor of any kind.

Rank 4 (5,000 gp): The defense bonus from the body armor increases to +3, and the damage resistance bonus increases to +8.

Rank 6 (125,000 gp): The defense bonus from the body armor increases to +4, and the damage resistance bonus increases to +16.

Bracers of Epic Strength**Attune (deep)**

Bracers (bone, leather, metal, wood)

Rank 7 (625,000 gp)

You gain a +1 **magic bonus** to your Strength.

Bracers of Mighty Fists**Attune**

Bracers (bone, leather, metal, wood)

Rank 4 (5,000 gp)

Your **natural weapons** gain the **Impact weapon tag**. When you get a **critical hit** with natural weapons, you roll triple damage dice instead of double damage dice. If the natural weapon already has the Impact weapon tag, this has no effect.

Bracers of Repulsion**Attune**

Bracers (bone, leather, metal, wood)

Rank 3 (1,000 gp)

As a standard action, you can activate these bracers. When you do, they emit a telekinetic burst of force. Make an attack vs. Fortitude against everything within a Small (15 ft.) radius burst from you. On a hit, you **knockback** each target up to 15 feet in a straight line directly away from you.

Rank 6 (125,000 gp): The area increases to a Large (60 ft.) radius that only affects your enemies, and the knockback distance increases to 30 feet.

Challenger's Cloak

Cloak (textiles)

Attune

Rank 5 (25,000 gp)

Each creature suffering penalties for being **goaded** (-2 accuracy vs. non-goaded creatures) by you takes an additional -1 accuracy penalty against creatures other than you.

Challenger's Cloak, Greater

Cloak (textiles)

Attune

Rank 7 (625,000 gp)

Each creature suffering penalties for being **goaded** (-2 accuracy vs. non-goaded creatures) by you takes an additional -2 accuracy penalty against creatures other than you.

Charging Boots

Boots (bone, leather, metal)

Attune

Rank 2 (200 gp)

You reduce your defense penalties from using the **charge** action by 1.

Charging Boots, Greater

Boots (bone, leather, metal)

Attune

Rank 4 (5,000 gp)

You do not take defense penalties from using the **charge** action.

Circlet of Blasting

Circlet (bone, metal)

Attune

Rank 2 (200 gp)

As a standard action, you can activate this circlet. When you do, make an attack vs. Armor against a creature or object within Short (30 ft.) range.

Hit: The target takes 2d8+4 fire damage.

Circlet of Blasting, Greater

Circlet (bone, metal)

Attune

Rank 4 (5,000 gp)

As a standard action, you can activate this circlet. When you do, make an attack vs. Armor against a creature or object within Short (30 ft.) range.

Hit: The target takes 4d8+7 fire damage.

Circlet of Blasting, Supreme

Circlet (bone, metal)

Attune

Rank 6 (125,000 gp)

As a standard action, you can activate this circlet. When you do, make an attack vs. Armor against a creature or object within Short (30 ft.) range.

Hit: The target takes 6d10+14 fire damage.

Circlet of Epic Willpower

Circlet (bone, metal)

Attune (deep)

Rank 7 (625,000 gp)

You gain a +1 **magic bonus** to your Willpower.

Circlet of Persuasion

Circlet (bone, metal)

Attune

Rank 1 (40 gp)

You gain a +2 **magic bonus** to the Persuasion skill (see Persuasion, page 158).

Circlet of Persuasion, Greater

Circlet (bone, metal)

Attune

Rank 3 (1,000 gp)

You gain a +3 **magic bonus** to the Persuasion skill (see Persuasion, page 158).

Circlet of Persuasion, Supreme

Circlet (bone, metal)

Attune

Rank 5 (25,000 gp)

You gain a +4 **magic bonus** to the Persuasion skill (see Persuasion, page 158).

Circlet of Reliable Observation

Circlet (bone, metal)

Attune

Rank 1 (40 gp)

Whenever you roll a 1 on an attack or check using the Awareness, Deduction, Social Insight, or Survival skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way.

Circlet of Reliable Observation, Greater

Circlet (bone, metal)

Attune

Rank 3 (1,000 gp)

Whenever you roll a 1 on an attack or check using the Awareness, Deduction, Social Insight, or Survival skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see *desperate exertion*, page ??).

Circlet of Reliable Observation, Supreme

Circlet (bone, metal)

Attune

Rank 5 (25,000 gp)

Whenever you roll a 1 or 2 on an attack or check using the Awareness, Deduction, Social Insight, or Survival skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see *desperate exertion*, page ??).

Cleansing Belt

Belt (leather, textiles)

Attune

Rank 2 (200 gp)

As a standard action, you can activate this belt. When you do, you remove one **condition** affecting you.

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

Cleansing Belt, Greater

Belt (leather, textiles)

Attune

Rank 4 (5,000 gp)

As a standard action, you can activate this belt. When you do, you remove one **condition** affecting you.

Cleansing Belt, Supreme

Belt (leather, textiles)

Attune

Rank 6 (125,000 gp)

As a standard action, you can activate this belt. When you do, you remove up to two **conditions** affecting you.

Cloak of Death's Door

Cloak (textiles)

Attune

Rank 2 (200 gp)

While you are at or below half your maximum **hit points**, you gain a +1 bonus to your Armor defense.

Cloak of Death's Door, Greater

Cloak (textiles)

Attune

Rank 5 (25,000 gp)

While you are at or below half your maximum **hit points**, you gain a +1 bonus to all defenses.

Cloak of Epic Dexterity

Cloak (textiles)

You gain a +1 **magic bonus** to your Dexterity.**Attune (deep)**

Rank 7 (625,000 gp)

Cloak of Mist

Cloak (textiles)

At the end of each round, fog **briefly** fills a Small (*15 ft.*) radius zone from you. This fog does not fully block sight, but it provides **concealment**. There is no time gap between the disappearance of the old fog and the appearance of the new fog, so you can keep continuous fog cover by staying in the same place or moving slowly.

Attune, Manifestation

Rank 4 (5,000 gp)

Cloak of Mist, Greater

Cloak (textiles)

This cloak functions like a *cloak of mist*, except that the fog fills a Large (*60 ft.*) radius.

Attune, Manifestation

Rank 7 (625,000 gp)

Cloak of Nondetection

Cloak (textiles)

Attune

Rank 2 (200 gp)

You gain a +4 bonus to your defenses against attacks with the **Detection** or **Scrying** tags.

Cloak of Nondetection, Greater

Cloak (textiles)

Attune

Rank 5 (25,000 gp)

You gain a +8 bonus to your defenses against attacks with the **Detection** or **Scrying** tags.

Cloak of Translocation

Cloak (textiles)

Attune

Rank 2 (200 gp)

As a standard action, you can **teleport** yourself into an unoccupied location within Short (*30 ft.*) range on a stable surface that can support your weight. If the destination is invalid, this ability has no effect.

Cloak of Translocation, Greater

Cloak (textiles)

Attune

Rank 4 (5,000 gp)

This cloak functions like a *cloak of translocation*, except that the range increases to Medium (*60 ft.*).

Cloak of Translocation, Supreme

Cloak (textiles)

Attune

Rank 6 (125,000 gp)

This cloak functions like a *cloak of translocation*, except that the range increases to Long (*90 ft.*).

Cloak of the Noble Rider

Cloak (textiles)

Attune

Rank 2 (200 gp)

Whenever a mount that you are riding would gain a **vital wound**, you may activate this cloak. When you do, the mount does not gain a vital wound. However, it immediately falls unconscious until it finishes a **short rest**, and you increase your **fatigue level** by one.

Cloak of the Noble Rider, Greater

Cloak (textiles)

Attune

Rank 4 (5,000 gp)

Whenever a mount that you are riding would gain a **vital wound**, you may activate this cloak. When you do, the mount does not gain a vital wound. However, it immediately falls unconscious until it finishes a **short rest**.

Cloak of the Unseen Hunter

Cloak (textiles)

Attune

Rank 6 (125,000 gp)

You gain a +1 **accuracy** bonus against creatures that you have **concealment** from.

Crater Boots**Attune**

Boots (bone, leather, metal)

Rank 4 (5,000 gp)

When you take **falling damage**, make an attack vs Reflex against everything within a Small (*15 ft.*) radius from you.

Hit: Each target takes bludgeoning damage equal to half the damage you took from falling.

Critical hit: As above, and each target is knocked **prone** (*half speed, -2 Armor and Ref*). This attack does not deal extra damage on a critical hit.

Crown of Lightning**Attune**

Crown (bone, metal)

Rank 2 (200 gp)

This crown continuously crackles with electricity. The constant sparks shed light as a torch.

As a standard action, you can intensify the crown's energy to shock nearby enemies. When you do, make an attack vs. Fortitude against your **enemies** within a Small (*15 ft.*) radius from you. On a hit, each target takes 1d10+2 electricity damage.

Crown of Lightning, Greater**Attune**

Crown (bone, metal)

Rank 5 (25,000 gp)

This crown continuously crackles with electricity. The constant sparks shed light as a torch.

As a standard action, you can intensify the crown's energy to shock nearby enemies. When you do, make an attack vs. Fortitude against your **enemies** within a Medium (*30 ft.*) radius from you. On a hit, each target takes 4d6+5 electricity damage.

Crown of Thunder**Attune**

Crown (bone, metal)

Rank 5 (25,000 gp)

The crown constantly emits a low-pitched rumbling. To you and your **allies**, the sound is barely perceptible. However, all other creatures within a Medium (*30 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** (20% *verbal spell failure*) while they remain in the area.

Darkstalker's Amulet**Attune**

Amulet (jewelry)

Rank 4 (5,000 gp)

When you use the **darkstalker** rogue ability, you may choose an additional sense group to hide from.

Dazeshare Ring**Attune**

Ring (bone, jewelry, metal, wood)

Rank 2 (200 gp)

Whenever you become **dazed** (-1 defenses), **stunned** (-2 defenses), or **confused** (-2 defenses, randomly attack or defend), make a **reactive attack** vs. Mental against all **enemies** adjacent to you. On a hit, each target becomes **briefly dazed**.

Enlarging Belt

Belt (leather, textiles)

Attune

Rank 4 (5,000 gp)

As a standard action, you can activate this belt. When you do, your size increases by one **size category**, to a maximum of Huge. This effect lasts until you activate the belt again, which returns you to your original size.

Increasing your size gives you a +1 bonus to Strength for the purpose of determining your **weight limits**, a -1 penalty to your Reflex defense, and a -5 penalty to Stealth. It also increases your **base speed** (see Size Categories, page 45). This item makes you slightly clumsy in your new size. You take a -10 foot penalty to your speed with all of your **movement modes**.

Enraging Cloak

Cloak (textiles)

Attune

Rank 4 (5,000 gp)

You gain a +1 accuracy bonus against creatures adjacent to you. However, you also take a -1 penalty to all defenses against creatures adjacent to you.

Enraging Cloak, Greater

Cloak (textiles)

Attune

Rank 7 (625,000 gp)

You gain a +2 accuracy bonus against creatures adjacent to you. However, you also take a -2 penalty to all defenses against creatures adjacent to you.

Exemplar's Amulet

Amulet (jewelry)

Attune

Rank 2 (200 gp)

If you have the skill **exemplar** ability, you gain a +1 **magic bonus** to all **untrained** skills.

Exemplar's Amulet, Greater

Amulet (jewelry)

Attune

Rank 4 (5,000 gp)

If you have the skill **exemplar** ability, you gain a +2 **magic bonus** to all **untrained** skills.

Exemplar's Amulet, Supreme

Amulet (jewelry)

Attune

Rank 6 (125,000 gp)

If you have the skill **exemplar** ability, you gain a +3 **magic bonus** to all **untrained** skills.

Frenzied Gloves

Gloves (leather)

Attune

Rank 6 (125,000 gp)

Whenever you make a **strike**, you **briefly** gain a +1 bonus to **accuracy** with **strikes**. As normal, this bonus does not stack with itself.

Gauntlet of Blades

Gauntlet (bone, metal, wood)

Attune, Manifestation

Rank 1 (40 gp)

You can activate this gauntlet as a **free action**. When you do, a dagger **briefly** appears in one of your free hands. The dagger disappears when this effect ends.

Gauntlet of Blades, Greater

Gauntlet (bone, metal, wood)

Attune

Rank 4 (5,000 gp)

This item functions like a *gauntlet of blades*, except that the daggers can have special materials. When you use its ability, you

choose whether the dagger is diamondsteel, mithral, or silvered (see Weapon Special Materials, page ??).

Gauntlet of Blades, Supreme

Gauntlet (bone, metal, wood)

Attune

Rank 7 (625,000 gp)

This item functions like a *gauntlet of blades*, except that the daggers can have almost any special material. When you use its ability, you can choose to create a dagger made from any special material other than cold iron (see Weapon Special Materials, page ??).

Gauntlet of the Ram**Attune**

Gauntlet (bone, metal, wood)

Rank 2 (200 gp)

Your punch/kick **natural weapon** gains the **Forceful weapon tag** (see Weapon Tags, page 168).

Gauntlet of the Ram, Greater**Attune**

Gauntlet (bone, metal, wood)

Rank 5 (25,000 gp)

Your punch/kick **natural weapon** gains the **Forceful weapon tag** (see Weapon Tags, page 168). In addition, the **knockback** distance from that tag increases to 30 feet.

Gauntlets of Improvisation**Attune**

Gauntlet (bone, metal, wood)

Rank 1 (40 gp)

You gain a +2 **magic bonus** to **power** with **strikes** using **improvised weapons**.

Rank 3 (1,000 gp): The power bonus increases to +4.

Rank 5 (25,000 gp): The power bonus increases to +8.

Ghost Shroud**Attune**

Cloak (textiles)

Rank 2 (200 gp)

Creatures that are **incorporeal** are only **impervious** to physical damage you inflict instead of being immune to it.

Ghost Shroud, Greater**Attune**

Cloak (textiles)

Rank 4 (5,000 gp)

Creatures that are **incorporeal** are not immune to physical damage you inflict.

Ghost Shroud, Supreme**Attune**

Cloak (textiles)

Rank 6 (125,000 gp)

Creatures that are **incorporeal** are **vulnerable** to physical damage you inflict instead of being immune.

Ghoultouch Gauntlet**Attune**

Gauntlet (bone, metal, wood)

Rank 5 (25,000 gp)

As a standard action, you can make an attack vs. Fortitude against an adjacent living creature. On a hit, the target takes 2d8 physical damage. If it loses **hit points** from this damage, it is **briefly paralyzed** (*cannot move*). Whether the attack hits or misses, the target is immune to this ability until it takes a **short rest**.

Glasses of Epic Perception**Attune (deep)**

Glasses (ceramics)

Rank 7 (625,000 gp)

You gain a +1 **magic bonus** to your Perception.

Gloves of Infused Force

Gloves (leather)

As a standard action, you can activate these gloves to infuse them with power. When you hit with a **strike** while these gloves are infused, you gain a +4 bonus to **power** with the strike and the gloves stop being infused.

Gloves of Infused Force, Greater

Gloves (leather)

These gloves function like *gloves of infused force*, except that the power bonus increases to +8.

Gloves of Infused Force, Supreme

Gloves (leather)

These gloves function like *gloves of infused force*, except that the power bonus increases to +16.

Gloves of Potency

Glove (leather)

You gain a +2 **magic bonus** to your **power**.

Rank 4 (5,000 gp): The power bonus increases to +4.

Rank 6 (125,000 gp): The power bonus increases to +8.

Gloves of Reliable Finesse

Gloves (leather)

Whenever you roll a 1 on an attack or check using the Craft, Devices, Flexibility, or Sleight of Hand skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way.

Gloves of Reliable Finesse, Greater

Gloves (leather)

Whenever you roll a 1 on an attack or check using the Craft, Devices, Flexibility, or Sleight of Hand skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see *desperate exertion*, page ??).

Gloves of Reliable Finesse, Supreme

Gloves (leather)

Whenever you roll a 1 or 2 on an attack or check using the Craft, Devices, Medicine, or Sleight of Hand skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. In addition, using the *desperate exertion* ability to affect those skills only causes you to increase your **fatigue level** by one instead of two (see *desperate exertion*, page ??).

Gloves of Telekinetic Propulsion

Gloves (leather)

When you make a **thrown strike**, you reduce your **longshot penalty** by 1.

Gloves of Telekinetic Propulsion, Greater

Gloves (leather)

When you make a **thrown strike**, you reduce your **longshot penalty** by 2.

Attune

Rank 2 (200 gp)

Greatreach Bracers

Bracers (bone, leather, metal, wood)

Attune

Rank 4 (5,000 gp)

Your melee **strikes** gain the **Long** weapon tag, allowing you to attack targets up to 10 feet away from you (see *Weapon Tags*, page 168).

Guardian's Amulet

Amulet (jewelry)

Attune

Rank 3 (1,000 gp)

You gain a +1 **accuracy** bonus with the **guarding** strike fighter ability.

Guardian's Amulet, Greater

Amulet (jewelry)

Attune

Rank 6 (125,000 gp)

You gain a +2 **accuracy** bonus with the **guarding** strike fighter ability.

Hexward Ring**Attune**

Ring (bone, jewelry, metal, wood)

Rank 4 (5,000 gp)

You gain a +1 bonus to your defenses against spells that target you directly. This does not protect you from abilities that affect an area, or from magical abilities that are not spells.

Hexward Ring, Greater**Attune**

Ring (bone, jewelry, metal, wood)

Rank 7 (625,000 gp)

You gain a +2 bonus to your defenses against spells that target you directly. This does not protect you from abilities that affect an area, or from magical abilities that are not spells.

Lifekeeping Belt**Attune**

Belt (leather, textiles)

Rank 3 (1,000 gp)

You gain a +1 **magic bonus** to **vital rolls**.

Lifekeeping Belt, Greater**Attune**

Belt (leather, textiles)

Rank 5 (25,000 gp)

You gain a +2 **magic bonus** to **vital rolls**.

Lifekeeping Belt, Supreme**Attune**

Belt (leather, textiles)

Rank 7 (625,000 gp)

You gain a +3 **magic bonus** to **vital rolls**.

Lifesaver Ring**Attune**

Ring (bone, jewelry, metal, wood)

Rank 2 (200 gp)

At the end of each round, if you are below half your maximum **hit points**, you regain 1d6 hit points. This effect cannot heal you above half your maximum hit points.

Lifesaver Ring, Greater**Attune**

Ring (bone, jewelry, metal, wood)

Rank 4 (5,000 gp)

At the end of each round, if you are below half your maximum **hit points**, you regain 2d6 hit points. This effect cannot heal you above half your maximum hit points.

Lifesaver Ring, Supreme**Attune**

Ring (bone, jewelry, metal, wood)

Rank 6 (125,000 gp)

At the end of each round, if you are below half your maximum **hit points**, you regain 4d6 hit points. This effect cannot heal you above half your maximum hit points.

Mask of Air

Mask (textiles)

Attune

Rank 3 (1,000 gp)

If you breathe through this mask, you breathe in clean, fresh air, regardless of your environment. This can protect you from inhaled poisons and similar effects.

Mask of Water Breathing

Mask (textiles)

Attune

Rank 2 (200 gp)

You can breathe water through this mask as easily as a human breathes air. This does not grant you the ability to breathe other liquids.

Ocular Circlet

Circlet (bone, metal)

Attune, Scrying

Rank 1 (40 gp)

As a **standard action**, you can concentrate to use this item. When you do, a **scrying sensor** appears floating in the air in an unoccupied square within Short (30 ft.) range. As long as you **sustain** the effect as a standard action, you see through the sensor instead of from your body.

While viewing through the sensor, your visual acuity is the same as your normal body, except that it does not share the benefits of any **magical** effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you **blinded** (50% miss chance, -2 Armor and Ref).

Ocular Circlet, Greater

Circlet (bone, metal)

Attune, Scrying

Rank 3 (1,000 gp)

This item functions like a *ocular circlet*, except that it only takes a **minor action** to activate and sustain the item's effect. In addition, the sensor appears anywhere within Medium (60 ft.) range.

Phasestep Boots

Boots (bone, leather, metal)

Attune

Rank 2 (200 gp)

As a **free action**, you can activate these boots. When you do, you increase your **fatigue level** by one, and you may move through creatures freely when you move using one of your movement speeds this round. This does not allow you to move through inanimate objects. If you end your movement in spaces occupied by other creatures, both of you are still **squeezing** (-2 Armor and Ref). If you are not able to move normally, such as if you are **grappled**, these boots do not help you.

Phasestep Boots, Greater

Boots (bone, leather, metal)

Attune

Rank 4 (5,000 gp)

These boots function like *phasestep boots*, except that their effect is always active.

Phasestep Boots, Supreme

Boots (bone, leather, metal)

Attune

Rank 6 (125,000 gp)

These boots function like *phasestep boots*, except that their effect is always active. In addition, you ignore all sources of **difficult terrain**.

Poisonbane Ring

Ring (bone, jewelry, metal, wood)

Attune

Rank 2 (200 gp)

You are **impervious** to **poisons**.

Poisonbane Ring, Supreme

Ring (bone, jewelry, metal, wood)

Attune

Rank 5 (25,000 gp)

You are immune to **poisons**. You stop being poisoned by any poisons currently affecting you, and new poisons cannot be applied to you.

Protector's Amulet

Amulet (jewelry)

Attune

Rank 2 (200 gp)

When you use the **protect** fighter ability, you can target an ally within Short (30 ft.) range of you.

Protector's Amulet, Greater

Amulet (jewelry)

Attune

Rank 5 (25,000 gp)

When you use the **protect** fighter ability, you can target an ally within Long (90 ft.) range of you.

Pyromancer's Glove

Glove (leather)

Attune

Rank 1 (40 gp)

As a standard action, you can activate this glove. When you do, make an attack vs. Reflex against everything within a Small (15 ft.) cone.

Hit: Each target takes 1d8+1 fire damage.

Pyromancer's Glove, Greater

Glove (leather)

Attune

Rank 4 (5,000 gp)

As a standard action, you can activate this glove. When you do, make an attack vs. Reflex against everything within a Medium (30 ft.) cone.

Hit: Each target takes 2d10+3 fire damage.

Pyromancer's Glove, Supreme

Glove (leather)

Attune

Rank 7 (625,000 gp)

As a standard action, you can activate this glove. When you do, make an attack vs. Reflex against everything within a Large (60 ft.) cone.

Hit: Each target takes 5d10+10 fire damage.

Quickcleanse Belt

Belt (leather, textiles)

Attune

Rank 5 (25,000 gp)

As a **minor action**, you can activate this belt. When you do, you remove one **condition** affecting you.

After you use this belt, you increase your **fatigue level** by two.

Quickcleanse Belt, Greater

Belt (leather, textiles)

Attune

Rank 7 (625,000 gp)

This belt functions like a *quickcleanse belt*, except that you only increase your **fatigue level** by one instead of two.

Quickshift Amulet

Amulet (jewelry)

Attune

Rank 5 (25,000 gp)

If you have the **shifting defense** druid ability, you can use it as a **minor action** instead of as a standard action.

Quilled Cloak

Cloak (textiles)

Whenever a creature grapples you, you immediately deal it 2d6+4 piercing damage. This does not affect creatures that you initiate a grapple with.

Quilled Cloak, Greater

Cloak (textiles)

Whenever a creature grapples you, you immediately deal it 4d6+7 piercing damage. This does not affect creatures that you initiate a grapple with.

Quilled Cloak, Supreme

Cloak (textiles)

Whenever a creature grapples you, you immediately deal it 5d10+14 piercing damage. This does not affect creatures that you initiate a grapple with.

Ring of Blessed Protection

Ring (bone, jewelry, metal, wood)

Whenever you are hit by a **critical hit** from a **strike**, this item automatically activates. When it does, the attacker rerolls the attack against you, which may prevent the attack from getting a critical hit against you. This does not protect any other targets of the attack. You stop being attuned to this item when it activates in this way, and you must attune to it again to gain its effects.

Ring of Blessed Protection, Greater

Ring (bone, jewelry, metal, wood)

Attune (deep)

Rank 2 (200 gp)

This item functions like a *ring of blessed protection*, except that it protects against any attack, not just strikes.

Ring of Breath

Ring (bone, jewelry, metal, wood)

Attune

Rank 1 (40 gp)

As a **free action**, you can activate this item. When you do, you increase your **fatigue level** by one, and you can **briefly** breathe in clean, fresh air regardless of your environment. This can be used in emergencies to save yourself from drowning or other perils.

Ring of Elemental Endurance

Ring (bone, jewelry, metal, wood)

Attune

Rank 1 (40 gp)

You can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without any ill effects. You suffer the normal penalties in temperatures outside of that range.

Ring of Honeyed Words

Ring (bone, jewelry, metal, wood)

Attune

Rank 2 (200 gp)

You gain a +2 **magic bonus** to the Deception, Intimidate and Persuasion skills.

Ring of Honeyed Words, Greater

Ring (bone, jewelry, metal, wood)

Attune

Rank 4 (5,000 gp)

You gain a +3 **magic bonus** to the Deception, Intimidate and Persuasion skills.

Attune

Rank 2 (200 gp)

Ring of Honeyed Words, Supreme

Ring (bone, jewelry, metal, wood)

Attune

Rank 6 (125,000 gp)

You gain a +4 **magic bonus** to the Deception, Intimidate and Persuasion skills.

Ring of Mastery

Ring (bone, jewelry, metal, wood)

Attune (deep)

Rank 3 (1,000 gp)

You gain a +6 **magic bonus** to **hit points** and **damage resistance**. In addition, you gain a +3 **magic bonus** to **power**.

Rank 5 (25,000 gp): The hit point and damage resistance bonuses increase to +12, and the power bonus increases to +6.

Rank 7 (625,000 gp): The hit point and damage resistance bonuses increase to +24, and the power bonus increases to +12.

Ring of Nourishment

Ring (bone, jewelry, metal, wood)

Attune, Creation

Rank 1 (40 gp)

You continuously gain nourishment, and no longer need to eat or drink. This ring must be worn for 24 hours before it begins to work.

Ring of Protection

Ring (bone, jewelry, metal, wood)

Attune

Rank 2 (200 gp)

You gain a +4 **magic bonus** to **damage resistance**.

Ring of Protection, Greater

Ring (bone, jewelry, metal, wood)

Attune

Rank 4 (5,000 gp)

You gain a +8 **magic bonus** to **damage resistance**.

Ring of Protection, Supreme

Ring (bone, jewelry, metal, wood)

Attune

Rank 6 (125,000 gp)

You gain a +16 **magic bonus** to **damage resistance**.

Ring of Spell Investment

Ring (bone, jewelry, metal, wood)

Attune

Rank 2 (200 gp)

When you or an adjacent **ally** casts a spell that does not have the **Attune** or **Sustain** tags, you can invest the magic of the spell in the ring. If you do, the spell does not have its normal effect. All decisions about the spell's effect must be made at the time that the spell is invested in this way. Only one spell can be stored this way.

As a standard action, you can activate this ring. When you do, you cause the effect of the last spell invested in the ring. This does not require **casting components**, even if they would normally be required to cast the spell. The spell's effect is determined based on the **power** and other abilities of the original caster who invested the spell into the ring, not yours. You do not have to have the ability to cast the spell to activate a spell in this way. The *desperate exertion* ability cannot be used to affect the spell, either at the time it is invested or when it is activated. After you use a spell in this way, the energy in the ring is spent, and you must invest a new spell to activate the ring again.

Ring of Spell Investment, Greater

Ring (bone, jewelry, metal, wood)

Attune

Rank 4 (5,000 gp)

This item functions like a *ring of spell investment*, except that you can store up to three spells in the gloves. When you activate the ring, you choose which spell to use.

Ring of Sustenance

Ring (bone, jewelry, metal, wood)

You continuously gain nourishment, and no longer need to eat or drink. The ring must be worn for 24 hours before it begins to work.

In addition, you need only one-quarter your normal amount of sleep (or similar activity, such as elven trance) each day.

Ring of Vital Regeneration

Ring (bone, jewelry, metal, wood)

At the end of each round, if you are not **unconscious** due to **fatigue**, you automatically remove one of your **vital wounds**. You can choose to stop this regeneration if you are conscious, but it happens automatically if you are unconscious due to vital wounds. When you remove a vital wound in this way, you increase your **fatigue level** by three.

Ring of the Planes

Ring (bone, jewelry, metal, wood)

When you perform the *plane shift* ritual, this ring provides all **fatigue levels** required. This does not grant you the ability to perform the plane shift ritual if you could not already.

Ring of the True Form

Ring (bone, jewelry, metal, wood)

You gain a +4 bonus to your defenses against attacks from the *polymorph* sphere. This bonus also applies against other attacks that significantly alter your physical form, such as an aboleth's slime.

Ring of the True Form, Greater

Ring (bone, jewelry, metal, wood)

You gain a +8 bonus to your defenses against attacks from the *polymorph* sphere. This bonus also applies against other attacks that significantly alter your physical form, such as an aboleth's slime.

Ring of the True Form, Supreme

Ring (bone, jewelry, metal, wood)

You are immune to attacks from the *polymorph* sphere. This immunity also applies against other attacks that significantly alter your physical form, such as an aboleth's slime.

Seven League Boots

Boots (bone, leather, metal)

As a standard action, you can activate these boots. When you do, you increase your **fatigue level** by one and teleport horizontally exactly 25 miles in a direction you specify. If this would place you within a solid object or otherwise impossible space, the boots will shunt you up to 1,000 feet in any direction to the closest available space. If there is no available space within 1,000 feet of your intended destination, the effect fails and you take 4d6 energy damage.

Shieldburst Bracers

Bracers (bone, leather, metal, wood)

Attune, Creation

Rank 3 (1,000 gp)

As a **free action**, you activate these bracers. When you do, you increase your **fatigue level** by one and gain a +2 bonus to your Armor defense this round.

Rank 3 (1,000 gp): The defense bonus increases to +3.

Rank 5 (25,000 gp): The defense bonus increases to +4.

Shrinking Belt**Attune**

Belt (leather, textiles)

Rank 3 (1,000 gp)

As a standard action, you can activate this belt. When you do, your size decreases by one **size category**, to a minimum of Tiny. This effect lasts until you activate the belt again, which returns you to your original size.

Reducing your size gives you a -1 penalty to Strength for the purpose of determining your **weight limits**, a +1 bonus to your Reflex defense, and a +5 bonus to Stealth. It also reduces your **base speed** (see Size Categories, page 45).

Shrinking Belt, Greater**Attune**

Belt (leather, textiles)

Rank 5 (25,000 gp)

This belt functions like a *shrinking belt*, except that you also gain a +1 bonus to Strength for the purpose of determining your **weight limits**, offsetting the penalty from reducing your size.

Shrinking Belt, Supreme**Attune**

Belt (leather, textiles)

Rank 7 (625,000 gp)

This belt functions like a *greater shrinking belt*, except that you can choose to decrease your size by either one size category or two size categories.

Spellfeeding Amulet**Attune**

Amulet (jewelry)

Rank 2 (200 gp)

Once per round, when you absorb a spell with the **spell absorption** sorcerer ability, you may regain 2d6+4 **hit points**. When you do, you increase your **fatigue level** by one. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Spellfeeding Amulet, Greater**Attune**

Amulet (jewelry)

Rank 4 (5,000 gp)

Once per round, when you absorb a spell with the **spell absorption** sorcerer ability, you may regain 4d6+7 **hit points**. When you do, you increase your **fatigue level** by one. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Spellfeeding Amulet, Supreme**Attune**

Amulet (jewelry)

Rank 6 (125,000 gp)

Once per round, when you absorb a spell with the **spell absorption** sorcerer ability, you may regain 5d10+14 **hit points**. When you do, you increase your **fatigue level** by one. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Sprinting Boots**Attune**

Boots (bone, leather, metal)

Rank 5 (25,000 gp)

You can use these boots when you take the *sprint* action during the **movement phase** to avoid increasing your **fatigue level** (see

Sprint, page 64). After you use this boots in this way, you **briefly** cannot use them again.

Stunshare Ring

Ring (bone, jewelry, metal, wood)

Attune

Rank 6 (125,000 gp)

Whenever you become **dazed** (*-1 defenses*), **stunned** (*-2 defenses*), or **confused** (*-2 defenses, randomly attack or defend*), make a **reactive attack** vs. Mental against all **enemies** adjacent to you. On a hit, each target becomes **briefly** stunned.

Swarmhunter Amulet

Amulet (jewelry)

Attune

Rank 4 (5,000 gp)

When you use the **quarry** ranger ability, you may target an additional creature.

Swarmhunter Amulet, Greater

Amulet (jewelry)

Attune

Rank 6 (125,000 gp)

When you use the **quarry** ranger ability, you may target two additional creatures.

Thieving Gloves

Gloves (leather)

Attune

Rank 2 (200 gp)

As a **standard action**, you can activate these gloves. When you do, the gloves absorb one Small or smaller object you are touching with them.

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 gloves are full, the attempt fails.

As a free action, you can retrieve the last item absorbed by the gloves. The item appears in your hand, or falls to the ground if your hand is occupied. The item similarly reappears if you stop attuning to these gloves or take them off.

Rank 4 (5,000 gp): The maximum size category that the gloves can absorb increases to Medium.

Rank 6 (125,000 gp): The maximum size category that the gloves can absorb increases to Large.

Throwing Gloves

Gloves (leather)

Attune

Rank 2 (200 gp)

You can throw any item as if it had the **Thrown** (30/60) **weapon tag** (see Weapon Tags, page 168). The item must be at least one size category smaller than you, and you must be able to pick it up within your **weight limits**.

Throwing Gloves, Greater

Gloves (leather)

Attune

Rank 6 (125,000 gp)

You can throw any item as if it had the **Thrown** (60/120) **weapon tag** (see Weapon Tags, page 168). The item must be at least one size category smaller than you, and you must be able to pick it up within your **weight limits**.

Torchlight Gloves

Gloves (leather)

Attune

Rank 1 (40 gp)

These gloves shed light as a torch. As a **standard action**, you may snap your fingers to suppress or resume the light from either or both gloves.

Utility Belt

Belt (leather, textiles)

Attune

Rank 2 (200 gp)

This belt contains five pockets, each of which is larger on the inside than the outside. The inside of each pocket is a six inch cube. You can put anything you want in each pocket, but you still carry the weight of anything in the pockets. If you put reactive objects in a pocket, such as acid or burning alchemist's fire, it may destroy the pocket until the belt is repaired.

As long as each pocket is no more than half full, or is full of completely interchangeable items, you can reach into any pocket just as easily as you can reach into a nonmagical pocket. Overstuffed pockets may take more time to sift through to find the specific item you want, just like rummaging through a backpack.

If you take off this belt or stop attuning to it, the items in the belt become inaccessible. If this belt is destroyed, the items within it become lost in the Astral Plane.

Utility Belt, Greater

Belt (leather, textiles)

Attune

Rank 5 (25,000 gp)

This belt functions like a *utility belt*, except that the belt has ten pockets, each of which is a one foot cube on the inside.

Vanishing Cloak

Cloak (textiles)

Attune, Sensation

Rank 5 (25,000 gp)

As a standard action, you can activate this cloak. When you do, you **teleport** to an unoccupied location within Medium (60 ft.) range of your original location. As normal for teleportation, you can immediately hide when you reach your destination (see *Hide*, page ??). Unlike most teleportation, this teleportation does not make any noise.

Vanishing Cloak, Greater

Cloak (textiles)

Attune, Sensation

Rank 7 (625,000 gp)

This cloak functions like a *vanishing cloak*, except that you also **briefly** become **invisible** (see *Invisible*, page 381). This invisibility ends after you take any action.

If your intended destination is invalid, or if your teleportation otherwise fails, you still become invisible.

Winged Boots

Boots (bone, leather, metal)

Attune

Rank 5 (25,000 gp)

You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 15 feet (see *Flying*, page 60). If you are above that height, you gain a **glide speed** equal to the base speed for your size instead.

Winged Boots, Greater

Boots (bone, leather, metal)

Attune

Rank 7 (625,000 gp)

These boots function like *winged boots*, except that the **height limit** increases to 30 feet.

Magic Implements



Implements can take many forms: staffs, 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 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.

Staffs

Physical Description: A typical staff is 3 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. Staffs often have a gem or some device at their tip or are shod in metal at one or both ends.

Staffs are often decorated with carvings or runes. Long staffs are quarterstaffs. They must be held in two hands, and can be used to

attack like any other quarterstaff. Short staffs resemble thin clubs. They can be held in one hand, but are not suitable for combat and are treated as **improvised weapons** if used to attack. A typical staff has 20 **hit points** and a sunder **difficulty value** of 10.

Wands

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and usually weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has 5 **hit points** and a sunder **difficulty value** of 5.

Table 8.14: Magic Implements

Name	Rank (Cost)	Type	Description	Page
Merciful Staff	1 (40 gp)	Staff	Allows dealing subdual damage	216
Onslaught Staff	1 (40 gp)	Staff	Grants +10 speed, maybe +1 accuracy on kill	216
Selective Staff	1 (40 gp)	Staff	Allows excluding a single square from an area	216
Spell Wand, 1st	1 (40 gp)	Wand	Grants knowledge of a rank 1 spell	216
Staff of Silence	1 (40 gp)	Staff	Can exert to cast spells without verbal components	217
Staff of Stillness	1 (40 gp)	Staff	Can exert to cast spells without somatic components	218
Baneswallow Staff	2 (200 gp)	Staff	Can exert and remove a condition to gain power	215
Extending Staff	2 (200 gp)	Staff	Grants +15 foot range	215
Hexbite Staff	2 (200 gp)	Staff	Deals 2d6+4 damage when foes remove conditions	215
Spell Wand, 2nd	2 (200 gp)	Wand	Grants knowledge of a rank 2 spell	216
Splitting Staff	2 (200 gp)	Staff	Can exert to add an extra target	216
Staff of Gut-Wrenching Fear	2 (200 gp)	Staff	Fear effects also penalize Fortitude	217
Staff of Pleasant Healing	2 (200 gp)	Staff	Grants +2 Mental defense with your healing	217
Staff of Potency	2 (200 gp)	Staff	Grants +2 power	217
Staff of Stored Attunement	2 (200 gp)	Staff	Change easily between two stored attunements	218
Blessed Staff	3 (1,000 gp)	Staff	Grants +2 bonus with <i>desperate exertion</i>	215
Distant Staff	3 (1,000 gp)	Staff	Can exert to double area size	215
Reaching Staff	3 (1,000 gp)	Staff	Can exert to use abilities from a short distance away	216
Selective Staff, Greater	3 (1,000 gp)	Staff	Allows excluding areas	216
Spell Wand, 3rd	3 (1,000 gp)	Wand	Grants knowledge of a rank 3 spell	216
Staff of Discordance	3 (1,000 gp)	Staff	Makes dazed creatures briefly stunned	217
Staff of Giants	3 (1,000 gp)	Staff	Increases maximum size category of abilities	217
Baneswallow Staff, Greater	4 (5,000 gp)	Staff	Can remove a condition to gain power	215
Blinding Staff	4 (5,000 gp)	Staff	Briefly blinds you and dazzles creatures	215
Bushwalker's Staff	4 (5,000 gp)	Staff	Grants +1 accuracy vs foes in undergrowth	215
Extending Staff, Greater	4 (5,000 gp)	Staff	Grants +30 foot range	215
Hexbite Staff, Greater	4 (5,000 gp)	Staff	Deals 4d6+7 damage when foes remove conditions	215
Spell Wand, 4th	4 (5,000 gp)	Wand	Grants knowledge of a rank 4 spell	216
Staff of Energetic Conversion	4 (5,000 gp)	Staff	Changes energy damage types	217
Staff of Hindrance	4 (5,000 gp)	Staff	Your slowing effects last much longer	217
Staff of Potency, Greater	4 (5,000 gp)	Staff	Grants +4 power	217
Staff of Radiance	4 (5,000 gp)	Staff	Grants +1 accuracy vs foes in brilliant light	217
Staff of Shared Healing	4 (5,000 gp)	Staff	Exert to heal you when you heal others	217
Staff of Silence, Greater	4 (5,000 gp)	Staff	Can cast spells without verbal components	218
Staff of Stillness, Greater	4 (5,000 gp)	Staff	Can cast spells without somatic components	218
Staff of Stored Attunement, Greater	4 (5,000 gp)	Staff	Change easily between three stored attunements	218
Widening Staff	4 (5,000 gp)	Staff	Can exert to double area size	218
Blessed Staff, Greater	5 (25,000 gp)	Staff	Grants +3 bonus with <i>desperate exertion</i>	215
Onslaught Staff, Greater	5 (25,000 gp)	Staff	Grants +20 speed, maybe +3 accuracy on kill	216
Reaching Staff, Greater	5 (25,000 gp)	Staff	Can use abilities from a short distance away	216
Selective Staff, Supreme	5 (25,000 gp)	Staff	Allows excluding and splitting areas	216
Spell Wand, 5th	5 (25,000 gp)	Wand	Grants knowledge of a rank 5 spell	216
Staff of Agonizing Fear	5 (25,000 gp)	Staff	Fear effects penalize all defenses	217
Staff of Pleasant Healing, Greater	5 (25,000 gp)	Staff	Grants +3 Mental defense with your healing	217
Baneswallow Staff, Supreme	6 (125,000 gp)	Staff	Can remove conditions to gain power	215
Distant Staff, Greater	6 (125,000 gp)	Staff	Can exert to double range	215

Extending Staff, Supreme	6 (125,000 gp)	Staff	Grants +60 foot range	215
Hexbite Staff, Supreme	6 (125,000 gp)	Staff	Deals 5d10+14 damage when foes remove conditions	216
Spell Wand, 6th	6 (125,000 gp)	Wand	Grants knowledge of a rank 6 spell	216
Splitting Staff, Greater	6 (125,000 gp)	Staff	Can add an extra target	217
Staff of Discordance, Greater	6 (125,000 gp)	Staff	Makes stunned creatures briefly confused	217
Staff of Giants, Greater	6 (125,000 gp)	Staff	Significantly increases maximum size category of abilities	217
Staff of Potency, Supreme	6 (125,000 gp)	Staff	Grants +8 power	217
Staff of Stored Attunement, Supreme	6 (125,000 gp)	Staff	Change easily between four stored attunements	218
Staff of Tranquility	6 (125,000 gp)	Staff	Can cast spells without components	218
Blessed Staff, Supreme	7 (625,000 gp)	Staff	Grants +4 bonus with <i>desperate exertion</i>	215
Blinding Staff, Greater	7 (625,000 gp)	Staff	Briefly blinds dazzled creatures	215
Bushwalker's Staff, Greater	7 (625,000 gp)	Staff	Grants +2 accuracy vs foes in undergrowth	215
Echoing Staff	7 (625,000 gp)	Staff	Can exert to repeat effect	215
Spell Wand, 7th	7 (625,000 gp)	Wand	Grants knowledge of a rank 7 spell	216
Staff of Radiance, Greater	7 (625,000 gp)	Staff	Grants +2 accuracy vs foes in brilliant light	217
Widening Staff, Greater	7 (625,000 gp)	Staff	Can exert to double area size	218

Baneswallow Staff

Staff (bone, wood)

As a standard action, you can activate this staff. When you do, you remove one **condition** affecting you. If you remove a condition in this way, you **briefly** gain a +2 bonus to your **power**.

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

Baneswallow Staff, Greater

Staff (bone, wood)

Attune

Rank 2 (200 gp)

As a standard action, you can activate this staff. When you do, you remove one **condition** affecting you. If you remove a condition in this way, you **briefly** gain a +4 bonus to your **power**.

Baneswallow Staff, Supreme

Staff (bone, wood)

Attune

Rank 6 (125,000 gp)

As a standard action, you can activate this staff. When you do, you remove one or two **conditions** affecting you. If you remove at least one condition in this way, you **briefly** gain a +8 bonus to your **power**.

Blessed Staff

Staff (bone, wood)

Attune

Rank 3 (1,000 gp)

When you use the *desperate exertion* ability to affect a **magical** ability, you gain a +2 accuracy bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Blessed Staff, Greater

Staff (bone, wood)

Attune

Rank 5 (25,000 gp)

When you use the *desperate exertion* ability to affect a **magical** ability, you gain a +3 accuracy bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Blessed Staff, Supreme

Staff (bone, wood)

Attune

Rank 7 (625,000 gp)

When you use the *desperate exertion* ability to affect a **magical** ability, you gain a +4 accuracy bonus to the reroll. This stacks with the normal +2 bonus from the *desperate exertion* ability.

Blinding Staff

Staff (bone, wood)

Attune

Rank 4 (5,000 gp)

Whenever you cause a creature to become **dazzled** (*20% miss chance, no special vision*) as a **condition**, you may activate this staff. If you do, you and that creature are each **briefly blinded** (*50% miss chance, -2 Armor and Ref*).

Blinding Staff, Greater

Staff (bone, wood)

Attune

Rank 7 (625,000 gp)

Whenever you cause a creature to become **dazzled** (*20% miss chance, no special vision*) as a **condition**, you may activate this staff. If you do, that creature is **briefly blinded** (*50% miss chance, -2 Armor and Ref*).

Bushwalker's Staff

Staff (bone, wood)

Attune

Rank 4 (5,000 gp)

You gain a +1 **accuracy** bonus against creatures that are in **undergrowth**. In addition, as a standard action, you can **briefly** create **light undergrowth** in a Small (*15 ft.*) radius **zone** from you.

Bushwalker's Staff, Greater

Staff (bone, wood)

Attune

Rank 7 (625,000 gp)

You gain a +2 **accuracy** bonus against creatures that are in **undergrowth**. In addition, as a standard action, you can **briefly** create **light undergrowth** in a Medium (*30 ft.*) radius **zone** from you.

Distant Staff

Staff (bone, wood)

Attune

Rank 3 (1,000 gp)

Whenever you use a **magical** ability with a **range**, you may activate this staff. When you do, you double the spell's range. In addition, you increase your **fatigue level** by two.

Distant Staff, Greater

Staff (bone, wood)

Attune

Rank 6 (125,000 gp)

This implement functions like a *distant staff*, except that activating it only increases your **fatigue level** by one.

Echoing Staff

Staff (bone, wood)

Attune

Rank 7 (625,000 gp)

Whenever you use a **magical** ability that does not have the **Sustain** or **Attune** tags, you may activate this staff. When you do, you increase your **fatigue level** by one. During the **action phase** of the next round, the spell takes effect again with the same choices for all decisions, such as targets.

Extending Staff

Staff (bone, wood)

Attune

Rank 2 (200 gp)

You gain a +15 foot bonus to the **range** of all of your ranged **magical** abilities. This does not affect abilities that do not have a range listed in feet.

Extending Staff, Greater

Staff (bone, wood)

Attune

Rank 4 (5,000 gp)

You gain a +30 foot bonus to the **range** of all of your ranged **magical** abilities. This does not affect abilities that do not have a range listed in feet.

Extending Staff, Supreme

Staff (bone, wood)

Attune

Rank 6 (125,000 gp)

You gain a +60 foot bonus to the **range** of all of your ranged **magical** abilities. This does not affect abilities that do not have a range listed in feet.

Hexbite Staff

Staff (bone, wood)

Attune

Rank 2 (200 gp)

Whenever a creature removes a **condition** that you inflicted on it, it takes $2d6+4$ **energy damage**.

Hexbite Staff, Greater

Staff (bone, wood)

Attune

Rank 4 (5,000 gp)

Whenever a creature removes a **condition** that you inflicted on it, it takes $4d6+7$ **energy damage**.

Hexbite Staff, Supreme

Staff (bone, wood)

Attune

Rank 6 (125,000 gp)

Whenever a creature removes a **condition** that you inflicted on it, it takes 5d10+14 **energy damage**.

Merciful Staff

Staff (bone, wood)

Attune

Rank 1 (40 gp)

Whenever you use a **magical** ability that deals damage, you may activate this staff. If you do, that ability deals **subdual damage**.

Onslaught Staff**Attune**

Staff (bone, wood)

Rank 1 (40 gp)

Whenever you **defeat** a creature with within Medium (60 ft.) range of you with a **magical** ability, you gain a +10 foot bonus to your land speed during the next round. In addition, if the creature was at least one **size category** larger than you, you **briefly** gain a +1 **accuracy** bonus.

Onslaught Staff, Greater**Attune**

Staff (bone, wood)

Rank 5 (25,000 gp)

Whenever you **defeat** a creature with within Medium (60 ft.) range of you with a **magical** ability, you gain a +20 foot bonus to your land speed during the next round. In addition, if the creature was at least one **size category** larger than you, you **briefly** gain a +3 **accuracy** bonus.

Reaching Staff**Attune**

Staff (bone, wood)

Rank 3 (1,000 gp)

Whenever you use a **magical** ability that does not have the **Sustain** or **Attune** tags, you may activate this staff. When you do, choose a location within Short (30 ft.) range. The ability takes effect as if you were in the chosen location. In addition, you increase your **fatigue level** by one. This affects your **line of effect** for the ability, but not your **line of sight** (since you still see from your normal location). Since an ability's range is measured from your location, this item can allow you to affect 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.

Reaching Staff, Greater**Attune**

Staff (bone, wood)

Rank 5 (25,000 gp)

This implement functions like a *reaching staff*, except that activating it does not increase your **fatigue level**.

Selective Staff**Attune**

Staff (bone, wood)

Rank 1 (40 gp)

Whenever you use a **magical** ability that affects an area and does not have the **Sustain** or **Attune** tags, you can freely exclude a single 5-ft. square from the spell's effect. All squares in the final area of the spell must be contiguous. You cannot create split a spell's area into multiple completely separate areas.

Selective Staff, Greater**Attune**

Staff (bone, wood)

Rank 3 (1,000 gp)

This implement functions like a *selective staff*, except that you can exclude any number of squares rather than only one.

Selective Staff, Supreme**Attune**

Staff (bone, wood)

Rank 5 (25,000 gp)

This implement functions like a *selective staff*, 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.

Spell Wand, 1st**Attune**

Wand (bone, wood)

Rank 1 (40 gp)

This wand grants you knowledge of a single rank 1 spell that does not have the **Attune** or **Sustain** tags. Each wand is associated with a specific spell, and a single **magic source** that can grant access to that spell. You must have the ability to cast spells of the given rank from the same **magic source** as the wand. However, you do not need to have access to the **mystic sphere** that the spell belongs to. Spells you know because of a spell wand gain any rank upgrades appropriate to your rank with that form of spellcasting.

If you stop wielding this wand, deattune from it, or otherwise lose access to its magical effects, the effects of any active spells that you know because of the wand also end, regardless of their normal duration.

Spell Wand, 2nd**Attune**

Wand (bone, wood)

Rank 2 (200 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 2 spell.

Spell Wand, 3rd**Attune**

Wand (bone, wood)

Rank 3 (1,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 3 spell.

Spell Wand, 4th**Attune**

Wand (bone, wood)

Rank 4 (5,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 4 spell.

Spell Wand, 5th**Attune**

Wand (bone, wood)

Rank 5 (25,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 5 spell.

Spell Wand, 6th**Attune**

Wand (bone, wood)

Rank 6 (125,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 6 spell.

Spell Wand, 7th**Attune**

Wand (bone, wood)

Rank 7 (625,000 gp)

This item functions like a *spell wand*, except that it grants knowledge of a single rank 7 spell.

Splitting Staff**Attune**

Staff (bone, wood)

Rank 2 (200 gp)

Whenever you use a **non-strike magical** ability that targets a single creature or object and which does not have the **Sustain** tag, you may activate this staff. When you do, increase the number of targets that the ability affects by one. In addition, you increase your

fatigue level by one. If the spell does not have a defined range, this staff has no effect on it.

Splitting Staff, Greater

Staff (bone, wood)

Attune

Rank 6 (125,000 gp)

This staff functions like a *splitting staff*, except that activating it does not increase your **fatigue level**.

Staff of Agonizing Fear

Staff (bone, wood)

Attune, Emotion

Rank 5 (25,000 gp)

Creatures that are shaken, frightened or panicked by you suffer a penalty to their non-Mental defenses equal to the penalty they suffer to their Mental defense.

Staff of Discordance

Attune

Staff (bone, wood)

Rank 3 (1,000 gp)

Whenever you cause an enemy to be **dazed** (*-1 defenses*) as a **condition**, it is also **briefly stunned** (*-2 defenses*).

Staff of Discordance, Greater

Attune

Staff (bone, wood)

Rank 6 (125,000 gp)

Whenever you cause an enemy to be **stunned** (*-2 defenses*) as a **condition**, it is also **briefly confused** (*-2 defenses, randomly attack or defend*).

Staff of Energetic Conversion

Attune

Staff (bone, wood)

Rank 4 (5,000 gp)

Whenever you use a **magical** ability that deals a subtype of **energy damage**, you may choose to convert that damage to a different subtype of energy damage. If the damage also other specific types, those damage types are unchanged. In addition, any non-damaging effects of the attack are unchanged.

Staff of Giants

Attune

Staff (bone, wood)

Rank 3 (1,000 gp)

Whenever you use a **magical** ability that has a maximum size category for its targets or any objects it creates, you increase that maximum by one size category, to a maximum of Colossal. This does not affect abilities that create creatures of a particular size.

Staff of Giants, Greater

Attune

Staff (bone, wood)

Rank 6 (125,000 gp)

This implement functions like a *staff of giants*, except that the maximum size category increases by two size categories.

Staff of Gut-Wrenching Fear

Attune, Emotion

Staff (bone, wood)

Rank 2 (200 gp)

Creatures that are shaken, frightened or panicked by you suffer a penalty to their Fortitude defense equal to the penalty they suffer to their Mental defense.

Staff of Hindrance

Attune

Staff (bone, wood)

Rank 4 (5,000 gp)

Whenever you cause an enemy to be **slowed** (*half speed, -2 Armor and Ref*) as a **condition**, that condition must be removed an additional time before the effect ends.

Staff of Pleasant Healing

Attune

Staff (bone, wood)

Rank 2 (200 gp)

Once per round, when you cause a creature other yourself to regain **hit points** using a **magical** ability, you can activate this item. When you do, the target **briefly** gains a +2 bonus to its Mental defense. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Staff of Pleasant Healing, Greater

Attune

Staff (bone, wood)

Rank 5 (25,000 gp)

Once per round, when you cause a creature other yourself to regain **hit points** using a **magical** ability, you can activate this item. When you do, the target **briefly** gains a +3 bonus to its Mental defense. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Staff of Potency

Attune

Staff (bone, wood)

Rank 2 (200 gp)

You gain a +2 **magic bonus** to your **power**.

Staff of Potency, Greater

Attune

Staff (bone, wood)

Rank 4 (5,000 gp)

You gain a +4 **magic bonus** to your **power**.

Staff of Potency, Supreme

Attune

Staff (bone, wood)

Rank 6 (125,000 gp)

You gain a +8 **magic bonus** to your **power**.

Staff of Radiance

Attune

Staff (bone, wood)

Rank 4 (5,000 gp)

You gain a +1 **accuracy** bonus against creatures that are in **brilliant illumination**. In addition, as a standard action, you can **briefly** create **brilliant illumination** in a Large (60 ft.) radius **zone** from you.

Staff of Radiance, Greater

Attune

Staff (bone, wood)

Rank 7 (625,000 gp)

You gain a +2 **accuracy** bonus against creatures that are in **brilliant illumination**. In addition, as a standard action, you can **briefly** create **brilliant illumination** in a Huge (90 ft.) radius **zone** from you.

Staff of Shared Healing

Attune, Swift (see text)

Staff (bone, wood)

Rank 4 (5,000 gp)

Once per round, when you cause a creature other yourself to regain **hit points** using a **magical** ability, you can activate this item. When you do, you also regain that many hit points, and you increase your **fatigue level** by one. This ability has the **Swift** tag if you use it to affect healing with a **Swift** ability.

Staff of Silence

Attune

Staff (bone, wood)

Rank 1 (40 gp)

As a **free action**, you can activate this staff. When you do, you increase your **fatigue level** by one and **briefly** gain the ability to cast spells without using **verbal components**.

Staff of Silence, Greater

Staff (bone, wood)

Attune

Rank 4 (5,000 gp)

You can cast spells without using **verbal components**.**Staff of Stillness**

Staff (bone, wood)

Attune

Rank 1 (40 gp)

As a **free action**, you can activate this staff. When you do, you increase your **fatigue level** by one and **briefly** gain the ability to cast spells without using **somatic components**.

Staff of Stillness, Greater

Staff (bone, wood)

Attune

Rank 4 (5,000 gp)

You can cast spells without using **somatic components**.**Staff of Stored Attunement**

Staff (bone, wood)

Attune

Rank 2 (200 gp)

When you cast a **targeted** spell that has the **Attune** tag, but is not a **deep attunement**, you can invest the magic of the spell in this staff. If you do, the spell does not have its normal effect. Up to two spells can be stored this way. If there are already spells invested in the staff, you can choose which spell to replace to make room for the new spell.

As a **minor action**, you can activate this staff. When you do, you choose one of the spells that you personally stored in the staff and gain its effects, with yourself as the only target. As long as you are attuned to this staff, you do not have to invest an additional attunement point to gain the benefit of a spell in this way, and this does not remove the spell from the staff's storage. This effect lasts until you activate the staff again, which can allow you to easily change which benefit you gain.

Staff of Stored Attunement, Greater

Staff (bone, wood)

Attune

Rank 4 (5,000 gp)

This staff functions like a *staff of stored attunement*, except that you can store up to three spells in the staff.

Staff of Stored Attunement, Supreme

Staff (bone, wood)

Attune

Rank 6 (125,000 gp)

This staff functions like a *staff of stored attunement*, except that you can store up to four spells in the staff.

Staff of Tranquility

Staff (bone, wood)

Attune

Rank 6 (125,000 gp)

You can cast spells without using **verbal components** or **somatic components**.

Widening Staff

Staff (bone, wood)

Attune

Rank 4 (5,000 gp)

Whenever you use a **magical** ability that affects an area and does not have the **Attune** or **Sustain** tags, you may activate this staff. When you do, you double the spell's area. In addition, you increase your **fatigue level** by two.

Widening Staff, Greater

Staff (bone, wood)

Attune

Rank 7 (625,000 gp)

This implement functions like a *widening staff*, except that activating it only increases your fatigue level by one.

Tools, Goods, and Mounts

The world of Rise has a wide range of minor items like backpacks, blankets, and ten-foot poles. In general, the cost of those items is so insignificant from the perspective of an adventuring party that it's not worth the effort to track their cost in detail. A subset of particularly expensive items is included in Table 8.15: Consumable Tools, page 219 and Table 8.16: Permanent Tools, Goods, and Mounts, page 221.

Standard Adventuring Kit

A standard adventuring kit costs 10 gp, weighs 50 pounds, and contains the following items:

- Backpack
- Bedroll
- Flint and steel
- Rations, trail (8 days)
- Rope, hempen (60 ft.)
- Sack (empty)
- Tent
- Torch
- Waterskin

Table 8.15: Consumable Tools

Name	Rank (Cost)	Type	Description	Page
Flash Powder	0 (2 gp)	Alchemical	Emits burst of bright light	223
Tindertwig	0 (2 gp)	Alchemical	Quickly activated flame	226
Torch	0 (2 gp)	Alchemical	Emits light	226
Alchemist's Fire	1 (8 gp)	Alchemical	Throw to deal 1d10+3 fire damage	222
Alchemist's Fire+	3 (200 gp)	Alchemical	Throw to deal 2d10+5 fire damage	222
Alchemist's Fire++	5 (5,000 gp)	Alchemical	Throw to deal 4d10+10 fire damage	222
Alchemist's Fire+++	7 (125,000 gp)	Alchemical	Throw to deal 7d10+20 fire damage	222
Antitoxin Elixir	1 (8 gp)	Alchemical	Grants +4 defenses against poisons	222
Antitoxin Elixir+	3 (200 gp)	Alchemical	Grants +8 defenses against poisons	222
Antitoxin Elixir++	6 (25,000 gp)	Alchemical	Grants immunity to poisons	222
Elixir of Potency	1 (8 gp)	Potion	Grants +2 power	223
Elixir of Potency+	3 (200 gp)	Potion	Grants +4 power	223
Elixir of Potency++	5 (5,000 gp)	Potion	Grants +8 power	223
Elixir of Potency+++	7 (125,000 gp)	Potion	Grants +16 power	223
Elixir of Resilience	1 (8 gp)	Potion	Grants +4 damage resistance	223
Elixir of Resilience+	3 (200 gp)	Potion	Grants +8 damage resistance	223
Elixir of Resilience++	5 (5,000 gp)	Potion	Grants +16 damage resistance	223
Elixir of Resilience+++	7 (125,000 gp)	Potion	Grants +32 damage resistance	223
Everburning Torch	1 (8 gp)	Alchemical	Emits light for a week	223
Poison, Asp Venom	1 (8 gp)	Poison	Stuns and eventually blinds	224
Poison, Giant Wasp Venom	1 (8 gp)	Poison	Slows, eventually immobilizes	224
Poison, Jellyfish Extract	1 (8 gp)	Poison	Deals 1d6+1 damage per stage	225
Poison, Nitharit	1 (8 gp)	Poison	Dazes and eventually stuns	225
Poison, Sassone Leaf	1 (8 gp)	Poison	Deals 1d6+1 damage per stage	225
Potion of Healing	1 (8 gp)	Potion	Restores 1d6+1 hit points	225
Potion of Healing+	2 (40 gp)	Potion	Restores 2d6+4 hit points	225
Potion of Healing++	4 (1,000 gp)	Potion	Restores 4d6+7 hit points	225
Potion of Healing+++	6 (25,000 gp)	Potion	Restores 5d10+14 hit points	225
Potion of Strength	1 (8 gp)	Alchemical	Briefly increases weight limits	225
Potion of Strength+	3 (200 gp)	Alchemical	Increases weight limits	225
Potion of Strength++	5 (5,000 gp)	Alchemical	Increases weight limits	225
Potion of Wound Closure	1 (8 gp)	Potion	Prevents death from barely lethal vital wounds	225
Potion of Wound Closure+	3 (200 gp)	Potion	Prevents death from vital wounds	225
Potion of Wound Closure++	5 (5,000 gp)	Potion	Prevents death from major vital wounds	225
Potion of Wound Closure+++	7 (125,000 gp)	Potion	Prevents death from almost any vital wound	225
Smokestick	1 (8 gp)	Alchemical	Creates a cloud of smoke	226
Sunrod	1 (8 gp)	Alchemical	Emits bright illumination	226
Sunrod+	2 (40 gp)	Alchemical	Emits bright illumination for 8 hours	226
Thunderstone	1 (8 gp)	Alchemical	Throw to deal 1d6+1 bludgeoning damage and deafen	226
Thunderstone+	3 (200 gp)	Alchemical	Throw to deal 1d10+2 bludgeoning damage, deafen, and daze	226
Thunderstone++	5 (5,000 gp)	Alchemical	Throw to deal 2d8+5 bludgeoning damage, deafen, and stun	226
Acid Flask	2 (40 gp)	Alchemical	Throw to deal 2d6+4 acid damage	222
Acid Flask+	4 (1,000 gp)	Alchemical	Throw to deal 4d6+7 acid damage	222
Acid Flask++	6 (25,000 gp)	Alchemical	Throw to deal 5d10+14 acid damage	222
Brilliant Torch	2 (40 gp)	Alchemical	Emits brilliant light	222

Firebomb	2 (40 gp)	Alchemical	Throw to deal 1d10+2 fire damage in an area	223
Firebomb+	4 (1,000 gp)	Alchemical	Throw to deal 2d10+4 fire damage in an area	223
Firebomb++	6 (25,000 gp)	Alchemical	Throw to deal 4d8+14 fire damage in an area	223
Poison, Black Adder Venom	2 (40 gp)	Poison	Deals 2d8+3 damage endlessly	224
Poison, Bloodroot	2 (40 gp)	Poison	Dazes and eventually stuns	224
Snowball	2 (40 gp)	Alchemical	Throw to deal 1d8+2 cold damage and slow	226
Snowball+	5 (5,000 gp)	Alchemical	Throw to deal 2d8+5 cold damage and persistently slow	226
Tanglefoot Bag	2 (40 gp)	Alchemical	Slows a foe, though it is easily removable	226
Tanglefoot Bag+	5 (5,000 gp)	Alchemical	Slows a foe	226
Telepath's Bane	2 (40 gp)	Potion	Imposes -2 Intelligence penalty	226
Telepath's Bane+	5 (5,000 gp)	Potion	Imposes -4 Intelligence penalty	226
Poison, Arsenic	3 (200 gp)	Poison	Deals 2d6+2 damage	224
Poison, Wyvern Venom	3 (200 gp)	Poison	Deals 2d10+5 damage endlessly	225
Potion of Regeneration	3 (200 gp)	Potion	Remove vital wound after long rest	225
Potion of Regeneration+	6 (25,000 gp)	Potion	Remove two vital wounds after long rest	225
Cleansing Potion	4 (1,000 gp)	Potion	Removes a condition	223
Cleansing Potion+	6 (25,000 gp)	Potion	Removes two conditions	223
Poison, Purple Worm Venom	4 (1,000 gp)	Poison	Deals 4d6+7 damage endlessly	225
Poison, Blood Leech Venom	5 (5,000 gp)	Poison	Inflicts damage vulnerability	224
Poison, Cockatrice Venom	5 (5,000 gp)	Poison	Slows and stuns, eventually petrifies	224
Poison, Dragon Bile	5 (5,000 gp)	Poison	Deals 2d10+5 damage endlessly	224
Poison, Insanity Mist	5 (5,000 gp)	Poison	Stuns and eventually confuses	225
Poison, Black Lotus	6 (25,000 gp)	Poison	Deals 4d6+7 damage endlessly	224

Table 8.16: Permanent Tools, Goods, and Mounts

Name	Rank (Cost)	Description	Page
Artisan's Tools	0 (10 gp)	Required for some Craft checks	222
Battering Ram, Portable	0 (10 gp)	Grants +2 bonus to Strength checks to break objects	222
Caltrops	0 (10 gp)	Deals 1d6 damage when walked on	222
Chain, 5 ft.	0 (10 gp)	Heavy iron chain that is difficult to break	223
Lock, simple	0 (10 gp)	Devices difficulty value of 15 to unlock	224
Manacles, simple	0 (10 gp)	Flexibility difficulty value of 15 to escape	224
Bag of Shrinking	1 (40 gp)	Shrinks items by one size category	222
Bag of Shrinking+	3 (1,000 gp)	Shrinks items by two size categories	222
Bag of Shrinking++	5 (25,000 gp)	Shrinks items by three size categories	222
Bear Trap	1 (40 gp)	Damages and briefly immobilizes	222
Bear Trap+	4 (5,000 gp)	Damages and immobilizes	222
Belt Lantern	1 (40 gp)	Emits light without being held	222
Carriage	1 (40 gp)	Fancy carriage that carries up to four people	223
Disguise Kit	1 (40 gp)	Required for some Disguise checks	223
Dog, Guard	1 (40 gp)	Small dog trained to guard areas	223
Dog, Riding	1 (40 gp)	Medium dog trained for battle	223
Horse	1 (40 gp)	Large horse not trained for battle	223
Lock, quality	1 (40 gp)	Devices difficulty value of 20 to unlock	223
Manacles, quality	1 (40 gp)	Flexibility difficulty value of 20 to escape	224
Medical Kit	1 (40 gp)	Required for some Medicine checks	224
Outfit, Courtier's	1 (40 gp)	Typical attire for courtiers in noble society	224
Pony	1 (40 gp)	Medium pony not trained for battle	225
Rowboat	1 (40 gp)	Simple boat for short journeys	225
Thieves' Tools	1 (40 gp)	Required for some Devices checks	226
Universal Artisan's Tools	1 (40 gp)	Use to craft almost item	226
Universal Artisan's Tools+	3 (1,000 gp)	Use to craft any item with +2 bonus	226
Universal Artisan's Tools++	5 (25,000 gp)	Use to craft any item with +4 bonus	226
Wagon	1 (40 gp)	Simple wagon for transporting heavy loads	226
Warpony	1 (40 gp)	Medium pony trained for battle	226
Alchemist's Lab	2 (200 gp)	Required for some Craft (alchemy) checks	222
Fireburst Trap	2 (200 gp)	Deals 1d10+2 fire damage in a small area	223
Fireburst Trap+	4 (5,000 gp)	Deals 2d10+4 fire damage in a small area	223
Fireburst Trap++	7 (625,000 gp)	Deals 4d10+7 fire damage in a large area	223
Lock, masterwork	2 (200 gp)	Devices difficulty value of 25 to unlock	223
Manacles, masterwork	2 (200 gp)	Flexibility difficulty value of 25 to escape	224
Outfit, Noble's	2 (200 gp)	Typical attire for nobility	224
Warhorse	2 (200 gp)	Large horse trained for battle	226
Outfit, Royal	3 (1,000 gp)	Typical attire for royalty	224
Ship, Keelboat	3 (1,000 gp)	Slow-moving, seaworthy ship with 15 crew	225
Bag of Holding	4 (5,000 gp)	Shrinks items by one size and weight category	222
Bag of Holding+	6 (125,000 gp)	Shrinks items by two size and weight categories	222
Ship, Longship	4 (5,000 gp)	Long, seaworthy ship with 50 crew	226
Ship, Galley	5 (25,000 gp)	Massive, fast-moving boat with 200 crew	225

Acid Flask

Alchemical (alchemy)

Rank 2 (40 gp)

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (*30 ft.*) range. On a hit, the target takes $2d6+4$ acid damage.

Rank 4 (1,000 gp): The damage increases to $4d6+7$.

Rank 6 (25,000 gp): The damage increases to $5d10+14$.

Alchemist's Fire

Alchemical (alchemy)

Rank 1 (8 gp)

You can throw this item as a standard action. When you do, make an attack vs. Armor against anything within Short (*30 ft.*) range. On a hit, the target takes $1d10+3$ fire damage.

Rank 3 (200 gp): The damage increases to $2d10+5$.

Rank 5 (5,000 gp): The damage increases to $4d10+10$.

Rank 7 (125,000 gp): The damage increases to $7d10+20$.

Alchemist's Lab

(alchemy)

Rank 2 (200 gp)

This is a Medium workstation that contains a wide variety of compounds and reagents. It is very difficult to create items using the Craft (alchemy) skill without this item (see Craft, page 150).

Antitoxin Elixir**Attune**

Alchemical (alchemy)

Rank 1 (8 gp)

When you drink this **potion**, if you **attune** to its effects, you gain a +4 bonus to your defenses against poisons. The effects expire after 10 minutes.

Rank 3 (200 gp): The defense bonus increases to +8.

Rank 6 (25,000 gp): You become immune to poison instead of gaining a defense bonus.

Artisan's Tools

(metal)

Rank 0 (10 gp)

These are Small tools that are appropriate to a particular Craft skill other than Craft (alchemy). It is very difficult to create items using the Craft skill without this item (see Craft, page 150).

Bag of Holding

(textiles)

Rank 4 (5,000 gp)

This bag appears to be a bulky Medium cloth sack. However, it reduces the size of any **unattended**, nonmagical objects placed inside of it by one size category, allowing it to hold items of up to Large size. This reduction also affects the weight of those objects.

If this bag is destroyed, the items within it return to their original size.

Rank 6 (125,000 gp): The bag reduces the size and weight of contained objects by two size categories instead of one.

Bag of Shrinking

(textiles)

Rank 1 (40 gp)

This bag appears to be a common Small cloth sack. However, it reduces the size of any **unattended**, nonmagical objects placed inside of it by one size category, allowing it to hold items of up to Medium size. This reduction does not affect the weight of those objects.

If this bag is destroyed, the items within it return to their original size.

Rank 3 (1,000 gp): The bag reduces the size of contained objects by two size categories instead of one.

Rank 5 (25,000 gp): The bag reduces the size of contained objects by three size categories instead of one.

Battering Ram, Portable

(wood)

Rank 0 (10 gp)

If you use this portable battering ram with two hands while trying to break down a door or similar object, you gain a +2 bonus to your Strength check.

Bear Trap

(metal)

Rank 1 (40 gp)

As a standard action, you can deploy this trap on a space on the ground adjacent to you. While this trap is deployed, a creature can notice it with a **difficulty value** 11 Awareness check.

The first time a creature walks through that space, the trap makes a +3 attack vs. Armor against it. After the trap triggers, it must be manually deployed again. On a hit, the creature takes $1d8$ damage. If it loses **hit points** from this damage, it is **briefly immobilized** (*-4 Ref, cannot use movement speeds*).

Rank 4 (5,000 gp): The accuracy increases to +8 and the damage increases to $2d8$. In addition, the effect becomes a **condition**.

Belt Lantern

(metal)

Rank 1 (40 gp)

This item functions like a *torch*, except that you can hang it from a belt, allowing you to shed light without holding an item in your hand. However, it is fragile, so clever attackers might smash it easily. A belt lantern can burn for one hour before its fuel is expended, and more oil must be added.

Brilliant Torch

Alchemical (alchemy)

Rank 2 (40 gp)

As a standard action, you can light a brilliant torch if you have flint and steel or another source of flame handy. When you do, it sheds **brilliant illumination** in a Small (*15 ft.*) radius, **bright illumination** in a Medium (*30 ft.*) radius, and **shadowy illumination** in a Large (*60 ft.*) radius. A brilliant torch burns for five minutes before it is destroyed.

Caltrops

(wood)

Rank 0 (10 gp)

A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers a 5-foot square.

Whenever a creature moves into the area, unless the creature moves at one quarter speed to avoid the danger, the caltrops make a **reactive attack** vs. Armor against the creature. 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.

Carriage

(textiles, wood)

Rank 1 (40 gp)

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Chain, 5 ft.

(metal)

Rank 0 (10 gp)

This is a five-foot chain of metal links.

Cleansing Potion

Potion (alchemy)

Rank 4 (1,000 gp)

When you drink this **potion**, you remove a **condition** affecting you.

Rank 6 (25,000 gp): You remove two conditions instead of only one.

Disguise Kit

(alchemy, textiles)

Rank 1 (40 gp)

This is a Small kit that contains a wide variety of fabrics, makeup, and other useful tools for disguising your appearance. It is very difficult to create disguises using the Disguise skill without this item (see Disguise, page 153).

Dog, Guard

(none)

Rank 1 (40 gp)

This is a Small dog that knows the Guard and Heel tricks (see Creature Handling, page 151). It is not trained to be effective in battle. You can use this price for any Small cat or dog trained for other tricks.

Dog, Riding

(none)

Rank 1 (40 gp)

This is a Medium dog that knows the Guard and Heel tricks (see Creature Handling, page 151). It is trained to be effective in battle, and is a suitable mount for creatures with the *short stature* ability, such as gnomes and halflings.

Elixir of Potency

Potion (alchemy)

Attune

Rank 1 (8 gp)

When you drink this **potion**, if you **attune** to its effects, you gain a +2 **magic bonus** to your **power**. The effects expire after 10 minutes.

Rank 3 (200 gp): The power bonus increases to +4.

Rank 5 (5,000 gp): The power bonus increases to +8.

Rank 7 (125,000 gp): The power bonus increases to +16.

Elixir of Resilience

Potion (alchemy)

Attune

Rank 1 (8 gp)

When you drink this **potion**, if you **attune** to its effects, you gain a +4 **magic bonus** to your **damage resistance**. The effects expire after 10 minutes.

Rank 3 (200 gp): The damage resistance bonus increases to +8.
 Rank 5 (5,000 gp): The damage resistance bonus increases to +16.
 Rank 7 (125,000 gp): The damage resistance bonus increases to +32.

Everburning Torch

Alchemical (alchemy)

Rank 1 (8 gp)

This item functions like a *torch*, except that it burns for a week before it is destroyed.

Firebomb

Alchemical (alchemy)

Rank 2 (40 gp)

You can throw this item as a standard action. When you do, make an attack vs. Reflex against everything in a Small (15 ft.) radius within Short (30 ft.) range. On a hit, each target takes 1d10+2 fire damage.

Rank 4 (1,000 gp): The damage increases to 2d10+4.

Rank 6 (25,000 gp): The damage increases to 4d8+14.

Fireburst Trap

(metal)

Rank 2 (200 gp)

As a standard action, you can deploy this trap on a space on the ground adjacent to you. While this trap is deployed, a creature can notice it with a **difficulty value** 14 Awareness check.

The first time a creature walks through that space, the trap makes a +5 attack vs. Reflex against everything within a Small (15 ft.) radius of it. After the trap triggers, it must be manually deployed again. On a hit, each target takes 1d10+2 damage.

Rank 4 (5,000 gp): The accuracy increases to +8 and the damage increases to 2d10+4.

Rank 7 (625,000 gp): The accuracy increases to +12 and the damage increases to 4d10+7. In addition, the area increases to a Large (60 ft.) radius.

Flash Powder

Alchemical (alchemy)

Rank 0 (2 gp)

You can throw this powder in the air in your location as a standard action. When you do, it **briefly** emits a burst of **bright illumination** in a 60 foot radius and **shadowy illumination** in a 120 foot radius.

Horse

(none)

Rank 1 (40 gp)

This is a Large horse. It is not trained to be effectively ridden in battle.

Lock, masterwork

(metal)

Rank 2 (200 gp)

This is a lock. Opening the lock without the appropriate key requires a **difficulty value** 25 Devices check (see Devices, page 152).

Lock, quality

(metal)

Rank 1 (40 gp)

This is a lock. Opening the lock without the appropriate key requires a **difficulty value** 20 Devices check (see Devices, page 152).

Lock, simple

(metal) Rank 0 (10 gp)

This is a lock. Opening the lock without the appropriate key requires a **difficulty value** 15 Devices check (see Devices, page 152).

Manacles, masterwork

(metal) Rank 2 (200 gp)

This is a set of manacles designed for Medium humanoid creatures. Escaping the manacles while they are being worn requires a **difficulty value** 25 Flexibility check (see Flexibility, page 154).

Manacles, quality

(metal) Rank 1 (40 gp)

This is a set of manacles designed for Medium humanoid creatures. Escaping the manacles while they are being worn requires a **difficulty value** 25 Flexibility check (see Flexibility, page 154).

Manacles, simple

(metal) Rank 0 (10 gp)

This is a set of manacles designed for Medium humanoid creatures. Escaping the manacles while they are being worn requires a **difficulty value** 15 Flexibility check (see Flexibility, page 154).

Medical Kit

(textiles) Rank 1 (40 gp)

This is a Small kit that contains a wide variety of bandages, salves, and other useful tools for treating wounds. It is very difficult to treat wounds using the Medicine skill without this item (see Medicine, page 157).

Outfit, Courtier's

(jewelry, textiles) Rank 1 (40 gp)

This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. It also includes appropriate jewelry.

Outfit, Noble's

(jewelry, textiles) Rank 2 (200 gp)

This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing.

Outfit, Royal

(jewelry, textiles) Rank 3 (1,000 gp)

Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Poison, Arsenic

Poison (poison) Rank 3 (200 gp)

This is an ingestion-based powder poison (see Poison, page 68). The poison's accuracy is +5. Its stage 1 effect inflicts 2d6+2 damage each time the poison's attack succeeds. Its stage 3 effect also ends the poison.

Poison, Asp Venom

Poison (poison) Rank 1 (8 gp)

This is an injury-based liquid poison (see Poison, page 68). The poison's accuracy is +2. Its stage 1 effect makes the target **stunned** (-2 defenses) while the poison lasts. Its stage 3 effect makes the target **blinded** (50% miss chance, -2 Armor and Ref) while the poison lasts.

Poison, Black Adder Venom

Poison (poison) Rank 2 (40 gp)

This is an injury-based liquid poison (see Poison, page 68). The poison's accuracy is +4. Its stage 1 effect inflicts 2d8+3 damage each time the poison's attack succeeds.

Poison, Black Lotus

Poison (poison) Rank 6 (25,000 gp)

This is a contact-based liquid poison (see Poison, page 68). The poison's accuracy is +11. The target takes 4d6+7 damage each time the poison's attack succeeds.

Poison, Blood Leech Venom

Poison (poison) Rank 5 (5,000 gp)

This is an injury-based liquid poison (see Poison, page 68). The poison's accuracy is +8. Its stage 1 effect makes the target **vulnerable** (-4 defenses) to all damage while the poison lasts.

Poison, Bloodroot

Poison (poison) Rank 2 (40 gp)

This is a contact-based liquid poison (see Poison, page 68). The poison's accuracy is +5. Its stage 1 effect makes the target **dazed** (-1 defenses) while the poison lasts. Its stage 3 effect makes the target **stunned** (-2 defenses) while the poison lasts.

Poison, Cockatrice Venom

Poison (poison) Rank 5 (5,000 gp)

This is an injury-based liquid poison (see Poison, page 68). The poison's accuracy is +8. Its stage 1 effect makes the target **slowed** (half speed, -2 Armor and Ref) and **stunned** (-2 defenses) while the poison lasts. Its stage 3 effect makes the target **petrified** while the poison lasts.

Poison, Dragon Bile

Poison (poison) Rank 5 (5,000 gp)

This is a contact-based liquid poison (see Poison, page 68). The poison's accuracy is +8. Its stage 1 effect inflicts 2d10+5 damage each time the poison's attack succeeds.

Poison, Giant Wasp Venom

Poison (poison) Rank 1 (8 gp)

This is an injury-based liquid poison (see Poison, page 68). The poison's accuracy is +3. Its stage 1 effect makes the target **slowed** (half speed, -2 Armor and Ref) while the poison lasts. Its stage 3 effect makes the target **immobilized** (-4 Ref, cannot use movement speeds) while the poison lasts.

Poison, Insanity Mist

Poison (poison) Rank 5 (5,000 gp)

This is an ingestion-based gas poison (see Poison, page 68). The poison's accuracy is +8. Its stage 1 effect makes the target **stunned** (-2 defenses) while the poison lasts. Its stage 3 effect makes the target **confused** (-2 defenses, randomly attack or defend) while the poison lasts.

Poison, Jellyfish Extract

Poison (poison) Rank 1 (8 gp)

This is a contact-based liquid poison (see Poison, page 68). The poison's accuracy is +2. Its stage 1 effect inflicts 1d6+1 damage each time the poison's attack succeeds. Its stage 3 effect also ends the poison.

Poison, Nitharit

Poison (poison) Rank 1 (8 gp)

This is a contact-based powder poison (see Poison, page 68). The poison's accuracy is +2. Its stage 1 effect makes the target **dazed** (-1 defenses) while the poison lasts. Its stage 3 effect makes the target **stunned** (-2 defenses) while the poison lasts.

Poison, Purple Worm Venom

Poison (poison) Rank 4 (1,000 gp)

This is a injury-based liquid poison (see Poison, page 68). The poison's accuracy is +8. Its stage 1 effect inflicts 4d6+7 damage each time the poison's attack succeeds.

Poison, Sassone Leaf

Poison (poison) Rank 1 (8 gp)

This is a contact-based powder poison (see Poison, page 68). The poison's accuracy is +2. Its stage 1 effect inflicts 1d6+1 damage each time the poison's attack succeeds. Its stage 3 effect also ends the poison.

Poison, Wyvern Venom

Poison (poison) Rank 3 (200 gp)

This is a injury-based liquid poison (see Poison, page 68). The poison's accuracy is +5. Its stage 1 effect inflicts 2d10+5 damage each time the poison's attack succeeds.

Pony

(none) Rank 1 (40 gp)

This is a Medium horse. It is not trained to be effectively ridden in battle. However, it is an appropriate mount outside of battle for creatures with the *short stature* ability, such as gnomes and halflings.

Potion of Healing

Swift

Potion (alchemy) Rank 1 (8 gp)

When you drink this **potion**, you regain 1d6+1 **hit points**. After you drink this item, you **briefly** gain no benefit from any *potion of healing* items.

Rank 2 (40 gp): The healing increases to 2d6+4.

Rank 4 (1,000 gp): The healing increases to 4d6+7.

Rank 6 (25,000 gp): The healing increases to 5d10+14.

Potion of Regeneration

Potion (alchemy) Rank 3 (200 gp)

When you drink this **potion**, your body's natural healing process is accelerated. The next time you take a **long rest**, you can remove an additional **vital wound**. If you drink multiple potions of regeneration, their effects do not stack.

Rank 6 (25,000 gp): You remove two additional vital wounds instead of only one.

Potion of Strength

Alchemical (alchemy) Rank 1 (8 gp)

When you drink this **potion**, you gain a +1 **magic bonus** to your Strength for the purpose of determining your **weight limits** (see Weight Limits, page 46). This effect lasts for five minutes.

Rank 3 (200 gp): The Strength bonus increases to +2, and the effect lasts for one hour.

Rank 5 (5,000 gp): The Strength bonus increases to +3, and the effect lasts for eight hours.

Potion of Wound Closure

Potion (alchemy) Rank 1 (8 gp)

When you drink this **potion**, if you have a **vital wound** with a **vital roll** of 0, you treat that vital roll as a 1 instead (see Vital Wounds, page 57).

Rank 3 (200 gp): The potion can also affect vital wounds with a vital roll of -1.

Rank 5 (5,000 gp): The potion can also affect vital wounds with a vital roll of -1 or -2.

Rank 7 (125,000 gp): The potion can also affect vital wounds with a vital roll of -1, -2, or -3.

Rowboat

(wood) Rank 1 (40 gp)

This 8- to 12 foot long boat holds two or three Medium passengers. It moves about one and a half miles per hour.

Ship, Galley

(metal, textiles, wood) Rank 5 (25,000 gp)

This three-masted ship has seventy oars on either side and requires a total crew of 200. A typical galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. Some rare galleys are fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Ship, Keelboat

(metal, textiles, wood) Rank 3 (1,000 gp)

This 50 to 75 foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It requires a total crew of 15 and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Ship, Longship

(metal, textiles, wood)

Rank 4 (5,000 gp)

This 75 foot long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Smokestick

Alchemical (alchemy)

Rank 1 (8 gp)

As a standard action, you can activate this item and optionally throw it anywhere within Short (30 ft.) range. When you do, it immediately creates a cloud of smoke in a Small (15 ft.) radius from its location. Looking through 10 feet of smoke is enough to completely block line of sight. The cloud of smoke dissipates normally after it is created, which generally takes about a minute.

Snowball

Alchemical (alchemy)

Rank 2 (40 gp)

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against anything within Short (30 ft.) range. On a hit, the target takes 1d8+2 cold damage. If a creature loses **hit points** from this damage, it is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

Rank 5 (5,000 gp): The damage increases to 2d8+5, and the condition must be removed twice before the effect ends.

Sunrod

Alchemical (alchemy)

Rank 1 (8 gp)

As a standard action, you can activate this item. When you do, it creates **bright illumination** in a 60 foot radius and **shadowy illumination** in a 120 foot radius for 5 minutes.

Rank 2 (40 gp): The effect lasts for 8 hours.

Tanglefoot Bag

Alchemical (alchemy)

Rank 2 (40 gp)

You can throw this item as a standard action. When you do, make an attack vs. Reflex against one creature within Short (30 ft.) range. On a hit, the target is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

Whenever the target moves using one of its movement speeds, it can make a **difficulty value** 5 Strength check as part of the movement. If it succeeds, the condition is removed after the movement is complete.

Rank 5 (5,000 gp): The condition cannot be removed with a Strength check.

Telepath's Bane

Potion (alchemy)

Rank 2 (40 gp)

When you drink this **potion**, you take a -2 penalty to your Intelligence as a **condition**.

Rank 5 (5,000 gp): The Intelligence penalty increases to -4.

Thieves' Tools

(metal, textiles)

Rank 1 (40 gp)

This is a Small kit that contains a wide variety of lockpicks and device-manipulation tools. It is very difficult to manipulate devices using the Devices skill without this item (see Devices, page 152).

Thunderstone

Alchemical (alchemy)

Rank 1 (8 gp)

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against everything in a Tiny (5 ft.) radius within Short (30 ft.) range. On a hit, each target takes 1d6+1 bludgeoning damage. Each creature that loses **hit points** from this damage is **deafened** (*20% verbal spell failure*) as a **condition**.

Rank 3 (200 gp): The damage increases to 1d10+2. In addition, each creature that loses hit points from the damage is also **dazed** (*-1 defenses*) as part of the same condition.

Rank 5 (5,000 gp): The damage increases to 2d8+5. In addition, each creature that loses hit points from the damage is also **stunned** (*-2 defenses*) as part of the same condition.

Tindertwig

Alchemical (alchemy)

Rank 0 (2 gp)

As a **minor action**, you can activate this small, wooden stick by striking it against any hard surface. When you do, it bursts into flame, allowing you to light other fires with it.

Torch

Alchemical (alchemy)

Rank 0 (2 gp)

As a standard action, you can light a torch if you have flint and steel or another source of flame handy. When you do, it sheds **bright illumination** in a Small (15 ft.) radius, and **shadowy illumination** in a Medium (30 ft.) radius. A torch burns for eight hours before it is destroyed.

Universal Artisan's Tools

(metal)

Rank 1 (40 gp)

This item can serve as artisan's tools for any Craft check except for Craft (alchemy).

Rank 3 (1,000 gp): The tools also grant a +2 **magic bonus** to the Craft skill when using this item to create an item. This provides no benefit when using the Craft skill for other purposes, such as to appraise an item.

Rank 5 (25,000 gp): The magic bonus increases to +4.

Wagon

(wood)

Rank 1 (40 gp)

This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warhorse

(none)

Rank 2 (200 gp)

This is a Large horse. It is trained to be effectively ridden in battle.

Warpony

(none)

Rank 1 (40 gp)

This is a Medium horse. It is trained to be effectively ridden in battle, and it is an appropriate mount for creatures with the *short stature* ability, such as gnomes and halflings.

Chapter 9

Combat Styles

Combat Style List

Blunt Force: Smash foes with bludgeoning weapons and raw power.

Dirty Fighting: Disable foes using freehanded attacks and tricks.

Ebb and Flow: Fight reactively, shifting your style with the flow of combat.

Flurry of Blows: Attack rapidly at any range.

Herald of War: Demoralize foes and inspire allies with battlecries and a commanding presence.

Mobile Assault: Move around the battlefield with ease to avoid threats or hunt weak foes.

Penetrating Precision: Stab foes with carefully aimed piercing weapons.

Rip and Tear: Rip foes apart with slashing weapons.

Unbreakable Defense: Guard yourself and your allies with careful attacks and recovery abilities.

Maneuver Lists

Blunt Force

Rank 1: armorcrusher, desperate smash, ground stomp, gutshot, impactful strike, press forward, unbalanced smash

Rank 3: armorcrusher+, desperate crush, earsplitting bonedrum, forceful strike, ground slam, headshot, knockdown, leap slam, resonating strike, ricochet

Rank 5: boneshatter, gutshot+, press forward+, tenderize

Rank 7: earsplitting bonedrum+, ground slam+, headshot+, leap slam+

Dirty Fighting

Rank 1: dazing fist, eye jab, knockback shove, muzzling grapple, slipstrike, stunning fist, switchstrike

Rank 3: alchemical strike, battering ram, eye-averting strike, knockback sweep, strangle, sweep the leg

Rank 5: anklesprainer, disarm, muzzling grapple+

Rank 7: battering ram+, eye gouge, pin, quivering palm, steal weapon

Ebb and Flow

Rank 1: certain strike, counterstrike, dazing feint, mighty strike, reckless assault, reckless strike, redeeming followup, tag-team strike

Rank 3: back into the fray, counter sweep, hunting strike, momentum strike, punish inattention, victorious followup

Rank 5: counter flurry, mainhand feint, reckless assault+, redeeming flurry, stunning feint

Rank 7: hunting strike+, mind-fuzzing feint, reckless flurry

Flurry of Blows

Rank 1: deathseeking flurry, eye-watering swiftstrike, frenzied strike, static strike, twinstrike, whirlwind

Rank 3: barrage, desperate flurry, mindbreak twinstrike, power flurry, quickdraw, quickfire, rapid quaff, shrapnel burst

Rank 5: deathseeking flurry+, heavy quickdraw, shrapnel burst+, strike flurry, triplestrike, volley fire

Rank 7: blinding swiftstrike, desperate flurry+, frenzied flurry, mindshatter twinstrike, tripping whirlwind, whirlwind flurry

Herald of War

Rank 1: boastful battlecry, directed shout, fearsome roar, rally the troops, steadfast battlecry

Rank 3: awe-inspiring strike, challenging strike, dazing roar, encouraging battlecry, fearsome blow, thunderous shout

Rank 5: directed shout+, fearsome roar+, goading roar, rally the troops+

Rank 7: challenging strike+, encouraging battlecry+, fearsome blow+, stunning roar, thunderous shout+

Mobile Assault

Rank 1: fearsome pounce, mighty charge, prepared sprint, push through, sprinting charge, unbalancing backstep, vault over, wanderer's strike

Rank 3: flash charge, frenzied charge, leaping strike, passing splitstrike, reaping harvest, retreating strike, spring attack

Rank 5: fearsome pounce+, flash strike, wanderer's strike+

Rank 7: flash flurry, leaping impact strike, reaping harvest+

Penetrating Precision

Rank 1: armorpiercer, arrowguide, called shot, chargebreaker, deathblow, desperate pierce, heartpiercer, injection, lunge, pierce weakness

Rank 3: armorpiercer+, distant shot, penetrating shot, sacrificial thrust

Rank 5: called shot+, deathblow+, groundspike, penetrating shot+

Rank 7: distant shot+, heartpiercer+

Rip and Tear

Rank 1: bloodletting strike, flintspark strike, spinning slash, tear exposed flesh, two-weapon rend

Rank 3: brow gash, hamstring, rend the hide, ricochet, sweeping strike, sweeping throw

Rank 5: bloodletting strike+, flintspark strike+, spinning slash+, twinslash, two-weapon rend+

Rank 7: blinding brow gash, bloodletting sweep, ricochet+, strip the flesh

Unbreakable Defense

Rank 1: dazing shield slam, defensive strike, parry, prepared defense, shield bash

Rank 3: brace for impact, cleansing strike, redirecting parry, revitalizing strike, second wind, steadfast strike

Rank 5: bracing strike, cleanse, covering strike, flamboyant parry, prepared defense+, stunning shield slam

Rank 7: cleansing strike+, reflective parry, revitalizing strike+

Blunt Force

Smash foes with bludgeoning weapons and raw power.

Maneuvers

Armorcrusher

Rank 1

Make a **strike** using a bludgeoning weapon. Your **power** with the strike is halved. The attack is made against each target's Fortitude defense instead of its Armor defense.

Desperate Smash

Rank 1

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

Make a **strike** with a +4 damage bonus using a bludgeoning weapon. You cannot use the *desperate exertion* ability to affect this strike.

Rank 3: The damage bonus increases to +8.

Rank 5: The damage bonus increases to +16.

Rank 7: The damage bonus increases to +24.

Ground Stomp

Rank 1

Make an attack vs. Reflex against everything adjacent to you that is on the same stable surface as you.

Hit: Each target takes $1d8 + \text{half power}$ bludgeoning damage.

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

Gutshot

Rank 1

Make a **strike** using a bludgeoning weapon. Your **power** with the strike is halved. Each creature damaged by the strike becomes **dazed** (-1 defenses) as a **condition** if your attack result beats its Fortitude defense.

Impactful Strike

Rank 1

Make a **strike**. If you get a **critical hit** with the strike, you roll triple damage dice instead of double damage dice. If your weapon has the **Impact** weapon tag, you roll quadruple damage dice instead.

Press Forward

Rank 1

Make a melee **strike** using a bludgeoning weapon. After you make the strike, you can move up to 5 feet. During this movement, you can move into space occupied by creatures that you damaged with the strike. When you do, you **push** that creature up to 5 feet in any direction. You cannot push creatures that are two or more size categories larger than you with this ability.

Unbalanced Smash

Rank 1

Make a melee **strike** with a +2 damage bonus using a bludgeoning weapon. If you miss with the strike, you **briefly** take a -2 penalty to your Armor and Reflex defenses.

Rank 3: The damage bonus increases to +4.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Armorcrusher+

Rank 3

Make a **strike** using a bludgeoning weapon. The attack is made against each target's Fortitude defense instead of its Armor defense.

Desperate Crush

Rank 3

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

Make a **strike** with a +4 damage bonus using a bludgeoning weapon. The attack is made against each target's Fortitude defense instead of its Armor defense. You cannot use the *desperate exertion* ability to affect this strike.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Earsplitting Bonedrum

Rank 3

Make a melee **strike**. Your **power** with the strike is halved. You and each creature damaged by the strike are **deafened** (20% verbal spell failure) as a **condition**.

Forceful Strike

Rank 3

Make a **strike** using a bludgeoning weapon. The strike gains the **Forceful** weapon tag (see Weapon Tags, page 168). If it already has that weapon tag, the maximum size category of creature that you can **knockback** with that tag increases by one size category, and the knockback distance increases by 10 feet.

Ground Slam

Rank 3

Make a melee **strike** using a bludgeoning weapon against a stable surface. The strike targets everything supported by that surface in a Small (15 ft.) cone from you. All damage dealt by this attack is bludgeoning damage instead of its normal types.

Headshot

Rank 3

Make a **strike** using a bludgeoning weapon. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **stunned** (-2 defenses) as a **condition**.

Knockdown

Rank 3

Make a melee **strike** using a bludgeoning weapon. Your **power** with the strike is halved. Each creature damaged by the strike falls **prone** (half speed, -2 Armor and Ref) if your attack result beats its Fortitude defense.

Leap Slam

Rank 3

You make a long jump or high jump and move as normal for the jump (see Jump, page 155). When you land, if the vertical distance in feet between the highest point of your leap and your landing point was at least ten feet, you emit a small shockwave. If you do, make an attack vs. Reflex against everything adjacent to you that is on the same stable surface as you.

Hit: Each target takes 1d10 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 3.

Resonating Strike

Rank 3

Make a strike using a bludgeoning weapon. If your attack result beats a target's Fortitude defense, you gain a +4 damage bonus with the strike against that target.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Ricochet

Rank 3

Make a thrown **strike** using a slashing or bludgeoning weapon against up to three creatures or objects within Short (30 ft.) range of you. Each target must be within your maximum **range limit** with your weapon, and you take the normal long-shot penalty for attacking a creature at long range (see Weapon Range Limits, page 167). If you choose yourself as one of the targets, you can catch the weapon instead of taking damage from it.

Boneshatter

Rank 5

Make a **strike** using a bludgeoning weapon. Your **power** with the strike is halved. Each creature damaged by the strike takes the damage from the strike again during your next action.

Gutshot+

Rank 5

Make a **strike** using a bludgeoning weapon. Your **power** with the strike is halved. Each creature damaged by the strike becomes **stunned** (-2 defenses) as a **condition** if your attack result beats its Fortitude defense.

Press Forward+

Rank 5

This maneuver functions like the **press forward** maneuver, except that you can move up to your full movement speed instead of only 5 feet.

Tenderize

Rank 5

Make a **strike** using a bludgeoning weapon. Each creature damaged by the strike becomes **dazed** (-1 defenses) as a **condition** if your attack result beats its Fortitude defense.

Earsplitting Bonedrum+

Rank 7

Make a melee **strike**. You and each creature damaged by the strike are **deafened** (20% verbal spell failure) as a **condition**.

Ground Slam+

Rank 7

Make a melee **strike** using a bludgeoning weapon against a stable surface. The strike targets everything supported by that surface in a Large (60 ft.) cone from you. All damage dealt by this attack is bludgeoning damage instead of its normal types.

Headshot+

Rank 7

Make a **strike** using a bludgeoning weapon. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **confused** (-2 defenses, randomly attack or defend) as a **condition**.

Leap Slam+

Rank 7

This maneuver functions like the **leap slam** maneuver, except that the damage increases to 4d8 + **power**.

Dirty Fighting

Disable foes using freehanded attacks and tricks.

Maneuvers

Dazing Fist

Rank 1

Make a strike using the punch/kick **natural weapon** (see Natural Weapons, page 167). Each creature that loses **hit points** from the strike is **dazed** (-1 defenses) as a **condition**.

Eye Jab

Rank 1

Make a melee **strike**. Your **power** with the strike is halved. Each creature damaged by the strike is **dazzled** (20% miss chance, no special vision) as a **condition** if your attack result beats its Reflex defense.

Knockback Shove

Rank 1

This maneuver functions like the **shove** ability, except that you **knockback** the target up to 15 feet instead of pushing it. On a critical hit, you knockback the target 30 feet instead. Any accuracy bonuses you have that apply specifically to the **shove** ability also apply to this ability.

Muzzling Grapple

Rank 1

This maneuver functions like the **grapple** ability, except that the target also has a 20% **failure chance** with abilities that have **verbal components** as long as it is **grappled** by you. Any accuracy bonuses you have that apply specifically to the **grapple** ability also apply to this ability.

Slipstrike

Rank 1

Make a melee **strike** with a +2 damage bonus. After making the strike, you fall **prone** (half speed, -2 Armor and Ref).

Rank 3: The damage bonus increases to +4.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Stunning Fist

Rank 1

Make a strike using the punch/kick **natural weapon** (see Natural Weapons, page 167). Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **stunned** (-2 defenses) as a **condition**.

Switchstrike	Rank 1
Make a melee strike . You may switch places with one creature damaged by the strike that is the same size category as you or smaller.	

Sweep the Leg	Rank 3
Make a melee strike . Your power with the strike is halved. Each creature damaged by the strike falls prone (<i>half speed, -2 Armor and Ref</i>) if your attack result beats its Fortitude defense.	

Alchemical Strike	Rank 3
Make a melee strike . You do not add your power to damage with the strike. In addition, you can throw a tanglefoot bag, vial of alchemist's fire, or similar small object at a target of the strike. You must still have a free hand that is not being used to make the strike to throw the object.	

Anklesprainer	Rank 5
Make a melee strike . Your power with the strike is halved. Each creature damaged by the strike is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition if your attack result beats its Reflex defense.	

Battering Ram	Rank 3
This maneuver functions like the <i>overrun</i> ability, except that it requires a standard action to use and does not increase your fatigue level . In addition, creatures cannot choose to avoid you and each creature that you move through takes $1d8 + \text{half power}$ bludgeoning damage. Any accuracy bonuses you have that apply specifically to the <i>overrun</i> ability also apply to this ability.	

The damage increases by +1d for each rank beyond 3.

Disarm	Rank 5 Size-Based
Make a melee strike . Your power with the strike is halved. If your attack result beats a damaged creature's Fortitude and Reflex defenses, it drops one item of your choice that it is holding in a single hand.	

Eye-Averting Strike	Rank 3
Make a strike with a -2 accuracy penalty. As a condition , each creature that loses hit points from the strike treats you as being invisible (see Invisible, page 381).	

Muzzling Grapple+	Rank 5
This maneuver functions like the <i>grapple</i> ability, except that the target also has a 50% failure chance with abilities that have verbal components as long as it is grappled by you. Any accuracy bonuses you have that apply specifically to the <i>grapple</i> ability also apply to this ability.	

Knockback Sweep	Rank 3
This maneuver functions like the <i>shove</i> ability, except that it affects up to three creatures adjacent to you instead of only one. In addition, you knockback each target up to 15 feet instead of pushing it. On a critical hit, you knockback each target 30 feet instead. Any accuracy bonuses you have that apply specifically to the <i>shove</i> ability also apply to this ability.	

Battering Ram+	Rank 7
This maneuver functions like the <i>battering ram</i> maneuver, except that the damage increases to $4d8 + \text{half power}$.	

Strangle	Rank 3
This maneuver functions like the <i>grapple</i> ability, except that the target also takes $1d8 + \text{half power}$ bludgeoning damage. Any accuracy bonuses you have that apply specifically to the <i>grapple</i> ability also apply to this ability.	

The damage increases by +1d for each rank beyond 3.

Eye Gouge	Rank 7
Make a melee strike . Your power with the strike is halved. Each creature that loses hit points from the strike is blinded (50% miss chance, -2 Armor and Ref) as a condition .	

Pin	Rank 7
This maneuver functions like the <i>grapple</i> ability, except that if the target has no remaining damage resistance , it is pinned completely instead of simply grappled. It is helpless (-6 Armor and Ref), and the only physical ability it can use is the <i>escape grapple</i> ability (see Escape Grapple, page 65). Any accuracy bonuses you have that apply specifically to the <i>grapple</i> ability also apply to this ability.	

Quivering Palm

Rank 7

Make a strike using the punch/kick **natural weapon** (see Natural Weapons, page 167). Each creature that loses **hit points** from the strike takes additional bludgeoning damage equal to four times your **power**. Those creatures cannot take extra damage from this effect again until they take a **short rest**.

Steal Weapon

Rank 7

This maneuver functions like the **disarm** maneuver, except that you can immediately grab a disarmed object if you have a **free hand** available, including a hand you used for this ability. Any accuracy bonuses you have that apply specifically to the **disarm** ability also apply to this ability.

Ebb and Flow

Fight reactively, shifting your style with the flow of combat.

Maneuvers**Certain Strike**

Rank 1

Make a **strike** with a +2 accuracy bonus. Your **power** with the strike is halved.

Counterstrike

Rank 1

Swift

Choose a creature you can see. If that creature tries to attack you this round, you immediately make a melee **strike** with a +2 accuracy bonus against them as a **reactive attack** if possible. This attack resolves before the creature's attack, so if you incapacitate it with the strike, its attack does not affect you. You can only attack that creature once in this way, even if it attacks you multiple times.

Dazing Feint

Rank 1

Make a melee **strike**. Your **power** with the strike is halved. Each creature damaged by the strike is **dazed** (-1 defenses) as a **condition** if your attack results beats its Reflex defense.

Mighty Strike

Rank 1

Make a **strike** with a -2 penalty to **accuracy**. You gain a +4 damage bonus with the strike.

Rank 3: The damage bonus increases to +8.

Rank 5: The damage bonus increases to +16.

Rank 7: The damage bonus increases to +24.

Reckless Assault

Rank 1

Make a melee **strike**. You and each creature that lost **hit points** from the strike are **dazed** (-1 defenses) as a **condition**. This ability does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Reckless Strike	Rank 1	Momentum Strike	Rank 3
Make a melee strike . You gain a +1 accuracy bonus and a +2 damage bonus with the strike. However, you briefly take a -2 penalty to all defenses after making the strike. This ability does not have the Swift tag, so it does not affect attacks made against you during the current phase.			
Rank 3: The damage bonus increases to +4. Rank 5: The damage bonus increases to +8. Rank 7: The damage bonus increases to +16.			
Redeeming Followup	Rank 1	Punish Inattention	Rank 3
Make a strike . You gain a +2 accuracy bonus with the strike against each creature that you missed with a strike last round.			
Tag-Team Strike	Rank 1	Choose a creature you can see. If that creature takes a standard action that does not attack you this round, you immediately make a melee strike with a +2 accuracy bonus against them as a reactive attack if possible. This attack resolves before the creature's action, so if you incapacitate it with the strike, its action fails. You can only attack that creature once in this way, even if it takes multiple standard actions.	
Make a melee strike . You gain a +1 accuracy bonus with the strike if the target is adjacent to one of your allies .			
Back Into the Fray	Rank 3	Victorious Followup	Rank 3
Make a melee strike . You gain a +2 accuracy bonus with the strike if you regained hit points or damage resistance and did not make any attacks last round.			
Counter Sweep	Rank 3	Counter Flurry	Rank 5
Whenever a creature attacks you this round, you immediately make a melee strike with a +2 accuracy bonus against them as a reactive attack if possible. This strike must be made using a slashing or bludgeoning weapon. This attack resolves before the creature's attack, so if you incapacitate it with the strike, its attack does not affect you. You can only attack any individual creature once in this way, even if it attacks you multiple times.			
Hunting Strike	Rank 3	Mainhand Feint	Rank 5
Make a strike . Your power with the strike is halved. After making the strike, you gain a +1 bonus to accuracy against one target of the strike with future strikes. If the strike had multiple targets, you choose which target you gain the bonus against. This effect stacks with itself, up to a maximum of a +4 bonus. It lasts until you take a short rest or make a strike that does not include that creature as a target.			
Make a melee strike . You do not add your power to damage with the strike. However, you briefly add your power to damage with the offhand strike ability.			
Reckless Assault+	Rank 5	Reckless Assault+	Rank 5
Make a melee strike . You and each creature that lost hit points from the strike are stunned (-2 defenses) as a condition . This ability does not have the Swift tag, so it does not affect attacks made against you or the damaged creatures during the current phase.			

Redeeming Flurry

Rank 5

Make two **strikes**. Your **power** with both strikes is halved. You take a -4 accuracy penalty with the strikes against anything other than creatures that you missed with a **strike** last round.

Stunning Feint

Rank 5

Make a melee **strike**. Your **power** with the strike is halved. Each creature damaged by the strike is **stunned** (-2 **defenses**) as a **condition** if your attack results beats its Reflex defense.

Hunting Strike+

Rank 7

This maneuver functions like the **hunting strike** maneuver, except that the accuracy bonus from each strike increases to +2. This bonus does not stack with the bonus from the **hunting strike** maneuver.

Mind-Fuzzing Feint

Rank 7

Make a melee **strike**. Your **power** with the strike is halved. Each creature damaged by the strike is **briefly confused** (-2 **defenses**, *randomly attack or defend*) if your attack results beats its Reflex defense. After this effect ends, the creature cannot be confused by this effect again until it takes a **short rest**.

Reckless Flurry

Rank 7

Make two melee **strikes**. Your **power** with each strike is halved. In addition, you **briefly** take a -2 penalty to all defenses after making the strikes. This ability does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Flurry of Blows

Attack rapidly at any range.

Maneuvers**Deathseeking Flurry**

Rank 1

Make a melee **strike**. Then, make an additional melee strike against each creature that lost hit points from the first strike. The second strike cannot target any other creatures. You do not add your **power** to damage with either strike.

Eye-Watering Swiftstrike

Rank 1

Make a melee **strike** with a +2 accuracy bonus. You do not add your **power** to damage with the strike. Each creature that loses **hit points** from the strike is **dazzled** (20% miss chance, *no special vision*) as a **condition**.

Frenzied Strike

Rank 1

Make a melee **strike**. For each previous consecutive round in which you used this ability, you gain a +2 accuracy bonus with the strike, up to a maximum of +4. If you **teleport**, your streak of consecutive rounds is broken.

Static Strike

Rank 1

Make a melee strike. Damage dealt by the strike is electricity damage in addition to its normal damage types. If your attack result beats a target's Fortitude defense, you gain a +2 damage bonus with the strike against that target.

Rank 3: The damage bonus increases to +4.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Twinstrike

Rank 1

Make a **strike**. You may reroll the accuracy roll and take the highest result. However, you do not add your **power** to damage with the strike.

Whirlwind

Rank 1

Make a melee **strike** using a light or medium slashing or bludgeoning weapon. The strike targets all **enemies** adjacent to you. Your **power** with the strike is halved.

Barrage	Rank 3	Deathseeking Flurry+	Rank 5
Make two ranged strikes with a -4 penalty to accuracy . Your power with both strikes is halved. For each previous consecutive round that you used this ability in the same location, you reduce the accuracy penalty by 1.			
Desperate Flurry	Rank 3	Heavy Quickdraw	Rank 5
After you use this ability, you increase your fatigue level by two. Make two strikes . You cannot use the <i>desperate exertion</i> ability to affect these strikes.			
Mindbreak Twinstrike	Rank 3	Shrapnel Burst+	Rank 5
Make a strike . You may reroll the accuracy roll and take the highest result. However, you do not add your power to damage with the strike. Each creature that loses hit points from the strike is dazed (-1 defenses) as a condition .			
Power Flurry	Rank 3	Strike Flurry	Rank 5
Make two strikes with a -2 penalty to accuracy . Your power is halved with both strikes.			
Quickdraw	Rank 3	Triplestrike	Rank 5
You can sheathe any small or medium weapons you wield, then draw one or two small or medium weapons into your free hands . Then, you can make a strike .			
Quickfire	Rank 3	Volley Fire	Rank 5
Make a ranged strike using a projectile weapon. You do not suffer the normal -4 accuracy penalty for using a Projectile weapon against a creature adjacent to you on this attack.			
Rapid Quaff	Rank 3	Blinding Swiftstrike	Rank 7
Make a strike . You do not add your power to damage with the strike. In addition, you can drink a potion. You must still have a free hand that is not being used to make the strike to hold and drink the potion.			
Shrapnel Burst	Rank 3	Desperate Flurry+	Rank 7
Make a ranged strike using a projectile weapon against each creature in a Small (15 ft.) cone from you. This strike costs five projectiles.			

Frenzied Flurry

Rank 7

Make a melee **strike**. For each previous consecutive round in which you used this ability, you can make an additional **strike**, up to a maximum of three extra strikes. Your **power** with each extra strike is halved. If you **teleport**, your streak of consecutive rounds is broken.

Mindshatter Twinstrike

Rank 7

Make a **strike**. You may reroll the accuracy roll and take the highest result. However, you do not add your **power** to damage with the strike. Each creature that loses **hit points** from the strike is **stunned** (-2 defenses) as a **condition**.

Tripping Whirlwind

Rank 7

Make a melee **strike** using a light or medium slashing or bludgeoning weapon. Your **power** with the strike is halved. The strike targets all **enemies** adjacent to you. Each creature damaged by the strike falls **prone** (half speed, -2 Armor and Ref) if your attack result beats its Fortitude defense.

Whirlwind Flurry

Rank 7

Make two melee **strikes** using a light or medium slashing or bludgeoning weapon against all **enemies** adjacent to you. You take a -2 accuracy penalty with both strikes, and you do not add your **power** to damage with either strike.

Herald of War

Demoralize foes and inspire allies with battlecries and a commanding presence.

Maneuvers**Boastful Battlecry**

Rank 1

This ability targets all **enemies** within a Large (60 ft.) radius from you. You **briefly** gain a +4 bonus to **accuracy** with **strikes** against each target.

Directed Shout

Rank 1

Make an attack vs. Fortitude against anything within Short (30 ft.) range of you.

Hit: The target takes $1d8 + \text{power}$ bludgeoning damage. If it loses **hit points** from this damage, it is **deafened** (20% verbal spell failure) as a **condition**.

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

Fearsome Roar

Rank 1

Emotion

Make an attack vs. Mental against all **enemies** in a Medium (30 ft.) radius from you.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by you as a **condition**.

Critical hit: Each target is **frightened** (-2 Mental, -2 accuracy vs. source) instead of shaken.

Rally the Troops

Rank 1

Swift

You and your **allies** within a Large (60 ft.) radius from you can each **briefly** ignore any effects from one **condition** they are already affected by. Because this ability has the **Swift** tag, it removes any relevant penalties from that condition during the current phase.

Steadfast Battlecry

Rank 1

Emotion, Swift

You and each living **ally** in a Large (60 ft.) radius from you **briefly** gain a +2 bonus to **vital rolls**.

Awe-Inspiring Strike	Rank 3	Directed Shout+	Rank 5	
Make a melee strike . Your power with the strike is halved. In addition, make an attack vs. Mental against each enemy other than the target of that strike within a Medium (30 ft.) radius from you. On a hit, each target is shaken (-1 Mental, -1 accuracy vs. source) by you as a condition .				
Challenging Strike	Rank 3	The damage increases by +1d for each rank beyond 5.		
Make a melee strike . Your power with the strike is halved. Each creature damaged by the strike is goaded (-2 accuracy vs. non-goaded creatures) by you as a condition if your attack result beats its Mental defense.				
Dazing Roar	Rank 3	Fearsome Roar+	Rank 5 Emotion	
Make an attack vs. Mental against all enemies in a Medium (30 ft.) radius from you.			Make an attack vs. Mental against all enemies in a Medium (30 ft.) radius from you.	
Hit: Each target is dazed (-1 defenses) as a condition . Critical hit: Each target is stunned (-2 defenses) instead of dazed.			Hit: Each target is frightened (-2 Mental, -2 accuracy vs. source) by you as a condition . Critical hit: Each target is panicked (-4 Mental, cannot attack source) instead of frightened.	
Encouraging Battlecry	Rank 3 Emotion, Swift	Goadng Roar	Rank 5 Emotion	
When you use this ability, you increase your fatigue level by one. You and each living ally in a Medium (30 ft.) radius from you each regain 1d10 damage resistance .			Make an attack vs. Mental against all enemies in a Small (15 ft.) radius from you.	
The recovery increases by +1d for each rank beyond 3.			Hit: Each target is goaded (-2 accuracy vs. non-goaded creatures) by you as a condition . Critical hit: The condition must be removed twice before the effect ends.	
Fearsome Blow	Rank 3 Emotion	Rally the Troops+	Rank 5 Swift	
Make a strike . Each creature damaged by the strike is shaken (-1 Mental, -1 accuracy vs. source) by you if your attack result beats its Mental defense.			You and your allies within a Large (60 ft.) radius from you can each briefly ignore any effects from all conditions they are already affected by. Because this ability has the Swift tag, it removes any relevant penalties from those conditions during the current phase.	
Thunderous Shout	Rank 3	Challenging Strike+	Rank 7	
Make an attack vs. Fortitude against everything in a Small (15 ft.) cone from you. Hit: Each target takes 2d6 + half power bludgeoning damage.			Make a melee strike . Each creature damaged by the strike is goaded (-2 accuracy vs. non-goaded creatures) by you as a condition if your attack result beats its Mental defense.	
The damage increases by +1d for each rank beyond 3.				
Encouraging Battlecry+	Rank 7 Emotion, Swift	Encouraging Battlecry+	Rank 7 Emotion, Swift	
When you use this ability, you increase your fatigue level by one. You and each living ally in a Medium (30 ft.) radius from you each regain 4d6 + half power damage resistance .				

Fearsome Blow+	Rank 7 Emotion
Make a strike . Each creature damaged by the strike is frightened (-2 Mental, -2 accuracy vs. source) by you if your attack result beats its Mental defense.	

Stunning Roar	Rank 7 Compulsion
Make an attack vs. Mental against all enemies in a Medium (30 ft.) radius from you.	
Hit: Each target is stunned (-2 defenses) as a condition . Critical hit: The condition must be removed twice before the effect ends.	

Thunderous Shout+	Rank 7
Make an attack vs. Fortitude against everything in a Small (15 ft.) cone from you.	
Hit: Each target takes 4d10 + power bludgeoning damage.	

Mobile Assault

Move around the battlefield with ease to avoid threats or hunt weak foes.

Maneuvers

Fearsome Pounce	Rank 1 Emotion
Move up to half your movement speed and make a melee strike . Your power with the strike is halved. Each creature that loses hit points from the strike is shaken (-1 Mental, -1 accuracy vs. source) by you as a condition .	

Mighty Charge	Rank 1
This maneuver functions like the charge ability, except that you gain a +2 damage bonus with the strike if you moved at least 15 feet during the charge.	
Rank 3: The damage bonus increases to +4.	
Rank 5: The damage bonus increases to +8.	
Rank 7: The damage bonus increases to +16.	

Prepared Sprint	Rank 1
Your movement speed is briefly doubled. However, you also cannot use the sprint ability during that time.	

Push Through	Rank 1
Make a melee strike . You can briefly move through the space of each creature damaged by the strike.	

Sprinting Charge	Rank 1
This maneuver functions like the charge ability, except that you can move up to twice your speed instead of up to your speed, and the defense penalty is removed. When you use this ability, you increase your fatigue level by one.	

Unbalancing Backstep	Rank 1 Swift (see text)
Choose a creature you can see. You can move up to 5 feet away from that creature. In addition, you gain a +2 bonus to your Armor and Reflex defenses this round. Whenever that creature misses or glances you with a melee strike this round, it takes a -2 penalty to Armor defense during the next round. As normal, this bonus does not stack with itself, even if the same creature misses you with multiple melee attacks. The defense bonus and reactive penalties are Swift effects, but not the movement.	

Vault Over

Rank 1

Make an attack vs. Reflex against one creature adjacent to you that is no more than one size category larger than you. Your **accuracy** with this attack is equal to your Jump skill. If you hit, you leap up over the target's body, using its body as a springboard if necessary, and land in any space adjacent to it. Your final destination cannot be more distant from your starting location than half your **land speed**. If this attack succeeds, you can make a **strike** from any location you occupy during the leap.

Wanderer's Strike

Rank 1

You can move up to half your speed and make a **strike**, in either order. Your **power** with the strike is halved.

Flash Charge

Rank 3

You **teleport** into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, you can make a melee **strike** at your destination. You cannot use this ability if you have any **encumbrance**.

Frenzied Charge

Rank 3

This maneuver functions like the **charge** ability, except that you gain a +2 accuracy bonus with the strike if you moved at least 15 feet during the charge. However, the penalty to your defenses increases to -4.

Leaping Strike

Rank 3

You make a long jump or high jump and move as normal for the jump (see **Jump**, page 155). You can make a melee **strike** from any location you occupy during the motion, including both your initial leap and your fall afterwards (if any).

Passing Splitstrike

Rank 3

Make a melee **strike**, then move up to 10 feet and make another melee **strike**. Your **power** with both strikes is halved. You cannot include the same creature or object as a target of both strikes. If your weapon has the Sweeping weapon tag, you ignore that tag on the first strike (see **Sweeping**, page 168).

Reaping Harvest

Rank 3

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 adjacent to you at any point during your movement.

Retreating Strike

Rank 3

Make a melee **strike**. Your **power** with the strike is halved. In addition, you can move up to your movement speed in a straight line away from one target of the strike.

Spring Attack

Rank 3

Move up to half your movement speed and make a **strike**. Your **power** with the strike is halved. After making the strike, you can use the other half of your movement.

Fearsome Pounce+

Rank 5

Emotion

Move up to half your movement speed and make a melee **strike**. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **frightened** (-2 *Mental*, -2 *accuracy* vs. *source*) by you as a **condition**.

Flash Strike

Rank 5

You **teleport** into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, you can make a melee **strike** against any single creature within a 5 ft. wide line between your starting location and your ending location. You cannot use this ability if you have any **encumbrance**.

Wanderer's Strike+

Rank 5

You can move up your speed and make a **strike**, in either order.

Flash Flurry

Rank 7

You **teleport** into an unoccupied destination on a stable surface within Medium (60 ft.) range. In addition, you can make a melee **strike** that targets up to three creatures within a 5 ft. wide line between your starting location and your ending location. You cannot use this ability if you have any **encumbrance**.

Leaping Impact Strike

Rank 7

You make a long jump or high jump and move as normal for the jump (see **Jump**, page 155). You can make a melee **strike** from any location you occupy during the motion, including both your initial leap and your fall afterwards (if any). If you hit with the strike, the target takes half of the **falling damage** that you would normally take based on the height of the jump, ignoring any of your abilities that reduce that damage.

Reaping Harvest+

Rank 7

Move up to your movement speed in a straight line. You can make a melee **strike** using a slashing or bludgeoning weapon. The strike targets any number of creatures and objects adjacent to you at any point during your movement.

Penetrating Precision

Stab foes with carefully aimed piercing weapons.

Maneuvers

Armorpiercer

Rank 1

Make a **strike** using a piercing weapon. Your **power** with the strike is halved. The attack is made against each target's Reflex defense instead of its Armor defense.

Arrowguide

Rank 1

Make a ranged **strike** using a piercing weapon. Your **power** with the strike is halved. You **briefly** gain a +2 **accuracy** bonus with **strikes** against each target of that strike.

Called Shot

Rank 1

Choose a number from 1–10, then make a **strike** using a piercing weapon. If you roll that number on your attack roll, you gain a +4 accuracy bonus. Dice from **explosions** do not count for this purpose, and you use your final die result after applying any rerolls.

Chargebreaker

Rank 1

Make a melee **strike** using a piercing weapon. You gain a +2 accuracy bonus with the strike if you stayed in the same location while the target moved towards you during the movement phase.

Deathblow

Rank 1

Make a **strike** using a piercing weapon. If you get a **critical hit**, you double all of your damage bonuses along with your damage dice.

Desperate Pierce

Rank 1

Make a **strike**. If you miss, you can increase your **fatigue level** by one to reroll the attack with a +4 accuracy bonus. You cannot use the *desperate exertion* ability to affect this strike.

Heartpiercer

Rank 1

Make a **strike** with a +2 accuracy bonus using a piercing weapon. Each target that has any remaining **damage resistance** takes no damage from the strike.

You strike directly for your foe's heart, hoping its armor is too damaged to effectively deflect the blow.

Injection	Rank 1	Deathblow+	Rank 5	
Make a strike using a piercing weapon. You gain a +4 accuracy bonus with contact-based and injury-based poisons delivered against each creature that lost hit points from the strike.				
Lunge	Rank 1	Groundspike	Rank 5	
Make a melee strike using a piercing weapon against up to two creatures or objects in a 10 ft. long, 5 ft. wide line from you. The line must point directly away from you. Only one of the spaces in the line can be adjacent to you.				
Pierce Weakness	Rank 1	Penetrating Shot+	Rank 5	
Make a strike using a piercing weapon. If your attack result beats a target's Reflex defense, you gain a +2 damage bonus with the strike against that target.				
Rank 3: The damage bonus increases to +4. Rank 5: The damage bonus increases to +8. Rank 7: The damage bonus increases to +16.				
Armorpiercer+	Rank 3	Distant Shot+	Rank 7	
Make a strike using a piercing weapon. The attack is made against each target's Reflex defense instead of its Armor defense.				
Distant Shot	Rank 3	Heartpiercer+	Rank 7	
Make a ranged strike using a piercing weapon. You reduce your longshot penalty with the strike by 2.				
Penetrating Shot	Rank 3	<i>You strike directly for your foe's heart, hoping its armor is too damaged to effectively deflect the blow.</i>		
Sacrificial Thrust	Rank 3			
Make a strike with a +2 accuracy bonus using a piercing weapon. You briefly take a -2 penalty to all defenses against each target of your strike.				
Called Shot+	Rank 5			
Choose any two numbers from 1–10, then make a strike using a piercing weapon. If you roll either number on your attack roll, you gain a +4 accuracy bonus. Dice from explosions do not count for this purpose, and you use your final die result after applying any rerolls.				

Rip and Tear

Rip foes apart with slashing weapons.

Maneuvers

Bloodletting Strike Rank 1

Make a **strike** using a slashing weapon. Each creature damaged by the strike bleeds if your attack result beats its Fortitude defense. A bleeding creature takes slashing damage equal to half your **power** with that strike during your next action.

Flintspark Strike Rank 1

Make a strike using a slashing weapon. Damage dealt by the strike is fire damage in addition to its normal damage types. Each creature that loses **hit points** from this strike takes fire damage equal to half your power during your next action.

Spinning Slash Rank 1

Make a melee **strike** using a slashing weapon. The strike targets all **enemies** adjacent to you. Your **power** with the strike is halved.

Tear Exposed Flesh Rank 1

Make a **strike** using a slashing weapon. If the target does not have any remaining **damage resistance**, you gain a +4 damage bonus with the strike.

Rank 3: The damage bonus increases to +8.

Rank 5: The damage bonus increases to +16.

Rank 7: The damage bonus increases to +24.

Two-Weapon Rend Rank 1

Make a melee strike using a slashing weapon. Each damaged creature that you already hit with the **offhand strike** ability this round takes additional slashing damage equal to half your **power**.

Brow Gash Rank 3

Make a **strike** using a slashing weapon. Each creature that loses **hit points** from the strike is **dazzled** (*20% miss chance, no special vision*) as a **condition**.

Hamstring Rank 3

Make a **strike** using a slashing weapon. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

Rend the Hide

Rank 3

Make a **strike** using a slashing weapon. You gain a +4 damage bonus with the strike against creatures that are not wearing metal body armor.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Ricochet

Rank 3

Make a thrown **strike** using a slashing or bludgeoning weapon against up to three creatures or objects within Short (30 ft.) range of you. Each target must be within your maximum **range limit** with your weapon, and you take the normal long-shot penalty for attacking a creature at long range (see Weapon Range Limits, page 167). If you choose yourself as one of the targets, you can catch the weapon instead of taking damage from it.

Sweeping Strike

Rank 3

Make a melee **strike** using a slashing weapon. The strike gains the **Sweeping** (1) tag, or you gain a +1 bonus to the Sweeping value if it already had that tag (see Weapon Tags, page 168).

Sweeping Throw

Rank 3

Make a thrown **strike** using a slashing weapon. The strike also targets an additional creature or object within 10 feet of the strike's primary target.

Bloodletting Strike+

Rank 5

This maneuver functions like the **bloodletting strike** maneuver, except that the extra damage increases to be equal to your **power** with the strike.

Flintspark Strike+

Rank 5

Make a strike using a slashing weapon. Damage dealt by the strike is fire damage in addition to its normal damage types. Each creature that loses **hit points** from this strike takes fire damage equal to your power during your next action.

Spinning Slash+

Rank 5

Make a melee **strike** using a slashing weapon. The strike targets all **enemies** adjacent to you.

Twinslash

Rank 5

Make two melee **strikes** using a slashing weapon. You do not add your **power** to damage with either strike.

Two-Weapon Rend+

Rank 5

Make a melee strike using a slashing weapon. Each damaged creature that you already hit with the **offhand strike** ability this round takes additional slashing damage equal to your **power**.

Blinding Brow Gash

Rank 7

Make a **strike** using a slashing weapon. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike is **blinded** (*50% miss chance, -2 Armor and Ref*) as a **condition**.

Bloodletting Sweep

Rank 7

This maneuver functions like the bloodletting strike maneuver, except that the strike gains the **Sweeping** (1) tag, or you gain a +1 bonus to the Sweeping value if it already had that tag (see Weapon Tags, page 168).

Ricochet+

Rank 7

Make a thrown **strike** using a slashing or bludgeoning weapon against up to four creatures or objects within Long (90 ft.) range of you. Each target must be within your maximum **range limit** with your weapon, and you take the normal long-shot penalty for attacking a creature at long range (see Weapon Range Limits, page 167). If you choose yourself as one of the targets, you can catch the weapon instead of taking damage from it.

Strip the Flesh

Rank 7

Make a **strike** using a slashing weapon. Your **power** with the strike is halved. Each creature that loses **hit points** from the strike becomes **vulnerable** (*-4 defenses*) to all damage as a **condition**.

Unbreakable Defense

Guard yourself and your allies with careful attacks and recovery abilities.

Maneuvers

Dazing Shield Slam

Rank 1

Make a **strike** using a shield. Each creature that loses **hit points** from the strike is **dazed** (*-1 defenses*) as a **condition**.

Defensive Strike

Rank 1

Swift (see text)

Make a melee **strike**. You do not add your **power** to damage with the strike. In exchange, you gain a +2 bonus to Armor and Reflex defenses this round. The defense bonus is a **Swift** effect, but not the strike.

Parry

Rank 1

Swift (see text)

This maneuver functions like the **total defense** ability, except that you gain an additional +2 bonus to Armor defense if you are not using a shield. In addition, choose a creature you can see. Whenever that creature misses or **glances** you with a melee **strike** this round, it **briefly** takes a -2 penalty to Armor defense. As normal, this bonus does not stack with itself, even if the same creature misses you with multiple melee attacks. The defense bonus from this ability is **Swift**, so it protects you from attacks in the current phase. However, the penalty imposed on attackers is not Swift.

Prepared Defense

Rank 1

Make a **strike**. Your **power** with the strike is halved. In addition, choose any one defense: Armor, Fortitude, Reflex, or Mental. You **briefly** gain a +2 bonus to that defense. This ability does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Shield Bash

Rank 1

Swift (see text)

Make a **strike** using a shield. In addition, you gain a +1 bonus to Armor defense this round. The defense bonus is a **Swift** effect, but not the strike.

Brace for Impact	Rank 3	
	Swift	
You are impervious to all damage this round. Because this is a Swift ability, it affects attacks against you during the current phase.		
Cleansing Strike	Rank 3	
When you use this ability, you increase your fatigue level by one. Remove a condition affecting you. Then, make a strike . Your power with the strike is halved.		
Redirecting Parry	Rank 3	
	Swift	
This maneuver functions like the total defense ability, except that you gain an additional +2 bonus to Armor defense if you are not using a shield. In addition, choose a creature you can see. Whenever that creature misses or glances you with a melee strike this round, it treats itself as a target of that strike in addition to any other targets. It cannot choose to reduce its accuracy or damage against itself. This ability is Swift , so it protects you from attacks in the current phase.		
Revitalizing Strike	Rank 3	
When you use this ability, you increase your fatigue level by one. Make a strike. Your power with the strike is halved. In addition, you regain $1d10 + \text{power}$ hit points. This ability does not have the Swift tag, so it resolves after incoming attacks during the current phase.		
The healing increases by +1d for each rank beyond 3.		
Second Wind	Rank 3	
	Swift	
When you use this ability, you increase your fatigue level by two. You regain all of your hit points. After you use this ability, you cannot use it again until you take a short rest .		
Steadfast Strike	Rank 3	
	Swift (see text)	
Make a melee strike. In addition, you gain a +2 bonus to vital rolls this round. The vital roll bonus is a Swift effect, but not the strike.		
Bracing Strike	Rank 5	
Make a melee strike . You do not add your power to damage with the strike. You are impervious to all damage this round. Becoming impervious in this way is a Swift ability, so it affects damage you take during the current phase.		
Cleanse	Rank 5	
You remove a condition affecting you.		
Covering Strike	Rank 5	
Make a strike . Your power with the strike is halved. Each creature damaged by the strike is goaded (-2 accuracy vs. non-goading creatures) by you as a condition if your attack result beats its Mental defense.		
Flamboyant Parry	Rank 5	
	Swift (see text)	
This maneuver functions like the total defense ability, except that you gain an additional +2 bonus to Armor defense if you are not using a shield. In addition, whenever a creature misses or glances you with a melee strike this round, it becomes dazzled (20% miss chance, no special vision) as a condition . This ability is Swift , so it protects you from attacks in the current phase. However, the penalty imposed on attackers is not Swift.		
Prepared Defense+	Rank 5	
Make a strike. Your power with the strike is halved. After you make the strike, you briefly gain a +2 bonus to all defenses. This ability does not have the Swift tag, so it does not affect attacks made against you during the current phase.		
Stunning Shield Slam	Rank 5	
Make a strike using a shield. Each creature that loses hit points from the strike is stunned (-2 defenses) as a condition .		
Cleansing Strike+	Rank 7	
When you use this ability, you increase your fatigue level by one. Remove a condition affecting you. Then, make a strike .		

Reflective Parry

Rank 7

Swift

This maneuver functions like the **total defense** ability, except that you gain an additional +2 bonus to Armor defense if you are not using a shield. In addition, choose a creature you can see. Whenever that creature misses or **glances** you with a **targeted** attack this round, it treats itself as a target of that attack in addition to any other targets. This ability is **Swift**, so it protects you from attacks in the current phase.

Revitalizing Strike+

Rank 7

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

Make a strike. Your **power** with the strike is halved. In addition, you regain $4d8 + \text{power}$ hit points. This ability does not have the **Swift** tag, so it resolves after incoming attacks during the current phase.

Chapter 10

Mystic Spheres

Magic Sources

Arcane Mystic Spheres

Astromancy: Transport creatures and objects instantly through space.

Chronomancy: Manipulate the passage of time to inhibit foes and aid allies.

Cryomancy: Drain heat to injure and freeze foes.

Electromancy: Create electricity to injure and stun foes.

Enchantment: Enchant the minds of your foes and allies.

Fabrication: Create objects to damage and impair foes.

Photomancy: Create and manipulate light to hinder foes and conceal allies.

Polymorph: Change the physical shape or outward form of objects and creatures.

Pyromancy: Create fire to incinerate foes.

Revelation: Share visions of the present and future, granting insight or combat prowess.

Summoning: Summon creatures to fight with you.

Telekinesis: Manipulate kinetic energy at a distance.

Terramancy: Manipulate earth to crush foes.

Thaumaturgy: Suppress and manipulate magical effects.

Toxicology: Create and manipulate poisons, acids, and fungi.

Umbramancy: Manipulate shadows and darkness to conceal allies and inhibit foes.

Vivimancy: Manipulate life energy to aid allies or harm foes.

Universal: Spells and rituals that can be accessed by any spell-caster.

Divine Mystic Spheres

Channel Divinity: Invoke divine power to smite foes and gain power.

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.

Prayer: Grant divine blessings to aid allies and improve combat prowess.

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.

Universal: Spells and rituals that can be accessed by any spell-caster.

Domain Spheres

Aeromancy: Command air to protect allies and blast foes.

Aquamancy: Command water to crush and drown foes.

Astromancy: Transport creatures and objects instantly through space.

Pyromancy: Create fire to incinerate foes.

Terramancy: Manipulate earth to crush foes.

Thaumaturgy: Suppress and manipulate magical effects.

Verdamancy: Animate and manipulate plants.

Nature Mystic Spheres

Aeromancy: Command air to protect allies and blast foes.

Aquamancy: Command water to crush and drown foes.

Cryomancy: Drain heat to injure and freeze foes.

Electromancy: Create electricity to injure and stun foes.

Photomancy: Create and manipulate light to hinder foes and conceal allies.

Polymorph: Change the physical shape or outward form of objects and creatures.

Pyromancy: Create fire to incinerate foes.

Revelation: Share visions of the present and future, granting insight or combat prowess.

Summoning: Summon creatures to fight with you.

Terramancy: Manipulate earth to crush foes.

Toxicology: Create and manipulate poisons, acids, and fungi.

Verdamancy: Animate and manipulate plants.

Universal: Spells and rituals that can be accessed by any spell-caster.

Pact Mystic Spheres

Astromancy: Transport creatures and objects instantly through space.

Chronomancy: Manipulate the passage of time to inhibit foes and aid allies.

Cryomancy: Drain heat to injure and freeze foes.

Electromancy: Create electricity to injure and stun foes.

Enchantment: Enchant the minds of your foes and allies.

Fabrication: Create objects to damage and impair foes.

Photomancy: Create and manipulate light to hinder foes and conceal allies.

Polymorph: Change the physical shape or outward form of objects and creatures.

Pyromancy: Create fire to incinerate foes.

Summoning: Summon creatures to fight with you.

Telekinesis: Manipulate kinetic energy at a distance.

Toxicology: Create and manipulate poisons, acids, and fungi.

Umbramancy: Manipulate shadows and darkness to conceal allies and inhibit foes.

Vivimancy: Manipulate life energy to aid allies or harm foes.

Universal: Spells and rituals that can be accessed by any spell-caster.

Spell Lists

Aeromancy

Cantrips: airborne leap, feather fall, manipulate air

Rank 1: airborne jumper, buffet, propulsion, wall of wind, wind screen, wind tunnel, windsnipe

Rank 2: air walk, dust cloud, gentle descent,风 slash

Rank 3: arrow attraction, windblade, windburst

Rank 4: control weather, cyclone, dust storm, flight, intense wind tunnel, mass gentle descent, misty step

Rank 5: efficient windsnipe, hurricane, intense buffet, retributive winds, windtheft

Rank 6: agile flight, dustblind, mighty风 slash

Rank 7: intense arrow attraction, massive cyclone, massive windburst, soaring flight

Rituals: air bubble, detect air, distant detect air

Aquamancy

Cantrips: create water, manipulate water, purify water, slippery escape

Rank 1: aquajet propulsion, crashing wave, fog wall, forceful aquajet, obscuring mist, rainstorm, slippery escapist, wall of water, waterward

Rank 2: aquatic freedom, aqueous tentacle, desiccate, fog cloud, fountain, geyser

Rank 3: aqueous form, misty halo, misty shroud, personal aquarium

Rank 4: intense aquajet propulsion, mass aquatic freedom, mighty crashing wave, octopus tentacles

Rank 5: fluid motion, intense forceful aquajet, mighty geyser, raging river

Rank 6: mighty desiccate, mighty fountain, solid fog cloud

Rank 7: constraining bubble, kraken tentacles, puddlify

Rituals: dampen, detect water, distant detect water, water breathing

Astromancy

Cantrips: dimension hop, translocate object

Rank 1: blink, hostile translocation, phasestep, planar jaunt – astral plane, translocation, transposition

Rank 2: astral refuge, distant spells, hostile transposition, planar jaunt – plane of air, sudden rift, translocating grasp

Rank 3: astral instability, banishment, mass phasestep, phasing blade, planar jaunt – plane of earth, silent translocation, twinned portals

Rank 4: dimension door, dimension walk, phasing spells, planar jaunt – plane of fire

Rank 5: dimensional anchor, dimensional jitter, greater phasestep, intense hostile translocation, planar jaunt – plane of water

Rank 6: banishing rift, certain banishment,

distant hostile transposition, intense translocating grasp, planar jaunt – myriad
 Rank 7: greater twinned portals, massive sudden rift, planar jaunt – far realm
 Rituals: astral chest, astral projection, distant overland teleportation, homeward shift, interplanar gate, overland teleportation, plane shift, retrieve legacy

Channel Divinity

Cantrips: divine radiance, testament
 Rank 1: divine authority, divine power, endurance of the faithful, mantle of faith, triumph of the faithful
 Rank 2: faithful endurance, retributive judgment, word of faith
 Rank 3: agent of the divine, divine might, divine presence, fearful judgment
 Rank 4: banish anathema, deliverance of the faithful, divine seal
 Rank 5: unwavering faith, word of fear
 Rank 6: divine offering, mighty retributive judgment
 Rank 7: greater divine might, intense divine presence, intense fearful judgment, massive word of faith
 Rituals: commune, consecration, divine transit, permanent consecration

Chronomancy

Cantrips: accelerated reading, rapid aging
 Rank 1: accelerated draw, accelerated legerdemain, accelerated twinstrike, disjointed deceleration, expeditious retreat, rewind damage
 Rank 2: quickchange, time hop, time lock – location, unstable aging, wave of senescence
 Rank 3: evasion, haste, instant analysis, timeseal
 Rank 4: accelerated strike, sudden expiration, temporal stasis, time lock – health, time lock – mind
 Rank 5: accelerated triplestrike, empowered rewind damage, intense wave of senescence, slow, temporal duplicate
 Rank 6: certain timeseal, mighty unstable aging, minor acceleration, temporal dislocation
 Rank 7: mass slow, stutterstop, time lock – vitality, time stop
 Rituals: gentle repose

Cryomancy

Cantrips: chill, chill air
 Rank 1: cryostrike, freeze poison, frostbite, icecraft, icicle, icy shell, wall of ice
 Rank 2: blizzard, cone of cold, freezing grasp, skate
 Rank 3: blood-chilling strike, chillwind dash, frost breath, icicle carapace
 Rank 4: bonechill, hailstorm, ice globe, mass skate, skyskate
 Rank 5: icefield, massive cone of cold, mighty frostbite, mighty icicle
 Rank 6: frozen legs, intense freezing grasp

Rank 7: massive hailstorm, mighty frost breath, mighty icicle carapace
 Rituals: cold tolerance, frostfall, froststorm

Electromancy

Cantrips: magnetize, spark
 Rank 1: arc, electromagnetic grasp, magnetic strike, shocking arc, short-circuit
 Rank 2: call lightning, energize, lightning bolt, lightning rod, stunning discharge
 Rank 3: arcing strike, electroshock, lightning breath, magnetic blade, personal conduction, thunderdash
 Rank 4: ball lightning, chain lightning, electrocute, electromagnetic arc, lightning speed
 Rank 5: intense shocking arc, intense short-circuit, massive lightning bolt, mighty arc, mighty electromagnetic grasp
 Rank 6: brain-scrambling discharge, distant thunderdash, empowered energize, mighty call lightning, mighty lightning rod
 Rank 7: certain electromagnetic arc, greater personal conduction, intense electroshock, mighty lightning breath

Enchantment

Cantrips: cheer, repeat
 Rank 1: agony, alluring presence, cause fear, dance, demotivate, enrage, friend to animals, ominous presence
 Rank 2: discordant song, mind crush, monologue, restore bravado
 Rank 3: charm, fearsome aura, mass repeat
 Rank 4: calm emotions, collapse, friend to foe, selfstrike
 Rank 5: cause intense fear, dominate person, massive discordant song, taunt
 Rank 6: amnesiac charm, certain mind crush, empowered restore bravado, sleep
 Rank 7: confusion, dominate monster, intense fearsome aura, solipsism
 Rituals: animal messenger, antipathy, sympathy, tell the truth

Fabrication

Cantrips: fabricate trinket
 Rank 1: caltrops, forge, instant arrow, instant weapon, mystic barrier, personal weapon, whirlwind of blades
 Rank 2: blade barrier, executioner's axe, mystic arrow, mystic bridge, sonic barrier, visual barrier
 Rank 3: forceful barrier, precision missileburst, protective cage, sturdy barrier, web
 Rank 4: blade perimeter, daggerswarm, grease, mirror barrier, mystic blast arrow, rain of arrows
 Rank 5: instant magic weapon, invulnerable barrier, mighty caltrops, mighty whirlwind of blades, mystic artillery
 Rank 6: massive precision missileburst, mighty blade barrier, mighty executioner's axe, personal sphere

Rank 7: entrapping sphere, greater mirror barrier, massive rain of arrows, oil slick
 Rituals: ammunition stockpile, copy writing, fabricate feast, fabricate sustenance, fabricate water, greater copy writing, manifest object, tiny hut

Photomancy

Cantrips: beautify, illuminate
 Rank 1: disguise image, faerie fire, flash, mirror image, searing light, wall of light
 Rank 2: chromatic orb, color spray, illusory twin
 Rank 3: army of twins, blurred motion, kaleidoscopic pattern, lightbeam dash, mass disguise image
 Rank 4: certain searing light, invisibility, malleable disguise, massive flash, radiant field
 Rank 5: blur, certain chromatic orb, massive color spray, pillars of light, solar ray
 Rank 6: distant lightbeam dash, greater blurred motion, prismatic spray, solar flare
 Rank 7: enduring invisibility, intense kaleidoscopic pattern, massive radiant field
 Rituals: continuous light, false decrepify, permanent light

Polymorph

Cantrips: alter appearance, alter object, natural weapon
 Rank 1: camouflage, cripple, mending, mighty claw, regeneration, stoneskin, twisting claw
 Rank 2: alter self, bleed, brief regeneration, distant claw, eyes of darksight, physical enhancement, shrink
 Rank 3: absorb object, climber, enlarge, malleable body, mass stoneskin, scent, spikeform, swimmer
 Rank 4: cleansing bodymorph, draconic senses, dragon breath, empowered regeneration, flesne, mass physical enhancement, mass shrink, reforge armor, runner
 Rank 5: baleful polymorph, disintegrate, empowered mending, mass enlarge, mass sensory enhancement, mighty bleed, mighty cripple, vital regeneration
 Rank 6: empowered brief regeneration, extruding spikes, greater shrink
 Rank 7: greater enlarge, greater malleable body, mighty spikeform, sludgeform
 Rituals: air breathing, awaken, craft huge object, craft large object, craft object, create handholds, empowered fortify, enduring empowered fortify, enduring fortify, fortify, gills, greater mystic lock, ironwood, morph exotic weapon, morph weapon, mystic lock, purify sustenance, supreme fortify

Prayer

Cantrips: boon of competence, boon of protection
 Rank 1: blessing of proficiency, boon of precision, boon of shielding, consecrated strike, curse of sloth, holy blades

Rank 2: blessing of endurance, blessing of mastery, blessing of perseverance, blessing of potency, blessing of resilience, boon of deadly fortune, curse of fugue
 Rank 3: blessing of mental clarity, blessing of physical prowess, blessing of the purified body, boon of avoidance, curse of flammability

Rank 4: blessing of freedom, blessing of recovery, boon of cleansing, exalted strike

Rank 5: blessing of regeneration, curse of blindness, efficient curse of sloth, empowered boon of shielding

Rank 6: blessing of divine warning, blessing of vitality, boon of invulnerability, cleansing benediction, intense curse of fugue

Rank 7: blessing of cleansing renewal

Rituals: bless water, blessing of fortification, blessing of purification, curse water, empowered fortification, enduring empowered fortification, enduring fortification, permanent bless water, permanent curse water, supreme fortification

Pyromancy

Cantrips: extinguish, heat air, kindle, personal torch
 Rank 1: burning hands, flame blade, ignition, pyroclasm, pyrohemia, pyrophobia
 Rank 2: burning grasp, eyes of flame, heat metal, personal ignition, wall of fire
 Rank 3: flame breath, flame dash, kindled fireburst, mass flame blade
 Rank 4: fireball, flaming spheres, massive burning hands, massive pyroclasm
 Rank 5: flame serpent, intense ignition, mighty pyrohemia, primal pyrophobia, wings of the phoenix
 Rank 6: distant flame dash, flame aura, massive wall of fire, mighty burning grasp, mighty personal ignition
 Rank 7: delayed fireball, massive flame breath, mighty flaming spheres, soul of the phoenix
 Rituals: detect flame, distant detect flame, explosive runes, heat tolerance, heat wave, pyrostorm

Revelation

Cantrips: reveal sensation, reveal truth

Rank 1: armor proficiency, blindsense, enhanced senses, myriad visions, precognitive defense, precognitive offense, social intuition, true strike, weapon proficiency

Rank 2: animal's sight, mystic eye, purge invisibility, reveal vulnerability, reveal weakness, true cast

Rank 3: blindsight, discern lies, longshot, mass blindsense, mass precognitive defense, mass precognitive offense, precognitive competence, reverse scrying

Rank 4: armorbreak sight, gift of knowledge, sensory chain

Rank 5: clairvoyance, mass blindsight, mass longshot

Rank 6: foresight, intense reveal weakness, twinned true strike

Rank 7: blinding visions, twinned true cast
Rituals: alarm, augury, discern location, distant discern location, distant sending, greater augury, interplanar discern location, interplanar scry creature, interplanar sending, locate creature, locate object, long-distance bond, planar bond, private sanctum, prophetic dream, read magic, reveal true form, scry creature, scryward, seek legacy, sending, supreme augury, telepathic bond

Summoning

Cantrips: summon distraction
Rank 1: ramming summon, summon annoying insects, summon monster, trampling summon
Rank 2: summon defensive monster, summon mount, summon offensive monster, summon water elemental
Rank 3: summon bear, summon fire elemental, summon horde – dogs, summon weapon
Rank 4: massive trampling summon, summon air elemental, summon asp, summon ballista
Rank 5: aerial weapon, efficient ramming summon, intense summon annoying insects, summon earth elemental, summon horde – wolves, summon pegasus
Rank 6: empowered summon defensive monster, empowered summon offensive monster, summon horde – bees
Rank 7: summon horde – bears
Rituals: ritual mount

Telekinesis

Cantrips: distant hand, gentle force, personal ward
Rank 1: animated weapon, fling object, kinetic shell, kinetic shield, mind arrow, telekinetic lift, toss foe, wall of force
Rank 2: compression, mind parry, mind shove, rapid reload
Rank 3: blastwave, floating armament, force extension, mass kinetic shield
Rank 4: interposing force, levitate, multifling, repulsion field
Rank 5: intense toss foe, mass force extension, mighty fling object, retributive kinetic shield
Rank 6: implosion, intense blastwave, mighty mind shove
Rank 7: forcecage, greater floating armament, intense interposing force

Terramancy

Cantrips: shape earth
Rank 1: earthbind, earthcraft, earthen anchor, earthspike, rock throw, rocky shell, wall of stone
Rank 2: crushing gravity, personal gravitation, shrapnel blast, stonefist
Rank 3: earthquake, mass earthen anchor, meld into stone, tremor, volcano
Rank 4: certain earthspike, earthen fortification, quagmire
Rank 5: earthglide, intense earthbind, mighty rock throw
Rank 6: certain crushing gravity, massive tremor, mighty shrapnel blast

Rank 7: intense earthspike, massive earthquake, mighty volcano, swallowed by earth

Thaumaturgy

Cantrips: detect magic, sense magical potential
Rank 1: enhance magic, magic missile, suppress item
Rank 2: dimensional seal, dismissal, spellseal, suppress magic, teleportation ward
Rank 3: cryptic spells, magic missile storm, mass enhance magic, reflect magic
Rank 4: delay teleportation, dimensional lock, dispel magic, malign transference, second mind, wall of magic impedance
Rank 5: distant magic missile, intense suppress magic, reflect targeted magic, spellward
Rank 6: absorb magic, massive magic missile storm
Rank 7: antimagic field, intense dispel magic, malign confluence, mighty magic missile, spellvoid
Rituals: analyze magic, dispel curse, greater analyze magic, permanent suppress magic aura, suppress magic aura, supreme analyze magic

Toxicology

Cantrips: intensify poison, neutralize poison
Rank 1: acidic blood, fungal armor, fungal growth, healing salve, poison – asp venom, poison – giant wasp venom, poison – jellyfish extract
Rank 2: acid breath, corrosive grasp, poison – black adder venom, poison transference, sudden rot
Rank 3: acid rain, poison – wyvern venom, poison immunity
Rank 4: acid bath, cleansing draught
Rank 5: distant acid rain, empowered healing salve, greater acidic blood, greater fungal growth, poison – blood leech venom, poison – cockatrice venom, poison – dragon bile
Rank 6: mighty acid breath, mighty corrosive grasp, mighty sudden rot
Rank 7: massive acid rain

Umbramancy

Cantrips: shadowcloak, suppress light
Rank 1: conceal, darklantern, darkvision, heed the dark call, shadowstep
Rank 2: dark grasp, dark miasma, fade into darkness, wall of darkness
Rank 3: banish light, mass darkvision, shadowform, shadowstrike
Rank 4: creeping darkness, intense dark miasma, shadowstep strike
Rank 5: bind shadow, dark shroud, intense heed the dark call
Rank 6: beacon of darkness, intense dark grasp, massive dark miasma, shadow mantle
Rank 7: deep shadowform, massive creeping darkness, shadow puppet, shadowstep flurry

Rituals: conceal trail, greater conceal trail, sunlight ward, supreme conceal trail

Verdamancy

Cantrips: fertile patch, rapid growth

Rank 1: barkskin, entangling plants, flourishing grass, herbal antidote, poison – nitharit, poison – sassone leaf, shillelagh, survivalist, verdant armor, vine whip

Rank 2: embedded growth, plant growth, vine tentacle, vinestorm, wall of thorns

Rank 3: blight, fire seeds, mass barkskin, poison – arsenic

Rank 4: flourishing embedded growth, flourishing vinestorm

Rank 5: entangle, forceful vine tentacle, intense embedded growth, intense vine whip, massive vinestorm

Rank 6: intense flourishing grass, massive wall of thorns, poison – black lotus

Rank 7: mighty blight, mighty fire seeds

Rituals: fertility, infertility, lifeweb transit

Vivimancy

Cantrips: ablate vital wound, minor life infusion

Rank 1: healer's intuition, inflict wound, lifegift, lifesense, restoration, retributive lifebond, withering

Rank 2: corpse explosion, lifesteal grasp, stabilize life, wall of death, wellspring of life

Rank 3: lifesight, lifesteal, mass lifegift, mass lifesense

Rank 4: circle of death, massive retributive lifebond, stabilization field, vital endurance

Rank 5: cure vital wound, empowered restoration, mass lifesight, mighty inflict wound, steal vitality

Rank 6: empowered stabilize life, mass vital endurance, massive wall of death, mighty corpse explosion, mighty lifesteal grasp

Rank 7: avasculate, massive circle of death, massive stabilization field, mighty lifesteal, mighty retributive lifebond

Rituals: animate dead, complete resurrection, fated reincarnation, purge curse, reincarnation, remove disease, restore senses, resurrection, soul bind, true regeneration, true resurrection

Universal

Rank 1: mystic bolt, mystic discharge

Rank 4: mighty mystic bolt

Rank 5: massive mystic discharge

Rituals: enduring mystic trap, massive enduring mystic trap, massive mystic trap, mystic trap

Aeromancy

Command air to protect allies and blast foes.

Cantrips

Airborne Leap

You **briefly** gain a +3 **magic bonus** to the Jump skill.

Rank 2: The bonus increases to +4.

Rank 4: The bonus increases to +5.

Rank 6: The bonus increases to +6.

The air rises beneath you and pushes you up, propelling you farther when you leap.

Feather Fall

Choose yourself or an **ally** within Long (90 ft.) range. That creature treats all falls as if they were 20 feet shorter for the purpose of determining **falling damage** this round.

Rank 2: The distance reduction increases to 50 feet.

Rank 4: The distance reduction increases to 100 feet.

Rank 6: The distance reduction increases to 200 feet.

The air beneath you suddenly accelerates into a great wind, softening the force of your unexpected fall.

Manipulate Air

Sustain (minor)

You change the wind speed within a Medium (30 ft.) radius **emanation** from you by up to 10 miles per hour. If you decrease the wind's speed to 0, you can increase it again with the remainder of your speed change and choose any direction for it to travel. You choose the speed change and direction when you cast this spell, and that choice persists for the duration of this effect.

Rank 3: You can choose to affect a Large (60 ft.) radius instead, and the maximum speed change increases to 20 miles per hour.

Rank 5: You can choose to affect a Huge (90 ft.) radius instead, and the maximum speed change increases to 40 miles per hour.

Rank 7: You can choose to affect a Gargantuan (120 ft.) radius instead, and the maximum speed change increases to 60 miles per hour.

The wind around you waxes and wanes at your command, softening the force of a tempest or creating one to harass your foes.

Spells

Airborne Jumper	Rank 1 Attune	Wind Screen	Rank 1 Attune
If you are trained with the Jump skill, you gain a +3 magic bonus to it. Otherwise, you are treated as being trained in that skill.			You gain a +2 bonus to your defenses against ranged strikes .
Rank 3: The bonus increases to +4. Rank 5: The bonus increases to +5. Rank 7: The bonus increases to +6.			
Buffet	Rank 1	Wind Tunnel	Rank 1 Sustain (minor)
Make an attack vs. Fortitude against anything within Medium (<i>60 ft.</i>) range.			You create a continuous blast of wind in a Medium (<i>30 ft. long</i>), 10 ft. wide line-shaped zone from you. The wind blows in a direction that you choose when you cast the spell. When you cast this spell, and during each subsequent action phase , make an attack vs. Fortitude against everything in the area.
Hit: The target takes 1d6 bludgeoning damage. If it is Large or smaller and loses hit points from this damage, you can knockback it up to 30 feet upwards or horizontally (see Knockback Effects, page 62). Moving the target upwards costs twice the normal movement cost.			Hit: Each target is pushed 15 feet in the direction the wind blows. Once a target leaves the area, it stops being pushed and blocks any other targets from being pushed. Critical hit: The target is pushed 30 feet instead.
The damage increases by +1d for each rank beyond 1.			The attack's accuracy increases by +1 for each rank beyond 1.
Propulsion	Rank 1	Windsnipe	Rank 1
Choose yourself or one Large or smaller ally within Medium (<i>60 ft.</i>) range. You knockback the target up to 60 feet in any direction. You cannot change the direction of the movement partway through. Moving the target upwards costs twice the normal movement cost.			Make an attack vs. Fortitude against anything within Distant (<i>120 ft.</i>) range.
Rank 3: The maximum distance increases to 90 feet. Rank 5: The maximum distance increases to 120 feet. Rank 7: The maximum distance increases to 150 feet.			Hit: The target takes 1d6 + half power bludgeoning damage. If it loses hit points from this damage, you push it up to 30 feet horizontally. The damage increases by +1d for each rank beyond 1.
Wall of Wind	Rank 1 Barrier, Sustain (attuneable, minor)	Air Walk	Rank 2 Attune
You create a Medium (<i>30 ft.</i>) wall of wind within Long (<i>90 ft.</i>) range. It does not block passage or significantly obstruct sight. However, ranged strikes that pass through the wall take a -4 accuracy penalty.			You can walk on air up to a foot above the ground. This allows you to ignore difficult terrain from all sources other than creature abilities. The extra height is generally insufficient to change your space in battle.
After using this ability, you briefly cannot use it or any other Barrier ability.			
Rank 3: You can increase the area to a Medium (<i>30 ft. long</i>) wall. Rank 5: You can increase the area to a Large (<i>60 ft. long</i>) wall. Rank 7: You can increase the area to a Huge (<i>90 ft. long</i>) wall.			Dust Cloud
			Rank 2 Sustain (attuneable, minor)
			You create a cloud of dust in a Medium (<i>30 ft.</i>) radius zone within Medium (<i>60 ft.</i>) range from you. The cloud provides has concealment for everything in the area.
Rank 4: You can choose to create a Large (<i>60 ft.</i>) radius instead. Rank 6: You can choose to create a Huge (<i>90 ft.</i>) radius instead.			

Gentle Descent	Rank 2 Attune	Control Weather	Rank 4 Attune (deep)
You gain a 30 foot glide speed (see Gliding, page 60).			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.
Windslash	Rank 2	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.	
Make an attack vs. Armor against anything within Long (90 ft.) range. Hit: The target takes $1d10 + \text{power}$ slashing damage.			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.
The damage increases by +1d for each rank beyond 2.			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.
Arrow Attraction	Rank 3 Sustain (minor)	Cyclone	
Choose a creature or object within Medium (60 ft.) range. That creature takes a -2 penalty to defenses against ranged strikes .			Rank 4
The attack's accuracy increases by +1 for each rank beyond 3.			Make an attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.
<i>The air around your foe ripples with hidden air currents that seem to guide the flight of arrows.</i>			Hit: Each target takes $2d6 + \text{half power}$ bludgeoning damage.
Windblade	Rank 3 Attune	The damage increases by +1d for each rank beyond 4.	
Your melee strikes gain the Long weapon tag, allowing you to attack targets up to 10 feet away from you (see Weapon Tags, page 168). Attacks that hit because of this extra range deal bludgeoning damage instead of any other damage types.			Dust Storm
Windburst	Rank 3	Rank 4	
Make an attack vs. Reflex against all enemies in a Medium (30 ft.) radius from you.			This spell functions like the dust cloud spell, except that you can move the cloud up to 15 feet at the end of each round.
Hit: Each target takes $1d10 + \text{half power}$ bludgeoning damage.			Rank 6: You can choose to create a Large (60 ft.) radius instead.
The damage increases by +1d for each rank beyond 3.			Flight
			Rank 4 Attune
			You gain a 30 foot fly speed with a maximum height of 30 feet (see Flying, page 60). If you are above that height, you gain a 30 foot glide speed instead.
			Rank 6: The maximum height increases to 60 feet.

Intense Wind Tunnel	Rank 4
Sustain (minor)	
<p>You create a continuous flow of wind in a Large (<i>60 ft. long</i>), 10 ft. wide line-shaped zone from you. The wind blows in a direction that you choose when you cast the spell. When you cast this spell, and during each of your subsequent actions, make an attack vs. Fortitude against everything in the area.</p> <p>Hit: Each target is pushed 30 feet in the direction the wind blows. Once a target leaves the area, it stops being pushed and blocks any other targets from being pushed.</p> <p>Critical hit: The target is pushed 60 feet instead.</p> <p>The attack's accuracy increases by +1 for each rank beyond 4.</p>	
Mass Gentle Descent	Rank 4
Attune (target)	
<p>This spell functions like the gentle descent spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (<i>60 ft.</i>) range.</p>	
Misty Step	Rank 4
Attune	
<p>You can move through creatures freely. This does not allow you to move through inanimate objects. In addition, you gain a 30 foot glide speed.</p> <p><i>Your body is partially transformed into mist. This allows you to drift through enemies and even the air with ease.</i></p>	
Efficient Windsnipe	Rank 5
<p>Make an attack vs. Fortitude against anything within Distant (<i>120 ft.</i>) range.</p> <p>Hit: The target takes $2d8 + \text{half power}$ bludgeoning damage. If it takes damage, you push it up to 30 feet horizontally.</p> <p>The damage increases by +1d for each rank beyond 5.</p>	
Hurricane	Rank 5
<p>Make an attack vs. Fortitude against all enemies in a Medium (<i>30 ft.</i>) radius from you.</p> <p>Hit: Each target takes $2d10 + \text{half power}$ bludgeoning damage. In addition, each target is pushed 30 feet clockwise around you. Each target's final position should be the same distance from you as its starting position.</p> <p>The damage increases by +1d for each rank beyond 5.</p>	
Intense Buffet	Rank 5
<p>This spell functions like the buffet spell, except that the damage increases to $2d6$. In addition, the knockback distance increases to 60 feet, and the maximum size category increases to Huge.</p> <p>The attack's accuracy increases by +1 for each rank beyond 5.</p>	
Retributive Winds	Rank 5
Attune (deep)	
<p>Whenever a creature within Medium (<i>60 ft.</i>) range of you attacks you, make a reactive attack vs. Armor against them. Any effect which increases this spell's range increases the range of this retaliation by the same amount. You can only make this attack against a given target once per phase.</p> <p>Hit: Each target takes $2d8 + \text{half power}$ bludgeoning damage.</p> <p>The damage increases by +1d for each rank beyond 5.</p>	
Windtheft	Rank 5
<p>Make an attack vs. Reflex against one Small or smaller object within Medium (<i>60 ft.</i>) range. If the object is attended by a creature, the attack must also beat the attending creature's Fortitude and Reflex defenses. If it is held in two hands or well secured, this attack automatically fails.</p> <p>Hit: You knockback the object up to 60 feet towards you. You can use a free hand to catch the object if it reaches you.</p> <p>The attack's accuracy increases by +1 for each rank beyond 5.</p>	
Agile Flight	Rank 6
Attune	
<p>You gain a 30 foot fly speed with a maximum height of 30 feet (see Flying, page 60). Your maneuverability with this fly speed is perfect (see Flying Maneuverability, page 60).</p>	
Dustblind	Rank 6
<p>Make an attack vs. Reflex against one creature within Long (<i>90 ft.</i>) range. If there is dirt, dust, or a collection of loose objects of similar size within 15 feet of the target's eyes, you gain a +2 accuracy bonus with this attack.</p> <p>Hit: The target takes $2d10$ physical damage. If it loses hit points from this damage, it is blinded (50% miss chance, -2 Armor and Ref) as a condition.</p> <p>The attack's accuracy increases by +1 for each rank beyond 6.</p>	

Mighty Windslash	Rank 6
Make an attack vs. Armor against anything within Extreme (180 ft.) range.	
Hit: The target takes 4d8 + power slashing damage.	
The damage increases by +1d for each rank beyond 6.	

Air Bubble	Rank 3
Casting time: One minute	Attune (target)
One ritual participant gains the ability to breathe clear, clean air regardless of its surroundings. This can allow it to breathe underwater and avoid air-based poisons.	
This ritual requires one fatigue level from its participants.	

Intense Arrow Attraction	Rank 7
Sustain (minor)	
Choose a creature or object within Medium (60 ft.) range. That creature takes a -4 penalty to defenses against ranged strikes .	
<i>The air around your foe ripples with hidden air currents that seem to guide the flight of arrows with extreme precision.</i>	

Distant Detect Air	Rank 4
Casting time: One minute	Detection
This ritual functions like the detect air ritual, except that the range increases to 2,000 feet.	
This ritual requires one fatigue level from its participants.	

Massive Cyclone	Rank 7
Make an attack vs. Reflex against everything in a Large (60 ft.) radius within Distant (120 ft.) range.	
Hit: Each target takes 4d6 + half power bludgeoning damage.	

Massive Windburst	Rank 7
Make an attack vs. Reflex against all enemies in a Huge (90 ft.) radius from you.	
Hit: Each target takes 4d8 + half power bludgeoning damage.	

Soaring Flight	Rank 7
Attune	
You gain a 30 foot fly speed with a maximum height of 120 feet (see Flying, page 60). If you are above that height, you gain a 30 foot glide speed instead. Your maneuverability with this fly speed is poor (see Flying Maneuverability, page 60).	

Rituals

Detect Air	Rank 1
Casting time: One minute	Detection
You learn the approximate distance and direction to any air within Distant (120 ft.) range of you. Since this is a Detection ability, its range can penetrate some solid objects (see Detection, page 377). This ritual can detect air pockets with a minimum size of Fine.	
This ritual requires one fatigue level from its participants.	

Aquamancy

Command water to crush and drown foes.

Cantrips

Create Water

Creation

You create up to two gallons of wholesome, drinkable water divided among any number of locations within Short (30 ft.) range, allowing you to fill multiple small water containers. You must create a minimum of one ounce of water in each location.

Rank 2: The volume created increases to five gallons.

Rank 4: The volume created increases to ten gallons.

Rank 6: The volume created increases to twenty gallons.

The desert air ripples with heat, scorching the group of adventurers. When they finally stop to rest, you conjure water from thin air; giving them all the strength to press on.

Manipulate Water

Sustain (minor)

You change the speed of water within a Medium (30 ft.) radius **emanation** from you by up to 5 miles per hour. If you decrease the water's speed to 0, you can increase it again with the remainder of your speed change and choose any direction for it to travel. You choose the speed change and direction when you cast this spell, and that choice persists for the duration of this effect.

In addition to allowing you to change the direction of currents within large bodies of water, you can also use this to propel water across surfaces. Generally, moving water uphill costs at least 5 miles per hour of speed for every foot of elevation that you are trying to climb, which can limit your ability to move water up large distances.

Rank 3: You can choose to affect a Large (60 ft.) radius instead, and the maximum speed change increases to 10 miles per hour.

Rank 5: You can choose to affect a Huge (90 ft.) radius instead, and the maximum speed change increases to 15 miles per hour.

Rank 7: You can choose to affect a Gargantuan (120 ft.) radius instead, and the maximum speed change increases to 20 miles per hour.

Purify Water

You can separate out dirt, sand, salt, and similar minor pollutants from up to five gallons of water within Short (30 ft.) range. The waste material moves to the edge of the water so it falls out or can be easily removed. This does not remove poisons, magical effects, or contaminants heavier than half a pound. Using this on a very large body of water is difficult, since the waste material can easily mix with the water unaffected by a single casting of this spell.

Rank 2: The volume affected increases to ten gallons.

Rank 4: The volume affected increases to twenty gallons.

Rank 6: The volume affected increases to fifty gallons.

Slippery Escape

Manifestation

You **briefly** gain a +3 **magic bonus** to the Flexibility skill.

Rank 2: The bonus increases to +4.

Rank 4: The bonus increases to +5.

Rank 6: The bonus increases to +6.

A thin layer of water covers you, allowing you to slip through the grasp of your foes more easily.

Spells

Aquajet Propulsion

Rank 1

Manifestation

Make an attack vs. Armor against anything within Short (30 ft.) range. Whether you hit or miss, you may **push** yourself up to 15 feet in a straight horizontal line away from the target. If you are underwater, this movement is doubled and you can also move vertically.

Hit: The target takes 1d8 + **power** bludgeoning damage.

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

Crashing Wave

Rank 1

Manifestation

Make an attack vs. Reflex against everything in a Small (15 ft. long), 10 ft. wide line from you.

Hit: Each target takes 1d6 + half **power** bludgeoning damage.

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

Fog Wall	Rank 1
Barrier, Manifestation, Sustain (attuneable, minor)	
<p>You create a Medium (<i>30 ft. long</i>) wall of fog within Long (<i>90 ft.</i>) range. The fog makes it difficult to see through the wall, granting concealment to anything viewed through the wall (see Concealment, page 66).</p> <p>After using this ability, you briefly cannot use it or any other Barrier ability.</p>	
<p>Rank 3: You can choose to create a Large (<i>60 ft. long</i>) wall instead.</p>	
<p>Rank 5: You can choose to create a Huge (<i>90 ft. long</i>) wall instead.</p>	
<p>Rank 7: You can choose to create a Gargantuan (<i>120 ft. long</i>) wall instead.</p>	

Rainstorm	Rank 1
Manifestation, Sustain (attuneable, minor)	
<p>Torrential rain begins falling out of thin air within a Medium (<i>30 ft.</i>) radius zone within Long (<i>90 ft.</i>) range. The rain extinguishes minor fires such as campfires and torches on contact. Everything in the area is impervious to fire damage.</p>	
<p>Rank 3: You can choose to create a Large (<i>60 ft.</i>) radius instead.</p>	
<p>Rank 5: You can choose to create a Huge (<i>90 ft.</i>) radius instead.</p>	
<p>Rank 7: You can choose to create a Gargantuan (<i>120 ft.</i>) radius instead.</p>	

Forceful Aquajet	Rank 1
<p>Make an attack vs. Fortitude against anything within Medium (<i>60 ft.</i>) range.</p>	
<p>Hit: The target takes 1d6 bludgeoning damage. If it is Large or smaller and loses hit points from this damage, you knockback it up to 30 feet horizontally (see Knockback Effects, page 62). If the target is underwater, this distance is doubled and you can also move it vertically.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 1.</p>	

Slippery Escapist	Rank 1
Attune	
<p>If you are trained with the Flexibility skill, you gain a +3 magic bonus to it. Otherwise, you are treated as being trained in that skill.</p>	
<p>Rank 3: The bonus increases to +4.</p>	
<p>Rank 5: The bonus increases to +5.</p>	
<p>Rank 7: The bonus increases to +6.</p>	

Obscuring Mist	Rank 1
Sustain (attuneable, minor)	
<p>Fog fills the air within a Large (<i>60 ft.</i>) radius zone from your location. The fog partially obstructs sight, granting concealment to anything seen through the fog (see Concealment, page 66).</p>	
<p>Rank 3: You can choose to create a Huge (<i>90 ft.</i>) radius instead.</p>	
<p>Rank 5: You can choose to create a Gargantuan (<i>120 ft.</i>) radius instead.</p>	
<p>Rank 7: You can choose to create a 240 foot radius instead.</p>	

Wall of Water	Rank 1
Manifestation, Sustain (attuneable, minor)	
<p>You create a Small (<i>15 ft. long</i>) wall of water within Medium (<i>60 ft.</i>) range. The wall is four inches thick. Sight through the wall is possible, though distorted. The wall provides both cover and concealment to targets on the opposite side of the wall (see Obstacles and Cover, page 66). In addition, ranged strikes that pass through the wall take a -4 accuracy penalty. Creatures can pass through the wall unharmed, though it costs five extra feet of movement to move through the wall.</p>	
<p>The wall has hit points equal to three times your power. After using this ability, you briefly cannot use it or any other Barrier ability.</p>	
<p>Rank 3: You can increase the area to a Medium (<i>30 ft. long</i>) wall.</p>	
<p>Rank 5: You can increase the area to a Large (<i>60 ft. long</i>) wall.</p>	
<p>Rank 7: You can increase the area to a Huge (<i>90 ft. long</i>) wall.</p>	

Waterward	Rank 1
Attune	
<p>You gain a +4 magic bonus to your damage resistance.</p>	
<p>Rank 3: The bonus increases to +8.</p>	
<p>Rank 5: The bonus increases to +16.</p>	
<p>Rank 7: The bonus increases to +32.</p>	

Aquatic Freedom	Rank 2
	Attune
You gain a swim speed 10 feet slower than the base speed for your size. If you already have a swim speed, you gain a +10 foot magic bonus to your swim speed.	

Aqueous Tentacle	Rank 2
	Attune, Manifestation
You gain a slam natural weapon (see Table 8.6: Natural Weapons, page 175). The natural weapon deals 1d10 damage, as normal for a slam natural weapon. In addition, it has the Sweeping (1) weapon tag (see Weapon Tags, page 168). Strikes using it are considered magical abilities, which means you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 55).	
<i>You grow a massive watery tentacle that extends from your body.</i>	

Desiccate	Rank 2
Make an attack vs. Fortitude against one creature within Short (30 ft.) range. You gain a +2 accuracy bonus if the target has a swim speed and is not currently touching water.	

Hit: The target takes 2d6 + **power** physical damage.

The damage increases by +1d for each rank beyond 2.

Fog Cloud	Rank 2
	Manifestation, Sustain (attuneable, minor)
A cloud of fog appears in a Medium (30 ft.) radius within Medium (60 ft.) range. The fog provides concealment for everything in the area.	

Rank 4: You can choose to create a Large (60 ft.) radius instead.

Rank 6: You can choose to create a Huge (90 ft.) radius instead.

Fountain	Rank 2
	Manifestation
Make an attack vs. Armor against all enemies within a Small (15 ft.) radius from you.	

Hit: Each target takes 1d8 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 2.

Geyser	Rank 2
	Manifestation, Sustain (minor)

You create a geyser in a Medium (30 ft. long), 5 ft. wide vertical line-shaped **zone** within Medium (60 ft.) range. If this spell has its area increased, only the length of the line increases. When you cast this spell, and during each of your subsequent actions, make an attack vs. Reflex against everything in the area.

Hit: Each target takes 1d8 + half **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 2.

Aqueous Form	Rank 3
	Attune (deep)

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** 10 feet slower than the **base speed** for your size. If you already have a swim speed, you gain a +10 foot **magic bonus** to your swim speed.
- You gain a +8 **magic bonus** to the Flexibility skill. In addition, the minimum size you can squeeze down to is reduced to one inch, which can dramatically improve your ability to squeeze through tight spaces.
- You gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.
- You ignore **difficult terrain** from all sources except for creature abilities.

Misty Halo	Rank 3
	Sustain (attuneable, minor)

Fog fills the air within a Large (60 ft.) radius **zone** from your location. The fog partially obstructs sight, granting **concealment** to anything seen through the fog (see Concealment, page 66). 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.

Rank 5: You can choose to create a Huge (90 ft.) radius instead.

Rank 7: You can choose to create a Gargantuan (120 ft.) radius instead.

Misty Shroud	Rank 3 Attune	Mass Aquatic Freedom	Rank 4 Attune (target)
<p>At the end of each round, fog briefly fills a Medium (30 ft.) radius zone from you. This fog does not fully block sight, but it provides concealment. There is no time gap between the disappearance of the old fog and the appearance of the new fog, so you can keep continuous fog cover by staying in the same place or moving slowly.</p> <p>Rank 5: When you cast this spell, you can choose to create a Large (60 ft.) radius instead.</p> <p>Rank 7: When you cast this spell, you can choose to create a Huge (90 ft.) radius instead.</p>			
<p>Personal Aquarium</p> <p>Rank 3 Attune</p> <p>You surround yourself in a bubble of water. This has the following effects:</p> <ul style="list-style-type: none"> • Your land speed is halved. • If you have a swim speed, you can use it to move around on land. • You are always considered to be swimming (-2 accuracy, defenses), so you take penalties if you do not have a swim speed. • The water blocks you from breathing air, but you can poke your head out of the bubble to take a breath as a movement. • You gain a +4 magic bonus to your damage resistance. • You gain a +2 bonus to your defenses against ranged strikes. • You gain a +2 bonus to your defenses against the grapple ability. <p>Rank 5: The damage resistance bonus increases to +8.</p> <p>Rank 7: The damage resistance bonus increases to +16.</p>			<p>Mighty Crashing Wave</p> <p>Rank 4 Manifestation</p> <p>Make an attack vs. Reflex against everything in a Medium (30 ft. long), 10 ft. wide line from you.</p> <p>Hit: Each target takes 2d8 + half power bludgeoning damage.</p> <p>The damage increases by +1d for each rank beyond 4.</p>
<p>Intense Aquajet Propulsion</p> <p>Rank 4 Manifestation</p> <p>Make an attack vs. Armor against anything within Medium (60 ft.) range. Whether you hit or miss, you may push yourself up to 30 feet away in a straight horizontal line away from the target. If you are underwater, this movement is doubled and you can also move vertically.</p> <p>Hit: The target takes 2d8 + power bludgeoning damage.</p> <p>The damage increases by +1d for each rank beyond 4.</p>			<p>Octopus Tentacles</p> <p>Rank 4 Attune</p> <p>This spell functions like the aqueous tentacle spell, except that you create eight tentacles that extend from your body. The tentacles have the Grappling weapon tag. 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.</p> <p>Fluid Motion</p> <p>Rank 5 Attune</p> <p>When you move using one of your movement speeds, you can transform yourself into a rushing flow of water with a volume roughly equal to your normal volume until your movement is complete. You can only transform into water in this way once during your movement, and you return to 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.</p> <p>Your speed is halved when moving uphill and doubled when moving downhill. Unusually steep inclines may cause greater movement differences while in this form.</p> <p>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.</p>

Intense Forceful Aquajet	Rank 5	Mighty Fountain	Rank 6
This spell functions like the forceful aquajet spell, except that the damage increases to 2d8. In addition, the knockback distance increases to 60 feet.			Manifestation
The damage increases by +1d for each rank beyond 5.			
Mighty Geyser	Rank 5	Solid Fog Cloud	Rank 6
Manifestation, Sustain (minor)			Manifestation, Sustain (attuneable, minor)
You create a geyser in a Large (<i>60 ft. long</i>), 5 ft. wide vertical line-shaped zone within Medium (<i>60 ft.</i>) range. If this spell has its area increased, only the length of the line increases. When you cast this spell, and during each of your subsequent actions, make an attack vs. Reflex against everything in the area.			A cloud of fog appears in a Medium (<i>30 ft.</i>) radius within Medium (<i>60 ft.</i>) range. The fog provides concealment for everything in the area. In addition, the fog's area is difficult terrain .
Hit: Each target takes 2d10 + half power bludgeoning damage.			
The damage increases by +1d for each rank beyond 5.			
Raging River	Rank 5	Constraining Bubble	Rank 7
Manifestation, Sustain (minor)			Manifestation
You create a continuous river of water in a Medium (<i>30 ft. long</i>), 10 ft. wide line-shaped zone from you. The water flows in a direction that you choose when you cast the spell. When you cast this spell, and during each of your subsequent actions, make an attack vs. Fortitude against everything in the area.			Make an attack vs. Reflex against a Huge or smaller creature within Medium (<i>60 ft.</i>) range.
Hit: Each target takes 2d8 + half power bludgeoning damage. In addition, each Large or smaller target damaged by the attack is pushed 15 feet in the direction the water flows. Once a target leaves the area, it stops being moved and blocks any other targets from being pushed.			Hit: As a condition , the majority of the target's body is surrounded by a layer of water. This does not impede its ability to breathe, but it is treated as swimming (-2 accuracy, defenses), which causes it to suffer penalties if it does not have a swim speed .
The damage increases by +1d for each rank beyond 5.			Critical hit: The water also covers the target's face. This does not meaningfully impede its sight, but it cannot breathe anything other than the water.
Mighty Desiccate	Rank 6	Kraken Tentacles	Rank 7
Make an attack vs. Fortitude against one creature within Short (<i>30 ft.</i>) range. You gain a +4 accuracy bonus if the target has a swim speed and is not currently touching water.			Attune
Hit: The target takes 4d10 + power physical damage.			This spell functions like the octopus tentacles spell, except that the tentacles also have the Long weapon tag.
The damage increases by +1d for each rank beyond 6.			

Puddlify

Rank 7

Make an attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes 4d6 physical damage. If it loses **hit points** from this damage, it is transformed into a puddle of water as a **condition**. This has the following effects:

- If it is submerged in water or other liquid, it takes 5d10 damage during each of your subsequent actions as it dissolves.
- It is **prone** (*half speed, -2 Armor and Ref*) and cannot stand up.
- It has no **free hands**, causing it to drop anything it is holding and making it unable to take any actions that require free hands.
- It is unable to speak normally or use verbal or somatic **casting components**.

Rituals**Detect Water**

Rank 1

Casting time: One minute

Detection

You learn the approximate distance and direction to any bodies of water within Distant (120 ft.) range of you. Since this is a **Detection** ability, its range can penetrate some solid objects (see Detection, page 377). This spell can detect bodies of water with a minimum size of Fine.

This ritual requires one **fatigue level** from its participants.

Dampen

Rank 2

Casting time: One minute

Attune

Up to five ritual participants each become **impervious** to fire damage.

This ritual requires one **fatigue level** from its participants.

Water Breathing

Rank 3

Casting time: One minute

Attune

One ritual participant gains the ability to breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater.

This ritual requires one **fatigue level** from its participants.

Distant Detect Water

Rank 4

Casting time: One minute

Detection

This ritual functions like the **detect water** ritual, except that the range increases to 2,000 feet.

This ritual requires one **fatigue level** from its participants.

Astromancy

Transport creatures and objects instantly through space.

Special Rules:

flicker: Some spells from this sphere can cause creatures or objects to very briefly **teleport** to other locations. If the space occupied by a flickered target is occupied or otherwise inaccessible when it returns, it instead reappears in the closest available open space.

When a creature or object flickers, it returns at the end of the current turn unless the ability specifies a different duration. That means that you can't make any additional attacks against it during your turn. If one of your allies takes a turn after you, they will be able to attack the flickered target normally, since it will have returned by then.

If the target cannot be **teleported**, the flicker fails. This also prevents effects that trigger when it returns, such as the damage from the **planar jaunt – astral plane** spell.

Cantrips**Dimension Hop**

You teleport horizontally into an unoccupied location within 5 foot **range** on a stable surface that can support your weight. If the destination is invalid, this spell fails with no effect.

Rank 2: The range increases to 15 feet.

Rank 4: The range increases to Short (30 ft.).

Rank 6: The range increases to Medium (60 ft.).

You disappear with an audible pop, appearing only a few feet away - but now on the other side of the cell bars.

Translocate Object

Choose one Small or smaller **unattended** object within Short (30 ft.) range. It teleports into your hand or into an unoccupied location within Short (30 ft.) range. If the destination is invalid, this spell fails with no effect.

Rank 2: The range increases to Medium (60 ft.).

Rank 4: The maximum size increases to Medium.

Rank 6: The range increases to Long (90 ft.).

A tankard of ale disappears from the counter, appearing directly in your hand. The barkeep frowns, about to say something, before a gold coin suddenly appears in the tankard's place.

Spells

Blink	Rank 1 Swift
<p>All attacks against you this round have a 20% failure chance. In addition, you gain a +2 bonus to all defenses. This ability has the Swift tag, so it protects you from attacks against you during the current phase.</p>	
<p>Rank 3: The failure chance increases to 30%. Rank 5: The failure chance increases to 40%. Rank 7: The failure chance increases to 50%.</p>	
<p><i>You quickly blink into the Astral Plane, leaving a dangerous battlefield behind.</i></p>	
Hostile Translocation	Rank 1
<p>Make an attack vs. Mental against one creature within Medium (60 ft.) range.</p> <p>Hit: The target takes 1d6 + half power energy damage. If it is Medium or smaller and loses hit points from this damage, you teleport it up to 30 feet. The destination must be within range and on a stable surface that can support its weight. If the destination is invalid, the teleportation fails with no effect.</p>	
<p>The damage increases by +1d for each rank beyond 1.</p>	
<p><i>You teleport your foe across the chasm. The orc will never be able to reach you now.</i></p>	
Phasestep	Rank 1 Attune
<p>When you move using one of your movement speeds, you can move through a single creature freely. After you finish moving through one creature in this way, other enemies block your movement as normal. This does not allow you to move through inanimate objects. If you move into a creature's space with this ability, but you do not move out of it, you and the creature are usually considered squeezing (-2 Armor and Ref) as long as you continue sharing space (see Squeezing, page 62). If you are not able to move normally, such as if you are grappled, this spell does not help you.</p>	
<p><i>You augment your body with the ability to travel short distances through the Astral Plane to reach your destination.</i></p>	

Planar Jaunt – Astral Plane	Rank 1
<p>Make an attack vs. Mental against anything within Long (90 ft.) range.</p>	
<p>Hit: The target flickers to the Astral Plane. When it returns, it takes 1d6 + power energy damage.</p>	
<p>The damage increases by +1d for each rank beyond 1.</p>	
<p><i>Your foe disappears for a second into the Astral Plane. Though its destination is peaceful, the rough transit is jarring by itself.</i></p>	
Translocation	Rank 1
<p>Choose either yourself or one unattended object or ally within Medium (60 ft.) range. If you choose something other than yourself, it must be Medium size or smaller. The target teleports into an unoccupied location within range on a stable surface that can support its weight. If the destination is invalid, this spell fails with no effect.</p>	
<p>Rank 3: The range increases to Long (90 ft.) range. Rank 5: The range increases to Distant (120 ft.) range. Rank 7: The range increases to Extreme (180 ft.) range.</p>	
<p><i>One by one, you teleport your allies across the chasm. The orcs tracking you will never be able to follow your trail now.</i></p>	
Transposition	Rank 1
<p>Choose two allies within Medium (60 ft.) range. Each target teleports into the other's location. If either target is not standing on solid ground with sufficient space to support the other target, this spell fails.</p>	
<p>Rank 3: The range increases to Long (90 ft.) range. Rank 5: The range increases to Distant (120 ft.) range. Rank 7: The range increases to Extreme (180 ft.) range.</p>	
<p><i>As your enemies drew close to you, they expected you to panic and run. When you were unexpectedly replaced by a raging barbarian, they briefly discovered how wrong they were.</i></p>	

Astral Refuge	Rank 2	Planar Jaunt – Plane of Air	Rank 2		
Casting time: One minor action					
Choose yourself or one Medium or smaller ally or unattended object within Medium (60 ft.) range. You flicker the target into a random safe location in the Astral Plane. When you cast this spell, you choose how many rounds the target spends in the Astral Plane, up to a maximum of five rounds. It returns at the end of the last round.					
Rank 4: The maximum size of the target increases to Large. Rank 6: The maximum size of the target increases to Huge.					
Distant Spells	Rank 2 Attune	<i>Your foe disappears for a second into the Plane of Air, where it is knocked flying by powerful winds.</i>			
You gain a +15 foot magic bonus to the range of all of your ranged spells. This does not affect spells that do not have a range listed in feet.					
Rank 4: The distance increases to 30 feet. Rank 6: The distance increases to 60 feet.					
<i>By channeling your spells through the Astral Plane, you can reach foes that are farther away than would normally be possible.</i>					
Hostile Transposition	Rank 2	Sudden Rift	Rank 2		
Make an attack vs. Mental against two Large or smaller creatures within Medium (60 ft.) range.					
Hit: Each target takes 1d8 + half power energy damage. If you hit both subjects, they each teleport into each other's location. If either target is not standing on solid ground with sufficient space to support the other target, the teleportation fails.					
The damage increases by +1d for each rank beyond 2.					
<i>The cultists were confident that they were safe behind their defensive wall of zombies. When one of their number was unexpectedly replaced by a raging barbarian, they briefly discovered how wrong they were.</i>					
Translocating Grasp	Rank 2	Translocating Grasp	Rank 2		
You must have a free hand to cast this spell.					
Make a melee attack vs. Reflex against a creature adjacent to you.					
Hit: The target takes 1d10 + power energy damage. If it is Large or smaller and loses hit points from this damage, you teleport it up to 30 feet. The destination must be within range and on a stable surface that can support its weight. If the destination is invalid, the teleportation fails with no effect.					
The damage increases by +1d for each rank beyond 2.					
<i>Your touch makes your foe disappear. Most of it reappears intact elsewhere, but something important - and painful - was lost in transit.</i>					

Astral Instability	Rank 3 Attune	Phasing Blade	Rank 3 Attune
At the start of each phase, you may flicker to a random unoccupied location in the Astral Plane. You do not return until the end of the round. After you teleport in this way, you briefly cannot teleport with this ability again.			Whenever you make a strike , your weapon or projectile can pass through a single physical obstacle up to one foot thick on its way to the strike's target. This can allow your attacks to ignore cover , or even attack through solid walls. It does not allow you to ignore armor, shields, or similar items carried or worn by the targets of your attacks.
<i>Armor and shields can offer some protection, but true defensive mastery comes from not being hit at all. Few people send themselves to another plane just to avoid danger, but it's a virtually unbeatable defense.</i>			Rank 5: Your strikes can pass through any number of physical obstacles with a combined thickness of two feet or less. Rank 7: Your strikes can pass through any number of physical obstacles with a combined thickness of five feet or less.
Banishment	Rank 3	<i>You augment your weapons with the ability to travel short distances through the Astral Plane to reach their targets.</i>	
Make an attack vs. Mental against one creature within Medium (60 ft.) range.			Planar Jaunt – Plane of Earth
Hit: The target takes $1d10 + \text{half power}$ energy damage. If it loses hit points from this damage, it flickers to a random safe place in the Astral Plane. It does not return until the end of the next round. After it returns, it becomes immune to being teleported in this way until it takes a short rest .			Rank 3
The damage increases by +1d for each rank beyond 3.			Make an attack vs. Mental against anything within Medium (60 ft.) range.
<i>The dire wolf about to eat your allies disappears with an audible pop. If they run quickly, they can escape before it returns.</i>			Hit: The target flickers to the Plane of Earth. When it returns, it takes $2d6 + \text{half power}$ bludgeoning damage. If it loses hit points from this damage, it is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition .
The damage increases by +1d for each rank beyond 3.			<i>Your foe disappears for a second into the Plane of Earth, where it is crushed by the weight of stone.</i>
Mass Phasestep	Rank 3 Attune (target)	Silent Translocation	Rank 3
This spell functions like the phasestep spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.			This spell functions like the translocation spell, except that this spell does not have verbal components . In addition, the target's departure and arrival with this spell are silent.
<i>You augment the bodies of your allies with the ability to travel short distances through the Astral Plane to reach their destinations.</i>			Rank 5: The range increases to Medium (60 ft.). Rank 7: The range increases to Long (90 ft.).
<i>One by one, you teleport your allies into hidden vantage points overlooking your enemies. It took some effort to convince the dwarven paladin to try a surprise attack, but the results will be worth it.</i>			

Twinned Portals	Rank 3	Dimension Walk	Rank 4	
Sustain (attuneable, minor)		Attune		
<p>Choose two unoccupied squares on stable ground within Medium (60 ft.) range. A shimmering portal appears in each of the two squares. Each portal appears as an opaque colored disc five feet in diameter.</p> <p>Once per phase, when a creature moves into one of the squares, it can choose to pass through the portal in that square. If it does, it teleports to the portal in the other chosen square, regardless of line of sight or line of effect between the two portal. Objects can pass through the portals freely and maintain their speed, but moving objects have an unpredictable trajectory, so firing projectiles through a portal is ineffective.</p> <p>If multiple creatures attempt to pass through the portals simultaneously, they roll initiative to determine the first person into the portal. A creature that attempts to pass through the portal in a phase where the portal was already activated stops its movement in the square with the portal.</p>				
<p>Rank 5: The range increases to Long (90 ft.) range. Rank 7: The range increases to Distant (120 ft.) range.</p> <p><i>You create a pair of portals that allow instant passage from one to the other.</i></p>				
Dimension Door	Rank 4	Phasing Spells	Rank 4	
<p>You teleport to an unoccupied destination on a stable surface within 300 feet of you. You must clearly visualize the destination's appearance and have an approximate knowledge of its direction and distance from you. However, you do not need line of sight or line of effect to your destination.</p> <p>Rank 6: The maximum distance increases to 600 feet.</p> <p><i>You were invited into this throne room once, while the old king still lived. Now, you can return whenever you want, no matter how many guards and locks the usurper tries to deploy against you.</i></p>				
<p>Planar Jaunt – Plane of Fire</p>			Rank 4	
<p>Make an attack vs. Mental against anything within Long (90 ft.) range.</p> <p>Hit: The target flickers to the Plane of Fire. It takes 2d6 + half power fire damage when it returns, and again during your next action.</p> <p>Critical hit: Both instances of damage are doubled, not just the initial damage.</p> <p>Both instances of damage increase by +1d for each rank beyond 4.</p> <p><i>Your foe disappears for a second into the Plane of Fire, where it bursts into flame.</i></p>				

Dimensional Anchor	Rank 5
Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
Hit: The target takes 2d8 energy damage. If it loses hit points from this damage, it becomes anchored to its location as a condition . At the end of each round, the target teleports back to the location it was in when this spell was cast.	
<i>There is no escape. Nothing prevents your foe from moving, yet it is trapped more perfectly than any net could achieve.</i>	
Dimensional Jitter	Rank 5
	Attune
At the end of each phase , you may choose to teleport 10 feet horizontally in a random direction. If your line of effect to your destination is blocked, or if this teleportation would somehow place you inside a solid object, your teleportation is cancelled and you remain where you are.	
<i>The squad of furious orcs rush up to you again, ready to strike, but you teleport away from them just before their greataxes reach you. Will they ever learn?</i>	
Greater Phasestep	Rank 5
	Attune
When you move using one of your movement speeds, you can move through creatures freely. You can also move through inanimate objects that are no more than six inches thick. If you move into a creature's space with this ability, but you do not move out of it, you and the creature are usually considered squeezing (-2 Armor and Ref) as long as you continue sharing space (see Squeezing, page 62). If you are not able to move normally, such as if you are grappled , this spell does not help you.	
<i>You augment your body with the ability to travel through the Astral Plane to reach your destination.</i>	
Intense Hostile Translocation	Rank 5
Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
Hit: The target takes 2d8 + half power energy damage. If it is Large or smaller and loses hit points from this damage, you teleport it up to 60 feet. The destination must be within range and on a stable surface that can support its weight. If the destination is invalid, the teleportation fails with no effect.	
The damage increases by +1d for each rank beyond 5.	
<i>You teleport your foe across the chasm. The ogre will never be able to reach you now.</i>	
Planar Jaunt – Plane of Water	Rank 5
Make an attack vs. Mental against anything within Medium (60 ft.) range.	
Hit: The target flickers to the Plane of Water. When it returns, it takes 2d10 + half power bludgeoning damage. If it is unable to breathe water and your attack result beats its Reflex defense, this damage is doubled.	
The damage increases by +1d for each rank beyond 5.	
<i>Your foe disappears for a second into the Plane of Water, where it suddenly begins drowning.</i>	
Banishing Rift	Rank 6
Make an attack vs. Mental against all enemies within a Small (15 ft.) radius from you.	
Hit: Each target takes 2d10 + half power energy damage. Each creature that loses hit points from this damage flickers to a random safe place in the Astral Plane. It does not return until the end of the next round. After it returns, it becomes immune to being teleported in this way until it takes a short rest .	
The damage increases by +1d for each rank beyond 6.	
<i>Your foes are caught by a sudden rift that shunts them painfully through dimensions, leaving some stranded.</i>	

Certain Banishment	Rank 6
This spell functions like the banishment spell, except that you gain a +3 accuracy bonus with the attack, and the damage increases to $2d10 + \text{half power}$.	
The damage increases by +1d for each rank beyond 6.	
<i>The balar about to drag your allies into the Abyss disappears with an audible pop. If they act quickly, they can prepare a trap before it returns.</i>	
Distant Hostile Transposition	Rank 6
Make an attack vs. Mental against two Huge or smaller creatures within Long (90 ft.) range.	
Hit: Each target takes $4d6 + \text{half power}$ energy damage. If you hit both subjects, they each teleport into each other's location. If either target is not standing on solid ground with sufficient space to support the other target, the teleportation fails.	
The damage increases by +1d for each rank beyond 6.	
<i>The cultists were confident that they were safe behind their defensive wall of demonic warriors. When one of their number was unexpectedly replaced by a raging barbarian, they briefly discovered how wrong they were.</i>	
Intense Translocating Grasp	Rank 6
You must have a free hand to cast this spell.	
Make a melee attack vs. Reflex against anything adjacent to you.	
Hit: The target takes $4d8 + \text{power}$ energy damage. If it is Huge or smaller and loses hit points from this damage, you teleport it up to 60 feet. The destination must be within range and on a stable surface that can support its weight. If the destination is invalid, the teleportation fails with no effect.	
The damage increases by +1d for each rank beyond 6.	
<i>Your touch makes your foe disappear. Most of it reappears intact elsewhere, but something important - and painful - was lost in transit.</i>	

Planar Jaunt – Myriad	Rank 6
Make an attack vs. Mental against anything within Medium (60 ft.) range.	
Hit: The target flickers to a random assortment of planes. When it returns, it takes $4d10 + \text{power}$ damage of all types.	
The damage increases by +1d for each rank beyond 6.	
<i>Your foe briefly teleports through a number of planes in a rapid sequence. No matter what its weaknesses are, one of those planes probably held the key.</i>	
Greater Twinned Portals	Rank 7
Sustain (attuneable, minor)	
This spell functions like the twinned portals spell, except that the range increases to Long (90 ft.) range, and the portals function any number of times per phase instead of only once per phase.	
<i>You create a pair of portals that allow instant passage from one to the other.</i>	
Massive Sudden Rift	Rank 7
Make an attack vs. Mental against all enemies within a Large (60 ft.) radius from you.	
Hit: Each target takes $4d8 + \text{half power}$ energy damage.	
<i>Your foes are caught by a sudden massive rift that shunts them painfully through dimensions.</i>	
Planar Jaunt – Far Realm	Rank 7
Make an attack vs. Mental against anything within Medium (60 ft.) range.	
Hit: The target flickers to the Far Realm. When it returns, it takes $4d6$ energy damage. If it lost hit points from this damage, it is confused (-2 defenses, randomly attack or defend) as a condition. Otherwise, it is stunned (-2 defenses) instead of confused.	
<i>Your foe briefly teleports into the Far Realm. The distance of the journey, combined with the bizarre destination, is deeply unsettling.</i>	

Rituals

Retrieve Legacy	Rank 2
Casting time: 24 hours	

Choose one ritual participant. If its **legacy item** is on the same plane and **unattended**, it is teleported into the creature's hand.

This ritual requires 8 **fatigue levels** from its participants.

Astral Chest	Rank 3
Casting time: One hour	

When you cast this spell, you choose whether to send an object to the Astral Plane or retrieve the object you stored there. If you send an object to the Astral Plane, choose a Medium or smaller **unattended** object within Medium (60 ft.) range of you. That object **teleports** to a random location in the Astral Plane.

If you retrieve an object, choose an unoccupied space on stable ground within Medium (60 ft.) range of you. The object you previously stored in the Astral Plane with this ritual appears at that location. The object normally returns exactly as it was sent away, since the Astral Plane is vast and mostly uninhabited. There is a 1% chance per year that the object spends in the Astral Plane that it has been lost irretrievably.

This ritual requires one **fatigue level** from its participants.

Homeward Shift	Rank 4
Casting time: 24 hours	

This ritual can only be performed on the Astral Plane.

Choose up to five Large or smaller ritual participants. Each creature teleports to the last spaces they occupied on their home planes.

This ritual requires 32 **fatigue levels** from its participants.

Plane Shift	Rank 4
Casting time: 1 hour	

Choose a **planar rift** within Medium (60 ft.) range and up to five Large or smaller ritual participants. Each creature teleports to the unoccupied spaces closest to the other side of the planar rift. For details about **planar rifts**, see Planar Rifts, page 18.

The Astral Plane connects to every plane, but transit from other planes is usually more limited. From the Material Plane, you can only reach the Astral Plane.

This ritual requires one **fatigue level** from its participants.

Astral Projection	Rank 5
Casting time: 24 hours	

Choose up to five Large or smaller ritual participants. Each creature teleports to a single random location within the Inner Astral Plane (see The Astral Plane, page 21).

In addition, a localized **planar rift** appears at the destination area on the Astral Plane which leads back to the location where this ritual was performed. The rift can only be passed through by the targets of this effect. It lasts for one week before disappearing permanently, potentially stranding the targets in the Astral Plane if they have not yet returned.

This ritual requires 50 **fatigue levels** from its participants.

Overland Teleportation	Rank 5
Casting time: 24 hours	

Choose a destination up to 100 miles away from you on your current plane. Up to five Medium or smaller ritual participants are teleported to the chosen destination.

You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails.

This ritual requires 50 **fatigue levels** from its participants.

Distant Overland Teleportation	Rank 7
Casting time: 24 hours	

This ritual functions like the **overland teleportation** ritual, except that there is no distance limitation. The destination must simply be on the same plane as you.

This ritual requires 98 **fatigue levels** from its participants.

Interplanar Gate

Casting time: One week

Rank 7

Sustain (standard)

Choose a plane that connects to your current plane, and a location within that plane. This ritual creates an interdimensional connection between your current plane and the location you choose, allowing travel between those two planes in either direction. The gate takes the form of a 15-foot radius circular disk, oriented in a direction you choose (typically vertical). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through it is shunted instantly to the other location. The gate cannot be **sustained** for more than 5 rounds, and is automatically dismissed at the end of that time.

You must specify the gate's destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the location. Incomplete or incorrect mental images may result in the ritual leading to an unintended destination within the same plane, or simply failing entirely.

The Astral Plane connects to every plane, but transit from other planes is usually more limited. From the Material Plane, you can only reach the Astral Plane.

This ritual requires 98 **fatigue levels** from its participants.

Channel Divinity

Invoke divine power to smite foes and gain power.

Cantrips**Divine Radiance****Sustain** (minor)

You emit **bright illumination** in a radius of your choice, up to a maximum of 15 feet, and **shadowy illumination** in twice that radius. The color of the light depends on the nature of your deity or alignment. Each deity has their own color or color combination. Typically, good is yellow, evil is purple, law is white, and chaos is a myriad of ever-changing colors.

Rank 2: The maximum radius of bright illumination increases to 30 feet.

Rank 4: The maximum radius of bright illumination increases to 60 feet.

Rank 6: The maximum radius of bright illumination increases to 120 feet.

You call on the majesty of your deity or alignment to radiate into the world.

Testament

The magical essence of your deity or alignment is overlayed on your body as an aura. This represents your deity if you are a cleric, or your alignment if you are a paladin. In either case, you gain the ability to see the auras of other creatures using this spell if they are within Short (30 ft.) range. If you see another creature with the same aura as you, this spell grants you the unerring knowledge of that similarity. This can allow you to identify other followers of your deity or alignment with certainty.

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

Rank 2: The range increases to Medium (60 ft.).

Rank 4: If you are a cleric, you can also unerringly see an aura around creatures who worship your deity. If you are a paladin, you can also unerringly see an aura around creatures who share your devoted alignment.

Rank 6: The range increases to Long (90 ft.).

Spells

Divine Authority	Rank 1 Attune	Faithful Endurance	Rank 2 Attune
If you are trained with the Persuasion skill, you gain a +3 magic bonus to it. Otherwise, you are treated as being trained in that skill.			You gain a +1 magic bonus to vital rolls (see Vital Rolls, page 57).
Rank 3: The bonus increases to +4. Rank 5: The bonus increases to +5. Rank 7: The bonus increases to +6.			Rank 4: The bonus increases to +2. Rank 6: The bonus increases to +3.
Divine Power	Rank 1 Attune	Retributive Judgment	Rank 2
You gain a +2 magic bonus to power .			Make an attack vs. Mental against anything within Medium (60 ft.) range. You gain a +2 accuracy bonus if the target attacked you or one of your allies during the previous round.
Rank 3: The bonus increases to +4. Rank 5: The bonus increases to +8. Rank 7: The bonus increases to +16.			Hit: The target takes 1d10 + power energy damage. The damage increases by +1d for each rank beyond 2.
Endurance of the Faithful	Rank 1 Swift	Word of Faith	Rank 2
You gain a +2 bonus to all defenses and a +2 bonus to vital rolls this round. Because this is a Swift ability, it affects attacks against you during the current phase.			Make an attack vs. Mental against all enemies in a Small (15 ft.) radius from you.
Rank 3: The bonuses increase to +3. Rank 5: The bonuses increase to +4. Rank 7: The bonuses increase to +5.			Hit: Each target takes 1d8 + half power energy damage. The damage increases by +1d for each rank beyond 2.
Mantle of Faith	Rank 1 Attune	Agent of the Divine	Rank 3 Attune (deep)
You gain a +4 magic bonus to your damage resistance .			You gain a +8 magic bonus to hit points and damage resistance . In addition, you gain a +4 magic bonus to power .
Rank 3: The bonus increases to +8. Rank 5: The bonus increases to +16. Rank 7: The bonus increases to +32.			Rank 5: The bonuses to hit points and damage resistance increase to +16. In addition, the bonus to power increases to +8. Rank 7: The bonuses to hit points and damage resistance increase to +32. In addition, the bonus to power increases to +16.
Triumph of the Faithful	Rank 1	Divine Might	Rank 3 Attune
At the end of the next round, you become infused with divine power. You gain a +3 bonus to accuracy during the round after you become infused with divine power.			Your size increases by one size category . Increasing your size gives you a +1 bonus to Strength for the purpose of determining your weight limits , a -1 penalty to your Reflex defense, and a -5 penalty to Stealth. It also increases your base speed (see Size Categories, page 45). This spell makes you slightly clumsy in your new size. You take a -10 foot penalty to your speed with all of your movement modes .
Rank 3: The accuracy bonus increases to +4. Rank 5: The accuracy bonus increases to +5. Rank 7: The accuracy bonus increases to +6.			

Divine Presence	Rank 3
Emotion, Attune (deep)	

Whenever an **enemy** enters a Large (60 ft.) radius **emanation** from you, make a **reactive attack** vs. Mental against them. After you attack a creature this way, it becomes immune to this attack from you until it takes a **short rest**.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by you as a **condition**.

Critical hit: The target is **frightened** (-2 Mental, -2 accuracy vs. source) by you instead of shaken.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Divine Seal	Rank 4
Sustain (attuneable, minor)	

Choose a Medium (30 ft.) radius **zone** within Long (90 ft.) range. Whenever a creature casts a divine spell in the area, if that creature does not share your deity (for clerics) or devoted alignment (for paladins), the spell has a 50% chance to fail with no effect.

Rank 6: You can choose to create a Large (60 ft.) radius instead.

Unwavering Faith	Rank 5
Attune	

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

Word of Fear	Rank 5

Make an attack vs. Mental against all **enemies** in a Medium (30 ft.) radius from you.

Hit: Each target takes 2d8 + half **power** energy damage. Each target that takes damage this way is **shaken** (-1 Mental, -1 accuracy vs. source) by you as a **condition**.

The damage increases by +1d for each rank beyond 5.

Divine Offering	Rank 6
Casting time: One minor action	Sustain (free)

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**.

Mighty Retributive Judgment	Rank 6

Make an attack vs. Mental against anything within Medium (60 ft.) range. You gain a +4 accuracy bonus if the target attacked you or one of your **allies** during the previous round.

Hit: The target takes 4d8 + **power** energy damage.

The damage increases by +1d for each rank beyond 6.

Deliverance of the Faithful	Rank 4

At the end of the next round, you become infused with divine power, which has three effects. First, you heal 2d6 + half **power hit points**. This healing cannot increase your hit points above half your maximum hit points. Second, you remove one **condition** affecting you. This cannot remove an effect applied during that round. Third, you gain a +2 bonus to **accuracy** during the round after you become infused with divine power.

The healing increases by +1d for each rank beyond 4.

Greater Divine Might	Rank 7 Attune	Rank 5
Your size increases by two size categories . This gives you a +2 bonus to Strength for the purpose of determining your weight limits , a -2 penalty to your Reflex defense, and a -10 penalty to Stealth. It also increases your base speed (see Size Categories, page 45).		
This spell makes you slightly clumsy in your new size. You take a -10 foot penalty to your speed with all of your movement modes .		
Intense Divine Presence	Rank 7 Emotion, Attune (deep)	
This spell functions like the divine presence spell, except that each target is frightened (-2 Mental, -2 accuracy vs. source) by you instead of shaken. On a critical hit, the target is panicked (-4 Mental, cannot attack source) by you instead of frightened.		
Intense Fearful Judgment	Rank 7	Rank 5
Make an attack vs. Mental against anything within Short (30 ft.) range. You gain a +2 accuracy bonus if the target attacked you or one of your allies during the previous round.		
Hit: The target takes $4d8 + \text{power}$ energy damage. If it takes damage, it is frightened (-2 Mental, -2 accuracy vs. source) by you as a condition .		
Massive Word of Faith	Rank 7	
Make an attack vs. Mental against all enemies in a Large (60 ft.) radius from you.		
Hit: Each target takes $4d8 + \text{half power}$ energy damage.		
Rituals		
Consecration	Rank 3 Attune	Rank 5
Casting time: 24 hours		
The area within an Medium (30 ft.) radius zone from your location becomes sacred to your deity. This has no tangible effects by itself, but some special abilities and monsters behave differently in consecrated areas.		
This ritual requires 18 fatigue levels from its participants.		
Commune	Casting time: 24 hours	
You ask your source of divine power a single yes or no question. You receive a correct answer to that question to the limit of that source's knowledge, which is usually quite extensive. The answer is typically given as "yes" or "no", but it may answer "unclear" if the source does not know the answer. In cases where a one-word answer would be misleading or contrary to the source's interests, a short phrase may be given as an answer instead.		
This ritual only yields accurate results once for any given situation. If you perform the ritual again in a situation that has not meaningfully changed, you receive no answer regardless of your question. For example, if you are presented with seven doorways, with one doorway leading to a magnificent treasure and all other doorways leading to certain death, you cannot simply perform this ritual six times to determine the correct doorway.		
This ritual requires 50 fatigue levels from its participants.		
Divine Transit	Casting time: 24 hours	Rank 5
Choose a destination up to 100 miles away from you on your current plane. Up to five Medium or smaller ritual participants are teleported to the temple or equivalent holy site to your deity that is closest to the chosen destination.		
You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails.		
This ritual requires 50 fatigue levels from its participants.		
Permanent Consecration	Casting time: 24 hours	Rank 5
The area within an Medium (30 ft.) radius zone from your location becomes permanently sacred to your deity.		
This ritual requires 50 fatigue levels from its participants.		

Chronomancy

Manipulate the passage of time to inhibit foes and aid allies.

Special Rules: Some spells from this mystic sphere can create a time lock on creatures.

time lock: A time lock causes an aspect of a creature to be frozen in time. It always locks a specific statistic or status, such as a creature's current **hit points** or location.

Some effects can unseal the time lock. This restores the creature to match the state it was in when the time lock was created. For example, the creature's hit points might be restored to their original value. Only the specific aspect of the creature sealed by the time lock is changed. Everything else about the creature remains the same unless otherwise stated. Unsealing a time lock ends the effect.

If a time locked creature dies, the time lock ends without being unsealed.

Cantrips

Accelerated Reading

Sustain (free)

You can read at twice your normal speed. However, the mental effort imposes a -4 penalty to Mental defense.

Rank 2: You can read at four times your normal speed.

Rank 4: You can read at six times your normal speed.

Rank 6: You can read at ten times your normal speed.

Rapid Aging

Sustain (minor)

Choose one Large or smaller **unattended**, nonmagical object within Medium (60 ft.) range. In addition, choose any number of hours, up to 24 hours. The target ages as if that much time had passed. When this spell ends, the object returns to its original state.

Rank 2: You can choose to age the target by up to a week.

Rank 4: You can choose to age the target by up to a month.

Rank 6: You can choose to age the target by up to three months.

Spells

Accelerated Draw

Rank 1

This spell has no **somatic components**.

You draw one or two weapons into your **free hands**. Then, you can make a **mundane strike**.

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

This spell seeks to mimic with time-altering magic what some skilled warriors can do naturally.

Accelerated Legerdemain

Rank 1

Attune

If you are **trained** with the Sleight of Hand skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

You speed up your fine motions, allowing you to lift pockets and perform subtle feats with ease.

Accelerated Twinstrike

Rank 1

Make a **strike**. You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). You may reroll the accuracy roll and take the highest result. However, you do not add your **power** to damage with the strike.

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Disjointed Deceleration

Rank 1

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d6 energy damage. If it loses **hit points** from this damage, it is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

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

Expeditious Retreat	Rank 1	Time Hop	Rank 2
This spell functions like the sprint ability, except that you gain a +10 foot magic bonus to your land speed for the duration of the movement.			Casting time: One minor action
Rank 3: The speed bonus increases to +20 feet. Rank 5: The speed bonus increases to +30 feet. Rank 7: The speed bonus increases to +40 feet.			Choose either yourself or one Medium or smaller ally or unattended object within Medium (60 ft.) range. You send the target into the future, causing it to temporarily cease to exist. When you cast this spell, you choose how many rounds the target ceases to exist for, up to a maximum of five rounds. At the end of the last round, it reappears in the same location where it disappeared.
<i>You accelerate your body to flee from combat with incredible alacrity.</i>			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.
Rewind Damage	Rank 1 Swift	Rank 4: The maximum size of the target increases to Large. Rank 6: The maximum size of the target increases to Huge.	
Choose yourself or one ally within Short (30 ft.) range. The target regains 1d6 + power damage resistance and increases its fatigue level by one. This recovery is doubled for each consecutive round that you have cast this spell on the same target.			The recovery increases by +1d for each rank beyond 1.
Quickchange	Rank 2	Time Lock – Location	Rank 2 Sustain (minor)
You can change your appearance or equipment with super-human speed. This has no effect on any creatures other than yourself. This can have any one of the following effects, which are completed at the end of the current round regardless of the time they would normally take:			Choose yourself or an ally within Medium (60 ft.) range. You create a time lock for the target's current location. You can unseal the time lock as a standard action.
<ul style="list-style-type: none"> • You can take off your body armor or clothing, along with any weapons or shields you have equipped. You can leave the items on the ground in your square or stow them in an available location, such as in a backpack you wear. • You can don a new set of body armor or clothing and equip any weapons or shields. All of the items you equip this way must be unattended and in your square, but they can be in a hidden location, such as in a backpack. • You can use the disguise creature ability to affect yourself with a -2 penalty (see Disguise Creature, page ??). 			Unsealing the time lock causes the creature to disappear from its current location and reappear in the locked location. This looks and behaves similarly to teleportation , but it is not a teleportation effect and does not require line of sight or line of effect . If the locked location is occupied, the creature reappears in the closest open space.
Rank 4: You can perform any two of the listed actions. Rank 6: You can perform any combination of the listed actions.			Unstable Aging
<i>You become a blur of motion as you quickly don your armor, readying yourself against an unexpected attack.</i>			Rank 2
			Make an attack vs. Fortitude against one creature within Medium (60 ft.) range. You gain a +2 accuracy bonus against creatures that are too young or too old to be ordinary adults.
			Hit: The target takes 1d10 + power energy damage.
			The damage increases by +1d for each rank beyond 2.

Wave of Senescence	Rank 2	Timeseal	Rank 3
Make an attack vs. Fortitude against each creature in a Small (15 ft.) cone. In addition, you choose to focus the aging effects of the cone on either sight or hearing.			
<p>Hit: Each target takes 1d8 + half power energy damage. As a condition, each creature that loses hit points from this damage is dazzled (20% miss chance, no special vision) if you focused on sight or deafened (20% verbal spell failure) if you focused on hearing.</p> <p>The damage increases by +1d for each rank beyond 2.</p>			
Evasion			Rank 3
Attune (deep)			
You take half damage from abilities that affect an area and attack your Armor or Reflex defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area.			
Haste	Rank 3	Accelerated Strike	Rank 4
Attune			Attune (deep)
You gain a +10 foot magic bonus to your land speed.			
Instant Analysis	Rank 3	Sudden Expiration	Rank 4
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 6: The accuracy penalty is reduced to -2.
			Rank 6: The accuracy penalty is reduced to -2.
			Rank 6: The maximum size of the target increases to Large.

Time Lock – Health	Rank 4 Sustain (minor)	Slow	Rank 5
Choose yourself or an ally within Medium (60 ft.) range. You create a time lock for the target's current hit points . You can unseal the time lock as a standard action.			Make an attack vs. Mental against one creature within Medium (60 ft.) range.
Unsealing the time lock causes the creature's hit points to become identical to the locked hit points. In addition, the creature increases its fatigue level by two.			Hit: The target is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition . Critical hit: The condition must be removed twice before the effect ends.
			The attack's accuracy increases by +1 for each rank beyond 5.
Time Lock – Mind	Rank 4 Sustain (minor)	Temporal Duplicate	Rank 5
Choose yourself or an ally within Medium (60 ft.) range. You create a time lock for the target's current conditions . You can unseal the time lock as a standard action.			Casting time: One minor action
Unsealing the time lock causes the creature's conditions to become identical to the locked conditions. This removes any excess conditions and reapplies any missing conditions.			When you cast this spell, you increase your fatigue level by one. Choose yourself or one ally within Medium (60 ft.) range. You reach into a possible future and create a duplicate of the target. The duplicate is identical in all ways to the target when the spell resolves.
			The target and its duplicate can act during the next round. At the end of that round, the target and its duplicate cease to exist. During that round, time does not pass for the target. At the end of the following round, the target reappears in the place where it ceased to exist. If that space is occupied, it appears in the closest unoccupied space. When the target reappears, its condition is unchanged from when it left. Its hit points , conditions, and all other statistics are unaffected, regardless of any damage or other negative effects suffered by the duplicate.
Accelerated Triplestrike			The duplicate is fragile, and its actions are limited. It cannot use abilities that have limitations on their usage, such as only being usable once per short rest. It cannot use abilities that would increase its fatigue level , cause it to lose hit points, or otherwise directly suffer negative consequences as a cost of the action. If it loses any hit points , it ceases to exist.
Rank 7: You gain a +1 accuracy bonus with the strike.			
Empowered Rewind Damage	Rank 5 Swift	Certain Timeseal	Rank 6
This spell functions like the rewind damage spell, except that The recovery increases to 4d6 + power .			This spell functions like the timeseal spell, except that you gain a +3 accuracy bonus with the attack, and the damage increases to 2d10 + half power .
The recovery increases by +1d for each rank beyond 5.			The damage increases by +1d for each rank beyond 6.
Intense Wave of Senescence	Rank 5	Mighty Unstable Aging	Rank 6
Make an attack vs. Fortitude against each creature in a Medium (30 ft.) cone.			Make an attack vs. Fortitude against one creature within Medium (60 ft.) range. You gain a +4 accuracy bonus against creatures that are too young or too old to be ordinary adults.
Hit: Each target takes 2d8 + half power energy damage. As a condition , each creature that loses hit points from this damage is dazzled (20% miss chance, no special vision) and deafened (20% verbal spell failure).			Hit: The target takes 4d8 + power energy damage.
The damage increases by +1d for each rank beyond 5.			The damage increases by +1d for each rank beyond 6.

Minor Acceleration	Rank 6
	Attune (deep)
You can take two minor actions each round instead of one. As normal, you cannot take the same minor action twice in the same round.	

Temporal Dislocation	Rank 6
Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
<p>Hit: The target is dislocated in time as a condition. At the end of each round, if the target took damage during that round, it has a 20% chance to be sent forward in time by one round. This chance increases to 50% if it lost hit points during the round. During that time, it ceases to exist. At the end of the next round, it returns to its original location, or the closest open space if that location is occupied.</p> <p>Critical hit: The chance increases to 50% if the target takes damage, or 100% if it loses hit points.</p>	
The attack's accuracy increases by +1 for each rank beyond 6.	

Mass Slow	Rank 7
Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range.	
<p>Hit: Each target is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition.</p> <p>Critical hit: The condition must be removed twice before the effect ends.</p>	

Stutterstop	Rank 7
Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
<p>Hit: As a condition, the target is slowed (<i>half speed, -2 Armor and Ref</i>) and randomly immobilized. At the start of each round, if it has no remaining damage resistance, it has a 50% chance to be immobilized (<i>-4 Ref, cannot use movement speeds</i>) during that round.</p> <p>Critical hit: The target is immobilized every round as long as it has no remaining damage resistance.</p>	

Time Lock – Vitality	Rank 7
	Sustain (minor)

Choose yourself or an **ally** within Medium (60 ft.) range. You create a **time lock** for the target's current **vital wounds**. You can unseal the time lock as a standard action.

Unsealing the time lock causes the creature's vital wounds to become identical to the locked vital wounds. This removes any excess vital wounds and reapplyes any missing vital wounds. In addition, the creature increases its **fatigue level** by four.

Time Stop	Rank 7
You can take two full rounds of actions immediately. During this time, all other creatures and objects are fixed in time, and cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way. You can still affect yourself and create areas or new effects. When this effect ends, you are stunned (-2 defenses) as a condition .	
You are still vulnerable to danger, such as from heat or dangerous gases. However, you cannot be detected by any means while you travel.	
After you cast this spell, you cannot cast it again until you take a short rest .	

Rituals

Gentle Repose	Rank 3
Casting time: One minute	Attune
Choose one unattended , nonmagical object within Short (30 ft.) range. Time does not pass for the target, preventing it from decaying or spoiling. This can extend the time a poison or similar item lasts before becoming inert. If used on a corpse, this effectively extends the time limit for effects that require a fresh or intact body. Additionally, this can make transporting a fallen comrade more pleasant.	
This ritual requires one fatigue level from its participants.	

Cryomancy

Drain heat to injure and freeze foes.

Special Rules: Some spells from this mystic sphere can create icy terrain.

icy terrain: Icy terrain is covered in ice, making it hard to traverse. When an area becomes icy terrain, all water and solid ground in the area becomes covered in a layer of solid ice. This allows creatures to walk on ice-covered water. At the GM's discretion, water-like liquids may also become icy terrain, or they may be unaffected. The ice is similar to natural ice, but since it was created recently by a spell, the effects of icy terrain do not have as much variance as natural terrain.

Icy terrain requires a DV 5 Balance check to move at full speed, so most creatures can move at half speed even if they are untrained (see Balance, page 148). When a creature takes physical damage while on icy terrain, it must make a DV 5 Balance check to avoid falling **prone** (*half speed, -2 Armor and Ref*). At the GM's discretion, icy terrain may have additional effects in specific circumstances, such as on steep slopes.

If an area of icy terrain takes any fire damage, it is destroyed and becomes normal ground or water again.

Cantrips

Chill

Make an attack vs. Fortitude against anything within Short (30 ft.) range.

Hit: The target takes 2 cold damage.

Rank 2: The damage increases to 5.

Rank 4: The damage increases to 10.

Rank 6: The damage increases to 20.

Chill Air

The temperature of the air within a Medium (30 ft.) radius **emanation** from you is reduced by an amount of your choice, to a maximum reduction of 20 degrees Fahrenheit. You cannot reduce the temperature below 0 degrees in this way. This typically imposes no direct penalties on other creatures, but it may make them more or less comfortable depending on their preferred temperature.

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

Rank 3: You can choose to affect a Large (60 ft.) radius instead, and the maximum temperature change increases to 30 degrees.

Rank 5: You can choose to affect a Huge (90 ft.) radius instead, and the maximum temperature change increases to 40 degrees.

Rank 7: You can choose to affect a Gargantuan (120 ft.) radius instead, and the maximum temperature change increases to 50 degrees.

Spells

Cryostrafe

Rank 1

Barrier, Manifestation, Sustain (attuneable, minor)

Make a **strike**. You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). Damage dealt by the strike is cold damage in addition to its normal damage types. If your attack result beats a target's Fortitude defense, you gain a +2 damage bonus with the strike against that target.

Rank 3: The damage bonus increases to +4.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Freeze Poison

Rank 1

Choose yourself or one **ally** within Medium (60 ft.) range. The target takes 1 cold damage. In addition, it gains an additional success to resist a poison currently affecting it (see Poison, page 68).

Rank 3: The number of additional successes increases to two. The target can split these successes among any number of different poisons affecting it.

Rank 5: The number of additional successes increases to three.

Rank 7: The number of additional successes increases to four.

Frostbite	Rank 1
Make an attack vs. Fortitude against anything within Short (30 ft.) range.	
<p>Hit: The target takes 1d6 power cold damage. In addition, its space and all squares adjacent to it briefly become icy terrain. If the target loses hit points from this damage, it is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition.</p> <p>The damage increases by +1d for each rank beyond 1.</p>	

Icecraft	Rank 1
<p>Choose one pool of unattended, nonmagical water within Short (30 ft.) range. This spell creates one or two weapons, suits of body armor, or shields from the target pool of water. You can create any weapon, shield, or body armor that you are proficient with, and which would normally be made of metal. It is sized appropriately for you, up to a maximum of a Medium size item. The pool of water targeted must be at least as large as the largest item you create.</p> <p>If you create body armor or a weapon, it can be created from any metallic special material other than cold iron. The item's rank cannot exceed your spellcasting rank with this spell, including any modifiers from special materials.</p> <p>An item created with this spell functions like a normal item of its type, with three exceptions. First, any strikes that you make with a weapon created with this ability are magical abilities, so you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 55). Second, while wearing body armor from this spell, you are impervious to fire damage. Third, whenever you lose hit points from fire damage, all items you made with this ability disappear. They reappear at the end of the next round.</p>	

Icicle	Rank 1
<p>Manifestation</p>	
<p>Make an attack vs. Armor against anything within Medium (60 ft.) range.</p> <p>Hit: The target takes 1d8 + power piercing and cold damage.</p> <p>The damage increases by +1d for each rank beyond 1.</p>	

Icy Shell	Rank 1
<p>Manifestation, Attune (deep)</p>	
<p>You cover your body with two layers of ice that crumple when they take damage. The ice does not cover your joints, allowing you to move freely. Whenever you would take physical damage or fire damage, you reduce that damage by 5, and one layer of ice is destroyed. When the last layer of ice is destroyed, this ability provides no further benefit.</p> <p>If you take simultaneous damage from more sources than you have remaining layers, the remaining layers apply to the largest damage sources, and you take full damage from any lower damage values.</p>	

Wall of Ice	Rank 1
<p>Barrier, Manifestation, Sustain (attuneable, minor)</p>	
<p>You create a Small (15 ft. long) wall of magical energy within Medium (60 ft.) range. The wall is visible as a wall of smooth, clear ice that does not block sight. Nothing can pass through the wall until it is destroyed.</p>	
<p>The wall has hit points equal to your power. If it is destroyed, it automatically reforms at the end of the next round, ignoring any occupied spaces that would block the wall from reforming.</p>	
<p>After using this ability, you briefly cannot use it or any other Barrier ability.</p>	
<p>Rank 3: You can choose to create a Medium (30 ft. long) wall instead.</p>	
<p>Rank 5: You can choose to create a Large (60 ft. long) wall instead.</p>	
<p>Rank 7: You can choose to create a Huge (90 ft. long) wall instead.</p>	

Blizzard	Rank 2
<p>Sustain (attuneable, minor)</p>	
<p>A Medium (30 ft.) radius zone centered on you becomes icy terrain.</p>	
<p>Rank 4: You can choose to create a Large (60 ft.) radius instead.</p>	
<p>Rank 6: You can choose to create a Huge (90 ft.) radius instead.</p>	

Cone of Cold	Rank 2	Frost Breath	Rank 3 Attune
Make an attack vs. Fortitude against everything in a Small (15 ft.) cone from you. In addition, the area briefly becomes icy terrain .		For the duration of this spell, you can breathe cold like a dragon as a standard action. When you do, make an attack vs. Fortitude against everything in a Large (60 ft.) cone from you. In addition, the area briefly becomes icy terrain . After you use this ability, you briefly cannot use it again.	
Hit: Each target takes 1d6 + half power cold damage.		Hit: Each target takes 1d10 + half power cold damage.	
The damage increases by +1d for each rank beyond 2.		The damage increases by +1d for each rank beyond 3.	
Freezing Grasp	Rank 2	Icicle Carapace	Rank 3 Manifestation, Attune (deep)
You must have a free hand to cast this spell.		Whenever a creature makes a melee attack against you using a free hand or non-Long weapon, make a reactive attack vs. Armor against them.	
Make a melee attack vs. Reflex against anything adjacent to you.		Hit: Each target takes 1d10 + half power piercing and cold damage.	
Hit: The target takes 2d6 + power cold damage.		The damage increases by +1d for each rank beyond 3.	
The damage increases by +1d for each rank beyond 2.			
Skate	Rank 2 Attune	Bonechill	Rank 4
You can move on top of water as if it were land. This also works on other liquids that can be frozen like water.		Make an attack vs. Fortitude against one creature within Short (30 ft.) range.	
Blood-Chilling Strike	Rank 3 Barrier, Manifestation, Sustain (attuneable, minor)	Hit: The target takes 2d8 + power cold damage. If it loses hit points from this damage, it is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition .	
Make a strike . You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). Damage dealt by the strike is cold damage in addition to its normal damage types. Each creature that loses hit points from the strike is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition .		The damage increases by +1d for each rank beyond 4.	
Rank 5: You gain a +1 accuracy bonus with the strike.		Hailstorm	Rank 4
Rank 7: The accuracy bonus increases to +2.		Make an attack vs. Armor against everything in a Small (15 ft.) radius within Medium (60 ft.) range.	
Chillwind Dash	Rank 3	Hit: Each target takes 2d6 + half power bludgeoning and cold damage (see Multiple Damage Types, page 56). If your attack result beats a damaged creature's Fortitude defense, and that creature is on icy terrain , it falls prone (<i>half speed, -2 Armor and Ref</i>).	
You teleport into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, everything in a 5 ft. wide line between your starting location and your ending location briefly becomes icy terrain .		The damage increases by +1d for each rank beyond 4.	
Rank 5: The range increases to Medium (60 ft.) range.			
Rank 7: The range increases to Distant (120 ft.) range.			

Ice Globe

Rank 4
Barrier, Manifestation, Sustain (attuneable, minor)

You create a sphere of ice in a Small (15 ft.) sphere within Medium (60 ft.) range. The sphere fails to form in any occupied space, but its walls fill in the space as much as possible. It is visible as smooth, clear ice that does not block sight. Nothing can pass through the sphere until it is destroyed.

The sphere as a whole has **hit points** equal to your **power**. If it is destroyed, it automatically reforms at the end of the next round, ignoring any occupied spaces that would block the wall from reforming.

After using this ability, you **briefly** cannot use it or any other **Barrier** ability.

Mass Skate

Rank 4
Attune (target)

This spell functions like the **skate** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Skyskate

Rank 4
Attune, Manifestation

Whenever you move using your land speed, you can leave a trail of ice behind you. The ice lasts **briefly** 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, 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.

Icefield

Rank 5

Make an attack vs. Fortitude against everything in a Small (15 ft.) radius within Medium (60 ft.) range. In addition, the area **briefly** becomes **icy terrain**.

Hit: Each target takes 2d8 + half **power** cold damage.

The damage increases by +1d for each rank beyond 5.

Massive Cone of Cold

Rank 5

Make an attack vs. Fortitude against everything in a Large (60 ft.) cone from you. In addition, all water and ground in the area **briefly** becomes **icy terrain**.

Hit: Each target takes 2d8 + half **power** cold damage.

The damage increases by +1d for each rank beyond 5.

Mighty Frostbite

Rank 5

Make an attack vs. Fortitude against anything within Medium (60 ft.) range.

Hit: The target takes 2d8 + half **power** cold damage. In addition, its **space** and all squares adjacent to it **briefly** become **icy terrain**. If the target loses **hit points** from this damage, it is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

The damage increases by +1d for each rank beyond 5.

Mighty Icicle

Rank 5
Manifestation

Make an attack vs. Armor against anything within Medium (60 ft.) range.

Hit: The target takes 4d8 + **power** piercing and cold damage.

The damage increases by +1d for each rank beyond 5.

Frozen Legs

Rank 6

Make an attack vs. Fortitude against one creature within Short (30 ft.) range. You gain a +2 accuracy bonus if the target is standing or swimming in water.

Hit: The target takes 2d10 cold damage. If it loses **hit points** from this damage, it is **immobilized** (*-4 Ref, cannot use movement speeds*) as a **condition**.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Intense Freezing Grasp

Rank 6

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything adjacent to you.

Hit: The target takes 4d8 + **power** cold damage. If it loses **hit points** from this damage, it is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

The damage increases by +1d for each rank beyond 6.

Massive Hailstorm	Rank 7
Make an attack vs. Armor against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.	
<p>Hit: Each target takes $4d8 + \text{half power}$ bludgeoning and cold damage. If your attack result beats a damaged creature's Fortitude defense, and that creature is on icy terrain, it falls prone (<i>half speed, -2 Armor and Ref.</i>)</p>	

Froststorm	Rank 7
Casting time: One hour	Attune
<p>This ritual functions like the frost breath spell, except that the temperature in the area decreases by 60 degrees, to a minimum of -70 degrees.</p> <p>This ritual requires one fatigue level from its participants.</p>	

Mighty Frost Breath	Rank 7
Attune	

This spell functions like the **frost breath** spell, except that the damage increases to $4d8 + \text{half power}$. In addition, the area increases to a Huge (90 ft.) cone.

Mighty Icicle Carapace	Rank 7
Manifestation, Attune (deep)	
<p>Whenever a creature makes a melee attack against you using a free hand or non-Long weapon, make a reactive attack vs. Armor against them.</p> <p>Hit: Each target takes $4d10 + \text{half power}$ piercing and cold damage.</p>	

Rituals

Cold Tolerance	Rank 1
Casting time: One minute	Attune
<p>Choose either yourself or an ally or unattended object within Medium (60 ft.) range. The target suffers no harm from being in a cold environment. It can exist comfortably in conditions as low as -50 degrees Fahrenheit. Its equipment, if any, is also protected. This does not protect the target from cold damage.</p> <p>This ritual requires one fatigue level from its participants.</p>	

Frostfall	Rank 4
Casting time: One hour	Attune
<p>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.</p> <p>This ritual requires one fatigue level from its participants.</p>	

Electromancy

Create electricity to injure and stun foes.

Special Rules: Some spells from this mystic sphere chain between multiple targets. In addition, some spells from this mystic sphere gain benefits against **metallic** targets.

chain: A spell can specify that it chains a certain number of times. For each time that the spell chains, the caster may choose an additional secondary target for the spell. Each additional target must be within 15 feet of the previous target in the chain, starting with the spell's primary target. These additional targets must have **line of sight** to the spell's caster and **line of effect** to the previous target in the chain. However, they do not need **line of effect** to the spell's caster, and they can be beyond than the spell's original range.

Unless otherwise noted in a spell's description, the secondary targets from chaining are affected by the spell in the exact same way as the primary target. Both creatures and objects are valid targets for chaining, but they have to be reasonably sized. You can't chain off of the ground.

Cantrips

Magnetize

Sustain (minor)

Choose one Small or smaller unattended metal object within Medium (60 ft.) range. It pulls itself toward metal objects within 1 foot of it. Smaller objects are typically pulled towards the target, while it moves itself towards larger objects. Once it becomes affixed to another metal object, it takes a **difficulty value** 10 Strength check to separate the two objects.

Rank 2: The maximum size increases to Medium.

Rank 4: The maximum size increases to Large.

Rank 6: The maximum size increases to Huge.

Spark

Make an attack vs. Reflex against anything within Short (30 ft.) range.

Hit: The target takes 2 electricity damage.

Rank 2: The damage increases to 5.

Rank 4: The damage increases to 10.

Rank 6: The damage increases to 20.

Spells

Arc	Rank 1
Make an attack vs. Fortitude against anything within Short (30 ft.) range. This attack chains once.	
Hit: Each target takes 1d6 + power electricity damage. The damage increases by +1d for each rank beyond 1.	

Electromagnetic Grasp	Rank 1
You must have a free hand to cast this spell.	
Make a melee attack vs. Reflex against anything adjacent to you. You gain a +2 accuracy bonus against each metallic target.	

Magnetic Strike	Rank 1
Make a strike . You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). Damage dealt by the strike is electricity damage in addition to its normal damage types. You gain a +1 accuracy bonus against metallic targets.	
Rank 3: The accuracy bonus increases to +2.	
Rank 5: The accuracy bonus increases to +3.	
Rank 7: The accuracy bonus increases to +4.	

Shocking Arc	Rank 1
Make an attack vs. Fortitude against anything within Medium (60 ft.) range. This attack chains once.	
Hit: The target takes 1d6 + half power electricity damage. Each creature that loses hit points from this damage is dazed (-1 defenses) as a condition .	
The damage increases by +1d for each rank beyond 1.	

Short-Circuit	Rank 1
Make an attack vs. Fortitude against anything within Medium (60 ft.) range.	
Hit: The target is dazed (-1 defenses) as a condition .	

The attack's **accuracy** increases by +1 for each rank beyond 1.

Call Lightning	Rank 2 Sustain (standard)
When you cast this spell, and during each of your subsequent actions, make an attack vs. Reflex against everything in an area. If you sustained this spell this round, or if you are outside in a storm, the area is a Large (<i>60 ft. long</i>), 5 ft. wide vertical line within Long (<i>90 ft.</i>) range. Otherwise, it is a Medium (<i>30 ft. long</i>), 5 ft. wide vertical line within Medium (<i>60 ft.</i>) range. If this spell has its area increased, only the length of the line increases.	
Hit: Each target takes $1d10 + \text{half power}$ electricity damage.	
The damage increases by +1d for each rank beyond 2.	
Energize	Rank 2 Swift
Choose yourself or one ally within Medium (<i>60 ft.</i>) range. The target regains $1d8 + \text{power damage resistance}$ and increases its fatigue level by one. In addition, it is impervious to electricity damage this round.	
The recovery increases by +1d for each rank beyond 2.	
Lightning Bolt	Rank 2
Make an attack vs. Reflex against everything in a Large (<i>60 ft. long</i>), 5 ft. wide line from you.	
Hit: Each target takes $1d8 + \text{half power}$ electricity damage.	
The damage increases by +1d for each rank beyond 2.	
Lightning Rod	Rank 2
Make an attack vs. Fortitude against one creature within Short (<i>30 ft.</i>) range.	
Hit: The target takes 1d6 electricity damage. If it loses hit points from this damage, it is vulnerable (-4 defenses) to lightning damage as a condition .	
The damage increases by +1d for each rank beyond 2.	
Stunning Discharge	Rank 2
Make an attack vs. Fortitude against all creatures in a Medium (<i>30 ft.</i>) radius from you.	
Hit: Each target that has no remaining damage resistance is stunned (-2 defenses) as a condition .	
Critical hit: Creatures that have remaining damage resistance are also affected.	
The attack's accuracy increases by +1 for each rank beyond 2.	

Arcing Strike	Rank 3
Make a strike . You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). Damage dealt by the strike is electricity damage in addition to its normal damage types. The strike chains once. Damage dealt to the secondary target is exclusively electricity damage, regardless of the strike's normal damage types.	
Rank 5: The strike chains twice.	
Rank 7: The strike chains three times.	

Electroshock	Rank 3
Make an attack vs. Fortitude against one creature within Medium (<i>60 ft.</i>) range. This attack chains once.	
Hit: The target takes $1d10$ electricity damage. If it loses hit points from this damage, it is stunned (-2 defenses) as a condition .	
The damage increases by +1d for each rank beyond 3.	

Lightning Breath	Rank 3 Attune
For the duration of this spell, you can breathe electricity like a dragon as a standard action. When you do, make an attack vs. Reflex against everything within a Huge (<i>90 ft. long</i>), 10 ft. wide line from you. After you use this ability, you briefly cannot use it again.	
Hit: Each target takes $2d6 + \text{half power}$ electricity damage.	

The damage increases by +1d for each rank beyond 3.

Magnetic Blade	Rank 3 Attune
You gain a +1 accuracy bonus with strikes you make using metallic weapons against metallic targets.	

Personal Conduction	Rank 3 Attune (deep)
Whenever a creature makes a melee attack against you using a free hand or metallic weapon, make a reactive attack vs. Fortitude against them.	
Hit: Each target takes $1d10 + \text{half power}$ electricity damage.	

The damage increases by +1d for each rank beyond 3.

Thunderdash	Rank 3	Electromagnetic Arc	Rank 4
You teleport into an unoccupied destination on a stable surface within Short (30 ft.) range. Both your departure and arrival with this spell sound like a clap of thunder. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.			Make an attack vs. Fortitude against anything within Medium (60 ft.) range. This attack chains twice. You gain a +2 accuracy bonus against each metallic target. In addition, the attack can chain up to 30 feet to reach a metallic target.
Hit: Each target takes 1d10 + half power electricity damage.			Hit: Each target takes 2d6 + power electricity damage.
The damage increases by +1d for each rank beyond 3.			The damage increases by +1d for each rank beyond 4.
Ball Lightning	Rank 4	Lightning Speed	Rank 4
	Sustain (minor)	Attune	
You create a Medium size ball of lightning in one space within Medium (60 ft.) range. The ball of lightning does not occupy space or block movement, and can move through creatures (but not solid objects) freely. Whenever you sustain this effect, you can move the ball up to 30 feet in any direction, even vertically. When you create the ball, and during each of your subsequent actions, make an attack vs. Reflex with a -2 accuracy penalty against everything in its space. Then, if the ball is more than 120 feet from you, it disappears and this effect ends.			You gain a +10 foot magic bonus to your land speed.
Hit: Each target takes 2d6 electricity damage.			Intense Shocking Arc
The damage increases by +1d for each rank beyond 4.			Rank 5
Chain Lightning	Rank 4	Intense Shocking Arc	Rank 5
Make an attack vs. Fortitude against one creature within Medium (60 ft.) range. This attack can chain five times.			Make an attack vs. Fortitude against anything within Medium (60 ft.) range. This attack chains once.
Hit: The primary target takes 2d8 + power electricity damage. Each secondary target takes 2d6 + half power electricity damage.			Hit: Each target takes 2d8 + half power electricity damage. Each creature that loses hit points from this damage is stunned (-2 defenses) as a condition .
The damage to both the primary and secondary subjects increases by +1d for each rank beyond 5.			The damage increases by +1d for each rank beyond 5.
Electrocute	Rank 4	Intense Short-Circuit	Rank 5
Make an attack vs. Fortitude against anything within Short (30 ft.) range.			Make an attack vs. Fortitude against anything within Medium (60 ft.) range.
Hit: The target takes 4d6 + power electricity damage. If takes a vital wound from this damage that leaves it unconscious, it immediately dies.			Hit: The target is stunned (-2 defenses) as a condition .
The damage increases by +1d for each rank beyond 4.			The attack's accuracy increases by +1 for each rank beyond 5.
Massive Lightning Bolt	Rank 5	Massive Lightning Bolt	Rank 5
Make an attack vs. Reflex against everything in a Huge (90 ft. long), 10 ft. wide line from you.			Make an attack vs. Reflex against everything in a Huge (90 ft. long), 10 ft. wide line from you.
Hit: Each target takes 2d8 + half power electricity damage.			Hit: Each target takes 2d8 + half power electricity damage.
The damage increases by +1d for each rank beyond 5.			The damage increases by +1d for each rank beyond 5.
Mighty Arc	Rank 5	Mighty Arc	Rank 5
Make an attack vs. Fortitude against anything within Medium (60 ft.) range. This attack chains once.			Make an attack vs. Fortitude against anything within Medium (60 ft.) range. This attack chains once.
Hit: Each target takes 4d6 + power electricity damage.			Hit: Each target takes 4d6 + power electricity damage.
The damage increases by +1d for each rank beyond 5.			The damage increases by +1d for each rank beyond 5.

Mighty Electromagnetic Grasp Rank 5

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything adjacent to you. You gain a +4 accuracy bonus against each **metallic** target.

Hit: The target takes $4d6 + \text{power}$ electricity damage.

The damage increases by +1d for each rank beyond 5.

Mighty Lightning Rod Rank 6

Make an attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: The target takes $4d8 + \text{power}$ electricity damage. If it loses **hit points** from this damage, it is **vulnerable** (-4 defenses) to lightning damage as a **condition**.

The damage increases by +1d for each rank beyond 6.

Brain-Scrambling Discharge Rank 6

Make an attack vs. Fortitude against all creatures in a Medium (30 ft.) radius from you.

Hit: Each target that has no remaining **damage resistance** is **confused** (-2 defenses, randomly attack or defend) as a **condition**.

Critical hit: Creatures that have remaining damage resistance are also affected.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Certain Electromagnetic Arc Rank 7

Make an attack vs. Fortitude against anything within Medium (60 ft.) range. This attack **chains** twice. You gain a +4 accuracy bonus against each **metallic** target. In addition, the attack can chain up to 30 feet to reach a metallic target.

Hit: Each target takes $4d8 + \text{power}$ electricity damage.

Greater Personal Conduction Rank 7

Attune (deep)

Whenever a creature makes a **melee** attack against you using a free hand or **metallic** weapon, make a **reactive attack** vs. Fortitude against them.

Hit: Each target takes $4d10 + \text{half power}$ electricity damage.

Intense Electroshock Rank 7

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range. This attack **chains** once.

Hit: Each target takes $4d6$ electricity damage. Each creature that loses **hit points** from this damage, is **confused** (-2 defenses, randomly attack or defend) as a **condition**.

Mighty Lightning Breath Rank 7

Attune

This spell functions like the **lightning breath** spell, except that the damage increases to $4d10 + \text{power}$.

Distant Thunderdash Rank 6

You teleport into an unoccupied destination on a stable surface within Distant (120 ft.) range. Both your departure and arrival with this spell sound like a clap of thunder. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.

Hit: Each target takes $2d10 + \text{half power}$ electricity damage.

The damage increases by +1d for each rank beyond 6.

Empowered Energize Rank 6

Swift

Choose yourself or one **ally** within Medium (60 ft.) range. The target regains $4d8 + \text{power}$ **damage resistance** and increases its **fatigue level** by one. In addition, it is **immune** to electricity damage this round.

The recovery increases by +1d for each rank beyond 6.

Mighty Call Lightning Rank 6

Sustain (standard)

This spell functions like the **call lightning** spell, except that the damage increases to $4d8 + \text{half power}$.

The damage increases by +1d for each rank beyond 6.

Rituals

Enchantment

Enchant the minds of your foes and allies.

Cantrips

Cheer

Emotion, Sustain (free)

Choose yourself or one **ally** within Medium (60 ft.) range. The target's mood improves and it feels more cheerful.

Rank 2: You may target an additional ally within range.

Rank 4: You may target an additional ally within range.

Rank 6: You may target an additional ally within range.

Repeat

Compulsion

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: During the next round, the target must repeat all actions that it took this round. It can choose different targets or otherwise make different decisions about its action, but the action must be the same. If it is unable to take the same action, it unable to take any action of that action type. For example, if a creature moved during the round that you cast this spell and was **immobilized** (*-4 Ref, cannot use movement speeds*) or knocked **prone** (*half speed, -2 Armor and Ref*), it cannot move at all during the following round.

After the target stops repeating its actions, it becomes immune to this effect until it takes a **short rest**.

Critical hit: The target does not become immune to this effect.

The attack's **accuracy** increases by +1 for each rank beyond 0.

Spells

Agony

Rank 1
Emotion

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target feels excruciating pain from even minor injuries. As long as it is at less than its maximum **hit points**, it is **stunned** (*-2 defenses*).

Critical hit: The condition must be removed twice before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Alluring Presence

Rank 1

Attune

If you are **trained** with the Persuasion skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Cause Fear

Rank 1

Emotion

Make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius within Medium (60 ft.) range. In addition, choose a creature within range.

Hit: As a **condition**, each target is **shaken** (*-1 Mental, -1 accuracy vs. source*) by the chosen creature.

Critical hit: The target is **frightened** (*-2 Mental, -2 accuracy vs. source*) by the chosen creature instead of shaken.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Dance

Rank 1

Compulsion

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: As a **condition**, the target is compelled to dance. It can spend a **movement** to dance, if it is physically capable of dancing. At the end of each movement phase, if the target did not dance during that phase, it takes a -2 penalty to its defenses as the compulsion intensifies. This penalty stacks each round up to a maximum of -5. When the target dances, it resets its penalties to 0.

Critical hit: The target must dance as a standard action to reset the penalties, instead of as a movement.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Demotivate

Rank 1

Emotion, Subtle

Make an attack vs. Mental with a +3 bonus against one creature within Long (90 ft.) range.

Hit: As a **condition**, the target takes a -2 penalty to Mental defense.

Critical hit: The penalty increases to -5.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Enrage	Rank 1 Emotion	Mind Crush	Rank 2 Emotion			
Make an attack vs. Mental with a +4 bonus to accuracy against one creature within Medium (60 ft.) range.			Make an attack vs. Mental against one creature within Medium (60 ft.) range. You gain a +2 accuracy bonus if the target has a negative Intelligence. Hit: The target takes 1d10 + power psychic subduing damage . The damage increases by +1d for each rank beyond 2.			
Hit: As a condition , the target is unable to take any standard actions that do not cause it to make an attack. For example, it could make a strike or cast an offensive spell, but it could not heal itself or summon a creature. Critical hit: The condition must be removed twice before the effect ends.						
The attack's accuracy increases by +1 for each rank beyond 1.			Make an attack vs. Mental with a +3 accuracy bonus against one creature within Long (90 ft.) range. Hit: As a condition , the target is forced to speak out loud constantly whenever it can. This does not control what it talks about, so a reasonably savvy creature may be able to avoid revealing anything of great interest. In combat, most creatures with an intelligence of 0 or less will often talk about what they are planning on doing, which can help you predict their actions. Critical hit: The condition must be removed twice before the effect ends.			
Friend to Animals						
If you are trained with the Creature Handling skill, you gain a +3 magic bonus to it. Otherwise, you are treated as being trained in that skill.			The attack's accuracy increases by +1 for each rank beyond 2.			
Rank 3: The bonus increases to +4. Rank 5: The bonus increases to +5. Rank 7: The bonus increases to +6.						
Ominous Presence			Monologue			
If you are trained with the Intimidate skill, you gain a +3 magic bonus to it. Otherwise, you are treated as being trained in that skill.						
Rank 3: The bonus increases to +4. Rank 5: The bonus increases to +5. Rank 7: The bonus increases to +6.			The attack's accuracy increases by +1 for each rank beyond 2.			
Discordant Song						
Make an attack vs. Mental against all enemies in a Small (15 ft.) radius from you.			Restore Bravado			
Hit: Each target is dazed (-1 defenses) as a condition . Critical hit: Each target is stunned (-2 defenses) instead of dazed.						
The attack's accuracy increases by +1 for each rank beyond 2.			Chose yourself or one ally within Medium (60 ft.) range. The target regains 1d8 + power damage resistance and increases its fatigue level by one. In addition, it gains a +2 bonus to its Mental defense this round. This defense bonus is Swift , but the recovery is not. The recovery increases by +1d for each rank beyond 2.			
Charm			Charm			
Make an attack vs. Mental against one creature within Medium (60 ft.) range. You take a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round. Hit: The target is charmed (<i>friendly with charmer</i>) by you. Critical hit: The effect persists for ten minutes after you stop sustaining it.						
The attack's accuracy increases by +1 for each rank beyond 3.						

Fearsome Aura	Rank 3
Emotion, Attune (deep)	

Whenever an **enemy** enters a Large (60 ft.) radius **emanation** from you, make a **reactive attack** vs. Mental against them. After you attack a creature this way, it becomes immune to this attack from you until it takes a **short rest**.

Hit: Each target is **shaken** (-1 Mental, -1 accuracy vs. source) by you as a **condition**.

Critical hit: The target is **frightened** (-2 Mental, -2 accuracy vs. source) by you instead of shaken.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Friend to Foe	Rank 4
Compulsion	

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target **briefly** sees all creatures as its **enemies**. It is compelled to attack the creature closest to it, choosing randomly between equally close creatures. After this effect ends, the target becomes immune to this spell until it takes a **short rest**.

Critical hit: The target does not become immune to this effect.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Mass Repeat	Rank 3
Compulsion	

This spell functions like the **repeat** spell, except that it affects all creatures in a Small (15 ft.) radius within Medium (60 ft.) range.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Selfstrike	Rank 4
Compulsion	

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: During its next action, the target is compelled to make a **strike** against itself as a **standard action**. It cannot target any other creatures with the strike, even if it has a Sweeping weapon or similar abilities. If it has any weapons in hand, it must use one of them.

After it makes this attack against itself, it becomes **immune** to this effect until it takes a **short rest**.

Critical hit: The target does not become immune to this effect.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Calm Emotions	Rank 4
Emotion, Sustain (standard)	

Make an attack vs. Mental against all creatures in a Large (60 ft.) radius from you. You take a -10 penalty to **accuracy** with this attack against creatures who have made an attack or been attacked since the start of the last round.

Hit: Each target has its emotions calmed. The effects of all other **Emotion** abilities on that target are **suppressed**. It cannot take violent actions (although it can defend itself) or do anything destructive. If the target is harmed or feels that it is in danger, this effect is **dismissed**. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort.

Critical hit: Situations which cause the target to feel that it is in danger without harming it do not break the effect.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Cause Intense Fear	Rank 5
Emotion	

Make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius within Medium (60 ft.) range. In addition, choose a creature within range.

Hit: As a **condition**, each target is **frightened** (-2 Mental, -2 accuracy vs. source) by the chosen creature.

Critical hit: The target is **panicked** (-4 Mental, cannot attack source) by the chosen creature instead of shaken.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Collapse	Rank 4
Compulsion	

Make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: Each target falls **prone** (*half speed, -2 Armor and Ref*).

Critical hit: Each target is also unable to stand up as a **condition**. If it is somehow brought into a standing position, it will immediately fall and become prone again.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Dominate Person	Rank 5 Compulsion	Certain Mind Crush	Rank 6 Emotion
Make an attack vs. Mental against one creature within Short (30 ft.) range.		Make an attack vs. Mental against one creature within Medium (60 ft.) range. You gain a +4 accuracy bonus if the target has a negative Intelligence.	
Hit: The target is stunned (-2 defenses) as a condition . Critical hit: The target is confused (-2 defenses, randomly attack or defend) instead of stunned. In addition, if the target is humanoid and was already confused from a previous casting of this spell, you may attune to this ability. If you do, it becomes dominated (must obey commands) by you for the duration of that attunement. As normal, you can only attune to this effect once.		Hit: The target takes 4d8 + power psychic subduing damage . The damage increases by +1d for each rank beyond 6.	
The attack's accuracy increases by +1 for each rank beyond 5.			
Massive Discordant Song	Rank 5 Compulsion	Empowered Restore Bravado	Rank 6 Swift (see text)
Make an attack vs. Mental against all enemies in a Huge (90 ft.) radius from you.		This spell functions like the restore bravado spell, except that the recovery increases to 4d8 + power .	
Hit: Each target is dazed (-1 defenses) as a condition . Critical hit: Each target is stunned (-2 defenses) instead of dazed.		The recovery increases by +1d for each rank beyond 6.	
The attack's accuracy increases by +1 for each rank beyond 5.			
Taunt	Rank 5 Emotion	Sleep	Rank 6 Compulsion
Make an attack vs. Mental against one creature within Medium (60 ft.) range.		Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
Hit: The target is goaded (-2 accuracy vs. non-goading creatures) by you as a condition . Critical hit: The condition must be removed twice before the effect ends.		Hit: The target is slowed (half speed, -2 Armor and Ref) as a condition . During that condition, if it is not in combat or otherwise exerting itself, it falls asleep. It cannot be awakened while this effect lasts unless it loses hit points , which causes it to wake up and ends the effect. After the effect ends by other means, the target can wake up normally, though it continues to sleep until it awakens for any reason. Critical hit: If the target has no remaining damage resistance , it immediately falls asleep even if it is in combat or otherwise exerting itself.	
The attack's accuracy increases by +1 for each rank beyond 5.		The attack's accuracy increases by +1 for each rank beyond 6.	
Amnesiac Charm	Rank 6 Emotion, Subtle, Sustain (minor)	Confusion	Rank 7 Compulsion
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.		Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range.	
The attack's accuracy increases by +1 for each rank beyond 6.		Hit: Each target with no remaining damage resistance is confused (-2 defenses, randomly attack or defend) as a condition . Critical hit: Creatures that have remaining damage resistance are also affected.	

Dominate Monster	Rank 7
Compulsion	

This spell functions like the [dominate person](#) spell, except that you are also able to dominate non-humanoid creatures with its critical hit effect. You cannot be attuned to this effect and [dominate person](#) at the same time.

Intense Fearsome Aura	Rank 7
Emotion, Attune (deep)	

Whenever an [enemy](#) enters a Large (60 ft.) radius [emanation](#) from you, make a [reactive attack](#) vs. Mental against them. After you attack a creature this way, it becomes immune to this attack from you until it takes a [short rest](#).

Hit: Each target is [frightened](#) (-2 Mental, -2 accuracy vs. source) by you as a [condition](#).

Critical hit: The target is [panicked](#) (-4 Mental, cannot attack source) by you instead of shaken.

Solipsism	Rank 7
Emotion, Subtle	

Make an attack vs. Mental against one creature within Short (30 ft.) range. You take a -10 penalty to [accuracy](#) with this attack against creatures who have made an attack or been attacked since the start of the last round.

Hit: As a [condition](#), the target believes that it is the only real creature, and the rest of the world is an illusion. It may wander aimlessly, but generally takes no action to defend itself and does not perceive itself to be in danger from other creatures. It still avoids obvious environmental hazards, such as cliff edges or fires. If it takes any damage or is otherwise harmed, including significant subjective discomfort, this effect is automatically broken.

After this effect ends, the target becomes immune to it until it takes a [short rest](#).

Critical hit: The target does not become immune to this effect.

Animal Messenger	Rank 2
Attune	

Make an attack vs. Mental against one Small or Tiny animal within Medium (60 ft.) range. You take a -10 penalty to [accuracy](#) with this attack against creatures who have made an attack or been attacked since the start of the last round.

This ritual requires one [fatigue level](#) from its participants.

Hit: The target is compelled to deliver a message for you. You can give the animal a small piece of parchment or similarly sized item containing up to 25 words. In addition, choose a destination that you can clearly visualize. You must have a general idea of the direction and distance to that location from your current location. You must also visualize what a valid recipient for the message looks like. You can leave this description vague, such as "any humanoid creature", or be more specific, like "a hawk-nosed human wearing a red cloak".

The animal will attempt to travel to that destination to the best of its ability, following the directions you have given it. It will not willingly part with its message until it reaches its destination. Once it reaches its destination, it will wait until it observes a valid recipient, leaving the destination only briefly as necessary to sustain itself. When the animal has delivered its message, this effect ends, allowing you to know that the message has been delivered.

Tell the Truth	Rank 3
Attune	

Make an attack vs. Mental with a +4 [accuracy](#) bonus against up to five creatures within Medium (60 ft.) range.

This ritual requires one [fatigue level](#) from its participants.

Hit: Each target is unable to say things it knows to be untrue.

Rituals

Antipathy

Casting time: 24 hours

Rank 4

Attune, Emotion

Choose a creature type: aberration, animal, animate, dragon, humanoid, magical beast, monstrous humanoid, planeforged, or undead. In addition, choose one Large or smaller object within Medium (60 ft.) range. If the target is moved, this effect ends.

Whenever a creature of the chosen type enters a Large (60 ft.) radius **emanation** from the chosen object, make a **reactive attack** vs. Mental against it. Your accuracy with this attack is equal to half your level + half your Perception. This accuracy is calculated at the time that you perform this ritual and does not change afterwards. After you make this attack against a particular creature, you do not make this attack against it again until it takes a **short rest**.

This ritual requires 32 **fatigue levels** from its participants.

Hit: The creature is **frightened** (-2 Mental, -2 accuracy vs. source) by the chosen object until it takes a **short rest**.

Critical hit: The creature is **panicked** (-4 Mental, cannot attack source) instead of frightened.

Sympathy

Rank 4

Casting time: 24 hours

Attune, Emotion

Choose a creature type: aberration, animal, animate, dragon, humanoid, magical beast, monstrous humanoid, planeforged, or undead. In addition, choose one Large or smaller object within Medium (60 ft.) range. If the target is moved, this effect ends.

Whenever a creature of the chosen type enters a Large (60 ft.) radius **emanation** from the target, make a **reactive attack** vs. Mental against it. Your accuracy with this attack is equal to half your level + half your Perception. This accuracy is calculated at the time that you perform this ritual and does not change afterwards. After you make this attack against a particular creature, you do not make this attack against it again until it takes a **short rest**.

This ritual requires 32 **fatigue levels** from its participants.

Hit: The creature is fascinated by the chosen object until it takes a **short rest**. It can take no actions other than staring at the object. It is **unaware** (-6 Armor and Ref) of any attacks against it, and anything else going on its environment. Any act by you or by creatures that appear to be your allies that threatens or harms the creature breaks the effect. Harming the creature is not limited to dealing it damage, but also includes causing it significant subjective discomfort.

Critical hit: The creature is also compelled to get as close as possible to the chosen object to admire it in greater detail.

Fabrication

Create objects to damage and impair foes.

Cantrips

Fabricate Trinket**Manifestation**

You make a Craft check to create an object of Tiny size or smaller. The object appears in your hand or at your feet. It must be made of nonliving, nonmagical, nonreactive vegetable matter, such as wood or cloth. At the end of each round, this spell ends if you are not within Medium (60 ft.) range of the item.

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

Rank 2: The maximum size of the object increases to Small.

Rank 4: The maximum size of the object increases to Medium.

Rank 6: The maximum size of the object increases to Large.

Spells

Caltrops

Rank 1

Manifestation, Sustain (minor)

You create exceptionally sharp caltrops in up to three unoccupied squares on solid ground within Medium (60 ft.) range. Whenever a creature moves into any of the squares, unless the creature moves at one quarter speed to avoid the danger, you make a **reactive attack** vs. Armor against them. You cannot make this attack against the same creature more than once per **phase**. Unlike most attacks, this attack can happen during the **movement phase**. Caltrops may not be effective against creatures with an unusual anatomy.

Hit: The target takes 1d6 + half **power** piercing damage.

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

Forge

Rank 1

Attune, Manifestation

This spell creates one or two weapons, suits of body armor, or shields. You can create any weapon, shield, or body armor that you are proficient with. It is sized appropriately for you, up to a maximum of a Medium size item. The items appear in your hand or on the ground at your feet.

If you create body armor or a weapon, it can be created from any special material other than cold iron. The item's rank cannot exceed your spellcasting rank with this spell, including any modifiers from special materials.

Instant Arrow	Rank 1
Casting time: One minor action	Manifestation
<p>This spell has no somatic components or verbal components.</p> <p>You create an arrow in a bow that you are holding. You can create special ammunition of any type that you are proficient with. However, the item's rank cannot exceed half your spell-casting rank with this spell.</p> <p>The object persists until the end of the round, at which point it disappears. Any attack with this ammunition is considered a magical attack, so you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 55).</p>	

Instant Weapon	Rank 1
	Manifestation
<p>You create a nonmagical weapon that you are proficient with your hand. You can immediately make a strike with that weapon. You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). If you create a non-crossbow projectile weapon, you also create ammunition necessary for you to attack with. After you make the strike, the weapon disappears.</p>	
Rank 3: You gain a +1 bonus to accuracy with the strike.	
Rank 5: The accuracy bonus increases to +2.	
Rank 7: The accuracy bonus increases to +3.	

Mystic Barrier	Rank 1
	Barrier, Manifestation, Sustain (attuneable, minor)
<p>You create a Small (<i>15 ft. long</i>) wall of magical energy within Medium (<i>60 ft.</i>) range. The wall is visible as a shimmering magical membrane that does not block sight. Nothing can pass through the wall until it is destroyed.</p> <p>The wall has hit points equal to three times your power. After using this ability, you briefly cannot use it or any other Barrier ability.</p>	
Rank 3: You can choose to create a Medium (<i>30 ft. long</i>) wall instead.	
Rank 5: You can choose to create a Large (<i>60 ft. long</i>) wall instead.	
Rank 7: You can choose to create a Huge (<i>90 ft. long</i>) wall instead.	

Personal Weapon	Rank 1
	Manifestation
<p>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.</p> <p>If you create a non-crossbow projectile weapon, you can fire it without ammunition by creating projectiles as you fire. The projectiles disappear after the attack is complete. Any strikes that you make with a weapon created with this ability are magical abilities, so you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 55).</p> <p>This spell lasts until you use it again or until you dismiss it as a free action.</p>	

Whirlwind of Blades	Rank 1
	Manifestation
<p>Make an attack vs. Armor against all enemies adjacent to you.</p> <p>Hit: Each target takes $1d6 + \text{half power}$ slashing damage.</p>	
The damage increases by +1d for each rank beyond 1.	

Blade Barrier	Rank 2
	Barrier, Manifestation, Sustain (attuneable, minor)
<p>You create a Small (<i>15 ft. long</i>) wall of whirling blades within Medium (<i>60 ft.</i>) range. The wall provides cover against attacks made through it, though it takes no damage from attacks that hit it. Whenever anything passes through the wall, you make a reactive attack vs. Reflex against it. In addition, when you cast this spell and during each of your subsequent actions, make an attack vs. Reflex against any creature currently sharing space with it. Generally, this is only possible for Large or larger creatures. You can only attack a given target with this spell once per phase.</p> <p>After using this ability, you briefly cannot use it or any other Barrier ability.</p>	
<p>Hit: The target takes $1d8 + \text{half power}$ slashing damage.</p>	
The damage increases by +1d for each rank beyond 2.	

Executioner's Axe	Rank 2
	Manifestation
<p>When you cast this spell, you create a greataxe in midair within your space. During your next action, make an attack vs. Armor with the axe against up to two targets adjacent to you.</p> <p>Hit: Each target takes $1d10 + \text{power}$ slashing damage.</p>	

<p>Mystic Arrow Rank 2 Manifestation</p> <p>Make an attack vs. Armor against anything within Long (<i>90 ft.</i>) range.</p> <p>Hit: The target takes $1d10 + \text{power}$ piercing damage.</p> <p>The damage increases by +1d for each rank beyond 2.</p>	<p>Visual Barrier Rank 2 Barrier, Manifestation, Sustain (attuneable, minor)</p> <p>This spell functions like the mystic barrier spell, except that you can choose the visibility of the barrier. There are three possibilities: fully invisible, barely visible like a normal mystic barrier, and visible as a deep black that completely blocks sight. You can change the opacity of the barrier as part of the action you use to sustain this spell, or as a minor action if you attune to this spell.</p>
<p>Mystic Bridge Rank 2 Barrier, Manifestation, Sustain (attuneable, minor)</p> <p>This spell functions like the mystic barrier spell, except that the wall is aligned horizontally instead of vertically.</p> <p>Rank 4: You can choose to create a Medium (<i>30 ft. long</i>) wall instead.</p> <p>Rank 6: You can choose to create a Large (<i>60 ft. long</i>) wall instead.</p>	<p>Rank 4: You can choose to create a Medium (<i>30 ft. long</i>) wall instead.</p> <p>Rank 6: You can choose to create a Large (<i>60 ft. long</i>) wall instead.</p>
<p>Sonic Barrier Rank 2 Barrier, Manifestation, Sustain (attuneable, minor)</p> <p>This spell functions like the mystic barrier spell, except that you can choose whether the barrier blocks sound. You can change whether the barrier blocks sound as part of the action you use to sustain this spell, or as a minor action if you attune to this spell.</p> <p>Both types of barrier still block line of effect for effects that deal bludgeoning damage, even if they narratively come from a sound or voice. If the barrier does not block sound, the sound or voice can be heard on the other side at a non-damaging volume, but the attack still damages the barrier instead of anything on the other side.</p> <p>Rank 4: You can choose to create a Medium (<i>30 ft. long</i>) wall instead.</p> <p>Rank 6: You can choose to create a Large (<i>60 ft. long</i>) wall instead.</p>	<p>Forceful Barrier Rank 3 Barrier, Manifestation, Sustain (attuneable, minor)</p> <p>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 bludgeoning damage equal to $1d10 + \text{power}$. 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.</p> <p>The damage increases by +1d for each rank beyond 3.</p> <p>Precision Missileburst Rank 3 Manifestation</p> <p>Make an attack vs. Armor against all enemies in a Medium (<i>30 ft.</i>) radius from you.</p> <p>Hit: Each target takes $1d10 + \text{half power}$ piercing damage.</p> <p>The damage increases by +1d for each rank beyond 3.</p>

Protective Cage

Rank 3

Barrier, Manifestation, Sustain (attuneable, minor)

Choose yourself or one Large or smaller **ally** within Medium (60 ft.) range. You create a metal cage around the target in its space. The cage has a 2 inch gap between its bars, allowing the target to see and be seen by creatures outside of the cage. This does not block **line of sight** or **line of effect**, but it provides cover. Only piercing weapons can make **strikes** through the bars of the cage. If another creature is in the target's space when this spell is cast, this spell fails without effect.

The field has **hit points** equal to three times your **power**. After using this ability, you **briefly** cannot use it or any other **Barrier** ability.

Rank 5: The field's **hit points** increase to four times your power.

Rank 7: The field's **hit points** increase to five times your power.

Sturdy Barrier

Rank 3

Barrier, Manifestation, Sustain (attuneable, minor)

This spell functions like the **mystic barrier** spell, except that the wall has **hit points** equal to four times your **power** instead of three times your power.

Rank 5: You can choose to create a Medium (30 ft. long) wall instead.

Rank 7: You can choose to create a Large (60 ft. long) wall instead.

Web

Rank 3

Manifestation, Sustain (attuneable, minor)

You fill a Small (15 ft.) radius **zone** within Medium (60 ft.) range with webs. The webs make the area **difficult terrain**.

The web has **hit points** equal to three times your **power**, and all of its defenses are 0.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Blade Perimeter

Rank 4

Barrier, Manifestation, Sustain (attuneable, minor)

This spell functions like the **blade barrier** spell, except that the area changes to a Medium (30 ft.) radius **wall**. In addition, the damage increases to 2d6 + half **power**.

The damage increases by +1d for each rank beyond 4.

Daggerswarm

Rank 4

Attune (deep)

When you cast this spell, a small swarm of daggers appears floating over your head. As a **minor action**, you can fling one dagger at a creature or object within Short (30 ft.) range. When you do, make an attack vs. Armor against that target. After the dagger deals damage, it disappears and another dagger appears in the swarm.

Hit: The target takes 2d8 piercing damage.

The damage increases by +1d for each rank beyond 4.

Grease

Rank 4

Manifestation

Make an attack vs. Reflex against all Large or smaller creatures in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: Each target falls **prone** (*half speed, -2 Armor and Ref*).

Critical hit: Each target is also unable to stand up as a **condition**. If it is somehow brought into a standing position, it will immediately fall and become prone again.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Mirror Barrier

Rank 4

Barrier, Manifestation, Sustain (attuneable, minor)

This spell functions like the **mystic barrier** spell, except that it reflects **mundane** attacks against it. The barrier's defenses become equal to 6 + half your level. Whenever a creature misses or **glances** the barrier with a **mundane** attack, it scores a **glancing blow** with that attack against itself.

Rank 6: You can choose to create a Medium (30 ft. long) wall instead.

Mystic Blast Arrow

Rank 4

Manifestation

Make an attack vs. Armor against anything within Long (90 ft.) range.

Hit: The target takes 2d8 + **power** piercing damage. If it loses **hit points** from this damage, it is knocked **prone** (*half speed, -2 Armor and Ref*).

The damage increases by +1d for each rank beyond 4.

Rain of Arrows	Rank 4 Manifestation
You create a rain of arrows in a Small (<i>15 ft.</i>) radius zone within Medium (<i>60 ft.</i>) range. When you cast this spell, and during your next action, make an attack vs. Armor against everything in the area. This attack does not damage any walls in the area. Hit: Each target takes $1d10 + \text{half power}$ piercing damage. The damage increases by +1d for each rank beyond 4.	

Mystic Artillery	Rank 5 Manifestation
When you cast this spell, you create a ballista bolt in midair within your space. During your next action, make an attack vs. Armor with the bolt against anything within Distant (<i>120 ft.</i>) range. Hit: The target takes $2d10 + \text{power}$ piercing damage.	

Instant Magic Weapon	Rank 5 Manifestation
This spell functions like the instant weapon spell, except that the weapon you create is magical. When you learn this spell, you choose a single magic weapon ability with a rank no higher than your spellcasting rank with this spell. The weapon has that ability. Whenever your spellcasting rank with this spell increases, you can choose a new magic weapon ability. Rank 7: You gain a +1 bonus to accuracy with the strike.	

Massive Precision Missileburst	Rank 6 Manifestation
Make an attack vs. Armor against all enemies in a Huge (<i>90 ft.</i>) radius from you. Hit: Each target takes $2d10 + \text{half power}$ piercing damage. The damage increases by +1d for each rank beyond 6.	

Invulnerable Barrier	Rank 5 Barrier, Manifestation, Sustain (attuneable, minor)
This spell functions like the mystic barrier spell, except that the wall's defenses are each equal to $6 + \text{your level}$, and it is impervious to physical damage. In addition, the wall's hit points increase to four times your power . Rank 7: You can choose to create a Medium (<i>30 ft. long</i>) wall instead.	

Mighty Blade Barrier	Rank 6 Barrier, Manifestation, Sustain (attuneable, minor)
This spell functions like the blade barrier spell, except that the damage increases to $4d6 + \text{power}$. The damage increases by +1d for each rank beyond 6.	

Mighty Caltrops	Rank 5 Manifestation, Sustain (minor)
This spell functions like the caltrops spell, except that the damage increases to $2d10 + \text{power}$. The damage increases by +1d for each rank beyond 5.	

Personal Sphere	Rank 6 Barrier, Manifestation, Sustain (minor)
You create a sphere of magical energy around yourself. The sphere is visible as a shimmering magical membrane that does not block sight. Nothing can pass through the field until it is destroyed. This prevents you from having line of effect to anything outside of the area. When you move using one of your movement speeds, the sphere moves with you, though you cannot force it against another creature or object. The field as a whole has hit points equal to three times your power . After using this ability, you briefly cannot use it or any other Barrier ability.	

Mighty Whirlwind of Blades	Rank 5 Manifestation
Make an attack vs. Armor against all enemies adjacent to you. Hit: Each target takes $2d10 + \text{power}$ slashing damage. The damage increases by +1d for each rank beyond 5.	

Entrapping Sphere Barrier, Manifestation, Sustain (minor)	Rank 7	Copy Writing Casting time: Special	Rank 1	
Make an attack vs. Reflex against anything Large or smaller within Medium (60 ft.) range.			You copy the writing from one Small or smaller written work within Short (30 ft.) range to a Small or smaller set of blank pages within Short (30 ft.) range. The blank pages must have enough room for the original writing. This ritual takes half the time required to copy the writing by hand, to a minimum of one minute, and does not require writing materials. It requires one fatigue level from its participants.	
Hit: A sphere of magical energy appears around the target in its space. The sphere is visible as a shimmering magical membrane that does not block sight. Nothing can pass through the sphere until it is destroyed. This prevents the target from having line of effect to anything outside of the area. If another creature is in the target's space when this spell is cast, this spell fails without effect.			This ritual requires one fatigue level from its participants.	
The field as a whole has hit points equal to twice your power. After using this ability, you briefly cannot use it or any other Barrier ability.				
Critical hit: The sphere's hit points are doubled.				
Greater Mirror Barrier Barrier, Manifestation, Sustain (attuneable, minor)	Rank 7	Fabricate Water Casting time: One minute	Rank 1	
This spell functions like the mystic barrier spell, except that it reflects mundane attacks against it. The barrier's defenses become equal to 9 + half your level, and the hit points of each 5-ft. square increase to three times your power . Whenever a creature misses or glances the barrier with a mundane attack, it scores a glancing blow with that attack against itself.			Creation	
Massive Rain of Arrows	Rank 7	Fabricate Sustenance Casting time: One hour	Rank 2	
Manifestation			Creation	
You create a rain of arrows in a Medium (30 ft.) radius zone within Long (90 ft.) range. When you cast this spell, and during your next action, make an attack vs. Armor against everything in the area. This attack does not damage any walls in the area.			This ritual creates food and drink in one unoccupied square within Short (30 ft.) range that is sufficient to sustain five Medium creatures for 24 hours. It also creates basic receptacles to hold the food and drink. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland.	
Hit: Each target takes 4d6 + half power piercing damage.			This ritual requires one fatigue level from its participants.	
Oil Slick	Rank 7	Tiny Hut Casting time: One minute	Rank 2	
Manifestation			Attune	
Make an attack vs. Reflex against everything in a Small (15 ft.) radius within Short (30 ft.) range.			You create a permeable barrier around a Small (15 ft.) radius zone from your location. The barrier is visible as a shimmering magical membrane that does not block sight. As a standard action, a creature can move five feet from outside the hut to inside the hut, or vice versa. However, the hut blocks line of effect for all other purposes. The barrier has hit points equal to three times your power .	
Hit: Each target falls prone (<i>half speed, -2 Armor and Ref</i>), and is briefly vulnerable to fire damage. This vulnerability ends for a target if it takes fire damage.			If you leave the zone, this effect ends.	
Critical hit: Each target is also unable to stand up as a condition . If it is somehow brought into a standing position, it will immediately fall and become prone again.			This ritual requires one fatigue level from its participants.	

Rituals

Ammunition Stockpile	Rank 3
Casting time: One hour	Attune, Manifestation
You create a Large pile of either nonmagical arrows or crossbow bolts in any unoccupied location on solid ground adjacent to you. You can choose to create blunted ammunition, but you cannot create other forms of special ammunition like fire arrows or repeating bolts. Any creature may take ammunition from the pile to use.	

This ritual requires one **fatigue level** from its participants.

Fabricate Feast	Rank 3
Casting time: One hour	Creation
This ritual creates food and drink in any number of unoccupied squares within Short (30 ft.) range that is sufficient to sustain twenty Medium creatures for 24 hours. It also creates basic receptacles to hold the food and drink. The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland.	

This ritual requires one **fatigue level** from its participants.

Manifest Object	Rank 3
Casting time: One hour	Attune, Manifestation
Make a Craft check to create an object of Small size or smaller. The object appears out of thin air in your hand or in one unoccupied square on solid ground within Short (30 ft.) range. It must be made of nonliving, nonmagical, nonreactive vegetable matter, such as wood or cloth.	

This ritual requires one **fatigue level** from its participants.

Greater Copy Writing	Rank 4
Casting time: Special	
This ritual functions like the copy writing ritual, except that it can target objects of Medium or smaller size. In addition, the time required to perform this ritual decreases to one tenth of the time required to copy the writing by hand, to a minimum of one minute. It requires one fatigue level from its participants.	

This ritual requires one **fatigue level** from its participants.

Photomancy

Create and manipulate light to hinder foes and conceal allies.

Cantrips

Beautify

Visual

This spell functions like the **disguise creature** ability, except that you gain a +4 bonus, and you cannot change the appearance of your equipment, species, creature type, or number of limbs (see **Disguise Creature**, page ??). This ability is commonly used to hide blemishes or to appear younger or older than one's true age.

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

Rank 2: The bonus increases to +6.

Rank 4: The bonus increases to +8.

Rank 6: The bonus increases to +10.

Illuminate

Visual

A glowing light appears in midair in any location within Medium (60 ft.) range. It creates **bright illumination** in a radius of your choice, up to a maximum of 15 feet, and **shadowy illumination** in twice that radius. You can freely choose the color of the light, but it is unchanging once created. This effect lasts until you use it again or until you **dismiss** it as a **free action**.

Rank 2: The maximum radius of bright illumination increases to 30 feet.

Rank 4: The maximum radius of bright illumination increases to 60 feet.

Rank 6: The maximum radius of bright illumination increases to 120 feet.

Spells

Disguise Image

Rank 1

Attune, Visual

You make a Disguise check to alter your appearance (see **Disguise Creature**, page ??). You gain a +4 bonus on the check, and you can freely alter the visual appearance of your clothes and equipment, regardless of their original form.

<p>Faerie Fire Rank 1</p> <p>Make an attack vs. Reflex against all creatures in a Medium (30 ft.) radius within Long (90 ft.) range.</p> <p>Hit: Each target becomes surrounded by glowing lights that highlight its outline as a condition. This gives it a -10 penalty to the Stealth skill, and it gains no benefit from concealment or invisibility. Other miss chances, such as the miss chance from attacking it while dazzled, are unaffected.</p> <p>The attack's accuracy increases by +1 for each rank beyond 1.</p>	<p>Wall of Light Rank 1</p> <p>Barrier, Sustain (attuneable, minor)</p> <p>You create a Medium (30 ft. long) wall of light within Long (90 ft.) range. The wall is visible as a solid block of light. It blocks all forms of vision, including darkvision, but does not block senses like blindsight that do not require the use of eyes. It does not inhibit the passage of objects or creatures.</p> <p>After using this ability, you briefly cannot use it or any other Barrier ability.</p>
<p>Flash Rank 1</p> <p>Make an attack vs. Reflex against all enemies within a Small (15 ft.) radius from you. In addition, brilliant illumination briefly fills a 60 foot radius around the area.</p> <p>Hit: Each target takes 1d4 + half power energy damage. Each creature that loses hit points from this damage is dazzled (20% miss chance, no special vision) as a condition.</p> <p>The damage increases by +1d for each rank beyond 1.</p>	<p>Rank 3: You can choose to create a Large (60 ft. long) wall instead.</p> <p>Rank 5: You can choose to create a Huge (90 ft. long) wall instead.</p> <p>Rank 7: You can choose to create a Gargantuan (120 ft. long) wall instead.</p>
<p>Mirror Image Rank 1</p> <p>Visual, Attune (deep)</p> <p>Three 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.</p> <p>All targeted attacks against you have a 20% 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.</p> <p>Rank 3: The miss chance increases to 30%.</p> <p>Rank 5: The miss chance increases to 40%.</p> <p>Rank 7: The miss chance increases to 50%.</p>	<p>Chromatic Orb Rank 2</p> <p>Make an attack vs. Reflex against anything within Short (30 ft.) range.</p> <p>Hit: The target takes 1d8 + half power energy damage. If it loses hit points from this damage, it suffers one of the following effects as a condition, chosen randomly: frightened (-2 Mental, -2 accuracy vs. source) by you, goaded (-2 accuracy vs. non-goading creatures) by you, slowed (half speed, -2 Armor and Ref), or stunned (-2 defenses).</p> <p>The damage increases by +1d for each rank beyond 2.</p>
<p>Searing Light Rank 1</p> <p>Make an attack vs. Reflex against anything within Medium (60 ft.) range. Whether you hit or miss, brilliant illumination briefly fills a 60 foot radius around a 5 ft. wide straight line between you and the target.</p> <p>Hit: The target takes 1d6 + half power energy damage. If the target takes damage and your attack result beats its Fortitude defense, it is dazzled (20% miss chance, no special vision) as a condition.</p> <p>The damage increases by +1d for each rank beyond 1.</p>	<p>Color Spray Rank 2</p> <p>Visual</p> <p>Make an attack vs. Mental against each creature within a Medium (30 ft.) cone from you.</p> <p>Hit: Each target is dazed (-1 defenses) as a condition.</p> <p>Critical hit: The target is stunned (-2 defenses) instead of dazed.</p> <p>The attack's accuracy increases by +1 for each rank beyond 2.</p>

Illusory Twin	Rank 2	Lightbeam Dash	Rank 3
	Sustain (minor)		
You create an illusory duplicate of yourself overlayed on your body. Whenever you move using one of your movement speeds, you may also move the illusory duplicate the same distance in any direction. If the duplicate was sharing a space with you before this movement, onlookers cannot tell which is the real you and which is the duplicate. When the duplicate is attacked by a targeted attack, it is destroyed. At the end of each round, if the duplicate is outside of Medium (60 ft.) range from you, it is destroyed. This effect ends when there are no duplicates remaining.		You teleport into an unoccupied destination on a stable surface within Short (30 ft.) range. A blast of brilliant illumination fills a 60 foot radius around both your starting location and your ending location. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.	
Rank 4: The maximum range increases to Long (90 ft.) range. Rank 6: The maximum range increases to Distant (120 ft.) range.		Hit: Each target takes $1d10 + \text{half power}$ energy damage.	
Army of Twins	Rank 3	Mass Disguise Image	Rank 3
	Visual, Sustain (attuneable, minor)		Attune (target)
Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. In addition, choose one of the targets as the primary target. You make a Disguise check to alter each target's appearance to exactly match the primary target (see <i>Disguise Creature</i> , page ??). You gain a +4 bonus on the check, and you can freely alter the visual appearance of each target's clothes and equipment, regardless of their original form.		This spell functions like the <i>disguise image</i> spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.	
Blurred Motion	Rank 3	Certain Searing Light	Rank 4
	Attune (deep)		
If you move at least 15 feet during the movement phase , you gain a +1 bonus to Armor defense until the end of that round.		This spell functions like the <i>searing light</i> spell, except that you gain a +3 accuracy bonus with the attack, and the damage increases to $2d6 + \text{half power}$.	
Kaleidoscopic Pattern	Rank 3	Invisibility	Rank 4
	Compulsion, Visual		
Make an attack vs. Mental against all enemies in a Medium (30 ft.) radius from you.		This spell has no verbal components . You briefly become invisible . This invisibility ends after you take any action.	
Hit: Each target is dazed (-1 defenses) as a condition . Critical hit: The target is stunned (-2 defenses) instead of dazed.		Malleable Disguise	Rank 4
The attack's accuracy increases by +1 for each rank beyond 3.			Attune
		This spell functions like the <i>disguise image</i> spell, except that you can change the nature of the disguise as a standard action .	
Massive Flash	Rank 4	Massive Flash	Rank 4
		This spell functions like the <i>flash</i> spell, except that the area increases to a Large (60 ft.) radius, and the damage increases to $2d6 + \text{half power}$.	
		The damage increases by +1d for each rank beyond 4.	

Radiant Field	Rank 4	Solar Ray	Rank 5
You create a field of light in a Medium (30 ft.) radius zone from your location. When you cast this spell, and during your next action, make an attack vs. Fortitude against all enemies in the area. In addition, brilliant illumination briefly fills a 60 foot radius from the area.			
Hit: Each target takes 1d10 + half power energy damage.			
Blur	Rank 5 Attune, Visual		
All targeted attacks against you have a 20% miss chance . This ability provides no defensive benefit against creatures immune to Visual abilities.			The damage increases by +1d for each rank beyond 5.
<i>Your physical outline is distorted so it appears blurred, shifting, and wavering.</i>			
Certain Chromatic Orb	Rank 5	Distant Lightbeam Dash	Rank 6
This spell functions like the chromatic orb spell, except that you gain a +3 accuracy bonus, and the damage increases to 2d8 + half power .			
The damage increases by +1d for each rank beyond 5.			
Massive Color Spray	Rank 5 Visual	Greater Blurred Motion	Rank 6 Attune (deep)
This spell functions like the color spray spell, except that the area increases to a Huge (90 ft.) cone from you.			If you move at least 30 feet during the movement phase , you gain a +2 bonus to Armor defense until the end of that round.
The attack's accuracy increases by +1 for each rank beyond 5.			
Pillars of Light	Rank 5 Visual	Prismatic Spray	Rank 6 Visual
Choose up to five Tiny (5 ft.) radius areas within Long (90 ft.) range of you. Make an attack vs. Fortitude against all creatures in any of those areas. The areas can overlap, but this does not allow you to make multiple attacks against the same creature. Whether you hit or miss, brilliant illumination briefly fills a 60 foot radius from each area.			
Hit: Each target takes 2d8 + half power energy damage.			
The damage increases by +1d for each rank beyond 5.			

Solar Flare	Rank 6
Make an attack vs. Reflex against all enemies within a Small (15 ft.) radius from you. In addition, brilliant illumination briefly fills a 60 foot radius from the area.	
<p>Hit: Each target takes $2d8 + \text{half power}$ energy damage. Each damaged creature is dazzled (20% miss chance, no special vision) as a condition. Each creature that loses hit points also suffers consequences as if it had been struck by a beam of natural sunlight, which can be deadly for some creatures.</p>	
The damage increases by +1d for each rank beyond 6.	

Enduring Invisibility	Rank 7
	Sustain (standard)
This spell has no verbal components .	
You become invisible . This invisibility ends after you take damage.	

Intense Kaleidoscopic Pattern	Rank 7
	Compulsion, Visual
Make an attack vs. Mental against all enemies in a Medium (30 ft.) radius from you.	
<p>Hit: Each target is stunned (-2 defenses) as a condition. Critical hit: The target is confused (-2 defenses, randomly attack or defend) instead of dazed.</p>	

Massive Radiant Field	Rank 7
This spell functions like the radiant field spell, except that the area increases to a Large (60 ft.) radius zone , and the damage increases to $4d6 + \text{half power}$.	

Rituals

Continuous Light	Rank 1
Casting time: One minute	Attune
Choose either yourself or one Medium or smaller ally or unattended object within Medium (60 ft.) range. The target glows like a torch, emitting bright illumination in a Small (15 ft.) radius and shadowy illumination for an additional 15 feet.	
This ritual requires one fatigue level from its participants.	

False Decrepify	Rank 1
Casting time: One hour	Attune

Choose one Medium or smaller **unattended** object within Short (30 ft.) range. The target appears old and worn down. It may appear dusty, have cracks and wrinkles from age, or otherwise appear undesirable and low quality.

This ritual requires one **fatigue level** from its participants.

Permanent Light	Rank 2
Casting time: 24 hours	

This ritual functions like the **continuous light** ritual, except that Choose one Medium or smaller **unattended** object within Medium (60 ft.) range. The target glows like a torch, emitting **bright illumination** in a Small (15 ft.) radius and shadowy illumination for an additional 15 feet. This effect is permanent.

This ritual requires 8 **fatigue levels** from its participants.

Polymorph

Change the physical shape or outward form of objects and creatures.

Cantrips

Alter Appearance

This spell functions like the [disguise creature](#) ability, except that you gain a +4 bonus and you cannot change the appearance of your equipment, species, creature type, or number of limbs (see [Disguise Creature](#), page ??). This is a physical change to your body, so no amount of inspection will reveal your true form. A successful Awareness check that beats your Disguise check only reveals that your body's appearance has been magically altered.

This ability lasts until you use it again.

Rank 2: The bonus increases to +6.

Rank 4: The bonus increases to +8.

Rank 6: The bonus increases to +10.

Alter Object

Choose one [unattended](#), nonmagical object you touch. You make a Craft check to alter it (see [Craft](#), page 150), except that you do not need any special tools to make the check (such as an anvil and furnace). The maximum [damage resistance](#) of a material you can affect with this ability is equal to your [power](#).

Each time you cast this spell, you can accomplish work that would take up to two rounds with a normal Craft check.

Rank 2: The amount of work you accomplish with the spell increases to five rounds.

Rank 4: The amount of work you accomplish with the spell increases to one minute.

Rank 6: The amount of work you accomplish with the spell increases to two minutes.

Natural Weapon

[Attune](#)

You gain your choice of one of the following [natural weapons](#): bite, claw, gore, ram, slam, or talon. For details, see [Table 8.6: Natural Weapons](#), page 175.

Spells

Camouflage

Rank 1

[Attune](#)

If you are [trained](#) with the Stealth skill, you gain a +3 [magic bonus](#) to it. Otherwise, you are treated as being [trained](#) in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Cripple

Rank 1

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 1d6 physical damage. If it loses [hit points](#) from this damage, it is [slowed](#) (*half speed, -2 Armor and Ref*) as a [condition](#).

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

Mending

Rank 1

[Swift](#)

Chose yourself, one [ally](#), or one [unattended](#) object within Short (30 ft.) range. The target regains 1d6 + [power damage resistance](#) if it is a creature, or that many hit points if it is an object. If it is a creature, it increases its [fatigue level](#) by one.

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

Mighty Claw

Rank 1

Make a melee [strike](#) with a -1 accuracy penalty and a +2 damage bonus using a [natural weapon](#). You may use the higher of your Strength and your Willpower to determine your damage with the strike (see [Dice Bonuses From Attributes](#), page 55).

Rank 3: The damage bonus increases to +4.

Rank 5: The damage bonus increases to +8.

Rank 7: The damage bonus increases to +16.

Regeneration

Rank 1

[Attune](#)

At the end of each round, you regain 1d6 [hit points](#). This healing cannot increase your hit points above half your maximum hit points.

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

Stoneskin	Rank 1 Attune	Brief Regeneration	Rank 2
You gain a +4 magic bonus to your damage resistance .			Choose yourself or one living ally within Short (30 ft.) range. The target briefly regains 1d8 + half power hit points at the end of each round. When this effect ends, the target increases its fatigue level by one.
Rank 3: The bonus increases to +8. Rank 5: The bonus increases to +16. Rank 7: The bonus increases to +32.			The healing increases by +1d for each rank beyond 2.
Twisting Claw	Rank 1	Distant Claw	Rank 2
Make a melee strike using a natural weapon . Your power with the strike is halved. The attack is made against the target's Reflex defense instead of its Armor defense. You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55).			Make a melee strike using a natural weapon . The strike gains the Long weapon tag, allowing you to attack targets up to 10 feet away from you (see Weapon Tags, page 168). You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55).
Rank 3: You gain a +1 accuracy bonus with the strike. Rank 5: The accuracy bonus increases to +2. Rank 7: The accuracy bonus increases to +3.			Rank 4: You gain a +1 accuracy bonus with the strike. Rank 6: The accuracy bonus increases to +2.
Alter Self	Rank 2 Attune	Eyes of Dark sight	Rank 2 Attune
This spell functions like the disguise creature ability, except that that you gain a +4 bonus and you cannot change the appearance of your equipment (see Disguise Creature, page ??). This is a physical change to your body, so no amount of inspection will reveal your true form. A successful Awareness check that beats your Disguise check only reveals that your body's appearance has been magically altered.			You gain darkvision with a 60 foot radius, allowing you to see in complete darkness (see Darkvision, page 380).
Bleed	Rank 2	Physical Enhancement	Rank 2 Attune
Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.			When you cast this spell, choose a physical attribute: Strength, Dexterity, or Constitution. You gain a +2 magic bonus to checks using the chosen attribute. In addition, if you choose Strength, you gain a +1 magic bonus to Strength for the purpose of determining your weight limits (see Weight Limits, page 46).
Hit: The target begins bleeding as a condition . It takes 1d8 + half power physical damage immediately and during each of your subsequent actions.			Rank 4: The bonus increases to +3. Rank 6: The bonus increases to +4.
This effect can be removed with the <i>treat condition</i> ability from the Medicine skill (see Medicine, page 157). The difficulty value of the check is equal to 10.			
Critical hit: The damage from the condition is doubled.			
The damage increases by +1d for each rank beyond 2.			
Shrink	Rank 2 Attune	Your size decreases by one size category , to a minimum of Tiny. Reducing your size gives you a -1 penalty to Strength for the purpose of determining your weight limits , a +1 bonus to your Reflex defense, and a +5 bonus to Stealth. It also reduces your base speed (see Size Categories, page 45).	

Absorb Object	Rank 3	Mass Stoneskin	Rank 3
You absorb Medium or smaller unattended object into your body. Your weight is increased by the weight of the object, but the object's presence cannot be otherwise physically detected. You must bear the weight of the object as if you were carrying it, not as if it was part of your body. A reactive object, such as alchemist's fire or poison, continues reacting inside your body, which may be harmful to you. You cannot absorb only part of a larger object.			Attune (target)
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 bonus increases to +8. Rank 7: The bonus increases to +16.
Rank 5: The maximum size of the object increases to Large. Rank 7: The maximum size of the object increases to Huge.			
Climber	Rank 3	Scent	Rank 3
You gain a climb speed 10 feet slower than the base speed for your size. If you already have a climb speed, you gain a +10 foot magic bonus to your climb speed.			Attune
Enlarge	Rank 3	Spikeform	Rank 3
Your size increases by one size category , to a maximum of Huge. Increasing your size gives you a +1 bonus to Strength for the purpose of determining your weight limits , a -1 penalty to your Reflex defense, and a -5 penalty to Stealth. It also increases your base speed (see Size Categories, page 45). This spell makes you slightly clumsy in your new size. You take a -10 foot penalty to your speed with all of your movement modes .			Attune (deep)
The damage increases by +1d for each rank beyond 3. <i>Your body grows large spikes that impale creatures who attack you.</i>			
Malleable Body	Rank 3	Swimmer	Rank 3
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:			Attune
<ul style="list-style-type: none"> You gain a climb speed 10 feet slower than the base speed for your size. You gain a +8 magic bonus to the Flexibility skill. In addition, the minimum size you can squeeze down to is reduced to one inch, which can dramatically improve your ability to squeeze through tight spaces. You gain a +4 bonus to your defenses when determining whether a strike gets a critical hit against you instead of a normal hit. 			
You can suppress or resume this effect as a free action .			
Cleansing Bodymorph	Rank 4	Draconic Senses	Rank 4
You or one ally within Medium (60 ft.) range can remove a condition . This cannot remove conditions caused by Compulsion or Emotion abilities.			Attune
You gain darkvision with a 60 foot radius, low-light vision , and blindsight with a 30 foot radius. If you already have darkvision or blindsight, the range of that ability increases by the given amount instead.			
Rank 6: The radius of the darkvision increases by 60 feet, and the radius of the blindsight increases by 30 feet.			

Dragon Breath	Rank 4 Attune	Reforge Armor	Rank 4 Attune				
Choose one of the following damage types: acid, cold, electricity, or fire. For the duration of this spell, you can breath that type of energy like a dragon as a standard action. When you do, make an attack vs. Reflex against everything within a Large (60 ft.) cone from you. After you use this ability, you briefly cannot use it again.			Choose one nonmagical suit of body armor you touch. The armor becomes composed of a special material of your choice other than cold iron (see Table 8.11: Armor Special Materials, page 185). The special material chosen must not cause the item's total rank to exceed your spellcasting rank with this spell. You can only change the target into a special material appropriate for its base composition of either leather or metal. For example, you cannot create mithral hide armor with this spell.				
Hit: Each target takes $2d8 + \text{half power}$ damage of your chosen type.							
The damage increases by +1d for each rank beyond 4.							
Empowered Regeneration	Rank 4 Attune	Runner	Rank 4 Attune				
At the end of each round, you regain $2d8$ hit points . If you gained a vital wound this round, you add your power to this healing. This healing cannot increase your hit points above half your maximum hit points.			You gain a +10 foot magic bonus to your land speed .				
The healing increases by +1d for each rank beyond 4.							
Flense	Rank 4	Baleful Polymorph	Rank 5				
Make an attack vs. Fortitude against one creature within Short (30 ft.) range.			Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.				
Hit: The target takes $2d6$ physical damage. If it loses hit points from this damage, it is vulnerable (-4 defenses) to all damage as a condition .			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 (-2 defenses, <i>randomly attack or defend</i>).				
The damage increases by +1d for each rank beyond 4.			The attack's accuracy increases by +1 for each rank beyond 5.				
Mass Physical Enhancement	Rank 4 Attune (target)	Disintegrate	Rank 5				
This spell functions like the physical enhancement spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.			Make an attack vs. Fortitude against anything within Medium (60 ft.) range.				
Rank 6: The bonus increases to +4.			Hit: The target takes $4d8 + \text{power}$ physical damage. In addition, if the target is unconscious from vital wounds at the end of the current phase , it dies. Its body is completely disintegrated, leaving behind only a pinch of fine dust. Its equipment is unaffected.				
The damage increases by +1d for each rank beyond 5.							
Mass Shrink	Rank 4 Attune (target)	Empowered Mending	Rank 5 Swift				
This spell functions like the shrink spell, except that it affects up to five creatures of your choice from among yourself and your Small or larger allies within Medium (60 ft.) range.			This spell functions like the mending spell, except that The recovery increases to $4d6 + \text{power}$.				
The recovery increases by +1d for each rank beyond 5.							

Mass Enlarge	Rank 5
	Attune (target)

This spell functions like the [enlarge](#) spell, except that it affects up to five creatures of your choice from among yourself and your Large or smaller **allies** within Medium (60 ft.) range.

Mass Sensory Enhancement	Rank 5
	Attune (target)

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. For each creature, you choose one of the following effects.

Awareness: The target gains a +3 **magic bonus** to the Awareness skill.

Darkvision: The target gains **darkvision** with a range of 60 feet.

Low-light Vision: The target gains **low-light vision**.

Scent: The target gains the **scent** ability, giving it a +10 bonus to scent-based Awareness checks (see [Senses](#), page ??).

Rank 7: For each target, you can choose any two of the listed enhancements.

Mighty Bleed	Rank 5
	Attune (deep)

Make an attack vs. Fortitude against the one living creature within Medium (60 ft.) range.

Hit: The target begins bleeding as a **condition**. It takes 2d8 + half **power** physical damage immediately and during each of your subsequent actions.

Critical hit: The damage from the condition is doubled.

The damage increases by +1d for each rank beyond 5.

Mighty Cripple	Rank 5
	Attune (deep)

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 2d10 + **power** physical damage. If it loses **hit points** from this damage, it is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

The damage increases by +1d for each rank beyond 5.

Vital Regeneration	Rank 5
	Attune (target)

At the end of each round, if the target is not **unconscious** due to **fatigue**, it automatically removes one of its **vital wounds**. It can choose to stop this regeneration if you are conscious, but the regeneration happens automatically if it is unconscious due to vital wounds. When it removes a vital wound in this way, it increases its **fatigue level** by three.

Rank 7: The target can remove two **vital wounds** instead of one.

Empowered Brief Regeneration	Rank 6
	Attune (target)

Choose yourself or one living **ally** within Short (30 ft.) range. The target **briefly** regains 4d8 + half **power hit points** at the end of each round. When this effect ends, the target increases its **fatigue level** by one.

The healing increases by +1d for each rank beyond 6.

Extruding Spikes	Rank 6
	Attune (deep)

As a **minor action**, you can extend spikes to make an attack vs. Armor against all **enemies** adjacent to you.

Hit: Each target takes 2d10 piercing damage.

The damage increases by +1d for each rank beyond 6.

Your body grows small spikes that you can consciously extrude to impale nearby foes.

Greater Shrink	Rank 6
	Attune (target)

Your size decreases by two **size categories**, to a minimum of Tiny. This gives you a -2 penalty to Strength for the purpose of determining your **weight limits**, a +2 bonus to your Reflex defense, and a +10 bonus to Stealth. It also reduces your **base speed** (see [Size Categories](#), page 45).

Greater Enlarge	Rank 7
	Attune (target)

Your size increases by two **size categories**. This gives you a +2 bonus to Strength for the purpose of determining your **weight limits**, a -2 penalty to your Reflex defense, and a -10 penalty to Stealth. It also increases your **base speed** (see [Size Categories](#), page 45).

This spell makes you slightly clumsy in your new size. You take a -10 foot penalty to your speed with all of your **movement modes**.

Greater Malleable Body	Rank 7	
		Attune (deep)
This spell functions like the malleable body spell, except that you become immune to critical hits from strikes.		
Mighty Spikeform	Rank 7	
		Attune (deep)
Whenever a creature makes a melee attack against you using a free hand or non-Long weapon, make a reactive attack vs. Armor against them.		
Hit: Each target takes 4d10 + half power piercing damage.		
<i>Your body grows large spikes that impale creatures who attack you.</i>		
Sludgeform	Rank 7	
Make an attack vs. Fortitude against one creature within Short (30 ft.) range.		
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 . This has the following effects:		
<ul style="list-style-type: none"> • Its exposed flesh makes it vulnerable (-4 defenses) to all damage. • It has no free hands, causing it to drop anything it is holding and making it unable to take any actions that require free hands. • It is unable to speak normally or use verbal or somatic casting components. <p>Critical hit: The condition must be removed twice before the effect ends.</p>		
Rituals		
Create Handholds	Rank 1	
Casting time: One minute		Attune
Choose one unattended, mundane wall up to 50 feet high and 10 feet wide within Medium (60 ft.) range. You create handholds in the target, making it easier to climb. This reduces the difficulty value to climb the object by 10. When this effect ends, the handholds disappear.		
This ritual requires one fatigue level from its participants.		
Fortify	Rank 1	
		Attune
Casting time: One hour		
Choose one unattended , nonmagical object or part of an object of up to Large size. Unlike most abilities, this ritual can affect individual parts of a whole object.		
The target gains a +5 magic bonus to its damage resistance . If the target is moved, this effect ends. Otherwise, it lasts for one year.		
This ritual requires one fatigue level from its participants.		
Morph Weapon	Rank 1	
		Attune
Casting time: One minute		
Choose one unattended manufactured weapon within Medium (60 ft.) range. The target changes into another weapon from the same weapon group. At least one ritual participant must be proficient with that weapon group. You cannot change it into an exotic weapon in this way. When this effect ends, the target returns to its original shape.		
This ritual requires one fatigue level from its participants.		
Purify Sustenance	Rank 1	
		Attune
Casting time: One hour		
All food and water in a single square within Short (30 ft.) range is purified. Spoiled, rotten, poisonous, or otherwise contaminated food and water becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoiling.		
This ritual requires one fatigue level from its participants.		
Mystic Lock	Rank 2	
		Attune
Casting time: One minute		
Choose one Large or smaller closable, nonmagical object within Short (30 ft.) range, such as a door or box. In addition, choose a Fine object within Short (30 ft.) range. The primary target becomes magically locked. It can be unlocked with a Devices check with a difficulty value of 25. The difficulty value to break it open forcibly increases by 10.		
When the Fine object touches the sealed object, this ritual is suppressed for one minute, allowing the object to be opened normally.		
This ritual requires one fatigue level from its participants.		

Air Breathing Casting time: One minute	Rank 3 Attune	Greater Mystic Lock Casting time: One hour	Rank 4 Attune
Choose one Large or smaller ritual participant. The target can breathe air as easily as a human breathes air, preventing it from suffocating above water if it can normally only breathe water or some other substance.			This ritual functions like the mystic lock ritual, except that the difficulty value to unlock the object with a Devices check is instead equal to 35. In addition, the difficulty value to break it open increases by 20 instead of by 10.
This ritual requires one fatigue level from its participants.			This ritual requires one fatigue level from its participants.
Craft Object Casting time: Special	Rank 3	Ironwood Casting time: 24 hours	Rank 4
Choose any number of unattended, nonmagical objects within Short (30 ft.) range. You make a Craft check to transform the subjects into a new item (or items) made of the same materials. You require none of the tools that would normally be necessary, such as an anvil and furnace. The total size of all targets combined must be Medium size or smaller.			One Medium or smaller unattended , nonmagical wooden object within Short (30 ft.) range is transformed into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as iron. Metallic armor and weapons, such as full plate, can be crafted from ironwood.
This ritual takes time equal to one tenth of the time that would normally be required to craft the object, to a minimum of one hour.			This ritual requires 32 fatigue levels from its participants.
This ritual requires one fatigue level from its participants.			
Gills Casting time: One minute	Rank 3 Attune	Craft Large Object Casting time: Special	Rank 5
Choose one Large or smaller ritual participant. The target can breathe water as easily as a human breathes air, preventing it from drowning or suffocating underwater.			This ritual functions like the craft object ritual, except that the maximum combined size of all targets increases to Large.
This ritual requires one fatigue level from its participants.			This ritual requires one fatigue level from its participants.
Morph Exotic Weapon Casting time: One minute	Rank 3 Attune	Enduring Empowered Fortify Casting time: 24 hours	Rank 5
This ritual functions like the morph weapon ritual, except that you can also change the target into an exotic weapon.			This ritual functions like the empowered fortify ritual, except that the effect lasts for one hundred years.
This ritual requires one fatigue level from its participants.			This ritual requires 50 fatigue levels from its participants.
Empowered Fortify Casting time: One hour	Rank 4 Attune	Awaken Casting time: 24 hours	Rank 6
This ritual functions like the fortify ritual, except that the bonus to damage resistance increases to 10.			One Large or smaller ally within Medium (60 ft.) range becomes sentient. Its Intelligence becomes 1d6 - 5. Its type changes from animal to magical beast. It gains the ability to speak and understand one language that you know of your choice. Its maximum age increases to that of a human (rolled secretly). This effect is permanent.
This ritual requires one fatigue level from its participants.			You can only learn this ritual if you have access to this mystic sphere through the nature magic source .
This ritual requires one fatigue level from its participants.			This ritual requires 72 fatigue levels from its participants.
Enduring Fortify Casting time: 24 hours	Rank 4	Craft Huge Object Casting time: Special	Rank 7
This ritual functions like the fortify ritual, except that the effect lasts for one hundred years.			This ritual functions like the craft object ritual, except that the maximum combined size of all targets increases to Huge.
This ritual requires 32 fatigue levels from its participants.			This ritual requires one fatigue level from its participants.

Supreme Fortify

Casting time: One hour

Rank 7

Attune

This ritual functions like the [fortify](#) ritual, except that the bonus to **damage resistance** increases to 15.

This ritual requires one **fatigue level** from its participants.

Prayer

Grant divine blessings to aid allies and improve combat prowess.

Cantrips**Boon of Competence**

Choose one adjacent **ally**. The target gains a +1 bonus to **accuracy** this round.

Rank 2: The range increases to Short (*30 ft.*) range.

Rank 4: The bonus increases to +2.

Rank 6: The range increases to Medium (*60 ft.*) range.

Boon of Protection**Swift**

Choose one adjacent **ally**. The target gains a +1 bonus to **defenses** this round. Because this ability has the **Swift** tag, this improves the target's defenses against attacks made against it during the current phase.

Rank 2: The range increases to Short (*30 ft.*) range.

Rank 4: The bonus increases to +2.

Rank 6: The range increases to Medium (*60 ft.*) range.

Spells**Blessing of Proficiency**

Rank 1

Attune (target)

Choose up to five creatures from among yourself and your **allies** within Medium (*60 ft.*) range. Each target becomes proficient with one additional weapon group, including exotic weapons from that weapon group.

Boon of Precision

Rank 1

Choose yourself or one **ally** within Medium (*60 ft.*) range. The next time the target makes a **strike** this round, it gains a +2 bonus to **accuracy** and rolls twice and takes the higher result. If you cast this spell on yourself, it affects the first strike you make before the end of the next round.

Rank 3: The accuracy bonus increases to +3.

Rank 5: The accuracy bonus increases to +4.

Rank 7: The accuracy bonus increases to +5.

Boon of Shielding	Rank 1 Swift	Blessing of Endurance	Rank 2 Attune (target)
Choose yourself or a living ally within Short (<i>30 ft.</i>) range. The target regains 1d6 + power damage resistance and increases its fatigue level by one. In addition, it gains a +1 bonus to all defenses this round.			
The recovery increases by +1d for each rank beyond 1.			
Consecrated Strike	Rank 1	Rank 4: The bonus increases to +8. Rank 6: The bonus increases to +16.	
Make a strike . You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). If you use the desperate exertion ability to affect this strike, you gain an additional +2 accuracy bonus to the reroll. This stacks with the normal +2 bonus from the <i>desperate exertion</i> ability.			
Rank 3: The accuracy bonus increases to +3. Rank 5: The accuracy bonus increases to +4. Rank 7: The accuracy bonus increases to +5.			
Curse of Sloth	Rank 1 Curse	Blessing of Mastery	Rank 2 Attune (deep, target)
Make an attack vs. Mental against one creature within Short (<i>30 ft.</i>) range.			
Hit: While the target is below its maximum hit points , it is slowed (<i>half speed, -2 Armor and Ref</i>). This effect lasts until the target takes a short rest .			
Critical hit: The effect lasts until the curse is removed.			
The attack's accuracy increases by +1 for each rank beyond 1.			
Holy Blades	Rank 1 Attune (target)	Blessing of Perseverance	Rank 2 Attune (deep, target)
Choose up to five creatures from among yourself and your allies within Medium (<i>60 ft.</i>) range. Each target's weapons shed light like a torch. In addition, all damage they deal with strikes becomes energy damage in addition to the attack's normal damage types.			
Rank 4: The spell can negate two conditions before ending. Rank 6: The spell can negate three conditions before ending.			
Blessing of Potency	Rank 2 Attune (target)		
Choose up to five creatures from among yourself and your allies within Medium (<i>60 ft.</i>) range. Each target gains a +2 magic bonus to power .			
Rank 4: The bonus increases to +4. Rank 6: The bonus increases to +8.			

Blessing of Resilience	Rank 2 Attune (target)	Blessing of Physical Prowess	Rank 3 Attune (target)
Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Each target gains a +4 magic bonus to its damage resistance .			Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. When you cast this spell, choose a physical attribute: Strength, Dexterity, or Constitution. Each target gains a +2 magic bonus to checks using the chosen attribute. In addition, if you choose Strength, each target gains a +1 magic bonus to Strength for the purpose of determining its weight limits (see Weight Limits, page 46).
Rank 4: The bonus increases to +8. Rank 6: The bonus increases to +16.			Rank 5: The bonus increases to +3. Rank 7: The bonus increases to +4.
Boon of Deadly Fortune	Rank 2	Blessing of the Purified Body	Rank 3 Attune (target)
Choose yourself or one ally within Medium (60 ft.) range. The target gains a +4 bonus to accuracy this round for the purpose of determining if its attacks get a critical hit . If you cast this spell on yourself, it affects the first attack you make before the end of the next round.			Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Each target is impervious to poisons and diseases . In addition, at the end of each round, it automatically gains one success to resist an active poison or disease affecting it that was not applied during that round.
Rank 4: The accuracy bonus increases to +5. Rank 6: The accuracy bonus increases to +6.			Boon of Avoidance
Curse of Fugue	Rank 2 Curse	Boon of Avoidance	Rank 3 Swift
Make an attack vs. Mental against one creature within Medium (60 ft.) range. Hit: The target is dazed (-1 defenses) until it takes a short rest . Critical hit: The effect lasts until the curse is removed.			Choose yourself or one ally within Medium (60 ft.) range. The target gains a +2 bonus to Armor and Reflex defenses this round. Because this ability has the Swift tag, this improves the target's defenses against attacks made against it during the current phase.
The attack's accuracy increases by +1 for each rank beyond 2.			Rank 5: The bonus increases to +3. Rank 7: The bonus increases to +4.
Blessing of Mental Clarity	Rank 3 Attune (target)	Curse of Flammability	Rank 3 Curse
Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Each target is impervious to Compulsion and Emotion effects. In addition, at the end of each round, it automatically removes one condition from a Compulsion or Emotion effect that was not applied during that round.			Make an attack vs. Mental against one creature within Medium (60 ft.) range. Hit: The target is highly flammable until it takes a short rest . Like dry wood or kindling, it catches on fire whenever it takes any fire damage. While ignited in this way, it takes 1d8 + half power fire damage during each of your actions.
It can put out the fire by making a difficulty value 10 Dexterity check as a movement to put out the flames. Dropping prone (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check. Putting out the flames in this way does not remove this curse.			 Critical hit: The effect lasts until the curse is removed.
The attack's accuracy increases by +1 for each rank beyond 3.			

Blessing of Freedom	Rank 4 Attune (target)	Curse of Blindness	Rank 5 Curse
Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Each target is immune to being slowed (half speed, -2 Armor and Ref), immobilized (-4 Ref, cannot use movement speeds), and paralyzed (cannot move).			Make an attack vs. Mental against one creature within Short (30 ft.) range.
Blessing of Recovery			Hit: While the target is below its maximum hit points , it is blinded (50% miss chance, -2 Armor and Ref). This effect lasts until the target takes a short rest . Critical hit: The effect lasts until the curse is removed.
Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Whenever each target finishes a long rest , it removes an additional vital wound (see Removing Vital Wounds, page 57).			The attack's accuracy increases by +1 for each rank beyond 5.
Rank 6: Each target removes two additional vital wounds instead of only one.			
Boon of Cleansing			Efficient Curse of Sloth
Rank 4			Rank 5 Curse
You or one ally within Medium (60 ft.) range can remove a condition .			Make an attack vs. Mental against one creature within Short (30 ft.) range.
Rank 6: The target can remove two effects.			Hit: The target is slowed (half speed, -2 Armor and Ref) until it takes a short rest . Critical hit: The effect lasts until the curse is removed.
Exalted Strike			The attack's accuracy increases by +1 for each rank beyond 5.
Rank 4			
Make a strike . You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). You gain a +1 accuracy bonus with the strike for each spell from the <i>prayer</i> mystic sphere that you are attuned to, to a maximum of +3.			
Blessing of Regeneration			Empowered Boon of Shielding
Rank 5 Attune (target)			Rank 5 Swift
Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. At the end of each round, each target regains 2d6 hit points . This healing cannot increase a target's hit points above half its maximum hit points.			Choose yourself or a living ally within Short (30 ft.) range. The target regains 2d10 + power damage resistance and increases its fatigue level by one. In addition, it gains a +2 bonus to all defenses this round.
The healing increases by +1d for each rank beyond 5.			The recovery increases by +1d for each rank beyond 4.
Blessing of Divine Warning			Blessing of Divine Warning
Rank 6 Attune (target)			Rank 6 Attune (target)
Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Each target is never unaware (-6 Armor and Ref) or partially unaware (50% miss chance, -2 Armor and Ref).			
Blessing of Vitality			Blessing of Vitality
Rank 6 Attune (deep, target)			Rank 6
Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Whenever each target would gain a vital wound , it can choose to negate that vital wound. After negating a vital wound for a creature in this way, this spell ends for that creature.			

Boon of Invulnerability	Rank 6	
	Swift	
Choose yourself or one ally within Medium (60 ft.) range. The target becomes takes half damage from all sources this round. Because this ability has the Swift tag, it affects all damage the target takes during the current phase.		
Cleansing Benediction	Rank 6	
You and each ally within a Small (15 ft.) radius from you can each remove a condition .		
Intense Curse of Fugue	Rank 6	
	Curse	
Make an attack vs. Mental against one creature within Medium (60 ft.) range.		
Hit: The target is stunned (-2 defenses) until it takes a short rest .		
Critical hit: The effect lasts until the curse is removed.		
The attack's accuracy increases by +1 for each rank beyond 6.		
Blessing of Cleansing Renewal	Rank 7	
	Attune (target)	
Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. At the end of each round, each target removes one condition of its choice affecting it.		
Rituals		
Bless Water	Rank 1	
Casting time: One minute	Attune	
One pint of unattended , nonmagical water within Short (30 ft.) range becomes holy water. Holy water can be thrown as a splash weapon, dealing 1d8 points of damage to a struck undead or an evil planeforged .		
This ritual requires one fatigue level from its participants.		
Blessing of Fortification	Rank 1	
Casting time: One hour	Attune	
Choose one unattended , nonmagical object or part of an object of up to Large size. Unlike most abilities, this ritual can affect individual parts of a whole object.		
The target gains a +5 magic bonus to its damage resistance . If the target is moved, this effect ends. Otherwise, it lasts for one year.		
This ritual requires one fatigue level from its participants.		
Blessing of Purification	Rank 1	
Casting time: One hour		
All food and water in a single square within Short (30 ft.) range becomes purified. Spoiled, rotten, poisonous, or otherwise contaminated food and water becomes pure and suitable for eating and drinking. This does not prevent subsequent natural decay or spoiling.		
This ritual requires one fatigue level from its participants.		
Curse Water	Rank 1	
	Attune	
One pint of unattended , nonmagical water within Short (30 ft.) range becomes unholy water. Unholy water can be thrown as a splash weapon, dealing 1d8 points of damage to a struck good planeforged .		
This ritual requires one fatigue level from its participants.		
Permanent Bless Water	Rank 3	
Casting time: One hour		
This ritual functions like the bless water ritual, except that it loses the Attune (ritual) tag and the effect lasts permanently.		
This ritual requires one fatigue level from its participants.		
Permanent Curse Water	Rank 3	
Casting time: One hour		
This ritual functions like the curse water ritual, except that it loses the Attune (ritual) tag and the effect lasts permanently.		
This ritual requires one fatigue level from its participants.		
Empowered Fortification	Rank 4	
	Attune	
This ritual functions like the blessing of fortification ritual, except that the bonus to damage resistance increases to 10.		
This ritual requires one fatigue level from its participants.		
Enduring Fortification	Rank 4	
Casting time: 24 hours		
This ritual functions like the blessing of fortification ritual, except that the effect lasts for one hundred years.		
This ritual requires 32 fatigue levels from its participants.		

Enduring Empowered Fortification

Rank 5

Casting time: 24 hours

This ritual functions like the [empowered fortification](#) ritual, except that the effect lasts for one hundred years.

This ritual requires 50 [fatigue levels](#) from its participants.

Supreme Fortification

Rank 7

Casting time: One hour

Attune

This ritual functions like the [blessing of fortification](#) ritual, except that the bonus to [damage resistance](#) increases to 15.

This ritual requires one [fatigue level](#) from its participants.

Pyromancy

Create fire to incinerate foes.

Cantrips**Extinguish**

Choose one Medium or smaller active flame within Medium (60 ft.) range. If the target is [attended](#) by a creature, such as a torch being carried, you must make an attack vs. Reflex against the attending creature. Otherwise, the attack automatically hits.

Hit: The flame is extinguished.

Rank 2: The maximum size increases to Large.

Rank 4: The maximum size increases to Huge.

Rank 6: The maximum size increases to Gargantuan.

Heat Air

The temperature of the air within a Medium (30 ft.) radius [emanation](#) from you is increased by an amount of your choice, to a maximum increase of 20 degrees Fahrenheit. You cannot increase the temperature above 100 degrees in this way. This typically imposes no direct penalties on other creatures, but it may make them more or less comfortable depending on their preferred temperature.

This ability lasts until you use it again or until you [dismiss](#) it as a [free action](#).

Rank 3: You can choose to affect a Large (60 ft.) radius instead, and the maximum temperature change increases to 30 degrees.

Rank 5: You can choose to affect a Huge (90 ft.) radius instead, and the maximum temperature change increases to 40 degrees.

Rank 7: You can choose to affect a Gargantuan (120 ft.) radius instead, and the maximum temperature change increases to 50 degrees.

Kindle

Make an attack vs. Fortitude against anything within Short (30 ft.) range.

Hit: The target takes 2 fire damage. If the target is highly flammable, such as a torch or campfire, it ignites.

Rank 2: The damage increases to 5.

Rank 4: The damage increases to 10.

Rank 6: The damage increases to 20.

Personal Torch

You create a flame in your hand. You can create it at any intensity, up to a maximum heat equivalent to a roaring campfire. At its most intense, it sheds **bright illumination** in a 30 foot radius and shadowy illumination in a 60 foot radius. As a standard action, you can make a melee attack vs. Reflex against a creature or object. On a hit, the target takes 2 fire damage.

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

Rank 2: The damage increases to 5.

Rank 4: The damage increases to 10.

Rank 6: The damage increases to 20.

Spells**Burning Hands**

Rank 1

Make an attack vs. Reflex against everything in a Small (15 ft.) cone from you.

Hit: Each target takes 1d6 + half **power** fire damage.

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

Flame Blade

Rank 1

Attune

Your weapons shed light like a torch. You gain a +2 **magic bonus** to **power** while you wield a weapon you are proficient with. In addition, all damage you deal with **strikes** becomes fire damage in addition to the attack's normal damage types.

Rank 3: The power bonus increases to +4.

Rank 5: The power bonus increases to +8.

Rank 7: The power bonus increases to +16.

Ignition

Rank 1

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target catches on fire as a **condition**. It takes 1d6 + half **power** fire damage immediately and during each of your subsequent actions.

The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **movement** to put out the flames. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Critical hit: The damage from the condition is doubled.

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

Pyroclasm

Rank 1

Make an attack vs. Reflex against everything in a Medium (30 ft.) radius from you. In addition, you take fire damage equal to half your **power**.

Hit: Each target takes 1d6 + half **power** fire damage.

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

Pyrohemia

Rank 1

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target takes 1d6 + half **power** fire damage. If it loses **hit points** from this damage, it takes 1d6 + half **power** fire damage during your next action.

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

Pyrophobia

Rank 1

Emotion

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **shaken** (*-1 Mental, -1 accuracy vs. source*) by you as a **condition**. Whenever it takes fire damage, the penalties from this condition are **briefly** doubled.

Critical hit: The target is **frightened** (*-2 Mental, -2 accuracy vs. source*) instead of shaken.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Burning Grasp

Rank 2

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything adjacent to you.

Hit: The target takes 1d8 + half **power** fire damage immediately, and again during your next action.

The damage increases by +1d for each rank beyond 2.

Eyes of Flame

Rank 2

Attune

You can set things on fire simply by staring at them as a standard action. When you do, make an attack vs. Fortitude against anything within Medium (60 ft.) range from you.

Hit: The target takes 1d8 + half **power** fire damage immediately, and again during your next action.

The damage increases by +1d for each rank beyond 2.

Heat Metal	Rank 2
Sustain (minor)	

Choose one **metallic** object within Medium (60 ft.) range. It must be no smaller than Tiny size and no larger than Large size. If the target is **attended**, make an attack vs. Reflex against the attending creature. Otherwise, this attack automatically hits.

Hit: The object becomes burning hot to the touch. It and anything touching it takes 1d10 + half **power** fire damage immediately and during each of your subsequent actions.

The damage increases by +1d for each rank beyond 2.

Flame Breath	Rank 3
Attune	

For the duration of this spell, you can breathe fire like a dragon as a standard action. When you do, make an attack vs. Reflex against everything within a Large (60 ft.) cone from you. After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes 2d6 + half **power** fire damage.

The damage increases by +1d for each rank beyond 3.

Flame Dash	Rank 3
Attune	

You teleport into an unoccupied destination on a stable surface within Short (30 ft.) range. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.

Hit: Each target takes 1d10 + half **power** fire damage.

The damage increases by +1d for each rank beyond 3.

Kindled Fireburst	Rank 3
Attune	

Choose one Tiny or larger active fire within Medium (60 ft.) range. Make an attack vs. Reflex against everything within an Medium (30 ft.) radius from it.

Hit: Each target takes 1d10 + half **power** fire damage.

The damage increases by +1d for each rank beyond 3.

A small source of fire, such as a torch, erupts into a much larger burst of flame.

Mass Flame Blade	Rank 3
Attune (target)	

This spell functions like the **flame blade** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 5: The power bonus increases to +4.

Rank 7: The power bonus increases to +8.

Fireball	Rank 4
Attune	

Make an attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: Each target takes 2d6 + half **power** fire damage.

The damage increases by +1d for each rank beyond 4.

Flaming Spheres	Rank 4	
		Attune (deep)
When you cast this spell, a cluster of flaming spheres appears over your head. Each sphere is approximately one foot in diameter. As a minor action , you can fire an orb at a creature or object within Short (30 ft.) range. When you do, make an attack vs. Armor against that target. After the sphere deals damage, it disappears and another sphere appears in the cluster.		
Hit: The target takes 2d8 fire damage.		
The damage increases by +1d for each rank beyond 4.		
Massive Burning Hands	Rank 4	
Make an attack vs. Reflex against everything in a Large (60 ft.) cone from you.		
Hit: Each target takes 2d6 + half power fire damage.		
The damage increases by +1d for each rank beyond 4.		
Massive Pyroclasm	Rank 4	
Make an attack vs. Reflex against everything in a Huge (90 ft.) radius from you. In addition, you take fire damage equal to half your power .		
Hit: Each target takes 2d6 + half power fire damage.		
The damage increases by +1d for each rank beyond 4.		
Flame Serpent	Rank 5	
Make an attack vs. Reflex against everything in a Large (60 ft. long), 5 ft. wide shapeable line that starts within Medium (60 ft.) range.		
Hit: Each target takes 2d8 + half power fire damage.		
The damage increases by +1d for each rank beyond 5.		
Intense Ignition	Rank 5	
Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.		
Hit: The target catches on fire as a condition . It takes 2d8 + half power fire damage immediately and during each of your subsequent actions.		
Critical hit: The damage from the condition is doubled.		
The damage increases by +1d for each rank beyond 5.		
Mighty Pyrohemia	Rank 5	
Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.		
Hit: The target takes 2d8 + power fire damage. If it loses hit points from this damage, it takes 2d8 + half power fire damage during your next action.		
The damage increases by +1d for each rank beyond 5.		
Primal Pyrophobia	Rank 5	
		Emotion
Make an attack vs. Mental against one creature within Medium (60 ft.) range.		
Hit: The target is frightened (-2 Mental, -2 accuracy vs. source) by you as a condition . Whenever it takes fire damage, the penalties from this condition are briefly doubled.		
Critical hit: The target is panicked (-4 Mental, cannot attack source) instead of frightened.		
The attack's accuracy increases by +1 for each rank beyond 5.		
Wings of the Phoenix	Rank 5	
		Attune
You gain a 30 foot fly speed with a maximum height of 30 feet (see Flying, page 60). If you are above that height, you gain a 30 foot glide speed instead.		
Rank 7: The maximum height increases to 60 feet.		
Distant Flame Dash	Rank 6	
You teleport into an unoccupied destination on a stable surface within Distant (120 ft.) range. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.		
Hit: Each target takes 2d10 + half power fire damage.		
The damage increases by +1d for each rank beyond 6.		
Flame Aura	Rank 6	
		Attune (deep)
Heat constantly radiates in a Small (15 ft.) radius emanation from you. As a minor action , you can intensify the flames to make an attack vs. Fortitude against everything in the area.		
Hit: Each target takes 2d10 fire damage.		
The damage increases by +1d for each rank beyond 6.		

Massive Wall of Fire	Rank 6
Barrier, Sustain (attuneable, minor)	

This spell functions like the [wall of fire](#) spell, except that the damage increases to $4d6 + \text{half power}$. In addition, the area increases to a Medium (30 ft. long) **wall**, and the range increases to Long (90 ft.) range.

The damage increases by +1d for each rank beyond 6.

Mighty Burning Grasp	Rank 6
Attune (deep)	

You must have a **free hand** to cast this spell.

Make a melee attack vs. Reflex against anything adjacent to you.

Hit: The target takes $4d8 + \text{half power}$ fire damage immediately, and again during your next action.

The damage increases by +1d for each rank beyond 6.

Mighty Personal Ignition	Rank 6
Attune (deep)	

This spell functions like the [personal ignition](#) spell, except that the damage increases to $4d8 + \text{half power}$.

The damage increases by +1d for each rank beyond 6.

You catch on fire. This does not cause you any harm, as the flames burn around your body without burning you.

Delayed Fireball	Rank 7
Attune	

When you cast this spell, you create a small bead of fire in midair within your space. During your next action, the bead flies out and explodes as you direct. Make an attack vs. Reflex against everything in a Medium (30 ft.) radius within Long (90 ft.) range.

Hit: Each target takes $4d6 + \text{half power}$ fire damage.

Massive Flame Breath	Rank 7
Attune	

This spell functions like the [flame breath](#) spell, except that the damage increases to $4d10 + \text{half power}$. In addition, the area increases to a Huge (90 ft.) cone.

Mighty Flaming Spheres	Rank 7
Attune (deep)	

This spell functions like the [flaming spheres](#) spell, except that the damage increases to $4d10$, and the range increases to Medium (60 ft.) range.

Soul of the Phoenix	Rank 7
Attune (deep)	

You embody the soul of the undying phoenix. If you die, your body and equipment catch fire and are instantly burned to ash. At the end of the next round after you died, you return to life with all of your equipment intact. Your return in the same state in which you died, except that all of your **vital rolls** for your vital rolls that were 0 or lower become 1, preventing you from dying again immediately. After you are restored to life this way, this spell ends.

Rituals

Detect Flame	Rank 1
Casting time: One minute	Detection

You learn the approximate distance and direction to any active fires within Long (90 ft.) range **range** of you. Since this is a **Detection** ability, its range can penetrate some solid objects (see [Detection](#), page 377). This spell can sense fires as small as a candle flame, but no smaller.

This ritual requires one **fatigue level** from its participants.

Heat Tolerance	Rank 1
Casting time: One minute	Attune

Choose either yourself or an **ally** or unattended object within Medium (60 ft.) range. The target suffers no harm from being in a hot environment. It can exist comfortably in conditions as high as 140 degrees Fahrenheit. Its equipment, if any, is also protected. This does not protect the target from fire damage.

This ritual requires one **fatigue level** from its participants.

Distant Detect Flame	Rank 4
Casting time: One minute	Detection

This ritual functions like the [detect flame](#) ritual, except that the range increases to 2,000 feet.

This ritual requires one **fatigue level** from its participants.

Explosive Runes

Rank 4

Casting time: One hour

Attune, Trap

Choose one Medium or smaller **unattended** object with writing on it within Short (30 ft.) range. The writing on the object is altered by the runes in subtle ways, making it more difficult to read. It becomes a **trap**. To read the writing, a creature must concentrate on reading it, which requires a standard action. If a creature reads the object, the object explodes. You make an attack vs. Reflex against everything within a Medium (30 ft.) radius from the object. Your accuracy with this attack is equal to half your level + half your Perception. This accuracy is calculated at the time that you perform this ritual and does not change afterwards. Each struck target takes 2d6 + half **power** fire damage.

After the object explodes in this way, the ritual is **dismissed**. If the object is destroyed or rendered illegible, the ritual is dismissed without exploding.

This ritual requires one **fatigue level** from its participants.

You can perform this ritual at a higher rank. The damage increases by +1d per rank beyond 4.

Heat Wave

Rank 4

Casting time: One hour

Attune

The temperature in a two mile radius cylinder-shaped **zone** from your location increases rapidly. Over the next minute after you finish this ritual, the temperature increases by 40 degrees Fahrenheit, to a maximum of 120 degrees. Unlike normal, this effect does not require **line of effect** to you. Instead, it affects all outdoor locations within the area. Even a thin barrier, such as a tent, is enough to protect locations from the effect of this ritual.

This ritual requires one **fatigue level** from its participants.

Pyrostorm

Rank 7

Casting time: One hour

Attune

This ritual functions like the **heat wave** ritual, except that the temperature in the area increases by 60 degrees, to a minimum of 160 degrees.

This ritual requires one **fatigue level** from its participants.

Revelation

Share visions of the present and future, granting insight or combat prowess.

Cantrips**Reveal Sensation**

You **briefly** gain a +3 **magic bonus** to Awareness checks.

Rank 2: The bonus increases to +4.

Rank 4: The bonus increases to +5.

Rank 6: The bonus increases to +6.

Reveal Truth

You may reroll one Knowledge check you made last round. You can only cast this spell once per hour.

Rank 2: You also gain a +2 **magic bonus** to the Knowledge check.

Rank 4: The bonus increases to +3.

Rank 6: The bonus increases to +4.

Spells**Armor Proficiency**

Rank 1

Attune

You gain **proficiency** with all armor **usage classes**.

Rank 3: You also gain a +4 **magic bonus** to **damage resistance** while wearing armor.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Blindsight

Rank 1

Attune

You gain **blindsight** with a 30 foot range, allowing you to sense your surroundings without light (see Blindsight, page 380).

Rank 3: The range increases to 60 feet.

Rank 5: The range increases to 90 feet.

Rank 7: The range increases to 120 feet.

Enhanced Senses	Rank 1 Attune	Social Intuition	Rank 1 Attune
If you are trained with the Awareness skill, you gain a +3 magic bonus to it. Otherwise, you are treated as being trained in that skill.			
Rank 3: The bonus increases to +4. Rank 5: The bonus increases to +5. Rank 7: The bonus increases to +6.			
Myriad Visions			Rank 1
Make an attack vs. Mental against one creature within Medium (60 ft.) range.			
Hit: The target is dazzled (<i>20% miss chance, no special vision</i>) as a condition .			
Critical hit: The condition must be removed twice before the effect ends.			
The attack's accuracy increases by +1 for each rank beyond 1.			
<i>Your foe sees visions of possible futures that confuse its ability to determine reality.</i>			
Precognitive Defense			Rank 1 Attune
You gain a +4 magic bonus to damage resistance .			
Rank 3: The bonus increases to +8. Rank 5: The bonus increases to +16. Rank 7: The bonus increases to +32.			
Precognitive Offense			Rank 1 Attune
You gain a +2 magic bonus to power .			
Rank 3: The bonus increases to +4. Rank 5: The bonus increases to +8. Rank 7: The bonus increases to +16.			
<i>You intuitively perceive your foes' weaknesses.</i>			
Social Intuition			
If you are trained with the Social Insight skill, you gain a +3 magic bonus to it. Otherwise, you are treated as being trained in that skill.			
Rank 3: The bonus increases to +4. Rank 5: The bonus increases to +5. Rank 7: The bonus increases to +6.			
True Strike			Rank 1
Choose yourself or one ally within Medium (60 ft.) range. The first time the target makes a strike this round, it gains a +1 accuracy bonus and rolls twice and takes the higher result. If you cast this spell on yourself, it affects the first strike you make before the end of the next round.			
Rank 3: The bonus increases to +2. Rank 5: The bonus increases to +3. Rank 7: The bonus increases to +4.			
Weapon Proficiency			Rank 1 Attune
You gain proficiency with one weapon group of your choice, including exotic weapons from that weapon group.			
Rank 3: You also gain a +2 magic bonus to power while you wield a weapon from the chosen weapon group.			
Rank 5: The power bonus increases to +4. Rank 7: The power bonus increases to +8.			
Animal's Sight			Rank 2 Sustain (standard)
Make an attack vs. Mental against one animal within Medium (60 ft.) range. You cannot make this attack against that same creature again until this spell ends.			
Hit: As a condition , you can see and hear out of the target's eyes and ears instead of your own. If the target stops being within 1 mile from you, ignoring line of sight and line of effect , this effect ends.			
The attack's accuracy increases by +1 for each rank beyond 2.			

Mystic Eye	Rank 2	Reveal Weakness	Rank 2
Scrying, Sustain (minor)			
A scrying sensor appears floating in the air in any unoccupied square within Medium (60 ft.) range. At the start of each round, you choose whether you see and hear from this sensor or from your body.		Choose one of the four defenses: Armor, Fortitude, Reflex, or Mental. Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
While viewing through the sensor, your observation ability is the same as your normal body, except that it does not share the benefits of any magical effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you blinded (50% miss chance, -2 Armor and Ref).		Hit: As a condition , the target's weaknesses are highlighted, and openings in its defenses are revealed to attackers moments before they exist. It takes a -2 penalty to the chosen defense. Critical hit: The penalty increases to -4.	
If undisturbed, the sensor floats in the air in its position. As a movement , you can move the sensor up to 30 feet in any direction, even vertically. At the end of each round, if the sensor is not within Distant (120 ft.) range from you, it is destroyed.		The attack's accuracy increases by +1 for each rank beyond 2.	
Rank 4: The sensor is not destroyed if you do not have line of effect to it. If it gets farther than 240 feet from you, ignoring all obstacles, it is still destroyed. Rank 6: The maximum distance before the sensor is destroyed increases to 480 feet.			
Purge Invisibility	Rank 2	True Cast	Rank 2
Attune			
All invisibility effects within a Large (60 ft.) radius emanation from you are suppressed .		Choose yourself or one ally within Medium (60 ft.) range. The first time the target casts a spell this round, it gains a +1 accuracy bonus and rolls twice and takes the higher result. If you cast this spell on yourself, it affects the first spell you cast before the end of the next round.	
Rank 4: You can choose to affect a Huge (90 ft.) radius instead. Rank 6: You can choose to affect a Gargantuan (120 ft.) radius instead.		Rank 4: The bonus increases to +2. Rank 6: The bonus increases to +3.	
Reveal Vulnerability	Rank 2	Blindsight	Rank 3
Attune		Attune	
Make an attack vs. Mental with a +2 accuracy bonus against one creature within Medium (60 ft.) range.		You gain blindsight with a 15 foot range, allowing you to see without light (see Blindsight, page 380). If you already have blindsight, the range of your blindsight increases by 15 feet.	
Hit: As a condition , the target's vulnerabilities become clear for all to see. Damage against it is treated as damage of all types, which can bypass many forms of immunity and special defenses against specific damage types. Critical hit: The condition must be removed twice before the effect ends.		Rank 5: The range increases to 30 feet. Rank 7: The range increases to 60 feet.	
The attack's accuracy increases by +1 for each rank beyond 2.			
Discern Lies	Rank 3	Subtle, Sustain (attuneable, minor)	
Attuneable, minor			
This spell has no verbal components . Make an attack vs. Mental against one creature within Medium (60 ft.) range.		Hit: When you hear the target deliberately and knowingly speaks a lie, you know that the target was lying. This ability does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.	
		The attack's accuracy increases by +1 for each rank beyond 3.	
Longshot	Rank 3	Longshot	Rank 3
Attune			
You reduce your longshot penalty by 1.			
		Rank 5: The penalty reduction increases to 2. Rank 7: The penalty reduction increases to 3.	

Mass Blindsight	Rank 3
	Attune (target)

This spell functions like the [blindsight](#) spell, except that it affects up to five creatures of your choice from among yourself and your [allies](#) within Medium (60 ft.) range.

Rank 5: The range increases to 60 feet.

Rank 7: The range increases to 120 feet.

Reverse Scrying	Rank 3
	Scrying, Sustain (minor)

Choose one magical sensor within Medium (60 ft.) range. A [scrying sensor](#) appears at the location of the source of the ability that created the chosen sensor. At the start of each round, you choose whether you see and hear from this sensor or from your body. While viewing through the sensor, your observation ability is the same as your normal body, except that it does not share the benefits of any [magical](#) effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you [blinded](#) (*50% miss chance, -2 Armor and Ref*).

If undisturbed, the sensor floats in the air in its position.

Rank 5: The range increases to Long (90 ft.) range.

Rank 7: The range increases to Distant (120 ft.) range.

Mass Precognitive Defense	Rank 3
	Attune (target)

This spell functions like the [precognitive defense](#) spell, except that it affects up to five creatures of your choice from among yourself and your [allies](#) within Medium (60 ft.) range.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Armorbreak Sight	Rank 4
	Attune (deep)

Whenever you make a [strike](#) that would attack a creature's Armor defense, you may instead attack that creature's Reflex defense. If you do, you [briefly](#) cannot apply this effect again. You must make this choice before rolling the attack roll.

Rank 6: Applying this effect to a strike does not prevent you from applying it again.

You intuitively perceive gaps in your foes' armor.

Precognitive Competence	Rank 3
	Attune

You gain a +2 [magic bonus](#) to all skills.

Rank 5: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Gift of Knowledge	Rank 4
	Attune

You gain a +4 [magic bonus](#) to all Knowledge skills (see Knowledge, page 155). In addition, once per hour you may reroll one Knowledge check you make and take the higher result.

Rank 6: The bonus increases to +5.

Sensory Chain	Rank 4
Sustain (standard)	

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: As a **condition**, you can see and hear out of the target's eyes and ears instead of your own. If the target stops being within 1 mile from you, ignoring **line of sight** and **line of effect**, this effect ends. While using the target's senses, you can choose any creatures you see as intended targets to continue the chain. Whenever the currently affected creature touches an intended target, you make a **reactive attack** against the new creature. You can only make this attack against a given target once per **phase**. On a hit, the touched creature becomes the new target of this spell and the condition is transferred to it. On a miss, the condition remains on the previous creature.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Mass Longshot	Rank 5
Attune (target)	

This spell functions like the **longshot** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: The penalty reduction increases to 2.

Foresight	Rank 6
Attune	

You are never **unaware** (-6 Armor and Ref) or **partially unaware** (50% miss chance, -2 Armor and Ref).

Intense Reveal Weakness	Rank 6

This spell functions like the **reveal weakness** spell, except that the penalty increases to -4, or -8 on a critical hit.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Twinned True Strike	Rank 6

This spell functions like the **true strike** spell, except that it affects one or two creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Blinding Visions	Rank 7

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **dazed** (-1 defenses) and **dazzled** (20% miss chance, no special vision) as a **condition**. While it has no remaining **damage resistance**, it is **blinded** (50% miss chance, -2 Armor and Ref) instead of dazzled.

Critical hit: The condition must be removed twice before the effect ends.

Your foe sees an overwhelming barrage of visions of possible futures that make it virtually impossible for it to determine reality.

Twinned True Cast	Rank 7

This spell functions like the **true cast** spell, except that it affects one or two creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rituals

Mass Blindsight	Rank 5
Attune (target)	

This spell functions like the **blindsight** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Rank 7: The range increases to 30 feet.

Alarm	Rank 1	Rank 2
Casting time: One minute	Attune, Scrying	
A scrying sensor appears floating in the air in the target location. The sensor passively observes its surroundings. As with other Scrying effects, its visual acuity is the same as yours. You can choose the minimum size category that the alarm will notify you for when you cast this spell. If it sees a creature or object of that size or larger moving within 50 feet of it, it will trigger an alarm. When you perform this ritual, you choose whether the alarm causes the sound of a ringing bell or a mental "ping" that only you can notice. You must be within 1 mile of the sensor to receive this mental alarm. This mental sensation is strong enough to wake you from normal sleep, but does not otherwise disturb concentration.		
This ritual requires one fatigue level from its participants.		
Read Magic	Rank 1	
Casting time: One minute	Attune	
You gain the ability to decipher magical inscriptions that would otherwise be unintelligible. This can allow you to read ritual books and similar objects created by other creatures. After you have read an inscription in this way, you are able to read that particular writing without the use of this ritual.		
This ritual requires one fatigue level from its participants.		
Augury		
Casting time: One hour		
You receive a limited glimpse into your immediate future. When you perform this ritual, you specify a course of action that you could hypothetically take during the next hour. You can be as broad or as detailed as you want in your description of your plan, though more specific and plausible plans generally yield more accurate results. The GM specifies one of four possible outcomes for the augury based on what is most likely to occur if you follow your plan. This is not a guarantee of success or failure, especially for plans that have some intrinsic randomness or chance of failure (such as planning to defeat a monster in combat).		
	<ul style="list-style-type: none"> • <i>Weal</i>: The plan is likely to yield good outcomes for you. • <i>Woe</i>: The plan is likely to yield bad outcomes for you. • <i>Weal and Woe</i>: The plan is likely to yield a mixture of good and bad outcomes for you. • <i>None</i>: Either plan is unlikely to have any significant outcomes, or the outcomes of the plan are too vague to accurately predict. 	
	This ritual only yields accurate results once for any given situation. If you perform the ritual again in a situation that has not meaningfully changed, the augury always has no outcome regardless of the plan you specify. For example, if you are presented with seven doorways, with one doorway leading to a magnificent treasure and all other doorways leading to certain death, you cannot simply perform this ritual six times to determine the correct doorway.	
	This ritual requires one fatigue level from its participants.	
Discern Location	Rank 2	
Casting time: 24 hours		
When you perform this ritual, choose a creature or object. You must have seen the chosen creature or object in person and either be able to clearly visualize its appearance or know its proper name to find it with this ritual. A creature or object without a proper name cannot be identified by name in this way. If you specify the chosen creature or object's appearance incorrectly, or if it has significantly changed its appearance, you may accidentally affect a different creature, or the ritual may simply fail.		
	If the chosen creature or object is within 100 miles of you, you learn the location (place, name, business name, or the like), community, country, and continent where the target was at when you started performing this ritual. If there is no corresponding information about an aspect of the target's location, such as if the target is in a location which is not part of a recognized country, you learn only that that aspect of the information is missing.	
	This ritual requires 8 fatigue levels from its participants.	

Seek Legacy	Rank 2	Sending	Rank 3
Casting time: One hour		Casting time: One hour	Sustain (standard)
One ritual participant learns the precise distance and direction to their legacy item , if it is on the same plane.		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.	
This ritual requires one fatigue level from its participants.		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.	
Locate Creature	Rank 3		
Casting time: One hour			
When you perform this ritual, choose a creature. You must have seen the chosen creature in person and either be able to clearly visualize its appearance or know its proper name to find it with this ritual. A creature without a proper name cannot be identified by name in this way. If you specify the chosen creature's appearance incorrectly, or if it has significantly changed its appearance, you may accidentally affect a different creature, or the ritual may simply fail.		After 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 .	
If the creature is within 100 miles of your location, you unerringly learn the relative direction from your location to the location it was in when you started performing this ritual.			
This ritual requires one fatigue level from its participants.		This ritual requires one fatigue level from its participants.	
Locate Object	Rank 3	Telepathic Bond	Rank 3
Casting time: One minute		Casting time: One minute	Attune
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.		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.	
This ritual requires one fatigue level from its participants.		Each target must attune to this ritual independently. If a target breaks its attunement, it stops being able to send and receive mental messages with other targets. However, the effect continues as long as at least one target attunes to it. If you dismiss the ritual, the effect ends for all targets.	
		This ritual requires one fatigue level from its participants.	
Reveal True Form	Rank 3	Distant Discern Location	Rank 4
Casting time: One hour	Attune	Casting time: 24 hours	
Choose one creature within Long (90 ft.) range. You can see the target's true form, regardless of any shapechanging or illusion effects.		This ritual functions like the discern location ritual, except that there is no distance limitation. The creature or object must simply be on the same plane as you.	
This ritual requires one fatigue level from its participants.		This ritual requires 32 fatigue levels from its participants.	
Scryward	Rank 3	Greater Augury	Rank 4
Casting time: 24 hours		Casting time: One hour	
This ritual creates a ward against scrying in a Medium (30 ft.) radius zone centered on your location. All Scrying effects fail to function in the area. This effect is permanent.		This ritual functions like the augury ritual, except that the augury considers events up to 4 hours into your future when evaluating the outcomes of your plan.	
This ritual requires 18 fatigue levels from its participants.		This ritual requires one fatigue level from its participants.	

Prophetic Dream	Rank 4
Casting time: One hour	Scrying

The next time you fall asleep, you have a dream that foreshadows some important event or decision in your future. The dream may be vague or even self-contradictory, since the future is never certain, but its contents always provide some hint about what may lie ahead of you. Generally, a prophetic dream concerns events no more than a month before they occur, though staggeringly important events can be prophesied years in advance.

Once you have performed this ritual, performing it again always yields the same dream until the prophesied event has happened or is no longer a relevant or likely future. This can happen as if your actions prevent the event from coming to pass.

This ritual requires one **fatigue level** from its participants.

Private Sanctum	Rank 5
Casting time: 24 hours	

This ritual creates a ward against any external perception in a Medium (30 ft.) radius **zone** centered on your location. This effect is permanent. Everything in the area is completely imperceptible from outside the area. Anyone observing the area from outside sees only a dark, silent void, regardless of dark-vision and similar abilities. In addition, all **Scrying** effects fail to function in the area. Creatures inside the area can see within the area and outside of it without any difficulty.

This ritual requires 50 **fatigue levels** from its participants.

Interplanar Discern Location	Rank 6
Casting time: 24 hours	

This ritual functions like the **discern location** ritual, except that the target does not have to be on the same plane as you.

This ritual requires 72 **fatigue levels** from its participants.

Interplanar Scry Creature	Rank 6
Casting time: One hour	Scrying

This ritual functions like the **scry creature** ritual, except that the target does not have to be on the same plane as you.

This ritual requires one **fatigue level** from its participants.

Supreme Augury	Rank 6
Casting time: One hour	

This ritual functions like the **augury** ritual, except that the augury considers events up to 12 hours into your future when evaluating the outcomes of your plan.

This ritual requires one **fatigue level** from its participants.

Interplanar Sending	Rank 7
Casting time: One hour	Sustain (standard)

This ritual functions like the **distant sending** ritual, except that the target does not have to be on the same plane as you.

This ritual requires one **fatigue level** from its participants.

Planar Bond	Rank 7
Casting time: One minute	Attune

This ritual functions like the **telepathic bond** ritual, except that the effect works at any distance and across planes.

This ritual requires one **fatigue level** from its participants.

Distant Sending	Rank 5
Casting time: One hour	Sustain (standard)

This ritual functions like the **sending** ritual, except that there is no distance limitation. The target must simply be on the same plane as you.

This ritual requires one **fatigue level** from its participants.

Long-Distance Bond	Rank 5
Casting time: One minute	Attune

This ritual functions like the **telepathic bond** ritual, except that the effect works at any distance. The communication still does not function across planes.

This ritual requires one **fatigue level** from its participants.

Summoning

Summon creatures to fight with you.

Cantrips

Summon Distraction

Rank 1
Manifestation, Sustain (standard)

This spell functions like the **summon monster** spell, except that it has the **Sustain** (standard) tag instead of the **Attune** (deep) tag. In addition, it only has a single **hit point**.

The damage increases by +1d for each rank beyond 0.

Spells

Ramming Summon

Rank 1
Manifestation

Make an attack vs. Armor against anything on solid ground within Medium (60 ft.) range.

Hit: The target takes 1d6 + **power** bludgeoning damage. If it loses **hit points** from this damage, you **knockback** it up to 15 feet horizontally away from you.

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

You summon a creature with a large horn or horns, such as a moose, that rams into the target with great force before disappearing.

Summon Annoying Insects

Rank 1
Manifestation

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **dazed** (-1 defenses) as a **condition**.

Critical hit: The target is **stunned** (-2 defenses) instead of dazed.

The attack's **accuracy** increases by +1 for each rank beyond 1.

It's hard to concentrate on a fight when you keep being distracted by a swarm of mosquitoes that buzz right into your ears.

Summon Monster

Rank 1

Manifestation, Attune (deep)

You summon a creature in an unoccupied square on stable ground within Medium (60 ft.) range. It visually appears to be a common Small or Medium animal of your choice, though in reality it is a manifestation of magical energy. If a summoned creature gains a **vital wound** or has no hit points remaining at the end of a phase, it disappears. Regardless of the appearance and size chosen, the creature's statistics use the values below.

- Its **fatigue tolerance** is 0, and it cannot choose to take actions that would give it **fatigue levels**.
- Its **hit points** and **damage resistance** are equal to the standard value for your level (see Table 3.5: Hit Points and Damage Resistance, page 33).
- Each of its **defenses** is equal to 5 + half your level.
- Its **accuracy** is equal to half your level + half your Perception.
- 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 **free action**. There are only two actions it can take. As a **movement**, it can move as you direct. As a standard action, it can make a melee **strike** against a creature adjacent to it. If it hits, it deals 1d4 physical damage. This damage is improved by your Willpower as normal for magical attacks. The subtypes of damage dealt by this attack depend on the creature's appearance, but are limited to bludgeoning, piercing, and slashing damage.

If you do not command the creature's actions, it will continue to obey its last instructions if possible or do nothing otherwise. Summoned creatures have no mind or independent agency, and will not act on their own even if attacked.

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

Trampling Summon

Rank 1

Manifestation

Make an attack vs. Reflex against everything on solid ground in a Medium (30 ft. long), 5 ft. wide line from you. You summon a Medium creature that tramples through the area before disappearing. The length of this spell's area is affected by **difficult terrain** and similar movement impediments.

Hit: Each target takes 1d6 + half **power** bludgeoning damage.

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

Summon Defensive Monster	Rank 2
Manifestation, Attune (deep)	

This spell functions like the [summon monster](#) spell, except that the summoned creature is more defensively inclined. It gains a +1 bonus to all defenses.

The damage increases by +1d for each rank beyond 2.

Summon Bear	Rank 3
Manifestation, Attune (deep)	

This spell functions like the [summon monster](#) spell, except that the creature appears to be a Medium bear. Its attacks deal 1d8 bludgeoning and slashing damage. In addition, it suffers no penalty for attacking in a grapple. As a standard action, it can make a *grapple* attack against a creature adjacent to it. 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 Mount	Rank 2
Manifestation, Attune (target)	

This spell functions like the [summon monster](#) spell, except that you must also choose yourself or an [ally](#) within Medium (60 ft.) range to ride the summoned creature. The summoned creature appears to be either a Large horse or a Medium pony. It comes with a bit and bridle and a riding saddle, and will only accept the target as a rider. The creature follows its rider's directions to the extent that a well-trained horse would and it cannot attack.

Rank 4: The creature gains a +1 bonus to its defenses.

Rank 6: The defense bonus increases to +2.

Summon Fire Elemental	Rank 3
Manifestation, Attune (deep)	

This spell functions like the [summon monster](#) spell, except that the summoned creature appears to be a fire elemental. Its attacks deal 1d6 fire damage. In addition, it is immune to fire damage.

The damage increases by +1d for each rank beyond 3.

Summon Offensive Monster	Rank 2
Manifestation, Attune (deep)	

This spell functions like the [summon monster](#) spell, except that the summoned creature is more offensively inclined. It gains a +1 [accuracy](#) bonus and its attacks deal 1d8 damage, but its [hit points](#) and [damage resistance](#) are halved.

The damage increases by +1d for each rank beyond 2.

Summon Horde – Dogs	Rank 3
Manifestation, Sustain (standard)	

A horde of dogs appears in a Medium (30 ft.) radius [zone](#) from your location. The dogs disappear shortly after they reappear, so they do not block movement and attacking them is pointless, but they last long enough to bite your enemies. When you cast this spell, and during each of your subsequent actions, make an attack vs. Armor against all [enemies](#) in the area.

Hit: Each target takes 1d10 + half [power](#) physical damage.

Summon Water Elemental	Rank 2
Manifestation, Attune (deep)	

This spell functions like the [summon monster](#) spell, except that the summoned creature appears to be an water elemental. Its attacks deal 1d6 bludgeoning damage. It has a 30 foot [swim speed](#). However, it is [vulnerable](#) to electricity damage.

The damage increases by +1d for each rank beyond 2.

Summon Weapon	Rank 3
Manifestation, Sustain (minor)	

You summon a weapon in an unoccupied square on stable ground within Medium (*60 ft.*) range. It takes the form of a weapon of your choice that you are proficient with, though in reality it is a manifestation of magical energy. It is sized appropriately to be wielded by a creature of your size. If a summoned weapon gains a **vital wound** or has no hit points remaining at the end of a phase, it disappears. The summoned weapon's statistics use the values below.

- Its **fatigue tolerance** is 0, and it cannot choose to take actions that would give it **fatigue levels**.
- Its **hit points** are equal to half the standard value for your level (see Table 3.5: Hit Points and Damage Resistance, page 33).
- It has no **damage resistance**.
- Each of its **defenses** is equal to $4 + \text{half your level}$.
- Its **accuracy** is equal to half your level + half your Perception – 2, plus any accuracy modifier for the chosen weapon.
- It has a 30 foot **fly speed** instead of a **land speed**, with good **maneuverability** and a maximum height of 5 feet.
- It has no **attunement points**.

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 your action, it makes a melee **strike** against a creature adjacent to it. 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. If it hits, it deals damage appropriate for your chosen weapon. This damage is improved by your Willpower as normal for magical attacks.

The damage increases by +1d for each rank beyond 3.

Summon Air Elemental	Rank 4
Manifestation, Attune (deep)	

This spell functions like the **summon monster** spell, except that the summoned creature appears to be an air elemental. Its attacks deal 1d10 bludgeoning damage. It has a 30 foot **fly speed** with good **maneuverability**.

The damage increases by +1d for each rank beyond 4.

Summon Asp	Rank 4
Manifestation, Attune (deep)	

This spell functions like the **summon monster** spell, except that the summoned creature appears to be a snake. Its attacks deal 1d10 bludgeoning and piercing damage. Whenever its strike causes a living creature to lose **hit points**, the damaged creature becomes **poisoned** with asp venom (see Table ???: Typical Poisons, page ??). It is immediately **dazed** (-1 defenses) while it is poisoned. The poison's third stage causes the target to become **stunned** (-2 defenses) as long as it is poisoned.

The damage increases by +1d for each rank beyond 4.

Summon Ballista	Rank 4
Manifestation, Sustain (minor)	

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.

The ballista deals 1d10 damage with its attacks. It cannot move, and makes projectile **strikes** instead of melee strikes. Its attacks deal piercing damage and have **range limits** of 90/270. The ballista chooses to attack the creature farthest from it instead of the creature closest to it, though it avoids taking **longshot** penalties unless there are no valid targets within close range.

The damage increases by +1d for each rank beyond 4.

Aerial Weapon	Rank 5
Manifestation, Sustain (minor)	

This spell functions like the **summon weapon** spell, except that the weapon's maximum height above the ground is increased to 240 feet. This allows the weapon to fly up to fight airborne foes. In addition, the weapon gains a +1d damage bonus.

The damage increases by +1d for each rank beyond 5.

Massive Trampling Summon	Rank 4
Manifestation	

Make an attack vs. Reflex against everything on solid ground in a Huge (*90 ft. long*), 10 ft. wide line from you. You summon a Large creature that tramples through the area before disappearing. The length of this spell's area is affected by **difficult terrain** and similar movement impediments.

Hit: Each target takes $2d6 + \text{half power}$ bludgeoning damage.

The damage increases by +1d for each rank beyond 4.

Efficient Ramming Summon	Rank 5
Manifestation	

Make an attack vs. Armor against anything on solid ground within Medium (60 ft.) range.

Hit: The target takes 2d10 + **power** bludgeoning damage. If it takes damage, you **knockback** it up to 15 feet horizontally away from you.

The damage increases by +1d for each rank beyond 5.

You summon a large creature with a large horn or horns, such a rhinoceros, that rams into the target with great force before disappearing.

Intense Summon Annoying Insects	Rank 5
Manifestation	

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **stunned** (-2 defenses) as a **condition**.

Critical hit: The target is **confused** (-2 defenses, randomly attack or defend) instead of dazed.

The attack's **accuracy** increases by +1 for each rank beyond 5.

It's hard to concentrate on a fight when you keep being distracted by a swarm of sand flies that buzz right into your eyes.

Summon Earth Elemental	Rank 5
Manifestation, Attune (deep)	

This spell functions like the **summon monster** spell, except that the summoned creature appears to be an earth elemental. Its attacks deal 2d6 bludgeoning damage. It has **damage resistance** equal to half its maximum **hit points**.

The damage increases by +1d for each rank beyond 5.

Summon Horde – Wolves	Rank 5
Manifestation, Sustain (standard)	

A horde of wolves appears in a Medium (30 ft.) radius **zone** from your location. The wolves disappear shortly after they reappear, so they do not block movement and attacking them is pointless, but they last long enough to bite your enemies. When you cast this spell, and during each of your subsequent actions, make an attack vs. Armor against all **enemies** in the area.

Hit: Each target takes 2d8 + half **power** physical damage. Each creature that loses **hit points** from this damage falls **prone** (half speed, -2 Armor and Ref).

Summon Pegasus	Rank 5
Manifestation, Attune (target)	

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** with a height limit of 60 feet, and is trained as a mount (see Flying, page 60).

Rank 7: The creature gains a +1 bonus to its defenses.

Empowered Summon Defensive Monster	Rank 6
Manifestation, Attune (deep)	

This spell functions like the **summon monster** spell, except that the summoned creature is much more defensively inclined. It gains a +2 bonus to all defenses, and its **hit points** are doubled.

The damage increases by +1d for each rank beyond 6.

Empowered Summon Offensive Monster	Rank 6
Manifestation, Attune (deep)	

This spell functions like the **summon monster** spell, except that the summoned creature is more offensively inclined. It gains a +3 **accuracy** bonus and its attacks deal 4d6 damage, but its **hit points** and **damage resistance** are halved.

The damage increases by +1d for each rank beyond 6.

Summon Horde – Bees	Rank 6
Manifestation, Sustain (standard)	

A swarm of bees appears in a Small (15 ft.) radius **zone** from your location. The bees disappear shortly after they reappear, so they do not block movement and attacking them is pointless, but they last long enough to sting your enemies in the eyes. When you cast this spell, and during each of your subsequent actions, make an attack vs. Armor against all **enemies** in the area.

Hit: Each target takes 2d10 + half **power** piercing damage. Each damaged creature is **dazzled** (20% miss chance, no special vision) as a **condition**.

Summon Horde – Bears	Rank 7
Manifestation, Sustain (standard)	

A horde of bears appears in a Large (60 ft.) radius **zone** from your location. The bears disappear shortly after they reappear, so they do not block movement and attacking them is pointless, but they last long enough to maul your enemies. When you cast this spell, and during each of your subsequent actions, make an attack vs. Armor against all **enemies** in the area.

Hit: Each target takes 4d8 + half **power** physical damage.

Rituals

Ritual Mount	Rank 2
Casting time: One minute	Attune, Manifestation
<p>Choose yourself or one ally within Medium (<i>60 ft.</i>) range. This ritual summons your choice of a Large light horse or a Medium pony to serve as a mount. The creature appears in an unoccupied location on stable ground within Medium (<i>60 ft.</i>) range. It comes with a bit and bridle and a riding saddle, and will only accept the chosen creature as a rider. It has the same statistics as a creature from the summon monster spell, except that it follows its rider's directions to the extent that a well-trained horse would and it cannot attack.</p> <p>This ritual requires one fatigue level from its participants.</p>	

Telekinesis

Manipulate kinetic energy at a distance.

Cantrips

Distant Hand	Sustain (minor)
<p>Choose one Medium or smaller unattended object within Medium (<i>60 ft.</i>) range. You can telekinetically control the target object as if you were holding it in a single extra hand. Any attacks you make with the object or checks you make to manipulate the object have a maximum bonus equal to your power. At the end of each round, if the target is outside of this ability's range, this ability ends.</p> <p>During the movement phase, you can move the target up to 5 feet in any direction. You use your Willpower instead of your Strength to determine your weight limits when moving objects in this way (see Weight Limits, page 46).</p>	
Rank 2: The distance moved increases to 15 feet.	
Rank 4: The distance moved increases to 30 feet.	
Rank 6: The distance moved increases to 60 feet.	

Gentle Force

Sustain (minor)

You can exert minor force on objects and creatures around you. When you cast this spell, and during each of your subsequent actions, you may choose any object or creature within Short (*30 ft.*) range of you. That object or creature feels a push in a direction of your choice. The force is sufficient to lift an object with a Diminutive **weight category**, or to push an object with a Tiny weight category across the ground. The force exerted by this ability is insufficient to physically move or even meaningfully impede any creature, but it can be perceived.

Rank 2: The force increases to lift a Tiny weight object, or to push a Small weight object.
Rank 4: The range increases to Long (<i>90 ft.</i>) range
Rank 6: The force increases to lift a Small weight object, or to push a Medium weight object.

Personal Ward**Swift**

You are **impervious** to **physical damage** this round. Because this is a **Swift** ability, it affects damage you take during the current phase.

Rank 2: You also gain a +1 bonus to your Armor and Reflex defenses.

Rank 4: The defense bonuses increase to +2.

Rank 6: The defense bonuses increase to +3.

Kinetic Shell

Rank 1

Manifestation, Attune (deep)

You surround yourself with two layers of shielding that reduce the power of physical attacks against you. Whenever you would take physical damage, you reduce that damage by 5, and one layer of shielding is destroyed. When the last layer is destroyed, this ability provides no further benefit.

If you take simultaneous damage from more sources than you have remaining layers, the remaining layers apply to the largest damage sources, and you take full damage from any lower damage values.

Rank 3: The damage reduction increases to 10.

Rank 5: The damage reduction increases to 20.

Rank 7: The damage reduction increases to 40.

Kinetic Shield

Rank 1

Attune

You gain a +4 **magic bonus** to your **damage resistance**.

Rank 3: The bonus increases to +8.

Rank 5: The bonus increases to +16.

Rank 7: The bonus increases to +32.

Mind Arrow

Rank 1

You can make a **strike** using a projectile as if you were firing it from a longbow. You do not have to be proficient with bows, and you do not have to manually draw the arrow. It must be easily accessible on your person, such as in a quiver. As normal for a longbow, the strike deals 1d6 damage, and your **range limits** with this strike are 90/270. You use your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55).

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Telekinetic Lift

Rank 1

Sustain (attuneable, minor)

Choose yourself or one Medium or smaller **unattended** object within Medium (60 ft.) range. The target is reduced to half of its normal weight. This gives it a +4 **magic bonus** to the Jump skill, if applicable, and makes it easier to lift and move.

Rank 3: The bonus increases to +6.

Rank 5: The target is reduced to a quarter of its normal weight. In addition, the bonus increases to +8.

Rank 7: The bonus increases to +10.

Spells**Animated Weapon**

Rank 1

Make a **strike** using a weapon you hold in a single hand. The weapon gains the **Long** tag for this strike, allowing you to attack more distant targets. You use your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). The weapon flies back into your hand after making the strike.

Rank 3: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +3.

Fling Object

Rank 1

Choose a Tiny, Small, or Medium unattended nonmagical object within Medium (60 ft.) range of you. You fling that object at another creature or object within Medium (60 ft.) range of you. You gain a +4 accuracy bonus if you fling a Tiny object, or a +2 accuracy bonus if you fling a Small object.

Hit: The target and the thrown object each take 1d8 bludgeoning damage. Specific objects may add additional damage types appropriately. For example, flinging a sharp spear would also deal piercing damage. You add your **power** to the damage if you fling a Medium object, or half your power if you fling a Small object.

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

Toss Foe	Rank 1
Make an attack vs. Fortitude against anything Large or smaller within Medium (60 ft.) range.	
<p>Hit: The target takes 1d6 bludgeoning damage. If it loses hit points from this damage, you knockback it up to 30 feet horizontally (see Knockback Effects, page 62).</p> <p>The damage increases by +1d for each rank beyond 1.</p>	

Wall of Force	Rank 1
Barrier, Manifestation, Sustain (attuneable, minor)	
You create a Small (15 ft. long) wall of magical energy within Medium (60 ft.) range. The wall is visible as a shimmering magical field that does not block sight. Nothing can pass through the wall until it is destroyed.	
<p>The wall has hit points equal to three times your power. After using this ability, you briefly cannot use it or any other Barrier ability.</p> <p>Rank 3: You can choose to create a Medium (30 ft. long) wall instead.</p> <p>Rank 5: You can choose to create a Large (60 ft. long) wall instead.</p> <p>Rank 7: You can choose to create a Huge (90 ft. long) wall instead.</p>	

Compression	Rank 2
Make an attack vs. Fortitude against anything within Short (30 ft.) range from you.	
<p>Hit: The target takes 1d8 + half power bludgeoning damage immediately, and again during your next action.</p> <p>The damage increases by +1d for each rank beyond 2.</p>	

Mind Parry	Rank 2
<p>Swift</p> <p>This spell functions like the total defense ability, except that whenever a creature misses or glances you with a melee strike this round, it treats itself as a target of that strike in addition to any other targets. It cannot choose to reduce its accuracy or damage against itself. This ability is Swift, so it protects you from attacks in the current phase.</p>	

Mind Shove	Rank 2
Make an attack vs. Fortitude against anything Large or smaller within Medium (60 ft.) range of you.	
<p>Hit: You push the target up to 30 feet in a straight line. If the target impacts a solid object before it moves the maximum distance, it stops moving and both it and the object take 1d8 + half power bludgeoning damage.</p>	

Rapid Reload	Rank 2
Attune	

You can reload weapons from the crossbow weapon group as a **minor action** instead of as a standard action, and without requiring any **free hands**. Whenever you reload a crossbow in this way, you **briefly** cannot do so again.

Blastwave	Rank 3
Make an attack vs. Fortitude against everything in a Medium (30 ft.) cone from you.	
<p>Hit: Each target takes 1d10 + half power bludgeoning damage. You knockback each creature that loses hit points up to 15 feet horizontally away from you.</p> <p>The damage increases by +1d for each rank beyond 3.</p>	

Floating Armament	Rank 3
Attune (deep)	

You can hold a light or medium weapon or shield without using a free hand. It functions as if you were holding it in a single hand. You still suffer the normal penalties if you are not proficient with it, or if it is not sized appropriately for you.

Force Extension	Rank 3
Attune	

Your melee **strikes** gain the **Long** weapon tag, allowing you to attack targets up to 10 feet away from you (see Weapon Tags, page 168).

Mass Kinetic Shield	Rank 3
Attune (target)	
This spell functions like the kinetic shield spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.	
<p>Rank 5: The bonus increases to +8.</p> <p>Rank 7: The bonus increases to +16.</p>	

Interposing Force	Rank 4	Intense Toss Foe	Rank 5
Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.			This spell functions like the toss foe spell, except that the knockback distance increases to 60 feet. In addition, the damage increases to 2d8.
Hit: As a condition , the target is unable to move closer to you without effort. This does not impede its movement unless its movement would bring it closer to you while it is within Medium (60 ft.) range of you. As part of the movement, it can make a Strength check with a difficulty value of 5. If it succeeds, it can move towards you at half speed.			The damage increases by +1d for each rank beyond 5.
Critical hit: The difficulty value of the Strength check increases by 10.			
The attack's accuracy increases by +1 for each rank beyond 4.			
Levitate	Rank 4 Attune	Mighty Fling Object	Rank 5
You gain a 15 foot fly speed with a maximum height of 15 feet (see Flying, page 60). Your maneuverability with this fly speed is perfect (see Flying Maneuverability, page 60).			This spell functions like the fling object spell, except that the damage increases to 4d8.
Rank 6: The maximum height above the surface increases to 30 feet.			The damage increases by +1d for each rank beyond 5.
Multifling	Rank 4	Retributive Kinetic Shield	Rank 5 Attune (deep)
This spell functions like the fling object spell, except that you can fling two objects, each at a different target within range. In addition, the damage increases to 2d8.			You gain a +16 magic bonus to damage resistance . In addition, whenever you resist damage, the attacker takes bludgeoning damage equal to half the damage resisted this way. If the attacker is beyond Short (30 ft.) range of you, this reflection fails. Any effect which increases this spell's range increases the range of this effect by the same amount.
The damage increases by +1d for each rank beyond 4.			Rank 7: The bonus increases to +32.
Repulsion Field	Rank 4 Sustain (minor)	Implosion	Rank 6
When you cast this spell, you create a repulsive field in a Small (15 ft.) radius zone from your location. Whenever an enemy makes physical contact with the spell's area, you make a reactive attack vs. Fortitude against it. Creatures in the area at the time that the spell is cast are unaffected by the spell.			Make an attack vs. Fortitude against anything within Short (30 ft.) range from you.
Hit: Each target is unable to enter the spell's area for the rest of the round. The rest of its movement in the current phase is cancelled.			Hit: The target takes $4d8 + \text{half power}$ bludgeoning damage immediately, and again during your next action. If it takes a vital wound from this damage that leaves it unconscious, it is crushed into a small sphere and immediately dies.
Critical hit: You also knockback the target 15 feet in the direction that it tried to enter the area from.			The damage increases by +1d for each rank beyond 6.
The attack's accuracy increases by +1 for each rank beyond 4.			

Intense Blastwave

Rank 6

Make an attack vs. Fortitude against everything in a Medium (30 ft.) cone from you.

Hit: Each target takes $2d10 + \text{half power}$ bludgeoning damage. You **knockback** each creature that loses **hit points** up to 30 feet horizontally away from you.

The damage increases by +1d for each rank beyond 6.

Mighty Mind Shove

Rank 6

Make an attack vs. Fortitude against anything Huge or smaller within Long (90 ft.) range of you.

Hit: You **push** the target up to 30 feet in a straight line. If the target impacts a solid object before it moves the maximum distance, it stops moving and both it and the object take $4d6 + \text{power}$ bludgeoning damage.

Forcecage

Rank 7

Barrier, Sustain (minor)

You slowly create a 10 ft. cube of telekinetic force within Medium (60 ft.) range. The cage appears at the end of the next round after you cast this spell. Before that time, there is no visible indication of where the cage will appear. Any physical obstacles in the way of the cage at the time that it forms prevent it from appearing. You can create the cube around a sufficiently small creature to trap it inside. Each wall is transparent, but it blocks physical passage and **line of effect**.

The wall has **hit points** equal to three times your **power**. After using this ability, you **briefly** cannot use it or any other **Barrier** ability.

Greater Floating Armament

Rank 7

Attune (deep)

You can hold any weapon or shield other than a tower shield without using a free hand. It functions as if you were holding it in two hands if possible, or one hand otherwise. You still suffer the normal penalties if you are not proficient with it, or if it is not sized appropriately for you.

Intense Interposing Force

Rank 7

This spell functions like the **interposing force** spell, except that the **difficulty value** of the Strength check increases to 10, or to 15 on a critical hit.

Terramancy

Manipulate earth to crush foes.

Special Rules: Some spells from this mystic sphere are more effective if you or the target are grounded.

grounded: A grounded creature or object is standing on or otherwise supported by a stable surface that can support its weight. The surface must be at least as large as the creature or object resting on it. Some effects only work if the creature or object is grounded by a particular material, such as stone.

Cantrips

Shape Earth

Choose one unattended, nonmagical body of earth or unworked stone you touch. You make a Craft check to alter the target (see Craft, page 150), except that you do not need any special tools to make the check, such as a shovel or hammer and chisel. The maximum **damage resistance** of a material you can affect with this ability is equal to your **power**.

Each time you cast this spell, you can accomplish work that would take up to five rounds with a normal Craft check.

Rank 2: The amount of work you accomplish with the spell increases to one minute.

Rank 4: The amount of work you accomplish with the spell increases to two minutes.

Rank 6: The amount of work you accomplish with the spell increases to five minutes.

Spells

Earthbind

Rank 1

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range that is no more than 60 feet above a stable surface that could support its weight. You gain a +2 **accuracy** bonus if you are **grounded** on stone.

Hit: As a **condition**, the target is pulled towards the ground with great force, approximately doubling the gravity it experiences. It is unable to use any fly speed or glide speed, and it takes a -4 penalty to Jump checks. All **falling damage** that it takes is doubled.

Critical hit: It is also **slowed** (*half speed, -2 Armor and Ref*) as part of the same condition.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Rituals

Earthcraft	Rank 1 Attune
-------------------	-------------------------

This spell creates one or two weapons, suits of body armor, or shields from a body of earth or stone within 5 feet of you. The body targeted must be at least as large as the largest item you create. You can create any weapon, shield, or body armor that you are proficient with, and which would normally be made of metal. It is sized appropriately for you, up to a maximum of a Medium size item. The items appear in your hand or on the ground at your feet.

If you create body armor or a weapon, it can be created from any special material other than cold iron. The item's rank cannot exceed your spellcasting rank with this spell, including any modifiers from special materials.

An item created with this spell functions like a normal item of its type, except that any **strikes** that you make with a weapon created with this ability are **magical** abilities, so you use your Willpower to determine your damage instead of your Strength (see Dice Bonuses From Attributes, page 55).

Rock Throw	Rank 1 Manifestation
-------------------	--------------------------------

Make an attack vs. Armor against anything within Short (30 ft.) range. You gain a +2 **accuracy** bonus if you are **grounded** on stone.

Hit: The target takes 1d8 + **power** bludgeoning damage.

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

Rocky Shell	Rank 1 Manifestation, Attune (deep)
--------------------	---

You cover your body with two 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. Whenever you would take damage, you reduce that damage by 5, and one layer of rock is destroyed. When the last layer is destroyed, this ability provides no further benefit.

If you take simultaneous damage from more sources than you have remaining layers, the remaining layers apply to the largest damage sources, and you take full damage from any lower damage values.

Rank 3: The damage reduction increases to 10.

Rank 5: The damage reduction increases to 20.

Rank 7: The damage reduction increases to 40.

Wall of Stone	Rank 1 Barrier, Manifestation, Sustain (attuneable, minor)
----------------------	--

You create a Small (15 ft. long) **wall** of stone within Medium (60 ft.) range. Every square of the wall must be **grounded**. Nothing can pass through the wall until it is destroyed.

The wall has **hit points** equal to three times your **power**. If the entire wall is directly supported by stone, its hit points are doubled. After using this ability, you **briefly** cannot use it or any other **Barrier** ability.

Rank 3: You can choose to create a Medium (30 ft. long) wall instead.

Rank 5: You can choose to create a Large (60 ft. long) wall instead.

Rank 7: You can choose to create a Huge (90 ft. long) wall instead.

Earthen Anchor	Rank 1 Attune
-----------------------	-------------------------

You are immune to **knockback**, **push**, and **teleport** effects from attacks, unless the effects come from an attack that scores a **critical hit**. In addition, you are always considered either **grounded** or not grounded, whichever is more beneficial for you.

For example, you would not take damage from the **earthquake** spell. You must still stand on appropriate materials for effects like **rock throw** which require a specific type of grounding.

Earthspike	Rank 1 Manifestation
-------------------	--------------------------------

Make an attack vs. Reflex against anything within Short (30 ft.) range that is **grounded**.

Hit: The target takes 1d6 + half **power** piercing damage. If it loses **hit points** from this damage, it is **slowed** (*half speed, -2 Armor and Ref*) as a **condition**.

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

Crushing Gravity	Rank 2
Make an attack vs. Fortitude against anything within Medium (60 ft.) range. You gain a +1 accuracy bonus for each size category by which the target is larger than Medium. This accuracy bonus is doubled if the target is not grounded .	
Hit: The target takes $1d10 + \text{power}$ bludgeoning damage. If it loses hit points from this damage, it cannot use any fly speed or glide speed as a condition .	
The damage increases by +1d for each rank beyond 2.	

The bigger they are, the more heavily gravity pulls them to the ground.

Personal Gravitation	Rank 2
Attune	
Once per phase, while you are within 5 feet of an unattended object at least one size category larger than you, you can take a free action to adjust your personal gravity. When you do, gravity pulls you towards that surface instead of in the normal direction. This allows you to walk normally on walls or even ceilings.	
Whenever you change the direction that gravity pulls you, you must make a difficulty value 10 Balance check to keep your feet. Failure means you fall prone (half speed , -2 Armor and Ref) and your movement for that phase ends.	

Rank 4: The maximum distance increases to 15 feet. This can allow you to pull yourself towards distant objects, though you may take falling damage if you fall too far.

Rank 6: The maximum distance increases to 30 feet.

Shrapnel Blast	Rank 2
Manifestation	
Make an attack vs. Armor against everything in a Small (15 ft.) cone from you. You gain a +2 accuracy bonus if you are grounded on stone.	

Hit: Each target takes $1d8 + \text{half power}$ bludgeoning and piercing damage.

The damage increases by +1d for each rank beyond 2.

Stonefist	Rank 2
Attune, Manifestation	
You gain a slam natural weapon (see Table 8.6: Natural Weapons, page 175). The natural weapon deals $1d10$ damage, as normal for a slam natural weapon. In addition, it has the Forceful weapon tag (see Weapon Tags, page 168). You may use the higher of your Strength and your Willpower to determine your damage with strikes using the weapon (see Dice Bonuses From Attributes, page 55).	

You encase one of your arms in a mighty stone bulkward, empowering it to crush your foes with sheer brute force.

Earthquake	Rank 3
The earth shakes in a Medium (30 ft.) radius zone around you. When you cast this spell, and during your next action, make an attack vs. Reflex against everything in the area that is grounded .	
Hit: Each target takes $1d10 + \text{half power}$ bludgeoning damage.	

The damage increases by +1d for each rank beyond 3.

You crack the earth around you, shaking everyone violently.

Mass Earthen Anchor	Rank 3
Attune (target)	

This spell functions like the **earthen anchor** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Meld into Stone	Rank 3 Attune	Certain Earthspike	Rank 4 Manifestation
You and up to 100 pounds of nonliving equipment meld into one stone object you touch that is at least as large as your body. If you try to bring excess equipment into the stone, the spell fails without effect.			Make an attack vs. Reflex with a +2 accuracy bonus against anything within Medium (60 ft.) range that is grounded .
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.			Hit: The target takes $2d6 + \text{half power}$ piercing damage. If it loses hit points from this damage, it is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition .
If this spell ends before you exit the stone, or if the stone stops being a valid target for the spell (such as if it is broken into pieces), you are forcibly expelled from the stone. When you are forcibly expelled from the stone, you take $4d8$ bludgeoning damage and become stunned (<i>-2 defenses</i>) as a condition .			The damage increases by +1d for each rank beyond 4.
Tremor	Rank 3	Earthen Fortification	Rank 4 Attune, Manifestation
Make an attack vs. Reflex against all grounded creatures in a Small (15 ft.) within Short (30 ft.) range.			You construct a fortification made of packed earth within Medium (60 ft.) range. This takes the form of up to ten contiguous 5-foot squares, each of which is four inches thick. The squares can be placed at any angle and used to form any structure as long as that structure is stable. Since the fortifications are made of packed earth, their maximum weight is limited, and structures taller than ten feet high are usually impossible.
Hit: Each target is knocked prone (<i>half speed, -2 Armor and Ref</i>).			The fortifications form slowly, rather than instantly. The structure becomes complete at the end of the next round after this spell is cast. This makes it difficult to trap creatures within structures formed.
Critical hit: Each target is also unable to stand up as a condition . If it is somehow brought into a standing position, it will immediately fall and become prone again.			Rank 6: You can also construct fortifications from stone. This makes them more resistant to attack and allows the construction of more complex structures.
The attack's accuracy increases by +1 for each rank beyond 3.			
<i>You create an highly localized tremor that rips through the ground.</i>			
Volcano	Rank 3 Manifestation, Sustain (standard)	Quagmire	Rank 4 Sustain (attuneable, minor)
You create a volcano at a grounded location within Short (30 ft.) range. The area affected by the volcano increases over time. It affects a Small (15 ft.) radius in the first round, a Medium (30 ft.) radius in the second round, and a Large (60 ft.) radius in all subsequent rounds. When you cast this spell, and during each of your subsequent actions, make an attack vs. Reflex against everything in the area.			Choose a Small (15 ft.) radius zone within Medium (60 ft.) range. All earth and stone in the area is softened into a thick sludge, creating a quagmire that is difficult to move through. The area becomes difficult terrain . This does not affect objects under structural stress, such as walls and support columns.
Hit: Each target takes $1d10 + \text{half power}$ bludgeoning and fire damage.			Rank 6: You can choose to affect a Medium (30 ft.) radius instead.
The damage increases by +1d for each rank beyond 3.			
<i>You create a small volcano that showers everything nearby in burning shrapnel.</i>			
Earthglide	Rank 5 Attune		
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 10 feet less than the base speed for your size.			

Intense Earthbind	Rank 5
This spell functions like the earthbind spell, except that the target is also slowed (<i>half speed, -2 Armor and Ref</i>) as part of the same condition. On a critical hit, the condition must be removed twice before the effect ends.	
The attack's accuracy increases by +1 for each rank beyond 5.	

Intense Earthspike	Rank 7
Manifestation	
Make an attack vs. Reflex against anything within Short (30 ft.) range that is grounded .	

Hit: The target takes 4d6 + half **power** piercing damage. If it loses **hit points** from this damage, it is **immobilized** (*-4 Ref, cannot use movement speeds*) as a **condition**.

Mighty Rock Throw	Rank 5
Manifestation	
Make an attack vs. Armor against anything within Short (30 ft.) range. You gain a +2 accuracy bonus if you are on a Medium or larger body of stone.	

Hit: The target takes 4d8 + **power** bludgeoning damage.

The damage increases by +1d for each rank beyond 5.

Massive Earthquake	Rank 7
The earth shakes in a Huge (90 ft.) radius zone around you. When you cast this spell, and during your next action, make an attack vs. Reflex against everything in the area that is grounded .	
Hit: Each target takes 4d6 + half power bludgeoning damage.	

You crack the earth around you, shaking everyone violently.

Certain Crushing Gravity	Rank 6
This spell functions like the crushing gravity spell, except that the accuracy bonus increases to +2 per size category, and the damage increases to 4d6 + power .	
The damage increases by +1d for each rank beyond 6.	

The bigger they are, the more heavily gravity pulls them to the ground.

Mighty Volcano	Rank 7
Manifestation, Sustain (standard)	
This spell functions like the volcano spell, except that the damage increases to 4d8 + power .	

You create a small volcano that showers everything nearby in burning shrapnel.

Massive Tremor	Rank 6
This spell functions like the tremor spell, except that the area increases to a Medium (30 ft.) radius within Long (90 ft.) range.	
The attack's accuracy increases by +1 for each rank beyond 6.	

You create an intense tremor that rips through the ground.

Swallowed by Earth	Rank 7
Make an attack vs. Reflex against one grounded creature within Short (30 ft.) range. You gain a +2 accuracy bonus if the target is grounded on stone.	
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 (<i>cannot move</i>) and does not have line of sight or line of effect to any creature other than itself. During each of your subsequent actions, 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.	

You open up a rift in the ground that swallows and traps a foe.

Rituals

Mighty Shrapnel Blast	Rank 6
Manifestation	
Make an attack vs. Armor against everything in a Medium (30 ft.) cone from you. You gain a +2 accuracy bonus if you are grounded on stone.	

Hit: Each target takes 4d6 + **power** bludgeoning and piercing damage.

The damage increases by +1d for each rank beyond 6.

Thaumaturgy

Suppress and manipulate magical effects.

Cantrips

Detect Magic

Detection

Choose a Large (60 ft.) **cone** from you. You know whether any **magical** abilities were activated in that area since the start of the last round. This does not provide any information about passive magical effects, such as attuned spells. It also does not provide any information about the number or location of those magical effects.

Rank 2: You also learn if any passive magical effects existed in the area. This is separate from your knowledge of active magical effects.

Rank 4: You can choose to create a Huge (90 ft.) cone instead.

Rank 6: You also learn the number of magical effects in the area.

Sense Magical Potential

You discern whether one creature within Short (30 ft.) range has any **magical** abilities. This does not give you any information about the nature of those magical abilities.

Rank 2: You can also discern whether the target has the ability to cast spells of any kind.

Rank 4: You can also discern which **magic sources** the target has access to, if they have access to any.

Rank 6: You can also discern which **mystic spheres** the target has access to, if they have access to any.

Spells

Enhance Magic

Rank 1

Attune

You gain a +2 **magic bonus** to your **power**.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Magic Missile

Rank 1

Make an attack vs. Armor against anything within Short (30 ft.) range.

Hit: The target takes 1d4 + **power** energy damage.

Miss: The target suffers a **glancing blow** from this attack, even if you missed by more than 2.

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

An unerring projectile made of pure magical energy streaks towards your foe, inflicting damage unavoidably.

Suppress Item

Rank 1

Sustain (minor)

Make an attack vs. Mental with a +2 **accuracy** bonus against one Large or smaller **magical** object within Long (90 ft.) range. If the object is attended by a creature, the attack must also beat the attending creature's Mental defense.

Hit: All magical properties the target has are **suppressed**.

Critical hit: You can sustain this spell as a **free action**.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Dimensional Seal

Rank 2

Sustain (attuneable, minor)

Make an attack vs. Mental with a +2 accuracy bonus against anything within Medium (60 ft.) range.

Hit: The target cannot be **teleported**. An object affected by this spell is left behind if it is carried by a creature that teleports.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Dismissal

Rank 2

Make an attack against anything within Medium (60 ft.) range. If the target is an effect of an ongoing **magical** ability, such as a summoned monster or created object, its defense against this attack is equal to the **power** of the ability. Otherwise, this spell has no effect.

Hit: The target is treated as if the ability that created it was **dismissed**. This usually causes the target to disappear.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Spellseal	Rank 2
Make an attack vs. Fortitude with a +2 bonus to accuracy against one creature within Medium (60 ft.) range.	
<p>Hit: As a condition, the next time the target tries to cast a spell, the spell automatically fails with no effect instead. When the target fails to cast a spell in this way, this effect ends, and the target becomes immune to this spell until it takes a short rest.</p> <p>Critical hit: The effect ends after the target fails to cast three spells instead of only one.</p>	
The attack's accuracy increases by +1 for each rank beyond 2.	

Suppress Magic	Rank 2
Sustain (minor)	
Choose a single 5-ft. square within Medium (60 ft.) range. Make an attack against a random magical effect active in that square, if any exist. This can only target magical effects that are sustained or which have a specific duration. This includes brief effects, conditions, and Sustain abilities, but it does not include attuned effects or permanent magical abilities on creatures. It also does not include Curse effects, which are more difficult to remove. The attack cannot explode by any means.	
The target's defense against this attack is equal to 5 + its rank . For effects that have no specific rank, such as some monster abilities, treat their rank as being equal to one third of their level.	
This spell cannot be used to interrupt or negate immediate effects, such as spells being cast. Identifying non-visual magical effects can be difficult, so you may have to guess which area to target.	
<p>Hit: The effect is suppressed as long as you sustain this ability.</p>	
The attack's accuracy increases by +1 for each rank beyond 2.	

Teleportation Ward	Rank 2
Attune	
Teleportation into and out of a Large (60 ft.) radius emanation from you is impossible.	
<p>Rank 4: You can choose to affect a Huge (90 ft.) radius instead.</p> <p>Rank 6: You can choose to affect a Gargantuan (120 ft.) radius instead.</p>	

Cryptic Spells	Rank 3
Attune	
Whenever you cast a spell, you may choose to mimic the identifying characteristics of a different spell you know. If you do, the verbal components , somatic components , visual effects, and magical aura of the spell you are casting change to match the mimic spell. This affects inspection of the spell itself by any means. However, it does not alter the mechanical effects of the spell in any way. This change cannot fully remove verbal, somatic, or visual components. If the mimic spell does not have an identifying characteristic, the original characteristic of the spell you are casting is unchanged.	
An observer who gets a critical success to identify the spell's effects can identify the true spell that you are casting (see Identify Magical Effect, page 155).	

Magic Missile Storm	Rank 3
Make an attack vs. Armor against all enemies in a Small (15 ft.) radius within Short (30 ft.) range.	
<p>Hit: Each target takes 1d8 + half power energy damage.</p> <p>Miss: Each target suffers a glancing blow from this attack, even if you missed by more than 2.</p>	
The damage increases by +1d for each rank beyond 3.	
<i>A barrage of unerring projectiles made of pure magical energy streak towards an area, inflicting damage unavoidably.</i>	

Mass Enhance Magic	Rank 3
Attune (target)	
This spell functions like the enhance magic spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.	
<p>Rank 5: The bonus increases to +4.</p> <p>Rank 7: The bonus increases to +8.</p>	

Reflect Magic	Rank 3
Swift	

This spell functions like the **total defense** ability, except that whenever a creature within Medium (60 ft.) range of you misses or **glances** you with a **magical** attack this round, that creature treats itself as a target of that strike in addition to any other targets. It cannot choose to reduce its accuracy or damage against itself.

Delay Teleportation	Rank 4 Attune	Second Mind	Rank 4 Attune
Whenever a creature or object would teleport into a Large (<i>60 ft.</i>) radius emanation from you from outside of that area, that teleportation is delayed by a round. The teleporting creature or object remains stuck in the Astral Plane and can take no actions during that time. Creatures delayed in this way do not experience a delay, though they may be able to deduce that they were delayed based on observable evidence.			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.
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: You can choose to affect a Huge (<i>90 ft.</i>) radius instead.			
Dimensional Lock	Rank 4 Attune	Wall of Magic Impediment	Rank 4 Barrier, Manifestation, Sustain (attuneable, minor)
This spell creates a dimensional lock in a Large (<i>60 ft.</i>) 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.			You create a Small (<i>15 ft. long</i>) wall of magical energy within Medium (<i>60 ft.</i>) range. The wall is visible as a shimmering magical membrane that does not block sight. Objects, creatures, and mundane abilities can pass through the wall freely, but any magical ability treats the wall as an impassable barrier.
Rank 6: You can choose to create a Huge (<i>90 ft.</i>) radius instead.			The wall has hit points equal to three times your power . After using this ability, you briefly cannot use it or any other Barrier ability.
Rank 6: You can choose to create a Medium (<i>30 ft. long</i>) wall instead.			
Dispel Magic	Rank 4	Distant Magic Missile	Rank 5
This spell functions like the suppress magic spell, except that on a hit, the effect ends completely instead of being suppressed. However, the target's defense increases to $5 + \text{twice its rank}$.			Make an attack vs. Armor against anything within Distant (<i>120 ft.</i>) range.
The attack's accuracy increases by +1 for each rank beyond 4.			Hit: The target takes $2d6 + \text{power}$ energy damage. Miss: The target suffers a glancing blow from this attack, even if you missed by more than 2.
			The damage increases by +1d for each rank beyond 5.
			<i>An unerring projectile made of pure magical energy streaks towards your foe, inflicting severe damage unavoidably.</i>
Malign Transference	Rank 4	Intense Suppress Magic	Rank 5 Sustain (minor)
Choose yourself or one ally within Medium (<i>60 ft.</i>) range that is currently affected by a magical condition . In addition, make an attack vs. Mental against one other creature within Medium (<i>60 ft.</i>) range.			This spell functions like the suppress magic spell, except that it can also affect Curse effects, and the range increases to Distant (<i>120 ft.</i>) range.
Hit: One magical condition of your choice is removed from yourself or your chosen ally. In addition, the struck creature briefly suffers the effect of the removed condition.			The attack's accuracy increases by +1 for each rank beyond 5.
Critical hit: The effect becomes a condition on the struck creature.			
The attack's accuracy increases by +1 for each rank beyond 4.			

Reflect Targeted Magic	Rank 5 Swift
-------------------------------	------------------------

This spell functions like the **total defense** ability, except that any **targeted magical** abilities that would target you this round also target the creature using that ability in addition to you. It cannot choose to reduce its accuracy or damage against itself. Any other targets of the ability are affected normally.

Spellward	Rank 5 Sustain (minor)
------------------	----------------------------------

Choose a **zone** within Long (90 ft.) range. You can choose this spell's radius, up to a maximum of a Large (60 ft.) radius. Whenever a creature casts a spell in the area, that spell has a 50% chance to fail with no effect.

Rank 7: The maximum area increases to a Huge (90 ft.) radius.

You break an area's connection to magic.

Absorb Magic	Rank 6 Attune (deep)
---------------------	--------------------------------

You gain a +2 bonus to your defenses against **magical** effects. In addition, the next time a **magical** attack beats your defenses, it has no effect on you. After you negate two attacks in this way, this spell's effect ends.

Massive Magic Missile Storm	Rank 6
------------------------------------	--------

Make an attack vs. Armor against all **enemies** in a Medium (30 ft.) radius within Long (90 ft.) range.

Hit: The target takes 2d8 + half **power** energy damage.

Miss: The target suffers a **glancing blow** from this attack, even if you missed by more than 2.

The damage increases by +1d for each rank beyond 6.

A massive barrage of unerring projectiles made of pure magical energy streak towards your foes, inflicting damage unavoidably.

Antimagic Field	Rank 7 Sustain (standard)
------------------------	-------------------------------------

You radiate an antimagic field within a Small (15 ft.) radius **emanation** from you. All **magical** effects within the area that are dismissable or have a duration are **suppressed**. This includes attuned spells and magic items, magical conditions, and sustained magical effects. However, it does not include passive magical abilities on creatures, such as the ability to cast spells. It also does not include **Curse** effects, which are more difficult to remove.

Unlike most emanation spells, you cannot exclude yourself from this **emanation**. However, this spell does not suppress itself.

Intense Dispel Magic	Rank 7
-----------------------------	--------

This spell functions like the **suppress magic** spell, except that on a hit, the effect ends completely instead of being suppressed. In addition, this can also affect **Curse** effects, and the range increases to Distant (120 ft.) range. However, the target's defense increases to 5 + twice its rank.

Malign Confluence	Rank 7
--------------------------	--------

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each chosen creature must be currently affected by a **magical** condition. In addition, make an attack vs. Mental against one other creature within Medium (60 ft.) range.

Hit: One magical condition of your choice is removed from each of the five chosen creatures. In addition, the struck creature **briefly** suffers the effects of each removed condition.

Critical hit: Each transferred effect becomes a separate **condition** on the struck creature.

Mighty Magic Missile	Rank 7
-----------------------------	--------

Make an attack vs. Armor against anything within Short (30 ft.) range.

Hit: The target takes 4d10 + **power** energy damage.

Miss: The target suffers a **glancing blow** from this attack, even if you missed by more than 2.

An unerring projectile made of pure magical energy streaks towards your foe, inflicting massive damage unavoidably.

Spellvoid	Rank 7
	Attune
Whenever you are targeted by a spell cast by another creature, before determining if it hits you, you absorb the spell. It has no effect on you. You cannot voluntarily allow spells cast by other creatures to affect you while this effect lasts. After you absorb three spells in this way, this effect ends.	

Supreme Analyze Magic	Rank 6
Casting time: One hour	
Make a Knowledge check to identify a magical effect with a +15 bonus (see Identify Magical Effect, page 155). This ritual requires one fatigue level from its participants.	

Rituals

Analyze Magic	Rank 2
Casting time: One hour	
Make a Knowledge check to identify a magical effect with a +5 bonus (see Identify Magical Effect, page 155). This ritual requires one fatigue level from its participants.	

Suppress Magic Aura	Rank 2
Casting time: One minute	Attune
Choose one ally or unattended object within Short (30 ft.) range. All magical effects on the target, including any magic items a target creature wears or carries, are undetectable with abilities that detect magic. This ritual requires one fatigue level from its participants.	

Dispel Curse	Rank 3
Casting time: 24 hours	
Choose yourself or one ally within Short (30 ft.) range. All curses affecting the target are removed. This ritual cannot remove a curse that is part of the effect of an item the target has equipped. However, it can allow the target to remove any cursed items it has equipped. This ritual requires 18 fatigue levels from its participants.	

Greater Analyze Magic	Rank 4
Casting time: One hour	
Make a Knowledge check to identify a magical effect with a +10 bonus (see Identify Magical Effect, page 155). This ritual requires one fatigue level from its participants.	

Permanent Suppress Magic Aura	Rank 4
Casting time: 24 hours	
Choose one Large or smaller unattended object within Short (30 ft.) range. All magical effects on the target are undetectable with abilities that detect magic. This effect is permanent. This ritual requires 32 fatigue levels from its participants.	

Toxicology

Create and manipulate poisons, acids, and fungi.

Cantrips

Intensify Poison

Make an attack vs. Fortitude with a +4 **accuracy** bonus against one living creature within Medium (60 ft.) range. If the target is not currently poisoned, this ability has no effect.

Hit: Choose a poison affecting the target. The poison progresses by one stage against the target, which can have varying effects depending on the poison (see Poison, page 68).

Critical hit: As above, except that the poison progresses by two stages instead of one.

The attack's **accuracy** increases by +1 for each rank beyond 0.

Neutralize Poison

Choose yourself or one **ally** within Short (30 ft.) range. The target gains an additional success to resist a poison currently affecting it (see Poison, page 68).

Rank 2: The number of additional successes increases to two. The target can split these successes among any number of different poisons affecting it.

Rank 4: The number of additional successes increases to three.

Rank 6: The range increases to Medium (60 ft.) range.

Spells

Acidic Blood

Rank 1

Attune (deep)

Once per round, when you lose **hit points** during the **action phase**, make a **reactive attack** vs. Reflex against everything adjacent to you.

Hit: Each target takes 1d8 acid damage.

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

Your blood becomes acidic. This does not harm you, but your blood can be dangerous to anything nearby when you bleed.

Fungal Armor

Rank 1

Attune

You gain a +8 **magic bonus** to your **damage resistance**. However, you take a -4 penalty to your **hit points**.

Rank 3: The bonus increases to +16, but the penalty increases to -8.

Rank 5: The bonus increases to +32, but the penalty increases to -16.

Rank 7: The bonus increases to +64, but the penalty increases to -32.

Fungal Growth

Rank 1

Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: The target becomes covered in devouring fungus as a **condition**. It takes $1d6 + \text{half power}$ acid damage immediately and during each of your subsequent actions.

The condition can be removed if the target makes a **difficulty value** 10 Dexterity check as a **movement** to scrape off the fungus. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Critical hit: The damage from the condition is doubled.

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

Healing Salve

Rank 1

Swift

Choose yourself or an adjacent living **ally**. The target regains $1d8 + \text{power hit points}$ and increases its **fatigue level** by one. In addition, it gains a +2 bonus to its Fortitude defense this round.

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

Poison – Asp Venom

Rank 1

Manifestation

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target takes 1d6 acid damage. If it loses **hit points** from this damage, it becomes **poisoned** by asp venom (see Poison, page 68). The stage 1 effect makes the target **stunned** (-2 defenses) while the poison lasts. The stage 3 effect makes the target **blinded** (50% miss chance, -2 Armor and Ref) while the poison lasts.

Critical hit: Double damage, and if the target becomes poisoned, it immediately reaches the second **poison stage**.

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

Poison – Giant Wasp Venom	Rank 1 Manifestation
Make an attack vs. Fortitude with a +1 accuracy bonus against one living creature within Medium (60 ft.) range.	
Hit: The target takes 1d6 acid damage. If it loses hit points from this damage, it becomes poisoned by giant wasp venom (see Poison, page 68). The stage 1 effect makes the target slowed (<i>half speed, -2 Armor and Ref</i>) while the poison lasts. The stage 3 effect makes the target immobilized (<i>-4 Ref, cannot use movement speeds</i>) while the poison lasts. Critical hit: Double damage, and if the target becomes poisoned, it immediately reaches the second poison stage . The damage increases by +1d for each rank beyond 1.	

Poison – Black Adder Venom	Rank 2 Manifestation
Make an attack vs. Fortitude with a +1 accuracy bonus against one living creature within Medium (60 ft.) range.	
Hit: The target takes 1d8 acid damage. If it loses hit points from this damage, it becomes poisoned by black adder venom (see Poison, page 68). The stage 1 effect inflicts 2d6 + half power damage each time the poison's attack succeeds. Critical hit: Double damage, and if the target becomes poisoned, it immediately reaches the second poison stage . The damage increases by +1d for each rank beyond 2.	

Poison – Jellyfish Extract	Rank 1 Manifestation
Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.	
Hit: The target becomes poisoned with dragon bile (see Poison, page 68). The stage 1 effect inflicts 1d4 + half power damage each time the poison's attack succeeds. The stage 3 effect also ends the poison. Critical hit: The target immediately reaches the second poison stage , as normal for poisons. The damage increases by +1d for each rank beyond 1.	

Poison Transferance	Rank 2
Choose yourself or one ally within Medium (60 ft.) range that is currently affected by a poison. In addition, make an attack vs. Fortitude against one other creature within Medium (60 ft.) range.	
Hit: The chosen creature gains an additional success to resist a poison currently affecting it. In addition, the struck creature becomes poisoned by that same poison, and immediately suffers the effect of the poison's first poison stage . Critical hit: As above, except that the primary target gains two successes to resist its poison. In addition, the secondary target immediately reaches the poison's second poison stage. The attack's accuracy increases by +1 for each rank beyond 2.	

Acid Breath	Rank 2 Attune
For the duration of this spell, you can breathe acid like a dragon as a standard action. When you do, make an attack vs. Reflex against everything in a Medium (30 ft.) cone from you. After you use this ability, you briefly cannot use it again.	
Hit: Each target takes 1d10 + half power acid damage. The damage increases by +1d for each rank beyond 2.	

Sudden Rot	Rank 2
Make an attack vs. Fortitude against anything within Short (30 ft.) range.	
Hit: The target takes 1d8 + half power acid damage immediately, and again during your next action. This damage is doubled if the target is an object that is not metallic . The damage increases by +1d for each rank beyond 2.	

Corrosive Grasp	Rank 2
You must have a free hand to cast this spell.	
Make a melee attack vs. Reflex against anything adjacent to you.	

Hit: The target takes 1d8 + half **power** acid damage immediately, and again during your next action.

The damage increases by +1d for each rank beyond 2.

Acid Rain	Rank 3 Manifestation
You create an acidic rain in a Small (15 ft.) radius cylinder-shaped zone around you. When you cast this spell, and during your next action, make an attack vs. Fortitude against everything in the area.	
Hit: Each target takes 1d10 + half power acid damage. The damage increases by +1d for each rank beyond 3.	

Poison – Wyvern Venom	Rank 3 Manifestation	Empowered Healing Salve	Rank 5 Swift
Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.			This spell functions like the healing salve spell, except that The healing increases to 4d6, and the Fortitude bonus increases to +4.
Hit: The target takes 1d10 acid damage. If it loses hit points from this damage, it becomes poisoned by wyvern venom (see Poison, page 68). The stage 1 effect inflicts 2d8 + power damage each time the poison's attack succeeds.			The healing increases by +1d for each rank beyond 5.
Critical hit: Double damage, and if the target becomes poisoned, it immediately reaches the second poison stage .			
The damage increases by +1d for each rank beyond 3.			
Poison Immunity	Rank 3 Attune	Greater Acidic Blood	Rank 5 Attune (deep)
You become immune to poisons .			Once per round, when you lose hit points during the action phase , make a reactive attack vs. Reflex against all enemies in a Small (15 ft.) radius from you.
Hit: Each target takes 4d6 acid damage.			The damage increases by +1d for each rank beyond 5.
The damage increases by +1d for each rank beyond 5.			<i>Your blood becomes acidic. This does not harm you, but your blood can be dangerous to your enemies when you bleed.</i>
Acid Bath	Rank 4 Manifestation	Greater Fungal Growth	Rank 5
Make an attack vs. Fortitude against anything within Short (30 ft.) range.			Make an attack vs. Fortitude against one creature within Medium (60 ft.) range.
Hit: The target takes 4d8 + half power acid damage immediately, and again during your next action. If it takes a vital wound from this damage that leaves it unconscious, it immediately dies. The target's body is completely dissolved by acid, leaving behind only a splash of black sludge. Its equipment is unaffected.			Hit: The target becomes covered in devouring fungus as a condition . It takes 2d8 + half power acid damage immediately and during each of your subsequent actions.
The damage increases by +1d for each rank beyond 4.			Critical hit: The damage from the condition is doubled.
The damage increases by +1d for each rank beyond 5.			
Cleansing Draught	Rank 4	Poison – Blood Leech Venom	Rank 5 Manifestation
You or an adjacent ally can remove a condition .			Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.
Hit: Each target takes 2d8 acid damage.			Hit: The target takes 2d8 acid damage. If it loses hit points from this damage, it becomes poisoned by blood leech venom (see Poison, page 68). The stage 1 effect makes the target vulnerable (-4 defenses) to all damage while the poison lasts.
The damage increases by +1d for each rank beyond 5.			Critical hit: Double damage, and if the target becomes poisoned, it immediately reaches the second poison stage .
The damage increases by +1d for each rank beyond 5.			

Poison – Cockatrice Venom	Rank 5	Mighty Sudden Rot	Rank 6
	Manifestation		
Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.		Make an attack vs. Fortitude against anything within Short (30 ft.) range.	
Hit: The target takes 2d8 acid damage. If it loses hit points from this damage, it becomes poisoned by cockatrice bile (see Poison, page 68). The stage 1 effect makes the target slowed (<i>half speed, -2 Armor and Ref</i>) and stunned (<i>-2 defenses</i>) while the poison lasts. The stage 3 effect makes the target petrified while the poison lasts.		Hit: The target takes 4d8 + half power acid damage immediately, and again during your next action. This damage is doubled if the target is an object that is not metallic .	
Critical hit: Double damage, and if the target becomes poisoned, it immediately reaches the second poison stage .		The damage increases by +1d for each rank beyond 6.	
The damage increases by +1d for each rank beyond 5.			
Poison – Dragon Bile	Rank 5	Massive Acid Rain	Rank 7
	Manifestation		Manifestation
Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.		You create an acidic rain in a Large (60 ft.) radius cylinder-shaped zone around you. When you cast this spell, and during your next action, make an attack vs. Fortitude against everything in the area.	
Hit: The target becomes poisoned with dragon bile (see Poison, page 68). The stage 1 effect inflicts 2d8 + half power damage each time the poison's attack succeeds.		Hit: Each target takes 4d8 + half power acid damage.	
Critical hit: The target immediately reaches the second poison stage , as normal for poisons.			
The damage increases by +1d for each rank beyond 5.			
Mighty Acid Breath	Rank 6	Rituals	
	Attune		
This spell functions like the acid breath spell, except that the damage increases to 4d10 + half power .			
The damage increases by +1d for each rank beyond 6.			
Mighty Corrosive Grasp	Rank 6		
You must have a free hand to cast this spell.			
Make a melee attack vs. Reflex against anything adjacent to you.			
Hit: The target takes 4d8 + half power acid damage immediately, and again during your next action.			
The damage increases by +1d for each rank beyond 6.			

Umbramancy

Manipulate shadows and darkness to conceal allies and inhibit foes.

Special Rules:

shadowed: A creature or object is shadowed if it is not in **bright illumination** or **brilliant illumination**.

Cantrips

Shadowcloak

This spell has no **verbal components** or **somatic components**.

You **briefly** gain a +3 **magic bonus** to the Stealth skill.

Rank 2: The bonus increases to +4.

Rank 4: The bonus increases to +5.

Rank 6: The bonus increases to +6.

Suppress Light

Sustain (minor)

This spell has no **verbal components**.

Light within or passing through the one **zone** within Medium (60 ft.) range is dimmed to be no brighter than **shadowy illumination**. You can choose this spell's radius, up to a maximum of a Small (15 ft.) radius. Any object or effect which blocks light also blocks this spell's effect.

Rank 2: The maximum area increases to a Medium (30 ft.) radius.

Rank 4: The range increases to Long (90 ft.) range.

Rank 6: The maximum area increases to a Large (60 ft.) radius.

Spells

Conceal

Rank 1
Attune

If you are **trained** with the Stealth skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Darklantern

Rank 1
Attune

Choose one Medium or smaller **unattended** object within Short (30 ft.) range. Light within or passing through an **emanation** from that object is dimmed to be no brighter than **shadowy illumination**. You can choose the spell's radius, up to a maximum of a Small (15 ft.) radius. Any object or effect which blocks light also blocks this spell's effect.

Rank 3: The maximum area increases to a Medium (30 ft.) radius **emanation**.

Rank 5: The maximum area increases to a Large (60 ft.) radius **emanation**.

Rank 7: The maximum area increases to a Huge (90 ft.) radius **emanation**.

Darkvision

Rank 1
Attune

You gain **darkvision** with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page 380).

Rank 3: The range increases to 90 feet.

Rank 5: The range increases to 120 feet.

Rank 7: The range increases to 180 feet.

Heed the Dark Call

Rank 1

Make an attack vs. Mental against one creature within Short (30 ft.) range. You gain a +2 accuracy bonus if the target is **shadowed**.

Hit: The target takes 1d6 + half **power** cold damage. If it loses **hit points** from this damage, it is **frightened** (-2 Mental, -2 accuracy vs. source) by you as a **condition**.

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

Shadowstep

Rank 1

This spell has no **verbal components**.

You teleport into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. Unlike most teleportation effects, both your departure and arrival with this spell are silent. If you are in **bright illumination** and are not touching your shadow, this spell fails without effect.

Rank 3: The teleportation range increases to Medium (60 ft.) range.

Rank 5: The teleportation range increases to Long (90 ft.) range.

Rank 7: The teleportation range increases to Distant (120 ft.) range.

Dark Grasp	Rank 2
You must have a free hand to cast this spell.	
Make a melee attack vs. Reflex against anything adjacent to you. You gain a +2 accuracy bonus if the target is shadowed .	
Hit: The target takes $1d8 + \text{power}$ cold damage. If it takes damage, it is shaken (-1 Mental, -1 accuracy vs. source) by you as a condition .	
The damage increases by +1d for each rank beyond 2.	

Dark Miasma	Rank 2
Make an attack vs. Mental against all enemies in a Small (15 ft.) radius from you. You gain a +2 accuracy bonus against each shadowed creature.	
Hit: Each target takes $1d6 + \text{half power}$ cold damage.	
The damage increases by +1d for each rank beyond 2.	

Fade Into Darkness	Rank 2
	Attune
At the end of each round, if you took no actions that round and are not in brilliant illumination , you become invisible (see Invisible, page 381). This invisibility ends after you take any action.	
Rank 4: Moving during the movement phase does not end your invisibility or prevent you from becoming invisible.	
Rank 6: Taking free actions and minor actions does not end your invisibility or prevent you from becoming invisible.	

Wall of Darkness	Rank 2
	Barrier, Sustain (attuneable, minor)
You create a Medium (30 ft. long) wall of darkness within Medium (60 ft.) range. The wall is visible as a solid block of darkness. It blocks ordinary vision and low-light vision , but creatures with darkvision can see through the wall normally. It does not inhibit the passage of objects or creatures.	
After using this ability, you briefly cannot use it or any other Barrier ability.	
Rank 4: You can choose to create a Large (60 ft. long) wall instead.	
Rank 6: You can choose to create a Huge (90 ft. long) wall instead.	

Banish Light	Rank 3
	Sustain (minor)
All light within one zone within Medium (60 ft.) range is suppressed. You can choose this spell's radius, up to a maximum of a Medium (30 ft.) radius. Light within or passing through the area is snuffed out. Any object or effect which blocks light also blocks this spell's effect. Darkvision and similar abilities which do not require light still function within the area.	
Rank 5: The maximum area increases to a Large (60 ft.) radius. Rank 7: The maximum area increases to a Huge (90 ft.) radius.	

Mass Darkvision	Rank 3
	Attune (target)
This spell functions like the darkvision spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.	
Rank 5: The radius increases to 90 feet. Rank 7: The radius increases to 120 feet.	

Shadowform	Rank 3
	Attune (deep)
You collapse to the ground, taking the appearance and shape of a shadow. This has a number of effects, as described below.	
<ul style="list-style-type: none"> 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 10 feet slower than the base speed for your size, and you can climb without using any hands. You are always treated as being prone (<i>half speed, -2 Armor and Ref</i>), though your movement speed is not reduced. You gain a +4 magic bonus to the Stealth skill. <p>At the end of each round, if 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 briefly. This form offers you no special immunity to damage, as creatures can simply attack the shadow.</p> <p>You can suppress or resume this ability as a free action.</p>	

Shadowstrike	Rank 3
Visual, Attune (deep)	
<p>Make a strike. Damage dealt by the strike is cold damage in addition to its normal damage types. The attack is made against each target's Reflex defense instead of its Armor defense. You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55).</p>	
<p>Rank 5: You gain a +1 accuracy bonus with the strike. Rank 7: The accuracy bonus increases to +2.</p>	
<p><i>You strike your foe's shadow instead of hitting it directly, but it takes damage all the same.</i></p>	

Creeping Darkness	Rank 4
Sustain (standard)	
<p>You create a field of darkness at a shadowed location within Short (30 ft.) range. The area affected by the field increases over time. It affects a Small (15 ft.) radius in the first round, a Medium (30 ft.) radius in the second round, and a Large (60 ft.) radius in all subsequent rounds. Light in the area is dimmed to be no brighter than shadowy illumination. When you cast this spell, and during each of your subsequent actions, make an attack vs. Mental against everything in the area.</p>	
<p>Hit: Each target takes 2d6 + half power cold damage. The damage increases by +1d for each rank beyond 4.</p>	

Intense Dark Miasma	Rank 4
<p>Make an attack vs. Mental against all enemies in a Small (15 ft.) radius from you. You gain a +2 accuracy bonus against each shadowed creature.</p>	
<p>Hit: Each target takes 1d10 + half power cold damage. Each creature that loses hit points from this damage is frightened (-2 Mental, -2 accuracy vs. source) of you as a condition. The damage increases by +1d for each rank beyond 4.</p>	

Shadowstep Strike	Rank 4
<p>This spell functions like the shadowstep spell, except that you can also make a strike at your destination. You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). In addition, this spell does not have somatic components.</p>	
<p>Rank 6: The teleportation range increases to Medium (60 ft.) range.</p>	

Bind Shadow	Rank 5
<p>Make an attack vs. Mental against a creature within Medium (60 ft.) range that is not shadowed.</p>	
<p>Hit: The target takes 2d8 cold damage. If it loses hit points from this damage, you bind its shadow as a condition, blocking its access to areas of darkness. The target treats areas of shadowy illumination and unlit areas as solid barriers. This means that it cannot move into them voluntarily or with forced movement effects. However, this condition has no effect if it enters those areas by other means, such as by teleportation or if the light around it is suddenly extinguished.</p>	
<p>The damage increases by +1d for each rank beyond 5.</p>	
<p><i>You bind your foe's shadow to the light, preventing it from entering shadowed areas.</i></p>	

Dark Shroud	Rank 5
<p>Make an attack vs. Mental against one creature within Short (30 ft.) range. You gain a +2 bonus to accuracy with the attack against each creature that is not in bright illumination.</p>	
<p>Hit: The target takes 2d8 cold damage. If it loses hit points from this damage, it is blinded (50% miss chance, -2 Armor and Ref) as a condition.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 5.</p>	

Intense Heed the Dark Call	Rank 5
<p>Make an attack vs. Mental against one creature within Short (30 ft.) range. You gain a +2 accuracy bonus if the target is shadowed.</p>	
<p>Hit: The target takes 2d8 + half power cold damage. If it loses hit points from this damage, it is panicked (-4 Mental, cannot attack source) by you as a condition.</p>	
<p>The damage increases by +1d for each rank beyond 5.</p>	

Beacon of Darkness	Rank 6
<p>Attune</p>	

All light within an **emanation** around you is suppressed. You can choose this spell's radius, up to a maximum of a Large (60 ft.) radius. Light within or passing through the area is snuffed out. Any object or effect which blocks light also blocks this spell's effect. Darkvision and similar abilities which do not require light still function within the area.

Intense Dark Grasp	Rank 6
This spell functions like the dark grasp spell, except that the target is frightened (-2 Mental, -2 accuracy vs. source) instead of shaken, and the damage increases to 2d10 + power .	
The damage increases by +1d for each rank beyond 6.	

Massive Dark Miasma	Rank 6
Make an attack vs. Mental against all enemies in a Large (60 ft.) radius from you. You gain a +2 accuracy bonus against each shadowed creature.	
Hit: Each target takes 2d10 + half power cold damage.	

Shadow Mantle	Rank 6
Attune	
All strikes against you have a 25% failure chance .	

Deep Shadowform	Rank 7
Attune (deep)	
This spell functions like the shadowform spell, except that bright illumination does not suppress the effect. It is still suppressed by brilliant illumination .	

Massive Creeping Darkness	Rank 7
Manifestation, Sustain (standard)	
This spell functions like the creeping darkness spell, except that the area affects a Medium (30 ft.) radius in the first round, a Large (60 ft.) radius in the second round, and a Huge (90 ft.) radius in all subsequent rounds. In addition, the range increases to Medium (60 ft.) range, and the damage increases to 4d6 + half power .	

You create a small volcano that showers everything nearby in burning shrapnel.

Shadow Puppet	Rank 7
Make an attack vs. Mental against one creature within Medium (60 ft.) range.	
Hit: The target takes 4d6 + half power cold damage. If it loses hit points from this damage, you steal its shadow as a condition . It cannot move on its own. As a movement , you can control its movement instead of your own.	

Shadowstep Flurry	Rank 7
This spell functions like the shadowstep spell, except that you can also make a strike at your destination. You take a -2 penalty to accuracy with the strike due to its rushed nature. You may use the higher of your Strength and your Willpower to determine your damage with the strike (see Dice Bonuses From Attributes, page 55). In addition, you can repeat the teleportation and strike. The second strike takes a -2 accuracy penalty just like the first strike, and it cannot target any of the same creatures as the first strike.	
This spell does not have somatic components .	

Rituals

Conceal Trail	Rank 2
Casting time: One minute	
Attune	

Choose up to five creatures within Medium (60 ft.) range from among you and your **allies**. At the end of each round, the footprints, scent, and other tracks left by each target during that round are magically concealed. This increases the **difficulty value** to follow the trail by 10, but does not prevent creatures from seeing or smelling each target normally in combat. At the end of each round, if any target is outside of Long (90 ft.) range from you, the effect is broken for that target and its trail is revealed.

This ritual requires one **fatigue level** from its participants.

Sunlight Ward	Rank 3
Casting time: One hour	
Attune (target)	

One ritual participant is never considered to be in natural sunlight. This does not impair its vision, but protects it if it would otherwise suffer negative consequences for being in natural sunlight.

This ritual requires one **fatigue level** from its participants.

Greater Conceal Trail	Rank 4
Casting time: One minute	Attune

This ritual functions like the [conceal trail](#) ritual, except that the difficulty value increase changes to 20.

This ritual requires one **fatigue level** from its participants.

Supreme Conceal Trail	Rank 6
Casting time: One minute	Attune

This ritual functions like the [conceal trail](#) ritual, except that the difficulty value increase changes to 30.

This ritual requires one **fatigue level** from its participants.

Verdamancy

Animate and manipulate plants.

Cantrips

Fertile Patch

Choose one **unattended**, nonmagical 1-ft. square of earth. The soil in the target becomes suffused with plant-sustaining nutrients, making it fertile ground for plants. This effect lasts for one year.

Rank 2: You can choose to affect a 2-ft. square instead.

Rank 4: You can choose to affect a 5-ft. square instead.

Rank 6: You can choose to affect a 10-ft. square instead.

Rapid Growth

Sustain (minor)

Choose one Larger or smaller inanimate, **unattended** plant within Short (30 ft.) range. In addition, choose any number of days up to a week. The target grows as if much time had passed, assuming that it received adequate nutrition during that time. When this spell ends, the plant returns to its original state.

Rank 2: You can choose up to a month of time to grow.

Rank 4: You can choose up to three months of time to grow.

Rank 6: You can choose up to a year of time to grow.

Spells

Barkskin

Rank 1

Attune

You gain a +4 **magic bonus** to **damage resistance**.

Rank 3: The bonus increases to +8.

Rank 5: The bonus increases to +16.

Rank 7: The bonus increases to +32.

Entangling Plants	Rank 1
Make an attack vs. Reflex against one Large or smaller creature within Medium (60 ft.) range that is in undergrowth .	
Hit: The target is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition . The condition is removed if the target stops being in undergrowth.	
Critical hit: The condition persists even if the target stops being in undergrowth.	
The attack's accuracy increases by +1 for each rank beyond 1.	
<i>Plants twist and writhe to trap your foe.</i>	

Poison – Nitharit	Rank 1
Manifestation	
Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.	
Hit: The target becomes poisoned with nitharit (see Poison, page 68). The stage 1 effect makes the target dazed (<i>-1 defenses</i>) while the poison lasts. The stage 3 effect makes the target stunned (<i>-2 defenses</i>) while the poison lasts.	
Critical hit: The target immediately reaches the second poison stage , as normal for poisons.	
The attack's accuracy increases by +1 for each rank beyond 1.	

Flourishing Grass	Rank 1
Attune, Manifestation	
At the end of each round, you may choose to cause grass to extend out onto the ground in a Small (15 ft.) radius around you. When you do, that area becomes covered in light undergrowth . Whenever your location changes by any means, the grass retreats back to your body.	
Rank 3: When you cast this spell, you can choose to affect a Medium (30 ft.) radius instead.	
Rank 5: When you cast this spell, you can choose to affect a Large (60 ft.) radius instead.	
Rank 7: When you cast this spell, you can choose to affect a Huge (90 ft.) radius instead.	
<i>Long, thin grass continuously grows and writhes on your body. You can extend the grass to surround you at a whim.</i>	

Poison – Sassone Leaf	Rank 1
Manifestation	
Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.	
Hit: The target becomes poisoned with sassone leaf (see Poison, page 68). The stage 1 effect inflicts 1d4 + half power damage each time the poison's attack succeeds. The stage 3 effect also ends the poison.	
Critical hit: The target immediately reaches the second poison stage , as normal for poisons.	
The damage increases by +1d for each rank beyond 1.	

Herbal Antidote	Rank 1
Choose yourself or one ally within Medium (60 ft.) range. The target gains an additional success to resist a poison currently affecting it (see Poison, page 68).	
Rank 3: The number of additional successes increases to two. The target can split these successes among any number of different poisons affecting it.	
Rank 5: The number of additional successes increases to three.	
Rank 7: The number of additional successes increases to four.	

Shillelagh	Rank 1
Attune	
Choose one nonmagical, unattended stick of wood you touch. You transform the target into a club, greatclub, or quarterstaff, as you choose (see Weapons, page 166). You cannot change the target's size by more than one size category. You gain a +2 magic bonus to power while you wield it.	
Rank 3: The power bonus increases to +4.	
Rank 5: The power bonus increases to +8.	
Rank 7: The power bonus increases to +16.	

Survivalist	Rank 1
Attune	
If you are trained with the Survival skill, you gain a +3 magic bonus to it. Otherwise, you are treated as being trained in that skill.	
Rank 3: The bonus increases to +4.	
Rank 5: The bonus increases to +5.	
Rank 7: The bonus increases to +6.	

Verdant Armor	Rank 1	Plant Growth	Rank 2
Attune, Manifestation			Manifestation, Sustain (attuneable, minor)
When you cast this spell, you choose a type of body armor you are proficient with that is not normally made from metal. Plants grow around your body, functioning like your chosen type of armor for you, except that the encumbrance of the armor is reduced by 2. These plants are considered to be normal plants for the purpose of abilities that require plants to be near targets, such as spells from this mystic sphere. This spell has no effect if you are wearing other body armor.			Choose a Small (15 ft.) radius zone within Long (90 ft.) range. In addition, choose whether you want plants within the area to grow or diminish.
Rank 3: You also gain a +4 magic bonus to damage resistance .			If you choose for plants to grow, all earth and unworked stone within the area becomes overrun with light undergrowth . Light undergrowth within the area is increased in density to heavy undergrowth . If you choose for plants to diminish, all heavy undergrowth in the area is reduced to light undergrowth , and all light undergrowth is removed.
Rank 5: The damage resistance bonus increases to +8.			When this spell's duration ends, the plants return to their original size.
Rank 7: The damage resistance bonus increases to +16.			
Vine Whip	Rank 1	Vine Tentacle	Rank 2
Manifestation			Attune, Manifestation
Make an attack vs. Armor against one creature within Short (30 ft.) range. You gain a +2 accuracy bonus if the target is in undergrowth .			You gain a slam natural weapon (see Table 8.6: Natural Weapons, page 175). The natural weapon deals 1d10 damage, as normal for a slam natural weapon. In addition, it has the Long weapon tag (see Weapon Tags, page 168). You may use the higher of your Strength and your Willpower to determine your damage with strikes using the weapon (see Dice Bonuses From Attributes, page 55).
Hit: The target takes 1d8 + power bludgeoning damage. If the target takes damage and your attack result beats its Fortitude defense, you can push it up to 15 feet.			<i>You grow a massive vine tentacle from your body.</i>
The damage increases by +1d for each rank beyond 1.			
Embedded Growth	Rank 2	Vinestorm	Rank 2
			Manifestation
Make an attack vs. Fortitude against one creature within Short (30 ft.) range.			Make an attack vs. Armor against all enemies within a Small (15 ft.) radius from you. You gain a +2 accuracy bonus against each target in undergrowth .
Hit: The target takes 1d6 + half power piercing damage immediately, and again during your next action. If it loses hit points from this damage, it is unable to recover those hit points until it takes a long rest . This effect can be removed with the <i>treat condition</i> ability from the Medicine skill (see Medicine, page 157). The difficulty value of the check is equal to 10.			Hit: Each target takes 1d8 + half power piercing damage.
The damage increases by +1d for each rank beyond 2.			The damage increases by +1d for each rank beyond 2.
<i>You throw a seed that embeds itself in a foe and grows painfully.</i>			

Wall of Thorns

Rank 2

Barrier, Manifestation, Sustain (attuneable, minor)

You create a Small (*15 ft. long*) **wall** of thorns within Medium (*60 ft.*) range. The base of at least half of the wall must be in arable earth. The wall is four inches thick, but permeable. It provides **cover** to attacks made through the wall, but does not fully block sight. A field of **light undergrowth** spreads on the ground in all squares adjacent to the wall.

Creatures can pass through the wall, though it costs five extra feet of movement to move through the wall. Whenever anything passes through the wall, make a **reactive attack** vs. Armor against it. You can only make this attack against a given target once per **phase**.

The wall has **hit points** equal to three times your **power**. After using this ability, you **briefly** cannot use it or any other **Barrier** ability.

Hit: The target takes $1d8 + \text{half power}$ piercing damage.

The damage increases by +1d for each rank beyond 2.

Blight

Rank 3

Make an attack vs. Fortitude against one living creature or plant within Short (*30 ft.*) range.

Hit: The target takes $1d10 + \text{half power}$ physical damage immediately, and again during your next action. Whenever it takes damage this way, its **space** and all squares adjacent to it **briefly** lose all **undergrowth**. This damage is doubled if the target is a plant, including plant creatures.

The damage increases by +1d for each rank beyond 3.

Fire Seeds

Rank 3

Sustain (attuneable, minor)

You transform up to three **unattended** acorns or similar seed structures you touch into small bombs. As a standard action, you or another creature can throw the acorn up to 30 feet. On impact, the acorn detonates, and you make an attack vs. Reflex against everything within a Small (*15 ft.*) radius of the struck creature or object.

Hit: Each target takes $1d10 + \text{half power}$ fire damage.

The damage increases by +1d for each rank beyond 3.

Mass Barkskin

Rank 3

Attune (target)

This spell functions like the **barkskin** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (*60 ft.*) range.

Rank 5: The bonus increases to +8.

Rank 7: The bonus increases to +16.

Poison – Arsenic

Rank 3

Manifestation

Make an attack vs. Fortitude against one living creature within Medium (*60 ft.*) range.

Hit: The target becomes **poisoned** with arsenic (see Poison, page 68). The stage 1 effect inflicts $1d10 + \text{half power}$ damage each time the poison's attack succeeds. The stage 3 effect also ends the poison.

Critical hit: The target immediately reaches the second **poison stage**, as normal for poisons.

The damage increases by +1d for each rank beyond 3.

Flourishing Embedded Growth

Rank 4

This spell functions like the **embedded growth** spell, except that whenever the target takes damage from the growth, **light undergrowth** **briefly** fills a Small (*15 ft.*) radius around it.

The damage increases by +1d for each rank beyond 4.

You throw a seed that embeds itself in a foe and grows painfully.

Flourishing Vinestorm

Rank 4

Manifestation

Make an attack vs. Armor against all **enemies** within a Small (*15 ft.*) radius from you. You gain a +2 accuracy bonus against each target in **undergrowth**. After you attack, **light undergrowth** fills the area **briefly**.

Hit: Each target takes $2d6 + \text{half power}$ piercing damage.

The damage increases by +1d for each rank beyond 4.

Entangle	Rank 5 Manifestation
Make an attack vs. Reflex against one Large or smaller creature within Medium (60 ft.) range that is on a stable surface. You gain a +2 accuracy bonus if the target is in undergrowth .	
Hit: The target is slowed (<i>half speed, -2 Armor and Ref</i>) as a condition .	
Critical hit: The target also cannot move farther than 10 feet from its original location until it ends the effect.	
The attack's accuracy increases by +1 for each rank beyond 5.	
<i>Plants grow from nowhere to trap your foe.</i>	
Forceful Vine Tentacle	Rank 5 Attune, Manifestation
This spell functions like the vine tentacle spell, except that the tentacle also has the Forceful weapon tag (see Weapon Tags, page 168).	
<i>You grow a massive vine tentacle from your body.</i>	
Intense Embedded Growth	Rank 5
Make an attack vs. Fortitude against one creature within Short (30 ft.) range.	
Hit: The target takes 2d8 + half power piercing damage immediately, and again during your next action. It is unable to recover any hit points or damage resistance lost to this damage until it takes a long rest . This effect can be removed with the <i>treat condition</i> ability from the Medicine skill (see Medicine, page 157). The difficulty value of the check is equal to 15.	
The damage increases by +1d for each rank beyond 5.	
<i>You throw a seed that embeds itself in a foe and grows painfully.</i>	
Intense Vine Whip	Rank 5 Manifestation
Make an attack vs. Armor against one creature within Medium (60 ft.) range. You gain a +2 accuracy bonus if the target is in undergrowth .	
Hit: The target takes 4d6 + power bludgeoning damage. If the target takes damage and your attack result beats its Fortitude defense, you can push it up to 30 feet.	
The damage increases by +1d for each rank beyond 5.	

Massive Vinestorm	Rank 5 Manifestation
Make an attack vs. Armor against all enemies within a Large (60 ft.) radius from you. You gain a +2 accuracy bonus against each target in undergrowth .	
Hit: Each target takes 2d8 + half power bludgeoning damage.	
The damage increases by +1d for each rank beyond 5.	
Intense Flourishing Grass	Rank 6 Attune, Manifestation
This spell functions like the flourishing grass spell, except that the area becomes heavy undergrowth instead of light undergrowth. Since the grass retreats whenever you move, it does not impede your movement, though it does impede the movement of any other creatures that move simultaneously.	
<i>A great mass of long, thin grass continuously grows and writhes on your body. You can extend the grass to surround you at a whim.</i>	
Massive Wall of Thorns	Rank 6 Barrier, Manifestation, Sustain (attuneable, minor)
This spell functions like the wall of thorns spell, except that the damage increases to 2d10 + half power . In addition, the area increases to a Medium (30 ft. long) wall , and the range increases to Long (90 ft.) range.	
The damage increases by +1d for each rank beyond 6.	
Poison – Black Lotus	Rank 6 Manifestation
Make an attack vs. Fortitude with a +1 accuracy bonus against one living creature within Medium (60 ft.) range.	
Hit: The target becomes poisoned with black lotus extract (see Poison, page 68). The stage 1 effect inflicts 2d10 + half power damage each time the poison's attack succeeds.	
Critical hit: The target immediately reaches the second poison stage , as normal for poisons.	
The damage increases by +1d for each rank beyond 6.	
Mighty Blight	Rank 7
This spell functions like the blight spell, except that the damage increases to 4d10 + half power .	

Mighty Fire Seeds

Rank 7

Sustain (attuneable, minor)

This spell functions like the [fire seeds](#) spell, except that the damage increases to $4d10 + \text{half power}$.

Rituals**Fertility**

Rank 3

Casting time: 24 hours

This ritual creates an area of bountiful growth in a one mile radius **zone** from your location. Normal plants within the area become twice as productive as normal for the next year. This ritual does not stack with itself. If the [infertility](#) ritual is also applied to the same area, the most recently performed ritual takes precedence.

This ritual requires 18 **fatigue levels** from its participants.

Infertility

Rank 3

Casting time: 24 hours

This ritual creates an area of death and decay in a one mile radius **zone** from your location. Normal plants within the area become half as productive as normal for the next year. This ritual does not stack with itself. If the [fertility](#) ritual is also applied to the same area, the most recently performed ritual takes precedence.

This ritual requires 18 **fatigue levels** from its participants.

Lifeweb Transit

Rank 5

Casting time: 24 hours

Choose up to five Medium or smaller ritual participants. In addition, choose a living plant that all ritual participants touch during the ritual. The plant must be at least one size category larger than the largest chosen ritual participant. In addition, choose a destination up to 100 miles away from you on your current plane. By walking through the chosen plant, each target is teleported to the closest plant to the destination that is at least one size category larger than the largest chosen ritual participant.

You must specify the destination with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the destination. If you specify its appearance incorrectly, or if the area has changed its appearance, the destination may be a different area than you intended. The new destination will be one that more closely resembles your mental image. If no such area exists, the ritual simply fails.

This ritual requires 50 **fatigue levels** from its participants.

Vivimancy

Manipulate life energy to aid allies or harm foes.

Cantrips**Ablate Vital Wound**

Choose an adjacent living **ally**. 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 57).

Rank 2: The range increases to Short (30 ft.) range.

Rank 4: The minimum **vital roll** you can mitigate decreases to -1.

Rank 6: The minimum **vital roll** you can mitigate decreases to -2.

Minor Life Infusion**Swift**

You regain two **hit points**. This healing cannot increase your hit points above half your maximum hit points.

Rank 3: The healing increases to four **hit points**.

Rank 5: The healing increases to eight **hit points**.

Rank 7: The healing increases to sixteen **hit points**.

Spells**Healer's Intuition**

Rank 1

Attune

If you are **trained** with the Medicine skill, you gain a +3 **magic bonus** to it. Otherwise, you are treated as being **trained** in that skill.

Rank 3: The bonus increases to +4.

Rank 5: The bonus increases to +5.

Rank 7: The bonus increases to +6.

Inflict Wound

Rank 1

Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.

Hit: The target takes $1d6 + \text{half power}$ energy damage. If the target loses **hit points** from this damage, it takes the damage again.

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

Lifegift	Rank 1 Attune	Withering	Rank 1
You gain a +4 magic bonus to your maximum hit points . In addition, you immediately gain that many hit points. When this ability ends, you lose hit points equal to the number of hit points you gained this way.			Make an attack vs. Fortitude with a +3 bonus to accuracy against one living creature within Medium (60 ft.) range.
Rank 3: The bonus increases to +8. Rank 5: The bonus increases to +16. Rank 7: The bonus increases to +32.			Hit: As a condition , the target's body withers. It takes a -2 penalty to Fortitude defense. Whenever it loses hit points , this penalty increases by 1. This penalty increase stacks up to a maximum of -5, and persists even if the target regains the lost hit points.
			Critical hit: The condition must be removed twice before the effect ends.
			The attack's accuracy increases by +1 for each rank beyond 1.
Lifesense	Rank 1 Attune	Corpse Explosion	Rank 2
You gain lifesense with a 60 foot range, allowing you to sense the location of living creatures without light (see Lifesense, page 381).			Choose one Small or larger corpse within Medium (60 ft.) range. Make an attack vs. Reflex against each creature within a Small (15 ft.) radius from the corpse. The corpse is also destroyed.
Rank 3: The range increases to 90 feet. Rank 5: The range increases to 120 feet. Rank 7: The range increases to 180 feet.			Hit: Each target takes 1d8 + half power bludgeoning damage.
			The damage increases by +1d for each rank beyond 2.
			<i>You violently discharge the latent magical potential within a corpse, causing it to explode.</i>
Restoration	Rank 1 Swift	Lifesteal Grasp	Rank 2
Choose yourself or a living ally within Short (30 ft.) range. The target regains 1d8 + power hit points and increases its fatigue level by one.			You must have a free hand to cast this spell.
The healing increases by +1d for each rank beyond 1.			Make a melee attack vs. Reflex against an adjacent living creature.
Retributive Lifebond	Rank 1 Attune (deep)	Hit: The target takes 1d10 + power energy damage. If it loses hit points from this damage, you can increase your fatigue level by one. If you do, you regain 1d10 + power hit points. This ability does not have the Swift tag, so it does not protect you from attacks during the current phase.	
Whenever an enemy within a Medium (30 ft.) radius emanation from you causes you to lose hit points , make a reactive attack vs. Fortitude against them.			The damage and healing increase by +1d for each rank beyond 2.
Hit: Each target takes 1d6 + half power energy damage.			
The damage increases by +1d for each rank beyond 1.			
Stabilize Life	Rank 2 Swift		
Choose yourself or a living ally within Medium (60 ft.) range. The target regains 1d10 + power hit points . This cannot increase the target's hit points above half its maximum hit points.			
			The healing increases by +1d for each rank beyond 2.

Wall of Death	Rank 2	
Barrier, Sustain (attuneable, minor)		Rank 3
You create a Small (<i>15 ft.</i> long) wall of death within Medium (<i>60 ft.</i>) range. Whenever anything passes through the wall, you make a reactive attack vs. Fortitude against it. In addition, when you cast this spell and during each of your subsequent actions, make an attack vs. Fortitude against any creature currently sharing space with it. Generally, this is only possible for Large or larger creatures. You can only attack a given target with this spell once per phase .		Attune (target)
After using this ability, you briefly cannot use it or any other Barrier ability.		
Hit: The target takes $1d8 + \text{half power}$ energy damage.		
The damage increases by +1d for each rank beyond 2.		
Wellspring of Life	Rank 2	
	Attune	Rank 3
Once per round, when you regain hit points, you may increase that healing by 3 hit points.		Attune (target)
Rank 4: The additional healing increases to 6.		
Rank 6: The additional healing increases to 12.		
Lifesight	Rank 3	
	Attune	Rank 4
You gain lifesight with a 30 foot range, allowing you to see living creatures without light (see Lifesight, page 381).		Sustain (minor)
Rank 5: The range increases to 60 feet.		
Rank 7: The range increases to 90 feet.		
Lifesteal	Rank 3	
Make an attack vs. Fortitude against one living creature within Medium (<i>60 ft.</i>) range.		Rank 4
Hit: The target takes $2d6 + \text{power}$ energy damage. If it loses hit points from this damage, you can increase your fatigue level by one. If you do, you regain $2d6 + \text{power}$ hit points. This ability does not have the Swift tag, so it does not protect you from attacks during the current phase.		Attune (deep)
The damage and healing increase by +1d for each rank beyond 3.		
Mass Lifegift		
This spell functions like the lifegift spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (<i>60 ft.</i>) range.		Rank 3
Rank 5: The bonus increases to +8.		
Rank 7: The bonus increases to +16.		
Mass Lifesense		
		Rank 3
This spell functions like the lifesense spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (<i>60 ft.</i>) range.		Attune (target)
Rank 5: The range increases to 90 feet.		
Rank 7: The range increases to 120 feet.		
Circle of Death		
		Rank 4
You create a zone of death in a Small (<i>15 ft.</i>) radius zone around you. When you cast this spell, and during each of your subsequent actions, make an attack vs. Fortitude against all living enemies in the area.		Sustain (minor)
Hit: Each target takes $1d10 + \text{half power}$ energy damage.		
The damage increases by +1d for each rank beyond 4.		
Massive Retributive Lifebond		
		Rank 4
Whenever an enemy within a Huge (<i>90 ft.</i>) radius emanation from you causes you to lose hit points , make reactive attack vs. Fortitude against them.		Attune (deep)
Hit: Each target takes $2d6 + \text{half power}$ energy damage.		
The damage increases by +1d for each rank beyond 4.		
Stabilization Field		
		Rank 4
You and each ally in a Small (<i>15 ft.</i>) radius from you each regain $2d6 + \text{half power hit points}$. This cannot increase a target's hit points above half its maximum hit points.		Swift
The healing increases by +1d for each rank beyond 4.		

Vital Endurance	Rank 4 Attune	Steal Vitality	Rank 5
Whenever you gain a vital wound , you may choose to ignore its vital wound effect (see Vital Wounds, page 57). You are still considered to have the vital wound, and it still provides the normal -2 penalty to future vital rolls.			
You can only ignore the effects of one of your vital wounds in this way. If you gain a new vital wound, you can choose to either ignore the new vital wound effect or continue ignoring the old vital wound effect. You can make this choice after learning the vital roll for the new vital wound.			
Rank 6: You can ignore two vital wound effects.			
Cure Vital Wound	Rank 5	Empowered Stabilize Life	Rank 6 Swift
Choose yourself or a living ally within Medium (60 ft.) range. The target removes one vital wound . It increases its fatigue level by three for each vital wound removed this way.			
Rank 7: The target can remove two vital wounds .			
Empowered Restoration	Rank 5 Swift	Mass Vital Endurance	Rank 6 Attune (target)
Choose yourself or a living ally within Short (30 ft.) range. The target regains 4d8 + power hit points and increases its fatigue level by one.			
The healing increases by +1d for each rank beyond 5.			
Mass Lifesight	Rank 5 Attune (target)	Massive Wall of Death	Rank 6 Barrier, Sustain (attuneable, minor)
This spell functions like the lifesight spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.			
Rank 7: The range increases to 60 feet.			
Mighty Inflict Wound	Rank 5	Mighty Corpse Explosion	Rank 6
Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.			
Hit: The target takes 4d6 + half power energy damage. If the target loses hit points from this damage, it takes the damage again.			
The damage increases by +1d for each rank beyond 5.			
Mighty Lifesteal Grasp	Rank 6		
This spell functions like the lifesteal grasp spell, except that the damage and healing both increase to 4d10 + power .			
The damage and healing increases by +1d for each rank beyond 6.			

Avasculate	Rank 7	Animate Dead	Rank 3
Make an attack vs. Fortitude against one living creature within Medium (60 ft.) range.		Casting time: One hour	Attune (deep)
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.		Choose up to four corpses within Short (30 ft.) range. The combined levels of all targets cannot exceed your level. Each target becomes an undead creature that obeys your mental commands.	
Massive Circle of Death	Rank 7	You choose whether to create a skeleton or a zombie from each corpse. Creating a zombie require a mostly intact corpse, including most of the flesh. Creating a skeleton only requires a mostly intact skeleton. If a skeleton is made from an intact corpse, the flesh quickly falls off the animated bones.	
You create a zone of death in a Large (60 ft.) radius zone around you. When you cast this spell, and during each of your subsequent actions, make an attack vs. Fortitude against all living enemies in the area.		As a minor action , you can mentally command your undead. The command must be no more than 10 words, and overly complex commands may cause strange and unintended behavior. It affects any undead you created with this ability that are within Distant (120 ft.) range of you. Undead will obey their most recent command indefinitely.	
Hit: Each target takes 2d10 + half power energy damage.		This ritual requires one fatigue level from its participants and the consumption of diamond dust with the equivalent value of a rank 3 item (1,000 gp).	
Massive Stabilization Field	Rank 7 Swift	Purge Curse	Rank 3
You and each ally in a Large (60 ft.) radius from you each regain 4d6 + half power hit points . This cannot increase a target's hit points above half its maximum hit points.		Casting time: 24 hours	
Mighty Lifesteal	Rank 7	All curses affecting yourself or one ally within Medium (60 ft.) range are removed. This ritual cannot remove a curse that is part of the effect of an item the target has equipped. However, it can allow the target to remove any cursed items it has equipped.	
This spell functions like the lifesteal spell, except that the damage and healing both increase to 5d10 + power .		This ritual requires 18 fatigue levels from its participants.	
Mighty Retributive Lifebond	Rank 7 Attune (deep)	Restore Senses	Rank 3
Whenever an enemy within a Medium (30 ft.) radius emanation from you causes you to lose hit points , make a reactive attack vs. Fortitude against them.		Casting time: One hour	
Hit: Each target takes 4d10 + power energy damage.		Choose yourself or one ally within Medium (60 ft.) range. One of the target's physical senses, such as sight or hearing, is restored to full capacity. This can heal both magical and mundane effects, but it cannot completely replace missing body parts required for a sense to function (such as missing eyes).	
Rituals		This ritual requires one fatigue level from its participants.	
Remove Disease	Rank 2	True Regeneration	Rank 3
Casting time: One hour		Casting time: 24 hours	
All diseases affecting yourself or one ally within Medium (60 ft.) range are removed.		Choose yourself or one ally within Medium (60 ft.) range. All of the target's vital wounds are healed. In addition, any of the target's severed body parts or missing organs grow back by the end of the next round.	
This ritual requires one fatigue level from its participants.		This ritual requires 18 fatigue levels from its participants.	

Reincarnation	Rank 4
Casting time: 24 hours	Creation

Choose one Diminutive or larger piece of a humanoid corpse. It must have been part of the original creature's body at the time of death. The creature the corpse belongs to returns to life in a new body. It must not have died due to old age.

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 10.1: Humanoid Reincarnations, page 365. 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 requires 32 **fatigue levels** from its participants and the consumption of diamond dust with the equivalent value of a rank 4 item (5,000 gp).

Resurrection	Rank 4
Casting time: 24 hours	Creation

Choose one intact corpse within Short (30 ft.) range. The corpse returns to life. It must not have died due to old age.

The creature has no hit points or damage resistance when it returns to life. It is cured of all **vital wounds** and other negative effects, but the body's shape is unchanged. Any missing or irreparably damaged limbs or organs remain missing or damaged. The creature may therefore die shortly after being resurrected if its body is excessively damaged.

Coming back from the dead is an ordeal. All of the creature's **attunement points** and daily abilities are expended when it returns to life. In addition, its maximum **fatigue tolerance** is reduced by 1. This penalty lasts for thirty days, or until the creature gains a level. If this would reduce a creature's maximum fatigue tolerance below 0, the creature cannot be resurrected.

This ritual can only be learned through the divine **magic source**.

This ritual requires 32 **fatigue levels** from its participants and the consumption of diamond dust with the equivalent value of a rank 4 item (5,000 gp).

Complete Resurrection	Rank 6
Casting time: 24 hours	Creation

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 requires 72 **fatigue levels** from its participants and the consumption of diamond dust with the equivalent value of a rank 6 item (125,000 gp).

Fated Reincarnation	Rank 6
Casting time: 24 hours	Creation

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 requires 72 **fatigue levels** from its participants.

Table 10.1: Humanoid Reincarnations

d%	Incarnation
01–13	Dwarf
14–26	Elf
27–40	Gnome
41–52	Half-elf
53–62	Half-orc
63–74	Halfling
75–100	Human

Soul Bind

Rank 6

Casting time: One hour

Choose a nonmagical gem you hold that is worth at least 1,000 gp. In addition, choose one intact corpse within Short (30 ft.) range. A fragment of the soul of the creature that the target corpse belongs to is magically imprisoned in the chosen gem. This does not remove the creature from its intended afterlife. However, it prevents the creature from being resurrected, and prevents the corpse from being used to create undead creatures, as long as the gem is intact. A creature holding the gem may still resurrect or reanimate the creature. If the gem is shattered, the fragment of the creature's soul returns to its body.

This ritual requires one **fatigue level** from its participants.

True Resurrection

Rank 7

Casting time: 24 hours

Creation

This ritual functions like the **resurrection** ritual, except that it does not require any piece of the corpse. Instead, you must explicitly and unambiguously specify the identity of the creature being resurrected. The resurrected creature's body is fully restored to its healthy state before dying, including regenerating all missing or damaged body parts.

This ritual requires 98 **fatigue levels** from its participants and the consumption of diamond dust with the equivalent value of a rank 7 item (625,000 gp).

Universal

Spells and rituals that can be accessed by any spellcaster.

Special Rules: The universal mystic sphere does not work in the same way as other mystic spheres. Every spellcaster has access to this mystic sphere without needing to spend insight points. It contains a variety of simple magical effects that all spellcasters can manage to replicate, though the details can change based on their individual fields of specialization.

Whenever you learn a spell or ritual from the universal mystic sphere, you must choose a different mystic sphere that you have access to. Treat that spell or ritual as if it belonged to your chosen mystic sphere instead of this one. This allows you to gain the benefits of any sphere-specific effects when you use the spell or ritual, such as a wizard's *specialization* ability (see Sphere Specialization, page 144). In addition, the chosen mystic sphere determines the spell's damage type and which targets are valid, as listed in Table 10.2: Universal Mystic Spheres, page 367. If the spell is **mystic bolt**, your chosen mystic sphere also determines the spell's defense. You can learn the same spell from this mystic sphere any number of times, choosing different base mystic spheres for that spell each time.

The names of the abilities from this mystic sphere have fairly generic names to reflect their universal nature. As with all other spells, you should feel free to rename them for your own character to make them more interesting and relevant for you. For example, a pyromancer might rename their **mystic bolt** spell to something more fire-themed, like *firebolt* or *flamelance*.

Spells

Mystic Bolt

Rank 1

Make an attack against something within Medium (60 ft.) range. The valid targets for this spell, and the defense you attack, depend on the mystic sphere you learn this spell with (see Table 10.2: Universal Mystic Spheres, page 367).

Hit: The target takes 1d8 + **power** damage.

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

Mystic Discharge

Rank 1

Make an attack vs. Reflex against everything in a Small (15 ft.) radius from you. The valid targets for this spell depend on the mystic sphere you learn this spell with (see Table 10.2: Universal Mystic Spheres, page 367).

Hit: Each target takes 1d6 + half **power** damage.

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

Table 10.2: Universal Mystic Spheres

Mystic Sphere	Affected	Mystic Bolt Defense	Damage Type
Aeromancy	Creatures and objects	Armor	Bludgeoning
Aquamancy	Creatures and objects	Armor	Bludgeoning
Astromancy	Creatures and objects	Mental	Physical
Channel Divinity	Creatures	Mental	Energy
Chronomancy	Creatures and objects	Fortitude	Energy
Cryomancy	Creatures and objects	Fortitude	Cold
Electromancy	Creatures and objects	Fortitude	Electricity
Enchantment	Creatures	Mental	Psychic and subdual
Fabrication	Creatures and objects	Armor	Physical
Photomancy	Creatures and objects	Fortitude	Energy
Polymorph	Creatures and objects	Fortitude	Physical
Prayer	Creatures	Mental	Psychic and subdual
Pyromancy	Creatures and objects	Fortitude	Fire
Revelation	Creatures	Mental	Psychic and subdual
Summoning	Creatures and objects	Armor	Physical
Telekinesis	Creatures and objects	Fortitude	Bludgeoning
Terramancy	Creatures and objects	Armor	Bludgeoning
Thaumaturgy	Creatures and objects	Fortitude	Energy
Toxicology	Creatures and objects	Fortitude	Acid
Umbramancy	Creatures and objects	Fortitude	Cold
Verdamancy	Creatures and objects	Armor	Physical
Vivimancy	Living creatures	Fortitude	Energy

Mighty Mystic Bolt

Rank 4

Make an attack against anything within Medium (60 ft.) range. The valid targets for this spell, and the defense you attack, depend on the mystic sphere you learn this spell with (see Table 10.2: Universal Mystic Spheres, page 367).

Hit: The target takes 2d10 + **power** damage.

The damage increases by +1d for each rank beyond 4.

Massive Mystic Discharge

Rank 5

Make an attack vs. Reflex against everything in a Medium (30 ft.) radius from you. The valid targets for this spell depend on the mystic sphere you learn this spell with (see Table 10.2: Universal Mystic Spheres, page 367).

Hit: Each target takes 2d10 + half **power** damage.

The damage increases by +1d for each rank beyond 5.

Enduring Mystic Trap

Rank 1

Casting time: 24 hours

Trap

This ritual functions like the **mystic trap** ritual, except that the trap persists for one year. Whenever it is activated, it is temporarily **suppressed** for 10 minutes.

This ritual requires 2 **fatigue levels** from its participants.

You can perform this ritual at a higher rank. The damage increases by +1d per rank beyond 1.

Rituals

Mystic Trap

Casting time: One hour

Rank 1

Attune, Trap

When you perform this ritual, choose a point in space within Short (*30 ft.*) range. You can choose a point within an **unattended** container as long as the container is currently open. One minute after the ritual is completed, that point becomes a trap.

When a creature moves within a Small (*15 ft.*) radius from the chosen point, the trap activates. The trap's Awareness bonus to notice creatures moving is +10. You can choose the minimum size category of creature required to activate the trap. When the trap activates, make an attack vs. Reflex against everything within a Small (*15 ft.*) radius from the trap. The valid targets for this spell depend on the mystic sphere you learn this spell with (see Table 10.2: Universal Mystic Spheres, page 367).

After the trap activates, this effect is **dismissed**.

This ritual requires one **fatigue level** from its participants.

Hit: Each target takes 1d6 + half **power** damage.

You can perform this ritual at a higher rank. The damage increases by +1d per rank beyond 1.

Massive Enduring Mystic Trap

Rank 4

Casting time: 24 hours

Trap

This ritual functions like the **massive mystic trap** ritual, except that the trap persists for one year. Whenever it is activated, it is temporarily **suppressed** for 10 minutes.

This ritual requires 32 **fatigue levels** from its participants.

You can perform this ritual at a higher rank. The damage increases by +1d per rank beyond 4.

Massive Mystic Trap

Rank 4

Casting time: 24 hours

Trap

This ritual functions like the **mystic trap** ritual, except that the damage increases to 2d8 + half **power** damage. In addition, the area of both the activation and the attack increases to a Medium (*30 ft.*) radius.

This ritual requires 32 **fatigue levels** from its participants.

You can perform this ritual at a higher rank. The damage increases by +1d per rank beyond 4.

Appendix A

Glossary

activeability: 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 377.

action phase: The action phase is the second of two **phases** in a combat **round**. During the action phase, creatures can **attack**, cast **spells**, and take other major combat actions.

alchemical item: An alchemical item is any item created using the Craft (alchemy) skill. This includes firebombs, potions, and many other items.

attunement point: Attunement points allow you to **attune** to effects such as spells or items. For details, see Attunement Points, page 33.

accuracy: The bonus added to an **attack roll**. For details, see Accuracy, page 32.

alignment: Your alignment represents your general morality in broad terms. For details, see Alignment, page 27.

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 69.

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 71.

archetype rank: Each ability from an **archetype** has a minimum rank required to gain the ability. For details, see Archetype Ranks, page 71.

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 182.

attack: Anything that affects another creature in a potentially harmful way, such as striking a creature with a sword, is an attack. All attacks require making an **attack roll**. If an ability requires an attack roll, it is considered to be an attack, even if you use them in a way that you believe is not harmful.

attack result: An attack result is the total you get on an **attack roll**, after taking to account any bonuses or penalties that apply to the roll.

attack roll: A roll required to succeed with an attack. To make

an attack roll, roll 1d10 + your **accuracy** with the attack. If the result of the attack roll equals or exceeds the target's **defense**, the attack succeeds. Some attacks, especially magical attacks, have effects even if the attack roll fails. For details, see Attack Rolls, page 54.

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 47.

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 47.

base attribute: Your base attribute is the value

base speed: Each size category has a base speed that indicates how far creatures of that size category can generally move. For details, see Base Speed, page 45.

briefly: An effect that lasts briefly, or a brief effect, lasts until after the end of the next round after the effect was applied.

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 66.

brilliant illumination: In an area with brilliant illumination, creatures can see clearly. A creature can't hide in an area with brilliant illumination unless it is invisible or has cover. In addition, no shadows exist within an area of brilliant illumination. For details, see Vision and Light, page 66.

body armor: Body armor is a form of **armor** that you wear on your body. For details, see Armor, page 182.

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 52.

burst: A burst is a type of area that an ability can have (see Area Types, page 49). 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 51.

carrying capacity: Your carrying capacity defines the amount of weight you can carry without penalty. For details, see Weight Limits, page 46.

casting components: Spells generally require specific casting components. There are two types of casting components: **somatic components** and **verbal components**. Somatic components are only used by arcane and pact spellcasters while **verbal components** are used by all spellcasters. For details, see Casting Components, page 50.

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.

chain: See Electromancy, page 284.

check: A check is a d10 roll required to accomplish an action that has a chance of failure that is not an attack. If the result of your roll, including your modifier, is high enough, you succeed. Otherwise, you fail. For details, see Checks, page 43.

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 71.

class skill: A class skill is a skill that a class is particularly good at using. Each class has a specific set of class skills given in its description. Each class also gives a particular number of **trained skills** from among your class skills. For details, see Trained Skills, page 147.

climb speed: A creature with a climb speed can climb as easily as a human walks on land. The effects of a climb speed are described at Climb Speed, page 149.

close range: Weapons have two **range limits**: close range and **long range**. Attacks within a weapon’s close range have no penalty. For details, see Weapon Range Limits, page 167.

combat style: A combat style is a collection of **maneuvers** that some classes gain access to. For details, see Combat Styles, page 228.

common language: Common languages are languages that are widely spoken. They are described in Table 4.4: Common Languages, page 47.

concealment: Concealment represents effects which make a target harder to see, such as shadowy lighting. All **targeted** attacks against a creature or object with concealment from you have a 20% **miss chance**. For details, see Concealment, page 66.

condition: A condition is an effect that lasts on a creature until it is removed by effects that remove conditions. All conditions are detrimental, and most are standard **debuffs**. Player characters can remove conditions with the **recover** ability or by taking a **short rest**, as well as with various special abilities (see Recover, page 64). For

details, see Ability Durations, page 49.

Constitution: Constitution is an **attribute** that measures your health and stamina. For details, see Constitution, page 23.

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 67.

critical hit: When you make an attack, if your result beat the target’s defense by 10 or more, you get a critical hit. Unless otherwise noted, damaging attacks deal double damage on a critical hit. Some abilities have special effects on critical hits.

critical success: When you make a check, if your result beat the **difficulty value** by 10 or more, you get a critical success. Some abilities have special effects on critical successes.

damage: Many attacks deal damage to you when they hit. For details, see Dealing Damage, page 55.

damage resistance: Whenever you take damage, you first apply that damage to your damage resistance applying it to your **hit points**. For details, see Damage Resistance, page 33.

darkvision: A creature with darkvision can see perfectly in complete darkness. For details, see Darkvision, page 380.

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 51). A dead body decays normally unless magically preserved.

debuff: A debuff is a negative effect on a creature. Many debuffs are applied as **conditions**, but some last for longer or shorter times. For a list of debuffs, see Circumstances and Debuffs, page 378.

deep attunement: Deep attunement abilities are **Attune** abilities with two additional restrictions. First, they cost extra **attunement point** to **attune** to. Second, you can’t get back those attunement points until you take a **short rest**, even if you release the attunement. For details, see Deep Attunement, page 47.

defeat: You defeat a creature if you personally cause it to become **defeated**. Abilities that trigger when you defeat a creature generally activate if you deal damage to it in a phase when it dies or is knocked unconscious. This often means multiple creatures are considered to have defeated the same enemy. For narrative purposes, you can choose to give credit to the creature who dealt the most damage in the last phase, but you shouldn’t use that method for determining whether creatures gain the benefit of effects like an **onslaught** weapon.

defeated: A creature is defeated if it dies, surrenders or is incapacitated for an extended period of time (such as by being knocked unconscious). Some abilities, such as a ranger’s *quarry* ability (see Quarry, page 118), 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 33.

destroyed: A destroyed object has been damaged to the point where it is completely beyond repair. For details, see Destroyed

Objects, page 53.

Dexterity: Dexterity is an **attribute** that measures your hand-eye coordination, agility, and reflexes. For details, see Dexterity, page 22.

dice increment: A die increment is a single increase or decrease in the value of a dice pool. For example, a 1d8 that is increased by one die increment becomes a 1d10 die. Similarly, a 2d6 dice pool that is decreased by one die increment also becomes a 1d10 die. For details, see Dice Pools, page 55.

dice pool: A dice pool is a collection of dice that are all rolled together and summed to find a result. For details, see Dice Pools, page 55.

difficult terrain: Difficult terrain costs an additional 5 feet of movement to move out of. For details, see Difficult Terrain, page 61.

difficulty value: The difficulty value of a **check** is the check result required to succeed. It can be abbreviated as “DV”. In general, attacks are rolled to beat **defenses**, and checks are rolled to beat a given difficulty value.

dirty trick: You can use the *dirty trick* ability to impair a foe by using your environment. For details, see Dirty Trick, page 63.

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 **magical** abilities with a duration can be dismissed, but **mundane** abilities cannot be dismissed. This includes **conditions**, **brief** effects, and other abilities with more specific durations. You can dismiss abilities as a **free action** (see Dismissal, page 51).

elite: Elite monsters are much more dangerous than standard monsters. For details, see Elite Monsters, page ??.

emanation: An emanation is a type of area that an ability can have (see Area Types, page 49). 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.

encumbrance: Your encumbrance is a value that represents how much you are burdened by armor and weight. For details, see Encumbrance, page 33.

enemy: Some harmful abilities affect enemies. An enemy is any creature you consider to be an enemy. For details, see Allies and Enemies, page 69.

energy damage: There are four types of energy damage: cold, electricity, fire, and psychic. For details, see Damage Types, page 56.

environmental damage: Environmental damage is a type of damage. Environmental damage does not reduce the **damage resistance** of creatures or objects, making small amounts of environmental damage irrelevant to healthy creatures. For details, see Environmental Damage, page 56.

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 55.

failure chance: If you have a failure chance with an **attack**, you have a random chance to miss with the attack regardless of the result of your attack roll. If you have multiple failure chances, only the highest one applies. Failure chances are rolled independently from **miss chances**, and they are not affected by abilities that mitigate miss chances. They are less common than a miss chance, and reflect circumstances that no amount of skill can mitigate.

falling damage: If you fall at least 5 feet, you and the object you land on take bludgeoning **environmental damage**. This damage is called falling damage, and it is equal to 1d10 per 10 feet you fell, up to a maximum of 20d10 damage. If you control your fall with the *mitigate fall* ability, you can reduce the falling damage you take (see Jump, page 155).

fatigue level: Your fatigue level measures how fatigued you are. You take a **fatigue penalty** if your fatigue level exceeds your **fatigue tolerance**. For details, see Fatigue, page 34.

fatigue penalty: You take a penalty to **accuracy** and **checks** equal to your **fatigue level** – your **fatigue tolerance**. If you have a fatigue penalty of at least -1, you are considered **fatigued**. When your fatigue penalty reaches -5, you fall **unconscious** until your fatigue penalty is reduced below -5. For details, see Fatigue Penalty, page 34.

fatigue tolerance: Your fatigue tolerance measures the maximum **fatigue level** you can reach before you suffer a **fatigue penalty**. For details, see Fatigue Tolerance, page 34.

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 **movement**. For details, see Flying, page 60.

forced movement: A forced movement ability can cause a creature to move unwillingly. There are two types of forced movement: **knockback** and **push**. Although **teleportation** can cause a creature’s location to change unwillingly, it is not considered a type of forced movement.

free action: Each round, you take can any number of free actions. Free actions can be taken in any phase. For details, see Free Actions, page 58.

free hand: A free hand is a hand or similarly dexterous appendage that is not currently being used for any purpose. Many abilities require a free hand to use. You cannot use the same hand for two different purposes in the same **phase**.

glances: When a creature glances another creature with an attack, it means that the attacker scored a **glancing blow**.

glancing blow: When you miss on an attack by 2 or less, it is called a glancing blow. Whenever you get a glancing blow with a damaging attack, you roll no damage dice. You still add your power to the attack. In addition, some abilities have specific effects when you get a glancing blow, as indicated in their descriptions. For details, see Glancing Blows, page 54.

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 60.

heavy undergrowth: A space overrun with thick bushes, vines, and similar natural obstacles has heavy undergrowth. Heavy undergrowth provides **concealment** and is considered **difficult terrain**.

heavy weapon: A heavy weapon is a type of **weapon** that requires two hands to wield properly. For details, see Weapon Usage Classes, page 167.

heavyweight: A heavyweight object has a **weight category** that is one category larger than the object's **size category**. For details, see Weight Categories, page 47.

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 33.

icy terrain: See Cryomancy, page 279.

immune: A creature that is immune to a particular damage type, debuff, or other ability treats that effect as if it did not exist. An immune creature cannot gain **conditions** or similar effects like **poison** if it is immune to them, or if the only effect of that condition would be to apply a specific debuff that it is immune to. In addition, a creature that temporarily becomes immune to an effect immediately removes all instances of that effect. For example, a creature that suddenly becomes immune to poison would remove all poisons currently affecting it, and those poisons would not return once the immunity ends.

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 166.

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 59.

insight point: Insight points can be spent to gain additional abilities or proficiencies. For details, see Insight Points, page 24.

Intelligence: Intelligence is an **attribute** that represents how well you learn and reason. For details, see Intelligence, page 23.

item rank: Items have ranks indicating their approximate value and rarity. For details, see Item Ranks, page 164.

key attribute: The key attribute for a skill is the attribute associated with that skill. For example, Climb is a Strength-based skill. Some skills, such as Persuasion, do not have a key attribute.

knockback: Knockback is a type of **forced movement**. It represents being thrown backwards by a single large impact. If a creature or object being knocked back encounters an obstacle, it and the obstacle each take 1d6 bludgeoning damage per 10 feet of movement remaining, up to a maximum of 20d6 damage. A knockback movement is always a single straight line.

land speed: A creature's land speed is a **movement mode** that determines how fast it can walk on land. For details, see Movement Modes, page 59.

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 32.

light undergrowth: A space with passable bushes, vines, and similar natural obstacles has light undergrowth. Light undergrowth 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 167.

lightweight: A lightweight object has a **weight category** that is one category smaller than the object's **size category**. For details, see Weight Limits, page 46.

line: A line is an area shape that an ability can have (see Area Shapes, page 48). 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 67.

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 67.

long range: Ranged weapons have two **range limits**: **close range** and long range. Attacks beyond a weapon's **close range**, but within its long range, have a **-4 longshot penalty**. For details, see Weapon Range Limits, page 167.

long rest: A long rest represents eight hours of relaxation or sleep. It allows you to remove all of your **fatigue levels** and make progress towards healing a **vital wound**. For details, see Long Rest, page 45.

longshot penalty: A longshot penalty is the penalty that you take for attacking outside of a weapon's **close range**. It is normally a **-4 accuracy** penalty. For details, see Weapon Range Limits, page 167.

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 53.

magic source: A magic source defines where a creature's **mystic spheres** come from. There are four magic sources: arcane, divine, nature, and pact. Sorcerers and wizards cast arcane spells, clerics and paladins cast divine spells, druids cast nature spells, and warlocks cast pact spells.

magical: A magical ability is an ability whose origin derives from magic. Examples include **spells**, a dragon's ability to fly, and a paladin's ability to smite foes. For details, see Magical Abilities, page 48.

maneuver: A maneuver is a type of **mundane** ability that some classes grant access to through particular combat styles. For details, see Combat Styles, page 228.

maneuverability: While flying, your maneuverability determines how easily you can change directions and perform aerial feats. There are three types of maneuverability: good, average, and poor. Unless otherwise stated, a creature with a fly speed has

average maneuverability. For details, see Flying Maneuverability, page 60.

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 167.

melee: A melee attack is an attack using your body or a weapon that does not leave your grasp. Unless you are using a **Long** weapon, you can only make melee attacks against targets adjacent to you.

metallic: A creature is considered metallic if it is wearing metal armor or otherwise carrying a significant amount of exposed metal. This includes any **body armor** with a metal material type. It also includes exposed metal objects or parts of objects that are no more than two size categories smaller than the creature. This includes most weapons with any metallic components. It does not include creatures who have small amounts of metal safely stowed in larger containers, such as a common amount of coins or metallic tools stowed in a coin purse or backpack.

Similarly, an object is generally considered metallic if it has an exposed piece made of metal that is no more than two size categories larger than the object as a whole.

minor action: Each round, you can take a single minor action during the **action phase**. For details, see Minor Actions, page 58.

miss chance: If you have a miss chance with an **attack**, you have a random chance to miss with the attack regardless of the result of your attack roll. You cannot get a **glancing blow** when you miss in this way. In general, only **targeted** attacks can have a miss chance. If you have multiple miss chances, only the highest one applies.

move: When you move, you usually travel a distance equal to your speed. See Movement and Positioning, page 59, for details. For specific actions that involve movement, see **movement**.

movement: You can make one movement during the **movement phase** of each round. Abilities that require a movement typically move you around the battlefield. For details, see Movement and Positioning, page 59.

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 59.

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 71.

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 247.

natural weapon: A natural weapon is a **weapon** that is part of a creature's body. For details, see Natural Weapons, page 167.

neutral party: A neutral party is any creature who is neither an **ally** nor an **enemy**. For details, see Allies and Enemies, page 69.

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 27.

overrun: An overrun is a special movement that allows you to move directly through creatures. For details, see Overrun, page 64.

Perception: Perception is an **attribute** that describes your ability to observe and be aware of your surroundings. For details, see Perception, page 23.

phase: A phase is part of the combat **round**. There are two phases: the **movement phase** and the **action phase**. A phase does not represent a fixed span of time. It is an abstract concept designed to represent a variety of actions that all take place nearly simultaneously.

physical damage: There are four types of physical damage: acid, bludgeoning, piercing, and slashing. For details, see Damage Types, page 56.

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 the Tome of Guidance.

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 the Tome of Guidance.

point of origin: A point of origin is the grid intersection, creature, or object that an area originates from. For details, see Area, page 48.

poison: For a description of poisons and how they work, see Poison, page 68.

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 68.

potion: A potion is a magical liquid that is typically contained in a Fine vial. In general, drinking a potion requires a standard action. Potions cannot be safely mixed together without diluting their magic, so you cannot consume two potions with the same action.

power: The power of an **activeability** represents how strong the ability is. For details, see Power, page 33.

primary target: Some abilities that affect multiple targets distinguish between their primary and secondary targets. For details, see Primary and Secondary Targets, page 48.

proficient: A creature can be proficient with weapons and armor. If you try to attack with a weapon you are not proficient with, you take a -2 accuracy penalty (see Weapon Proficiency, page 166). If you try to use armor you are not proficient with, it is less effective

and your **accuracy** is reduced (see Armor Proficiency, page 182).

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 62.

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. You cannot be pushed vertically, only horizontally along a solid surface. A push movement is always a single straight line.

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 48.

range limits: Ranged weapons have two **range limits** listed, with a slash between them, such as 60/180. The first number indicates the maximum range for a weapon's **close range**. The second number indicates the maximum range for a weapon's **long range**. For details, see Weapon Range Limits, page 167.

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 4.5: Rare Languages, page 47.

reactive attack: A reactive attack is an **attack** that you make during the resolution of another creature's actions. You cannot modify a reactive attack in any way - it happens entirely outside of your control. For example, you cannot use the **desperate exertion** ability to reroll a reactive attack. If you would make multiple reactive attacks during the same phase with the same ability against different targets, use the same attack roll for each target. A reactive attack can never be triggered by a reactive attack or reactive check.

reactive check: A reactive check is a **check** that you make during the resolution of another creature's actions. Just like a **reactive attack**, you cannot modify a reactive check in any way.

resource: A resource is something that a character can lose during play or expend to gain a benefit. Most resources are shared between all types of characters, though different characters can use them differently. There are two resources that are used during the character creation and leveling process: **insight points** and **trained skills**. In addition, there are five resources that are used during gameplay: **attunement points**, **damage resistance**, **fatigue level**, **hit points**, and **vital wounds**.

ritual: A ritual is a discrete **magical** ability with esoteric effects. For details, see Rituals, page 51.

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**.

secondary target: Some abilities that affect multiple targets distinguish between their primary and secondary targets. For details, see Primary and Secondary Targets, page 48.

scent: A creature with the scent ability has an unusually good

sense of smell. For details, see Scent, page 381.

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.

sentient: A sentient creature has an Intelligence of at least -5. Most non-sentient creatures have an Intelligence of -6 or lower. Some creatures, such as golems, have no Intelligence at all.

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 161). For details, see Vision and Light, page 66.

shield: Shields are a form of **armor** that you wield in a hand to protect you from harm. For details, see Armor, page 182.

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 45.

size category: A creature's size category indicates how large it is. There are nine size categories, from smallest to largest: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, Colossal. For details, see Size Categories, page 45.

skill: A skill represents your degree of talent with a particular non-combat aspect of the world. For example, the Climb skill represents how skilled you are at climbing. For details, see Skills, page 147.

somatic components: Somatic components are hand motions required to cast arcane and pact spells. For details, see Casting Components, page 50.

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 50.

space: Your space is the area that your physical body occupies. For convenience, your space is measured in five-foot **squares**. Medium creatures occupy space equal to a single five-foot square. For details, see Size Categories, page 45.

speed: Your speed represents the number of feet you can move with a single movement (see The Movement Phase, page 58).

spell: A spell is a discrete **magical** ability with combat-relevant effects. For details, see Spells, page 51.

spell list: The list of spells you can cast from a particular **magic source**. Each spell source has a specific spell list which is described at Spells, page 51. Most characters with the same spell sources have the same spell lists. However, some effects, such as a cleric's domains, can add spells to a character's individual spell list.

square: A square represents a single 5-ft. by 5-ft. space. Many

areas are measured in squares for convenience.

standard action: You can use a standard action to attack with a weapon, cast a spell, and do most other things that take concentration and effort.

Strength: Strength is an **attribute** that measures your muscle and physical power. For details, see Strength, page 22.

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 62.

subdual damage: Subdual damage is a special kind of damage that can't kill you. If you would gain a **vital wound** from subdual damage, you increase your **fatigue level** by three instead. For details, see Subdual Damage, page 56.

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**. When **Swift** abilities resolve during each **action phase**, the ability is dismissed unless you take the action to sustain the ability that round. For details, see Sustained Abilities, page 49.

Swift: An ability with this **ability tag** resolves its effects before other actions in the same phase. For details, see Swift Abilities, page 58.

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 163.

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 67).

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. A **strike** is a targeted ability, and so is a spell or other special ability that causes you to immediately make a single strike.

telepathy: A creature with telepathy can mentally communicate with other creatures within a given range. For details, see Telepathy, page 381.

teleportation: A creature or object that is teleported instantly leaves one location and arrives at another. For details, see Teleportation, page 69.

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 63.

time lock: See Chronomancy, page 274.

trained: If you are trained in a **skill**, you have learned how to use it well. Your modifier with a trained skill is equal to $3 +$ the higher of its associated attribute (if any) and half your level. For details, see Trained Skills, page 147.

tremorsense: A creature with tremorsense can sense its surroundings without light, as long as there is a path through solid objects. For details, see Tremorsense, page 381.

tremorsight: A creature with tremorsight see perfectly without light, as long as there is a path through solid objects. For details, see Tremorsight, page 381.

unattended: An unattended item is an item not being held or carried by a creature, or that is being held or carried by an **ally**. Some abilities can only affect unattended items.

unaware: See Circumstances and Debuffs, page 378.

unconscious: See Circumstances and Debuffs, page 378.

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 62.

untrained: If you are untrained in a **skill**, you have no particular ability with it. You are untrained with all skills by default. Your modifier with a trained skill is equal to half of its associated attribute (if any). For details, see Trained Skills, page 147.

usage class: The **usage class** of a weapon or armor is a measure of how much effort it takes to use the item. For details, see Weapon Usage Classes, page 167 and Armor Usage Classes, page 182.

verbal components: Verbal components are words required to cast most spells. For details, see Casting Components, page 50.

Visual: See Ability Tags, page 377.

vital wound: A **vital wound** is a serious injury that inflicts negative effects on you. You gain one or more **vital wounds** when you take damage in excess of your hit points (see Negative Hit Points, page 56). For details, see Vital Wounds, page 57.

vulnerable: A vulnerable creature takes a -4 penalty to all defenses against whatever it is vulnerable to. For details, see Vulnerable, page 381.

wall: A wall is an area shape that an ability can have (see Area Shapes, page 48). A wall-shaped area has a length and height, but its width is not measured in squares.

weapon: A weapon is an object used to inflict damage. Some creatures can treat parts of their body as weapons. For details, see Weapons, page 166.

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 166.

weapon tag: A weapon tag describes the special effects of a weapon. For details, see Weapon Tags, page 168.

weight limit: Your weight limits define the amount of weight

you can carry or push without penalty. For details, see Weight Limits, page 46.

weight category: The weight category of an object or creature is a broad measurement of how much it weighs. Weight categories are closely related to **size categories**. For details, see Table 4.3: Weight Categories, page 47.

Willpower: Willpower is an **attribute** that represents your ability to endure mental hardships. For details, see Willpower, page 23.

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 57.

zone: A zone is a type of area that an ability can have (see Area Types, page 49). A zone ability has effects within an area for the duration of the ability. Unless otherwise noted, it does not move after being created.

Appendix B

Reference

Ability Tags

Attune: Attune abilities require an **attunement point** to maintain. For details, see Attuned Abilities, page ??.

Auditory: Auditory abilities use sound to cause their effects. Creatures and objects that cannot hear the effect are immune to it.

Barrier: Barrier abilities create obstacles that block or punish passage through them. They create a powerful magical resonance around themselves that inhibits other barriers from being formed. Any part of a Barrier ability that would extend within 5 feet of an already active Barrier ability is not created, unless the new barrier simply extends an already existing wall along its length.

Compulsion: Compulsion abilities forcibly alter a creature's actions, but do not necessarily affect its opinions or personality. They have no effect on objects or creatures without minds.

Creation: Creation abilities create permanent physical objects. Objects created with Creation abilities are identical to objects created through more mundane means.

Curse: Curse abilities lay supernatural curses on their targets. They cannot be **dismissed**, but can be removed with the *dispel curse* spell.

Detection: Detection abilities reveal magical auras or information within an area. They can penetrate up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. For its ability to penetrate other materials, use the most similar substance from the list above.

Emotion: Emotion abilities alter a creature's opinions or personality, but do not necessarily affect their actions. They have no effect on objects or creatures without minds.

Magical: This tag indicates that an ability is **magical**, which means that its origin derives from magic. For details, see Magical Abilities, page 48.

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 50.

Scrying: Scrying abilities create one or more invisible magical sensors that send you information. Unless otherwise noted, the sensor created has the same powers of sensory acuity that you possess. This includes the effect of any abilities which target you personally, such as spells to increase your visual acuity, but not abilities which affect an area around you. However, the sensor is treated as a separate, independent sensory organ, and it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

The sensor can be dismissed as if it were an active spell. You cannot create a sensor in a location with lead sheeting between you and the location, and you sense that the effect is blocked in this way.

Size-Based: Size-Based abilities are limited based on your own size. They have no effect on creatures or objects that are more than one size category larger than you. You can mitigate this limitation with the **creature climb** ability (see Creature Climb, page ??), or simply by flying close (see Flying Mechanics, page 60).

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 50.

Subtle: Subtle abilities have no visual or otherwise perceivable manifestation. Creatures successfully affected by Subtle abilities do not generally know that they are being influenced. However, a creature that successfully resists a Subtle ability can generally notice that it resisted a special effect of some kind, just like a non-Subtle ability. You can notice the effects of a Subtle ability on yourself with the Awareness skill (see Notice Subtle Effects, page ??).

Sustain: Sustain abilities require an action to maintain. The tag includes an action type, such as (minor), which indicates the type of action required to sustain the ability. If it also includes "attuneable", you can choose to **attune** to the effect instead of sustaining it every round. For details, see Sustained Abilities, page 49.

Swift: Swift abilities take effect before non-Swift abilities used

during the same phase. For details, see Swift Abilities, page 58.

Trap: Trap abilities create triggered effects that punish trespassing. They create a powerful magical resonance around themselves that inhibits other barriers from being formed. Any part of a Trap ability that would extend within 15 feet of an already active Trap ability is not created.

Visual: Visual abilities use visible objects or forces to cause their effects. Creatures and objects that cannot see the effect are immune to it. Special vision abilities that replace normal vision entirely, such as **blindsight** and **tremorsense**, are unable to perceive Visual effects. A creature that exclusively perceives its surroundings without normal sight, such as by closing its eyes and relying on its blindsight, is unaffected.

Circumstances and Debuffs

blinded: A blinded creature cannot see. It is at least **partially unaware** (50% miss chance, -2 Armor and Ref) of everything, it may be fully **unaware** (-6 Armor and Ref) as normal depending on its non-visual understanding of its surroundings. In addition, it automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures.

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 158). It treats the creature that charmed it as a friend (a +10 relationship modifier) for the purpose of Persuasion checks.

Any act by the charming creature or by creatures that appear to be its allies that threatens or harms the charmed person breaks the effect. Harming a charmed creature is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant creature may interpret overt threats to its allies as a threat to itself.

climbing: A creature that is climbing without a **climb speed** takes a -2 penalty to its **accuracy** and Armor and Reflex defenses.

confused: A confused creature takes a -2 penalty to all defenses and is unable to independently control its actions. This penalty does not stack with the **dazed** (-1 defenses) or **stunned** (-2 defenses) effects. When a creature becomes confused, and at the beginning of each round, it randomly decides to have one of two behaviors that round: attack its **enemies**, or protect itself and its **allies** without attacking. Within those constraints, it can freely choose its actions. If it can't carry out the indicated action, it does nothing but babble incoherently.

A confused creature automatically stops being confused after ten minutes, even if it was unable to rest due to its confusion.

dazed: A dazed creature takes a -1 penalty to all defenses. This does not stack with the **stunned** (-2 defenses) or **confused** (-2 defenses, randomly attack or defend) effects.

dazzled: A dazzled creature has difficulty seeing. It loses the benefits of the **darkvision** and **low-light vision** abilities if it has them. In addition, it treats everything as if it had **concealment**. Among other effects, this gives its **targeted** attacks a 20% **miss chance**.

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.

dominated: A dominated creature is mentally compelled to obey another creature. It obeys the commands of the creature that dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commands (such as “attack” or “follow”) can usually be communicated successfully.

flying: A creature that is flying takes a -2 penalty to its Armor and Reflex defenses. If it has a poor **maneuverability**, this penalty

increases to -4 (see Maneuverability, page ??).

frightened: A frightened creature takes a -2 penalty to its Mental defense. In addition, it takes a -2 penalty to **accuracy** against the source of its fear. This does not stack with the **shaken** (-1 Mental, -1 accuracy vs. source) or **panicked** (-4 Mental, cannot attack source) effects. If the source of a frightened creature's fear is **defeated**, this effect is broken. Being frightened is always an **Emotion** effect, even if it is caused by an ability that does not have that tag.

goaded: A goaded creature takes a -2 penalty to **accuracy** against creatures other than the creature that goaded it as long as it is within Medium (60 ft.) range of that creature. If the goading creature is **defeated**, this effect is broken. If a creature is goaded by multiple different creatures simultaneously, it suffers the accuracy penalty on all of its attacks. Being goaded is always an **Emotion** effect, even if it is caused by an ability that does not have that tag.

grappled: A grappled creature is wrestling or in some other form of hand-to-hand struggle with at least one other creature. While grappled, you suffer certain penalties and restrictions, as described below.

- You are unable to use one of your hands for any purposes other than grappling. This prevents humanoid creatures from taking any actions which would require having two free hands, such as attacking with heavy weapons. This does not affect creatures without hands.
- You take a -2 penalty to Armor and Reflex defenses.
- You cannot move unless you **push** all creatures grappling you, such as with the *shove* ability (see Shove, page 64).

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 65.

helpless: A helpless creature is completely at an opponent's mercy. It is considered to be **unaware** (-6 Armor and Ref) of all attacks against it, even if it knows they are coming. Paralyzed, bound, and unconscious creatures are helpless.

immobilized: An immobilized creature takes a -4 penalty to its Armor and Reflex defenses and can't use any of its movement speeds. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage. This does not stack with the **slowed** (half speed, -2 Armor and Ref) effect.

panicked: A panicked creature takes a -4 penalty to its Mental defense. In addition, it is unable to make any attacks that include the source of its fear as a target. The penalty from this effect does not stack with the **frightened** (-2 Mental, -2 accuracy vs. source) or **panicked** (-4 Mental, cannot attack source) effects. If the source of a panicked creature's fear is **defeated**, this effect is broken. Being panicked is always an **Emotion** effect, even if it is caused by an ability that does not have that tag.

paralyzed: A paralyzed creature is unable to take physical actions. It is **helpless** (-6 Armor and Ref), but can take purely mental actions. This can cause flying creatures to crash, swimming creatures to drown, and so on. Any creature can move through a

space occupied by a paralyzed creature without slowing down, and creatures can stand in a square with a paralyzed creature without **squeezing** (-2 Armor and Ref).

partially unaware: An creature that is partially unaware knows that something is nearby, but is missing information about the exact location or nature of the creature, object, or attack it is partially unaware of. Creatures take a -2 penalty to Armor and Reflex defenses against attacks that they are partially unaware of. They have a 50% miss chance with **targeted** attacks against creatures and objects that they are partially unaware of, and they can only attempt to target creatures and objects that they know the location of.

These penalties do not stack with the penalties for being **unaware** (-6 Armor and Ref). For details, see Awareness and Surprise, page 67.

prone: A prone creature is lying on the ground, rather than standing normally. It takes a -2 penalty to Armor and Reflex defenses, though it gains a +4 bonus to all defenses against ranged **strikes**. It moves at half of its normal speed, and is considered one size category smaller than normal when determining whether it is subject to **Size-Based** effects, including critical hits. If a creature becomes prone while in a precarious situation, such as on a narrow ledge, it may fall.

A creature can stand up from being prone as part of a **movement** using one of their move speeds. This generally requires one **free hand**. Standing up from a prone position costs half of the creature's speed during that movement.

shaken: A shaken creature takes a -1 penalty to its Mental defense. In addition, it takes a -1 penalty to **accuracy** against the source of its fear. This does not stack with the **frightened** (-2 Mental, -1 accuracy vs. source) or **panicked** (-4 Mental, cannot attack source) effects. If the source of a shaken creature's fear is **defeated**, this effect is broken. Being shaken is always an **Emotion** effect, even if it is caused by an ability that does not have that tag.

slowed: A slowed creature moves at half speed and takes a -2 penalty to its Armor and Reflex defenses. This does not stack with the **immobilized** (-4 Ref, cannot use movement speeds) effect.

squeezing: A squeezing creature is trying to move though an area too small for it to fight in normally. While squeezing, a creature moves at half speed and takes a -2 penalty to its Armor and Reflex defenses. For details, see Squeezing, page 62.

stunned: A stunned creature takes a -2 penalty to all defenses. This does not stack with the **dazed** (-1 defenses) or **confused** (-2 defenses, randomly attack or defend) effects.

swimming: A creature that is swimming without a **swim speed** takes a -2 penalty to its **accuracy** and Armor and Reflex defenses.

unaware: An creature that is unaware makes no attempt to defend itself. Creatures take a -6 penalty to Armor and Reflex defenses against attacks that they are unaware of. They are completely unable to use **targeted** abilities against creatures and objects that they are unaware of.

These penalties do not stack with the penalties for being **partially unaware** (50% miss chance, -2 Armor and Ref). For details, see Awareness and Surprise, page 67.

unconscious: While you are unconscious, you are **helpless** (-6

Armor and Ref) and completely unable to take any actions. Some sensory abilities, such as the Awareness skill, can be used while you are asleep, but not while you are forcibly knocked unconscious.

underwater: Ranged weapons have difficulty working underwater. All ranged weapons have **range limits** of 5/15 when used by a creature that is underwater, or when used against a target that is underwater, regardless of the attack's normal range limits or any other modifiers.

Traits

Blindsight: A creature with blindsense can sense the location of everything in its surroundings. It does not need to use its eyes to gain this benefit. This ability works regardless of concealment, invisibility, or light levels. Blindsight always has a specific range limit, and provides no benefit beyond that range. However, it only grants knowledge of location, not actual sight, so does not mitigate any **miss chances** that would apply. It also does not mitigate **cover** or otherwise allow sensing through objects that block **line of effect**.

Blindsight: A creature with blindsight can perceive its surroundings perfectly regardless of concealment, invisibility, or light levels. It does not need to use its eyes to gain this benefit. This allows the creature to ignore all **miss chances** caused by those effects. Blindsight always has a specific range limit, and provides no benefit beyond that range. It also does not mitigate **cover** or otherwise allow sensing through objects that block **line of effect**.

Darkvision: A creature with darkvision can see perfectly in both complete darkness and **shadowy illumination** just like a human does in **bright illumination**. Darkvision always has a specific range limit, and provides no benefit beyond that range. As long as a creature with darkvision is in **bright illumination** or **brilliant illumination**, their darkvision stops working. The darkvision **briefly** stays disabled even after they leave the lit area. Darkvision is disabled while you are **dazzled** (*20% miss chance, no special vision*).

Impervious: A creature can be impervious to a particular damage type. It gains a +4 bonus to all defenses against attacks that would cause it to take damage of that type. If an attack deals damage of multiple types, a creature is impervious to that attack only if it is impervious to all of the attack's damage types. For attacks with random effects, such as the **chromatic orb** spell, determine the random effect before determining if the creature is impervious. An impervious creature gains no defensive benefit against attacks that do not deal damage.

Immune: A creature that is immune to an attack is completely unaffected by it. Creatures and objects can be immune to specific damage types or debuffs. It is also possible to be immune to more esoteric concepts, like being **grappled** or gaining **conditions**.

Being immune to part of an attack does not grant immunity to other aspects of that attack. If an attack deals damage of multiple types, a creature is immune to that attack only if it is impervious to all of the attack's damage types. This also applies to more specific immunities that are not related to damage types. For example, if you are immune to being **dazed** (*-1 defenses*), you still take full damage from an attack that deals damage and dazes you.

Incorporeal: An incorporeal creature does not have a tangible body. It is **immune** to **physical damage** and is never considered to be **squeezing** (*-2 Armor and Ref*). It moves silently and ignores the effects of abilities that only work if it has a corporeal body, such as **difficult terrain** and the *grapple* or *shove* abilities. This includes being **grappled**, detected by **tremorsense**, setting off pressure plates, and so on.

Many incorporeal creatures have no Strength attribute. If an incorporeal creature has a Strength attribute, it has some ability to

manipulate the physical world despite being incorporeal. Unless otherwise noted, an incorporeal creature with a Strength attribute may selectively choose whether it wants to interact with physical objects.

An incorporeal creature can enter or pass through solid objects, but it must remain adjacent to the object's exterior at all times. If it is completely inside an object, it cannot see out or attack. It can fight while partially inside an object, which grants it **cover** and allows it to attack and see normally.

Invisible: An invisible creature or object cannot be seen with light. Creatures unable to see an invisible creature are at least **partially unaware** (50% miss chance, -2 Armor and Ref) of its attacks, and they can be fully **unaware** (-6 Armor and Ref) as normal depending on their level of awareness. Attackers suffer a 50% **miss chance** with **targeted** attacks even if they know the location of the invisible creature. See Awareness, page 147, and Stealth, page 161, for how to identify invisible creatures.

Lifesense: Lifesense functions like **blindsight**, except that it only grants knowledge of the location of living creatures.

Lifesight: Lifesight functions like **blindsight**, except that it can only see living creatures.

Low-light Vision: A creature with low-light vision can see perfectly in **shadowy illumination**, just like a human does in **bright illumination**. This provides no benefit in areas of complete darkness. Low-light vision is disabled while you are **dazzled** (20% miss chance, no special vision).

Mindless: A mindless creature lacks a normally functioning mind. Mindless creatures do not have an Intelligence attribute. They are immune to **Compulsion** and **Emotion** abilities.

It is possible for mindless creatures to still act as if they were intelligent through various magical means. For example, animated objects can obey simple commands by virtue of the magic that controls them, but they are still mindless.

Scent: A creature with the scent ability has an unusually good sense of smell. It reduces the **difficulty value** of scent-based Awareness checks by 10 (see Awareness, page 147).

Shapeshift: A creature that can shapeshift can completely transform its physical body into a different shape. When a shapeshifted creature dies, it returns to its original form. It generally retains all of its original statistics and abilities, with the following exceptions.

- If the new shape is not normally capable of speech, the creature cannot speak. This may prevent it from casting spells with **verbal components** and using similar abilities.
- The creature is limited by the number of **free hands** present in the new form. In addition, it cannot gain more free hands by shapeshifting than it originally had in its base form. Even if you shapeshift to a form with many hands, you do not have the mental coordination necessary to use them all effectively.

When a creature shapeshifts, all of its worn and carried items that are physically incompatible with the creature's new shape meld into its body. This does not break **attunement**, and the creature still gains the benefit of any magical properties of melded items. However, it does not gain the benefit of nonmagical properties from melded items. For example, a creature that shapeshifts into an

amorphous gas would still benefit from all attuned effects from its equipped items, such as *boots of speed*. However, it would gain no benefit to its Armor defense or damage resistance from any melded body armor, and it would not be able to attack with any of its melded weapons. Items exceeding a creature's **carrying capacity** are not melded, and simply fall to the ground in place.

Telepathy: A creature with telepathy has the ability to mentally communicate with other nearby 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.

Tremorsense: Tremorsense functions like **blindsight**, except that it requires an uninterrupted path through solid objects instead of **line of effect**. This makes it incapable of sensing flying creatures, but it ignores **cover** and can even sense through solid obstacles that are no more than half a foot thick.

Tremorsight: Tremorsense functions like **blindsight**, except that it requires an uninterrupted path through solid objects instead of **line of effect**. This makes it incapable of seeing flying creatures, but it ignores **cover** and can even see through solid obstacles that are no more than half a foot thick.

Vulnerable: A creature can be vulnerable to a particular damage type or debuff. It takes a -4 penalty to all defenses against attacks that would cause it to take damage of that type, or that would cause it suffer that debuff. This penalty applies against the whole attack even if the attack would only inflict the debuff or damage under specific circumstances, such as if the attack gets a critical hit or if the attack causes the creature to lose hit points. For attacks with random effects, such as the **chromatic orb** spell, determine the random effect before determining if the creature is vulnerable.

Undead: Undead creatures are affected in unusual ways by effects that directly manipulate life energy. They are always considered living **allies** for the purpose of effects that would cause living creatures to regain **hit points**. Whenever they would regain **hit points** from an ability that normally only affects living creatures, they instead take energy damage equal to the hit points that they would have regained, ignoring any hit point maximum the

ability would normally have.

Any other effects beyond simple hit point recovery are ignored. For example, if a cleric uses their [divine aid](#) ability to heal an undead creature, the undead would take damage, but it would not gain any bonus to its defenses.

Similarly, undead are always considered living creatures for the purpose of effects that would normally deal energy damage to living creatures. Whenever they would take energy damage from an ability that normally only affects living creatures, they instead regain hit points equal to the energy damage that they would have taken. This ability does not have the [Swift](#) tag, so it resolves after incoming attacks during the current phase. Any other effects beyond simple energy damage are ignored.

Appendix C

Feats

This chapter describes a set of optional rules that the GM can choose to 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. You cannot gain the same feat twice.

Species Feat Only: One simple option is that characters gain a single feat at 1st level based on their species, and no other feats. This makes your choice of species more significant without dramatically increasing character complexity.

Feat Progression: If you want characters to be more complex and to have more powerful abilities, you can also use a feat progression system. For example, you could gain a feat from your species at 1st level, and an additional feat at 3rd, 6th, and 9th level. Alternately, you could gain feats based on the completion of major story events. In general, it is inadvisable to gain more than four feats total, or to gain feats after about 10th level.

Species Bonus Feats

If you use this rule, each species grants a bonus feat at 1st level. Most species can only choose from a small group of feats. The specific feats for each species are listed below. A character must meet any prerequisites for these bonus feats, as normal.

Human: Any feat.

Dwarf: Any from the following list: **Battle Armory**, **Blindfighter**, **Craft Specialization** and **Endurance Specialization**, **Iron Will**, **Martial Training**, or **Toughness**.

Elf: Any Casting feat (see Casting Feats, page 385), or any from the following list: **Awareness Specialization** and **Balance Specialization**, **Sniper**, or **Rapid Reaction**.

Gnome: Any Casting feat (see Casting Feats, page 385), or any from the following list: **Blindfighter**, **Craft Specialization** and **Stealth Specialization**, **Telepath**, or **Toughness**.

Half-Elf: Any Skill feat (see Skill Feats, page 385).

Half-Orc: Any Combat feat (see Combat Feats, page 386), or any from the following list: **Endurance Specialization** and **Intimidate Specialization**, or **Toughness**.

date Specialization, or **Toughness**.

Halfling: Any from the following list: **Balance Specialization** and **Stealth Specialization**, **Climb Specialization** and **Jump Specialization**, **Iron Will**, or **Rapid Reaction**.

Uncommon Species

If you are using uncommon species, the feat lists for each uncommon species are given below. Note that uncommon species are normally ineligible for any Bloodline feats.

Animal Hybrid: Any feat strongly associated with the chosen animal. For example, a hybrid shark might choose from Awareness Specialization, Survival Specialization, Swiftrunner, or Swim Specialization. A hybrid wolf might choose from Awareness Specialization, Rapid Reaction, Stealth Specialization, Survival Specialization, or Swiftrunner.

Awakened Animal: Any feat strongly associated with the chosen animal. For example, an awakened cat might choose from Awareness Specialization, Climb Specialization, Flexibility Specialization, Rapid Reaction, Stealth Specialization, or Swiftrunner.

Changeling: Chameleon, or any Skill feat.

Dragon: Iron Will, Toughness, or any Casting feat (see Casting Feats, page 385).

Drakkenfel: Draconic Heritage. The type of dragon chosen for the drakkenfel's *draconic ancestry* must match its *draconic essence*.

Dryaidi: Herbalist, Mental Magic, Regenerator, Sphere Focus: Toxicology, Sphere Focus: Verdancy, or Toughness.

Eladrin: Boongiver, Chameleon, Combat Style Versatility, Deception Specialization and Persuasion Specialization, or Spellwarped.

Kit: Balance Specialization and Stealth Specialization, Deception Specialization and Social Insight Specialization, or Swiftrunner.

Naiadi: Boongiver, Leadership, Mental Magic, Persuasion Specialization and Swim Specialization, or Sphere Focus: Aquamancy.

Orc: Any Combat feat (see Combat Feats, page 386), or any from the following list: **Endurance Specialization** and **Intimidate Specialization**, or **Toughness**.

Ozeborn: Blindfighter, Chameleon, Climb Specialization and Flexibility Specialization, Juggernaut, Regenerator, Sphere Focus: Toxicology, or Toughness.

Tiefling: Deception Specialization and Intimidate Specialization, Executioner, Spellwarped, or Sphere Focus: Pyromancy.

Changing Species

In extraordinary cases, a creature may change its species. For example, the [reincarnation](#) ritual returns a creature to life as a different species. Regardless of its new species, the creature keeps its original species bonus feat.

Feat Mechanics

Prerequisites

Some feats have prerequisites. Unless you meet all of the prerequisites, you cannot take the feat. Prerequisites can include a minimum base attribute score, another feat or feats, a minimum level of training in a skill, or some other property of a character. A character can gain a feat at the same level at which they gain the prerequisite.

A character who no longer meets all prerequisites for a feat loses all abilities from that feat.

Skill Feats

Skill feats are weaker and more narrow in their focus than other feats. Whenever a character would choose a single feat, they may instead choose two skill feats.

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.

Table C.1: Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Celestial Heritage	Non-evil	Gain aspects of celestial beings	Bloodline, Magical	388
Chameleon	Trained Disguise, Int 2	Adapt your archetypes and abilities	—	389
Draconic Heritage	—	Gain aspects of draconic power	Bloodline	391
Entropist	Wil 2	Master chaos and entropy	—	392
Herbalist	Trained Knowledge (nature)	Brew potions with natural ingredients	—	394
Iron Will	Wil 2	Increase mental resilience	—	395
Null	Wil 2	Become immune to magic	—	398
Precognition	Int 3	React to future events	—	399
Regenerator	Con 3	Heal wounds with inhuman speed	—	400
Rapid Reaction	Dex 2	Increase reaction speed	—	400
Spellwarped	Wil 3	Gain limited spellcasting	Magical	402
Swiftrunner	Dex 3	Move more quickly	—	408
Telepath	Int 1, Wil 2	Communicate with creatures mentally	Magical	409
Toughness	Con 2	Increase physical fortitude	—	409
Skill Feats	Prerequisites	Benefits	Feat Types	Page
Awareness Specialization	Trained Awareness	Improve use of chosen skill	—	387
Balance Specialization	Trained Balance	Improve use of chosen skill	—	387
Climb Specialization	Trained Climb	Improve use of chosen skill	—	389
Craft Specialization	Trained Craft	Improve use of chosen skill	—	389
Creature Handling Specialization	Trained Creature Handling	Improve use of chosen skill	—	390
Deception Specialization	Trained Deception	Improve use of chosen skill	—	390
Devices Specialization	Trained Devices	Improve use of chosen skill	—	390
Disguise Specialization	Trained Disguise	Improve use of chosen skill	—	391
Endurance Specialization	Trained Endurance	Improve use of chosen skill	—	392
Flexibility Specialization	Trained Flexibility	Improve use of chosen skill	—	393
Intimidate Specialization	Trained Intimidate	Improve use of chosen skill	—	394
Jump Specialization	Trained Jump	Improve use of chosen skill	—	395
Knowledge Specialization	Trained Knowledge	Improve use of chosen skill	—	395
Linguistics Specialization	Trained Linguistics	Improve use of chosen skill	—	396
Medicine Specialization	Trained Medicine	Improve use of chosen skill	—	396
Perform Specialization	Trained Perform	Improve use of chosen skill	—	398
Persuasion Specialization	Trained Persuasion	Improve use of chosen skill	—	398
Ride Specialization	Trained Ride	Improve use of chosen skill	—	400
Sleight of Hand Specialization	Trained Sleight of Hand	Improve use of chosen skill	—	401
Social Insight Specialization	Trained Social Insight	Improve use of chosen skill	—	401
Stealth Specialization	Trained Stealth	Improve use of chosen skill	—	408
Survival Specialization	Trained Survival	Improve use of chosen skill	—	408
Swim Specialization	Trained Swim	Improve use of chosen skill	—	409
Casting Feats	Prerequisites	Benefits	Feat Types	Page
Boongiver	Spellcasting ability	Improve ability to cast spells on allies	Magical	388
Blood Magic	Spellcasting ability, Con 2	Spend hit points to improve magic	Magical	387
Mental Magic	Spellcasting ability, Wil 3	Cast spells without words or gestures	Magical	397
Metacaster	Spellcasting ability, Int 2	Manipulate spell effects in creative ways	Magical	397
Mystic Archer	Spellcasting ability	Imbue projectiles with magic	Magical	397
Prepared Spellcasting	Spellcasting ability, Int 3	Prepare additional spells each day	Magical	399

Spellsword	Spellcasting ability	Fight with sword and spell together	—	401
Sphere Focus: Aeromancy	<i>Aeromancy</i> sphere access	Improve casting with chosen sphere	Magical	402
Sphere Focus: Aquamancy	<i>Aquamancy</i> sphere access	Improve casting with chosen sphere	Magical	403
Sphere Focus: Astromancy	<i>Astromancy</i> sphere access	Improve casting with chosen sphere	Magical	403
Sphere Focus: Channel Divinity	<i>Channel Divinity</i> sphere access	Improve casting with chosen sphere	Magical	403
Sphere Focus: Chronomancy	<i>Chronomancy</i> sphere access	Improve casting with chosen sphere	Magical	403
Sphere Focus: Cryomancy	<i>Cryomancy</i> sphere access	Improve casting with chosen sphere	Magical	404
Sphere Focus: Electromancy	<i>Electromancy</i> sphere access	Improve casting with chosen sphere	Magical	404
Sphere Focus: Enchantment	<i>Enchantment</i> sphere access	Improve casting with chosen sphere	Magical	404
Sphere Focus: Fabrication	<i>Fabrication</i> sphere access	Improve casting with chosen sphere	Magical	404
Sphere Focus: Photomancy	<i>Photomancy</i> sphere access	Improve casting with chosen sphere	Magical	405
Sphere Focus: Polymorph	<i>Polymorph</i> sphere access	Improve casting with chosen sphere	Magical	405
Sphere Focus: Prayer	<i>Prayer</i> sphere access	Improve casting with chosen sphere	Magical	405
Sphere Focus: Pyromancy	<i>Pyromancy</i> sphere access	Improve casting with chosen sphere	Magical	405
Sphere Focus: Revelation	<i>Revelation</i> sphere access	Improve casting with chosen sphere	Magical	405
Sphere Focus: Summoning	<i>Summoning</i> sphere access	Improve casting with chosen sphere	Magical	406
Sphere Focus: Telekinesis	<i>Telekinesis</i> sphere access	Improve casting with chosen sphere	Magical	406
Sphere Focus: Terramancy	<i>Terramancy</i> sphere access	Improve casting with chosen sphere	Magical	406
Sphere Focus: Thaumaturgy	<i>Thaumaturgy</i> sphere access	Improve casting with chosen sphere	Magical	407
Sphere Focus: Toxicology	<i>Toxicology</i> sphere access	Improve casting with chosen sphere	Magical	407
Sphere Focus: Umbramancy	<i>Umbramancy</i> sphere access	Improve casting with chosen sphere	Magical	407
Sphere Focus: Verdamancy	<i>Verdamancy</i> sphere access	Improve casting with chosen sphere	Magical	407
Sphere Focus: Vivimancy	<i>Vivimancy</i> sphere access	Improve casting with chosen sphere	Magical	408
Twinhand Spellcaster	Dex 2	Cast spells with two hands at once	Magical	410
Wardweaver	<i>Barrier</i> spell known	Create more powerful barriers	Magical	410
Combat Feats	Prerequisites	Benefits	Feat Types	Page
Battle Armory	Str 1, Dex 2	Switch between different weapons easily	—	387
Blindfighter	Per 2	Fight unseen foes better	—	387
Brawler	Str 1, Dex 1	Fight better unarmed and in close quarters	—	388
Combat Style Versatility	Int 1, combat style	Use highly varied combat styles	—	389
Duelist	Dex 2, Int 1	Fight one-on-one better	—	391
Executioner	Per 2	Kill weakened foes more easily	—	392
Greatweapon Warrior	Str 3	Fight better with two-handed weapons	—	394
Ghostblade	Dex 1, Wil 2	Tap into ghostly powers in combat	Magical	393
Juggernaut	Str 2, Con 1	Shove and overrun foes to deal damage	—	395
Leadership	Int 2 or Wil 2	Inspire nearby allies	—	395
Maneuverist	Int 2	Gain limited maneuver access	—	396
Martial Training	—	Improve combat abilities	—	396
Shieldbearer	Str 2	Defend better with shields	—	400
Sniper	Per 2	Aim precisely at distant foes	—	401
Two-Weapon Fighting	Dex 2	Fight better with two weapons at once	—	410
Weapon Focus	—	Fight better with a single type of weapon	—	411
Whirlwind Warrior	Dex 2	Fight hordes with agile ease	—	411

Feat Descriptions

Each feat has a set of benefits it provides to a character with the feat. Some feats also have specific requirements that a character must meet before taking the feat. These are listed under a **Prerequisites** heading. If a character loses the prerequisites for a feat, they lose all benefits of the feat until they meet the prerequisites again.

Awareness Specialization [Skill]

Prerequisite: Awareness as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Awareness skill.

3rd – **Extraordinary Senses:** You gain one of the following senses: **blindsight** (30 ft.), **darkvision** (60 ft.), **low-light vision**, **scent**, or **tremorsense** (30 ft.). As normal, if you already have the chosen sense from another source, you sum the ranges from both abilities to determine your total range with that sense.

9th – **Extraordinary Senses+:** You gain one of the following senses: **blindsight** (120 ft.), **blindsight** (30 ft.), **darkvision** (240 ft.), **tremorsense** (120 ft.), or **tremorsight** (30 ft.). You cannot choose the same sense that you chose with your *extraordinary senses* ability. However, you can also change the sense you chose with that ability.

15th – **Specialization+:** The bonus from your *specialization* ability increases to +6.

21st – **Extraordinary Senses+:** You can choose an additional sense from the list given in your *greater extraordinary senses* ability, except that the range is doubled. You cannot choose the same sense that you chose with your *extraordinary senses* or *greater extraordinary senses* abilities. However, you can also change the sense you chose with those abilities.

Balance Specialization [Skill]

Prerequisite: Balance as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Balance skill.

3rd – **Instant Stand:** You can use the *rapid stand* ability as a **free action** instead of a **minor action** (see Rapid Stand, page 148).

9th – **Specialization+:** The bonus from your *specialization* ability increases to +6.

15th – **Air Dancer (Magical):** You can attempt to move on surfaces that cannot support your weight, as described below.

- Surfaces that can support at least a quarter of your weight, such as thin tree branches and dense liquids, are **difficulty value** 20.
- Surfaces that can support at least a tenth of your weight, such as water, are **difficulty value** 25.
- Surfaces that can support at least a hundredth of your weight, such as tree leaves, are **difficulty value** 30.
- Surfaces that cannot support your weight at all, such as air, are **difficulty value** 40.

Success means you move along the surface at half speed. Failure means you fall through the surface. The **difficulty value** increases by 5 for each consecutive round that you spend moving in this way.

21st – **Balance On Air+:** You can move at full speed while using your *air dancer* ability. In addition, for each round that you spend using your *air dancer* ability, the **difficulty value** increases by 2 instead of by 5.

Battle Armory [Combat]

Prerequisite: Strength 1, Dexterity 2.

1st – **Overburdened Quickdraw:** You can draw or sheathe any weapon or shield other than a tower shield as a **free action**.

3rd – **Legacy Armory (Magical):** You do not choose an individual item as a **legacy item** (see Legacy Items, page 32). Instead, if you choose weapons as your legacy item category, you choose magic weapon abilities that apply to all nonmagical weapons you wield. If you wield a magical weapon, it keeps its own magical effects instead of your chosen legacy item properties.

9th – **Versatile Force:** You gain a +3 bonus to your **power**.

15th – **Versatile Force+:** The bonus from your *versatile force* ability increases to +6.

21st – **Surprising Quickdraw:** When you make a **strike** with a weapon against a creature, if you drew that weapon in the same phase that you made the strike and did not wield any weapons at the start of that phase, you can use this ability. If you do, the creature is **unaware** (-6 *Armor and Ref*) of the attack. After you use this ability, the attacked creature and all creatures that observed the attack are immune to this ability until they take a **short rest**.

Blindfighter [Combat]

Prerequisite: Perception 2.

1st – **Unerring:** You ignore all **miss chances**, such as from **concealment**. This does not prevent your attacks from failing for other reasons.

3rd – **Blindsight:** You gain **blindsight** with a 90 foot range, allowing you to sense your surroundings without light (see *Blindsight*, page 380). If you already have blindsense, the range of your blindsense increases by 90 feet. In addition, you gain **blindsight** with a 30 foot range, allowing you to see without light (see *Blindsight*, page 380). If you already have blindsight, the range of your blindsight increases by 30 feet.

9th – **Unseeing Precision:** You gain a +1 bonus to **accuracy**.

15th – **Unseeing Precision+:** The bonus from your *unseeing precision* ability increases to +2.

21st – **Blindsight+:** The range of your blindsense increases by 90 feet. In addition, the range of your blindsight increases by 150 feet.

Blood Magic [Casting, Magical]

Prerequisite: Access to a **mystic sphere**, Constitution 2.

1st – **Bloodspell:** Whenever you cast a spell, you may use this ability. When you do, you lose **hit points** equal to your maximum spell rank. In exchange, you gain a power bonus with the spell equal to the hit points you lost this way, and the spell does not require **casting components**.

3rd – Bloodbind (Magical): Whenever you make a living creature lose **hit points** using a spell, you can choose to bind the target's blood to yours. While the target is bound, you can see it through all forms of **concealment** and **cover**, even if it is **invisible**. This binding lasts until you bind another creature with this ability, or until you take a **long rest**.

9th – Blood-Sworn Allegiance: You can swear a blood oath to your allies. You automatically fail any attack rolls you make against a creature that you have sworn this blood oath with. In addition, those creatures automatically fail any attack rolls they make against you. This allows you to safely use area spells that include your allies as targets, since they will suffer no ill effect from the attack.

15th – Bloodbind+: You are always considered to have **line of effect** with **magical** abilities to a creature bound by your *bloodbind* ability, regardless of intervening obstacles. This allows you to cast spells on them through solid walls. In addition, you can bind any number of creatures at once with your *bloodbind* ability.

21st – Bloodspell+: You can choose to lose 10 hit points when you use your *bloodspell* ability. If you do, the power bonus increases to +10.

Boongiver [Casting, Magical]

Prerequisite: Access to a **mystic sphere**.

1st – Share Boon: When you cast a spell with the **Attune** tag, you can use the *share boon* ability.

Share Boon

The spell's **Attune** tag changes to **Attune (target)**. Choose one **ally** within Medium (60 ft.) range. That ally is the target of the spell, and the spell affects that creature as if it were you instead of affecting you.

You can only use this ability to affect one spell at a time. If you use it again, the original ally's attunement to the old spell is released, as the *release attunement* ability (see Attuned Abilities, page ??).

3rd – Sustain Attunement: Whenever you cast an **Attune** (target) spell that is not a **deep attunement**, you can choose to replace its **Attune** tag with the **Sustain (minor)** tag.

9th – Versatile Boon Lore: You learn additional **spell**. The spell must have the **Attune** tag, but you do not need to have access to the **mystic sphere** it is from. The mystic sphere it is from must still be part of your **magic source**. As normal, you can exchange this spell for other spells as you gain access to new spell ranks, but the spell must always have the **Attune** tag.

15th – Personal Boon: You gain an additional **attunement point**. You can only use this attunement point to **attune** to spells and rituals that you use on yourself.

21st – Share Boon+: You can use your *share boon* ability on up to three different spells at once. If you use the ability while it already affects another spell, you choose which spells are affected by the ability.

Brawler [Combat]

Prerequisite: Strength 1, Dexterity 1.

1st – Unarmed Warrior: You gain a +2 bonus to accuracy and a +1d bonus to damage with the punch/kick **natural weapon** (see Natural Weapons, page 167). This ability does not stack with the ability of the same name from the Perfected Form monk archetype (see Perfected Form, page 109).

1st – Grapple Expertise: You gain a +1 bonus to **accuracy** with the *grapple* ability (see Grapple, page 64), as well as with all grapple actions (see Grapple Actions, page 65).

3rd – Takedown: Whenever you hit a target with the *grapple* ability, the target also takes damage as if you had hit with your unarmed attack or a light **natural weapon** you wield.

9th – Large Grappler: You reduce your size-based penalties for being smaller than your target with the *grapple* ability by 4.

15th – Unarmed Warrior+: The damage bonus from your *unarmed warrior* ability increases to +3d.

15th – Grapple Expertise+: The bonus from your *grapple expertise* ability increases to +3.

21st – Grapple Supremacy: When you grapple a target with the *grapple* ability, you do not become **grappled** by that target.

Celestial Heritage [Bloodline, Magical]

Prerequisite: Non-evil alignment.

Special: You can only have one Bloodline feat.

1st – Rebuke Evil: You can use the *rebuke evil* ability as a standard action.

Rebuke Evil

Make an attack vs. Mental against one creature or object within Medium (60 ft.) range. You gain a +2 accuracy bonus to this attack against any creature that damaged any of your **allies** during the previous round. If the target has the alignment opposed to your devoted alignment, you double all of your damage bonuses along with your damage dice when you get a **critical hit**.

Hit: The target takes 1d6 + **power** energy damage.

You gain a +1 accuracy bonus and a +1d damage bonus at 3rd level and every 3 levels thereafter.

3rd – Healing Light (Magical): When you use the *recover* ability, you **briefly** emit **brilliant illumination** in a Medium (30 ft.) radius **zone** from you, and **shadowy illumination** in twice that radius. At the end of each round, each **ally** in the radius of brilliant illumination regains **hit points** equal to your **power**.

9th – Angel Wings: You gain feathery wings that sprout from your back. These wings grant you a **fly speed** equal to the **base speed** for your size with a maximum height of 30 feet (see Flying, page 60). As a **free action**, you can increase your **fatigue level** by one to ignore this height limit until the end of the round. The wings themselves are **mundane**, but the ability to fly with them is **magical**.

15th – Healing Light+: The healing provided by your *healing light* ability increases to twice your power. In addition, the radius of brilliant illumination increases to a Huge (90 ft.) radius.

21st – Angel Wings+: Your **maneuverability** with the fly speed from your *angelic flight* ability increases to perfect (see Flying Maneuverability, page 60).

Chameleon [General]

Prerequisite: Disguise as a trained skill, Intelligence 2.

1st – Adaptive Archetype: Choose one archetype that you currently have, and two archetypes you do not have from among any of your classes. You cannot choose an archetype that you have which is a prerequisite for another archetype that you have. Whenever you finish a **long rest**, you can choose which one of those three archetypes you actually have access to. You gain all benefits of your chosen archetype, and temporarily lose all benefits from the archetypes you did not choose in this way.

You must track which choices you made for archetypes that you lose access to in this way, such as which spells and maneuvers you learned. When you regain access to that archetype, you must make the same choices.

3rd – Adaptive Specialty: Whenever you finish a **short rest**, you may choose an effect from the list below. Each effect lasts until you take a short rest.

- Martial: You become proficient with an additional **weapon group** and an additional armor **usage class** of your choice. You must be proficient with light armor to become proficient with medium armor, and you must be proficient with medium armor to become proficient with heavy armor.
- Mystic: You gain a +2 bonus to your Mental defense.
- Primal: You gain a +2 bonus to your **fatigue tolerance**.
- Skilled: You gain a +1 bonus to all skills.

9th – Instant Adaptation: As a **minor action**, you can change your choice of *adaptive archetype* and *adaptive specialty*. When you do, you increase your **fatigue level** by two.

15th – Adaptive Specialty+: The effects of your *adaptive specialty* ability improve, as described below.

- Martial: You gain a +1 bonus to your Armor defense.
- Mystic: You gain an additional **attunement point**. You can only use this attunement point to attune to spells that you cast on yourself.
- Primal: The fatigue tolerance bonus increases to +4.
- Skilled: The skill bonus increases to +2.

21st – Adaptive Archetype+: Instead of choosing a single archetype to activate with your *adaptive archetype*, you may choose a blend of two archetypes simultaneously. First, choose two archetypes to combine. For each rank you have access to, you choose one archetype and gain all abilities of that rank from that archetype and no abilities of that rank from the other archetype. You cannot choose abilities from an archetype that reference abilities from that same archetype which you do not have. For example, you cannot choose the *supreme wildspell* ability unless you also have the *wildspell* ability.

Climb Specialization [Skill]

Prerequisite: Climb as a trained skill.

1st – Specialization: You gain a +3 bonus to the Climb skill.

3rd – Climb Speed: You gain a **climb speed** 10 feet slower than the **base speed** for your size. If you already have a climb speed, you gain a +10 foot bonus to your climb speed. A successful Climb check to move allows you to travel a distance equal to your climb speed.

9th – Creature Climber: You can use the *creature climb* ability against creatures one or more size categories larger than you instead of two (see Creature Climb, page ??). This does not cause you or the creature to suffer penalties for **squeezing** (-2 Armor and Ref).

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Freehand Climb: You only need one **free hand** to move while climbing.

21st – Rapid Climber: You gain a +10 foot bonus to your climb speed.

Combat Style Versatility [Combat]

Prerequisite: Intelligence 1, access to at least one **combat style**.

1st – Combat Styles: You gain access to two additional **combat styles**.

3rd – Maneuver: You learn two additional **maneuvers**. When you gain access to new maneuver ranks, you can change which maneuver you know.

9th – Precise Maneuvers: You gain a +1 bonus to **accuracy**.

15th – Precise Maneuvers+: The bonus from your *precise maneuvers* ability increases to +2.

21st – Maneuvers: You learn two additional **maneuvers**.

Craft Specialization [Skill]

Prerequisite: Any Craft skill as a trained skill.

1st – Specialization: You gain a +3 bonus to all Craft skills.

3rd – Craft Magic Item (Magical): You can imbue items with magic using your crafting skill. There are two ways to craft magic items: by sacrificing valuable raw materials or by salvaging other magic items. If you sacrifice valuable raw materials, you must destroy trade goods or gold pieces as if you were buying an item one rank lower than the item you are crafting (see Item Ranks, page 164). If you salvage another magic item, you must either destroy a non-consumable magic item that is at least one rank higher than the item you are crafting, or destroy a non-consumable magic item with the exact same effect as the item you are crafting. As normal, you can treat five items of one rank as being equivalent to a single item of one rank higher for either of these crafting methods.

Crafting a magic item in this way normally requires 24 hours of continuous work which may be split between any number of crafting sessions. You can make weaker items more quickly. The time required to craft magic items is halved for every rank by which your highest rank exceeds the item's rank, to a minimum of 15 minutes.

You can also mend a broken magic item if it is one that you could make, or transfer a magical property from one item to a nonmagical item. If you transfer an item property in this way, the magic item ability must be valid for the new item. If you do so, you treat the item as if it were two ranks lower than its actual rank for the purpose of determining the cost and crafting time, to a minimum rank of 0. You cannot mend a **destroyed** magic item.

9th – Knowledge Savant: You gain two additional **trained skills** which must be Craft skills.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – 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 165).

Creature Handling Specialization [Skill]

Prerequisite: Creature Handling as a trained skill.

1st – Specialization: You gain a +3 bonus to the Creature Handling skill.

3rd – Binding 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 151.

3rd – 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 ??). In addition, you can train creatures to learn two bonus tricks beyond their normal maximum (see Bonus Tricks, page ??).

9th – Battleforged Companion: You can teach a creature the Battleforged Companion trick. This does not work on creatures that are already significantly enhanced or altered from their natural state, such as a druid's *natural servant* or a ranger's *animal companion*. The **difficulty value** to train the trick is 15. A creature with the trick uses your level in place of its level to determine its **hit points**, **damage resistance**, defenses, and **accuracy**. This includes any special bonuses that monsters normally gain to those values, such as the +1 bonus to all defenses that monsters gain at level 3. However, it does not include any scaling bonuses that monsters gain based on their level to other statistics, such as power.

You can only train one creature with this trick at a time. If you train another creature, the previous creature loses the benefit of this training. In addition, you must spend at least ten minutes per day training with the creature to maintain the trick. Otherwise, it forgets the trick and loses its benefits.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Battleforged Companion+: The creature with your Battleforged Companion trick gains the following additional benefits:

- It gains a +2 bonus to all defenses.
- It gains a +2 accuracy bonus with all attacks.
- It gains a +2d damage bonus with **strikes**.

Deception Specialization [Skill]

Prerequisite: Deception as a trained skill.

1st – Specialization: You gain a +3 bonus to the Deception skill.

3rd – Dual Speech (Magical): When you speak, you can use the *dual speech* ability.

Dual Speech	Sustain (minor)
-------------	-----------------

You speak the same words with two different vocal patterns, such as tone or accent, though you cannot significantly change the volume. You can freely choose which creatures hear which pattern, treating all creatures you are not aware of as a single group.

You can freely choose different vocal patterns each round that you sustain this ability.

Level 9: You can speak entirely different words with your two voices.

Level 15: You can also speak with a third voice, using separate words and vocal patterns.

Level 21: You can also speak with a fourth voice, using separate words and vocal patterns.

9th – Undetectable Lies: Any **magical** abilities which detect lies are unable to detect lies you speak.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Deceive Reality (Magical): Once per **long rest**, you can use the **deceive reality** ability as a standard action.

Deceive Reality

You tell a lie that becomes true. The lie must not directly affect sentient creatures. The effects of the lie must be **mundane**, so you cannot create artifacts or specific spell effects. You cannot affect anything beyond one mile from you, ignoring **line of sight** and **line of effect**. In addition, all effects of this ability end after ten minutes. However, within those limits, you can generally alter reality around you.

Some examples of lies that would be valid to use with this ability are “I have a bathtub full of diamonds in the other room”, “Suddenly, all of the torches in the room were extinguished simultaneously”, and “Don’t worry, my basement cellar has always had an escape tunnel for emergencies”.

Devices Specialization [Skill]

Prerequisite: Devices as a trained skill.

1st – Specialization: You gain a +3 bonus to the Devices skill.

3rd – Disable Arcana (Magical): You can affect spell effects on objects or areas with the Devices skill as if they were merely complex devices. You must be aware of an effect to use the Devices skill to affect it. You cannot affect effects on creatures. The **difficulty value** to affect a spell effect is equal to 15 + twice the effect’s **rank**.

9th – Rapid Improvisation: It takes you only a standard action to make a device of up to Tiny size with the *improvise* ability (see *Improvise*, page ??).

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Disable Arcana+: You can also affect spell effects on yourself as if they were merely complex devices. This can allow you to remove **conditions** and other detrimental effects on you that were caused by spells.

Disguise Specialization [Skill]

Prerequisite: Disguise as a trained skill.

1st – Specialization: You gain a +3 bonus to the Disguise skill.

3rd – Quick Change: You reduce the penalties for reducing the creation time of disguises with the *disguise creature* and *emulate creature* abilities by 5.

9th – Versatile Disguise: Whenever you use the *disguise creature* and *emulate creature* abilities on yourself, you may simultaneously create two different disguises. This takes twice as long as creating a single disguise. You can change your appearance between the two chosen disguises as a **minor action**.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Quick Change+: You can create disguises with the *disguise creature*, *emulate creature*, and *versatile disguise* abilities as a single standard action, regardless of the complexity of the disguise.

Draconic Heritage [Bloodline]

Special: You can only have one Bloodline feat.

1st – Draconic Ancestry: Choose a type of dragon from among the dragons on Table C.2: Dragon Types. You have the blood of that type of dragon in your veins. You are **impervious** to that dragon's damage type.

1st – Draconic Scales: You gain a +1 bonus to your Armor defense.

1st – Draconic Weapons: You gain a bite natural weapon and two claw natural weapons, one on each arm. For details, see Natural Weapons, page 167.

3rd – Breath Weapon: You can use the *breath weapon* ability as a **standard action**.

Breath Weapon

Make an attack vs. Reflex against everything in the area defined by the type of dragon from your *draconic ancestry* ability (see Table C.2: Dragon Types). After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes damage equal to 1d10 plus half your **power**. The damage type is defined by your *draconic ancestry* ability.

Level 6: The damage increases to 2d6. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Large (60 ft.), 5 ft. wide line. A cone breath weapon becomes a Medium (30 ft.) cone.

Level 9: The damage increases to 2d8.

Level 12: The damage increases to 2d10. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Huge (90 ft.), 10 ft. wide line. A cone breath weapon becomes a Large (60 ft.) cone.

Level 15: The damage increases to 4d6.

Level 18: The damage increases to 4d8. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Gargantuan (120 ft.), 15 ft. wide line. A cone breath weapon becomes a Huge (90 ft.) cone.

Level 21: The damage increases to 4d10.

9th – Draconic Wings: You gain leathery wings that sprout from your back. These wings grant you a **fly speed** equal to 10 feet faster than the **base speed** for your size (see Flying, page 60). Your maximum height is 30 feet, and your **maneuverability** with this fly speed is poor (see Flying Maneuverability, page 60). As a **free action**, you can increase your **fatigue level** by one to ignore this height limit until the end of the round. The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.

15th – Draconic Ancestry+: You become immune to damage of the type dealt by your dragon's breath weapon.

15th – Draconic Scales+: The Armor defense bonus from your *draconic scales* ability increases to +2.

21st – Draconic Wings+: The height limit from your *draconic wings* ability increases to 60 feet. In addition, you gain a +10 foot bonus to the fly speed.

Duelist [Combat]

Prerequisite: Dexterity 2, Intelligence 1.

1st – Duelist Strike: You can use the *duelist strike* ability as a standard action.

Table C.2: Dragon Types

Dragon	Damage Type	Breath Weapon
Black	Acid	Medium (30 ft.), 5 ft. wide line
Blue	Electricity	Medium (30 ft.), 5 ft. wide line
Brass	Fire	Medium (30 ft.), 5 ft. wide line
Bronze	Electricity	Medium (30 ft.), 5 ft. wide line
Copper	Acid	Medium (30 ft.), 5 ft. wide line
Gold	Fire	Small (15 ft.) cone
Green	Acid	Small (15 ft.) cone
Red	Fire	Small (15 ft.) cone
Silver	Cold	Small (15 ft.) cone
White	Cold	Small (15 ft.) cone

Duelist Strike

Make a melee **strike** with a light or medium weapon. This strike only targets a single creature, even if your weapon would normally have the Sweeping tag. If you are the creature's only **enemy** adjacent to it, you gain a +1 accuracy bonus with the strike. If that creature is not adjacent to any of its **allies**, you gain an additional +1 accuracy bonus.

Level 6: You gain a +1 accuracy bonus with the strike.

Level 12: The automatic accuracy bonus increases to +2.

Level 18: The automatic accuracy bonus increases to +3.

3rd – Defensive Stance: You gain a +1 bonus to your Armor defense as long as you wield a non-projectile weapon.

9th – Duel Focus: At the start of each round, you may choose a creature you can see. During that round, you gain a +1 bonus to Armor and Reflex defenses against that creature.

15th – Defensive Stance+: The bonus from your *defensive stance* ability increases to +2.

21st – Duel Focus+: The bonuses from your *duel focus* ability increase to +2. In addition, you also gain a +2 bonus to Mental defense against that creature.

21st – Duel Serenity: Your *duelist strike* ability always has its full possible accuracy bonus, regardless of how many allies or enemies are near the target.

Endurance Specialization [Skill]

Prerequisite: Endurance as a trained skill.

1st – Specialization: You gain a +3 bonus to the Endurance skill.

3rd – Delay Condition: Whenever you gain a **condition**, you can make an Endurance check. The **difficulty value** starts at 10 and increases by 5 in each subsequent round. Success means that you do not suffer the effects of the condition. You must repeat this check at the end of each subsequent round to continue to delay the

effects of the condition. Failure means that the condition has its normal effect on you.

You can only delay one of your conditions in this way. If you gain a new condition, you can choose to either delay the new condition or continue delaying the old condition.

9th – Sleepless Endurance: 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**.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Ignore Vital Wound: When you use the *delay vital wound* ability, the **difficulty value** does not increase for each subsequent round, allowing you to delay the wound indefinitely.

Entropist [General, Magical]

Prerequisite: Willpower 2.

1st – Entropic Defense: Whenever you are hit by a **critical hit**, there is a 20% chance that the attack is treated as a regular hit against you instead of a critical hit.

3rd – Sudden Entropy: You can use the *sudden entropy* ability as a standard action.

Sudden Entropy

Make an attack vs. Mental against one creature or object within Medium (60 ft.) range.

Hit: The target takes $1d10 + \text{power}$ damage. The damage is of a random damage type from among the following options: physical damage, energy damage, or all damage types simultaneously.

You gain a +1 accuracy bonus and a +1d damage bonus at 6th level and every 3 levels thereafter.

9th – Friend of Chaos: Whenever you roll for a random effect, such as a **miss chance** or a sorcerer's *wild magic* ability, you may roll twice and keep whichever result you prefer. This does not affect your own *entropic defense* ability, since the attacker rolls that chance instead of you.

15th – Improbable Vulnerability: Whenever you make an attack against an **enemy** that is **immune** or **impervious** to some aspect of the attack, you have a 50% chance to affect them as if they were not immune or impervious to the attack. This has no effect on objects.

21st – Entropic Defense+: The chance from your *entropic defense* ability increases to 50%.

21st – Master of Chaos: Whenever you roll for a random effect, such as a miss chance or a sorcerer's *wild magic* ability, you may use this ability. When you do, you increase your **fatigue level** by two, and you may freely choose the random result.

Executioner [Combat]

Prerequisites: Perception 2.

1st – Marked for Execution: You consider living creatures that either have a **vital wound**, have less than their maximum **hit points**, or have no remaining **damage resistance** to be *marked for execution*. Several abilities from this feat affect creatures *marked for execution*.

1st – Execution: You can use the *execution* ability as a standard action.

Execution

Make a melee **strike**. If the target is *marked for execution*, you gain two benefits. First, you gain a +4 damage bonus with the strike. Second, if you get a **critical hit**, you double all of your damage bonuses along with your damage dice.

Level 6: The damage bonus increases to +8.

Level 12: The damage bonus increases to +16.

Level 18: The damage bonus increases to +24.

3rd – Blood Sense (Magical): You gain **lifesense** with a 60 foot range, allowing you to sense the location of living creatures without light (see Lifesense, page 381). Your lifesense functions like **lifesight** against creatures who are *marked for execution*, allowing you to see them perfectly. You can also automatically identify which creatures within the range of your lifesense are *marked for execution*, even if you can already see them normally.

9th – Purge the Weak: You gain a +1 bonus to **accuracy** against creatures that are *marked for execution*. In addition, your attack rolls against creatures that are *marked for execution* **explode** on a 9 in addition to the normal explosion on a 10. This does not affect additional rolls with exploding dice.

15th – Blood Sense+ (Magical): The range of the lifesight from your *blood sense* ability increases by 120 feet. In addition, you no longer need **line of effect** to see creatures that are *marked for execution*. This allows you to see them through solid objects, but grants you no special ability to attack through solid objects, so your attacks are still affected normally by **cover**.

21st – Greater Purge the Weak: The bonus from your *purge the weak* ability increases to +2. In addition, the first die you roll for each attack roll against a creature that is *marked for execution* **explodes** on an 8 or 9 in addition to the normal explosion on a 10.

Flexibility Specialization [Skill]

Prerequisite: Flexibility as a trained skill.

1st – Specialization: You gain a +3 bonus to the Flexibility skill.

3rd – Rapid Escape: You can squeeze and escape bindings and grapples as a **movement**, rather than as a standard action.

9th – Constraint Tolerance: You reduce your penalties for **squeezing** (-2 Armor and Ref) by 2 (see Squeezing, page 62). In addition, your movement speed is not reduced while **squeezing** (-2 Armor and Ref).

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Escape Magic (Magical): You can use the *escape magic* ability as a standard action.

Escape Magic

You make an **Flexibility** attack against all **magical** effects on you. You may exclude any number of effects you are aware of from this attack, allowing you to maintain beneficial magical effects. The **difficulty value** for each effect is equal to 10 + twice the effect's **rank**.

Hit: Each effect is **dismissed**, if it is an effect that can be dismissed. Unless otherwise noted, all **magical** abilities with a duration can be dismissed, including **conditions** (see Dismissal, page 51).

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.

Ghostblade [Combat, Magical]

Prerequisite: Dexterity 1, Willpower 2.

1st – Ghost Step: When you use the *sprint* ability, you can become **invisible** for the duration of the movement (see Invisible, page 381, and Sprint, page 64). This usually makes it impossible for creatures to react to your movement, such as by using the *follow* or *withdraw* abilities (see Movement Abilities, page 60). This ability has the **Swift** tag, so it affects attacks against you during the current phase.

3rd – Spectral Armament: The equipment you choose as your **legacy item** becomes ghostly and translucent (see Legacy Items, page 32). If you chose a weapon, all damage dealt with it is cold damage in addition to its other types. If you chose body armor or a shield, you are **impervious** to cold damage.

3rd – Spectral Strike: You can use the *spectral strike* ability as a standard action.

Spectral Strike

Magical

Make a melee **strike**. The attack is made against each target's **Reflex** defense instead of its **Armor** defense. You may use the higher of your Strength and your Willpower to determine your damage with this ability (see Dice Bonuses From Attributes, page 55). Each creature that loses **hit points** from this strike is **briefly slowed** (*half speed, -2 Armor and Ref*). After it stops being slowed, it becomes immune to being slowed in this way until it takes a short rest.

Level 9: Each target is no longer immune to being slowed after the first successful slow effect.

Level 15: The slowing effect becomes a **condition** instead of a brief effect.

Level 21: The slowing effect works against each creature that took damage from the strike, not just against creatures that lost hit points.

9th – Ghost Step+: When you use your *ghost step* ability, you can also become **incorporeal** for the duration of the movement.

This grants you the defensive benefits of being incorporeal during the current phase.

15th – Ghost Step+: You can use your *ghost step* ability to affect any movement you make during the **movement phase**, even if you do not use the *sprint* ability.

21st – Spectral Armament+: The effect of your **legacy item** improves. If you chose a weapon, whenever you make a melee **strike**, you can make the strike against each target's Reflex defense in place of its Armor defense. This has no effect on strikes that are not made against Armor defense. If you chose body armor or a shield, you may use your Armor defense in place of your Reflex defense against all attacks.

Greatweapon Warrior [Combat]

Prerequisite: Strength 3.

1st – Power Attack: Whenever you make a non-**projectile** strike with a weapon you wield in two hands, you may take a -1 penalty to **accuracy**. If you do, you gain a +1d damage bonus.

3rd – Cleave: Whenever you make a **melee strike** with a weapon you hold in two hands, it gains the Sweeping (1) tag (see Sweeping, page 168). If the weapon already has the Sweeping tag, you increase the number of secondary targets by 1. In addition, you can choose secondary targets within 15 feet of the primary target instead of the normal 10 feet. Each secondary target must still be adjacent to you unless you are using a **Long** weapon (see Weapon Tags, page 168).

9th – Power Attack+: The damage bonus from your *power attack* ability increases to +2d. In addition, *power attacks* deal double damage to objects.

15th – Cleave+: The tag granted by your *cleave* ability changes to Sweeping (2). If the weapon already has the Sweeping tag, you instead increase the number of secondary targets by 2.

21st – Power Attack+: The damage bonus from your *power attack* ability increases to +3d. In addition, *power attacks* deal triple damage to objects instead of double damage.

Herbalist [General]

Prerequisite: Knowledge (nature) as a trained skill.

1st – Esoteric Concoction: You can use your Knowledge (nature) skill in place of Craft (alchemy) or Craft (poison) to create poisons and potions. This does not help you create other alchemical items, such as alchemist's fire. When you do, you must use esoteric natural ingredients in place of the normal ingredients. However, all poisons you create with this ability deteriorate and lose their effectiveness after 8 hours.

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 + twice the rank of the item to find ingredients for an item in this way. Each time you find ingredients for an item this way, the time required to find ingredients again increases by an hour and the difficulty value increases by 5. Whenever you finish a **long rest** or enter a different environment with different ingredients, these penalties reset.

3rd – Potent Poisons: You gain a +1 bonus to **accuracy** with any poisons you create, including poisonous spells you cast.

3rd – Tempting Concoction: You can use the *tempting concoction* ability as a **standard action**.

Tempting Concoction Attune, Emotion, Magical, Subtle

Choose one liquid poison or potion you created, or an object containing one of those liquids, within Short (30 ft.) range. Whenever an **enemy** notices the chosen object, make a **reactive attack** vs. Mental against it. You are not aware of this attack, so you cannot use abilities like *desperate exertion* to affect 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**.

You gain a +2 accuracy bonus with the attack for every 3 levels beyond 3.

9th – Esoteric Concoction+: The time required to find ingredients with your *esoteric concoction* ability is halved. In addition, the **difficulty value** of the Knowledge check is reduced by 5.

15th – Potent Poisons+: The bonus from your *potent poisons* ability increases to +2.

21st – Esoteric Concoction+: The time required to find ingredients with your *esoteric concoction* ability is reduced to five minutes, and the duration does not increase when you find ingredients for an item.

Intimidate Specialization [Skill]

Prerequisite: Intimidate as a trained skill.

1st – Specialization: You gain a +3 bonus to the Intimidate skill.

3rd – Enduring Demoralize: When you use the *demoralize* ability, the target is **shaken** (-1 Mental, -1 accuracy vs. source) by you as a **condition** instead of being briefly shaken. For details, see *Demoralize*, page ??.

9th – Threatening Presence: Creatures that are shaken, frightened, or panicked by you suffer a penalty to their Armor defense equal to the penalty they suffer to their Mental defense.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Enduring Demoralize+: When you use the *demoralize* ability, the target is **frightened** (-2 Mental, -2 accuracy vs. source) by you instead of being shaken.

Iron Will [General]

Prerequisite: Willpower 2.

1st – Mental Discipline: You gain a +2 bonus to Mental defense. In addition, you gain a +1 bonus to your **fatigue tolerance**.

3rd – Mind over Matter: You may use your Willpower in place of your Constitution to determine your **hit points** (see Hit Points, page 33).

9th – Uncloaked Mind: You are immune to being **dazed** (-1 defenses) and **stunned** (-2 defenses).

15th – Mental Discipline+: The defense bonus from your *mental discipline* ability increases to +4. In addition, the fatigue tolerance bonus increases to +2.

21st – Uncloaked Mind+: You are immune to all **Compulsion** and **Emotion** attacks.

Juggernaut [Combat]

Prerequisite: Strength 1, Constitution 2.

1st – Unstoppable: You are immune to being **slowed** (*half speed*, -2 Armor and Ref) and **immobilized** (-4 Ref, *cannot use movement speeds*). In addition, you are unaffected by **difficult terrain**.

3rd – Trample: You can use the *trample* ability as a standard action. **Trample** This ability functions like the *overrun* ability, except that it does not cause you to increase your **fatigue level** and creatures may not choose to avoid you. In addition, if you move through a creature's space, it takes bludgeoning damage equal to 1d6 plus half your **power**.

You gain a +1 accuracy bonus and a +1d damage bonus at 6th level and every 3 levels thereafter.

9th – Brute Force: You gain a +2 accuracy bonus with the *overrun* ability and all related abilities, such as **trample**. In addition, you gain a +2 bonus to your **power**.

15th – Brute Force+: The accuracy bonus from your *brute force* ability increases to +3, and the power bonus increases to +4.

15th – Unceasing: You can use the *overrun* ability without increasing your **fatigue level**.

21st – Brute Force+: The accuracy bonus from your *brute force* ability increases to +4, and the power bonus increases to +8.

21st – Unblockable: You can move through spaces occupied by enemies as if they were unoccupied.

Jump Specialization [Skill]

Prerequisite: Jump as a trained skill.

1st – Specialization: You gain a +3 bonus to the Jump skill.

3rd – Instant Leap: You are always considered to have a running start when making a long jump (see Long Jump, page ??).

9th – Featherlight Leap: When you leap, your maximum height is equal to your Jump check result, rather than half your Jump check

result. This does not affect the forward distance you can reach with your jumps.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Featherlight Leap+: Your maximum height when jumping is equal to twice your Jump check result. This does not affect the forward distance you can reach with your jumps.

Knowledge Specialization [Skill]

Prerequisite: Any Knowledge skill as a trained skill.

1st – Specialization: You gain a +3 bonus to all Knowledge skills.

3rd – Knowledge Savant: You gain two additional **trained skills** which must be Knowledge skills.

9th – Studied Defense: You gain +1 bonus to your choice of Fortitude, Reflex, and Mental defenses.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Studied Defense+: The bonus from your *studied defense* ability instead applies to all defenses.

Leadership [Combat]

Prerequisite: Either Intelligence 2 or Willpower 2.

1st – Battle Command: You can use the *battle command* ability as a standard action.

Battle Command

Swift

Choose an **ally** within Medium (60 ft.) range. During the current phase, the target gains a +2 bonus to **accuracy** and rolls twice for any **strikes** it makes, keeping the better result.

Level 6: The accuracy bonus increases to +3.

Level 12: The accuracy bonus increases to +4.

Level 18: The accuracy bonus increases to +5.

3rd – Encouraging Presence: As long as you are conscious, your **allies** who can see or hear you are immune to being **shaken** (-1 Mental, -1 accuracy vs. source) and **frightened** (-2 Mental, -2 accuracy vs. source).

9th – Bolster: You can use the *bolster* ability as a standard action.

Bolster

Emotion

One **ally** within Medium (60 ft.) range **briefly** gains a +2 bonus to **vital rolls** and all defenses.

Level 15: The bonus increases to +3.

Level 21: The bonus increases to +4.

15th – Desperate Command: You can use your *battle command* and *bolster* abilities as a single standard action. Both abilities must target the same creature. When you do, you increase your **fatigue level** by one.

21st – Unyielding Presence: As long as you are conscious, your **allies** who can see or hear you are immune to being **dazed** (-1 defenses), **stunned** (-2 defenses), **confused** (-2 defenses, randomly attack or defend), and **panicked** (-4 Mental, cannot attack source).

Linguistics Specialization [Skill]

Prerequisite: Linguistics as a trained skill.

1st – Specialization: You gain a +3 bonus to the Linguistics skill.

3rd – Linguistic Savant: You learn two additional **common languages**, or one additional **rare language**.

9th – Language Focus: By spending a day in focused concentration on learning a specific **common language** or **rare 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.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Language Focus+: The effect of your *language focus* ability is permanent. With time, this can allow you to learn any number of languages.

Maneuverist [Combat]

Prerequisite: Intelligence 2.

1st – Maneuver Access: You gain access to one **combat style** that you did not already have access to (see Combat Styles, page 228). In addition, you learn one rank 1 **maneuver** from that combat style. You may spend **insight points** to learn one additional maneuver from that combat style per insight point. Unless otherwise noted in an ability's description, using a maneuver requires a **standard action**.

After you use a maneuver you know from this feat, you **briefly** cannot use any maneuver from this feat.

3rd – Trained Maneuverist: Using a maneuver from this feat does not prevent you from using maneuvers from this feat.

6th – Maneuver Rank: You become a rank 2 combat style user. This gives you access to maneuvers that require a minimum rank of 2.

9th – Maneuver Rank: You become a rank 3 combat style user. This gives you access to maneuvers that require a minimum rank of 3 and can improve the effectiveness of your existing maneuvers.

9th – Maneuver Knowledge: You learn one maneuver.

12th – Maneuver Rank: You become a rank 4 combat style user. This gives you access to maneuvers that require a minimum rank of 4 and can improve the effectiveness of your existing maneuvers.

15th – Maneuver Rank: You become a rank 5 combat style user. This gives you access to maneuvers that require a minimum rank of 5 and can improve the effectiveness of your existing maneuvers.

15th – Maneuver Knowledge+: You learn one maneuver.

18th – Maneuver Rank: You become a rank 6 combat style user. This gives you access to maneuvers that require a minimum rank of 6 and can improve the effectiveness of your existing maneuvers.

21st – Maneuver Rank: You become a rank 7 combat style user. This gives you access to maneuvers that require a minimum rank of 7 and can improve the effectiveness of your existing maneuvers.

21st – Maneuver Knowledge+: You learn one maneuver.

Martial Training [Combat]

1st – Trained Strike: You can use the *trained strike* ability as a standard action.

Trained Strike

Make a **strike** with a +1 bonus to **accuracy**.

Level 6: The accuracy bonus increases to +2.

Level 12: The accuracy bonus increases to +3.

Level 18: The accuracy bonus increases to +4.

3rd – Equipment Training: You choose one of the following benefits.

- You gain proficiency with a **usage class** of **armor** (light, medium, or heavy). You must be proficient with light armor to gain proficiency with medium armor, and you must be proficient with medium armor to gain proficiency with heavy armor.
- You gain proficiency with an additional **weapon group** of your choice.
- You gain proficiency with **exotic weapons** from a weapon group of your choice that you are already proficient with.
- You reduce the **encumbrance** of **body armor** you wear by 1. If you choose this ability multiple times, its effects stack.
- You gain a +2 bonus to your **power**. If you choose this ability multiple times, its effects stack.

9th – Equipment Training+: You gain an additional *equipment training* ability of your choice.

15th – Equipment Training+: You gain two additional *equipment training* abilities of your choice.

21st – Equipment Training+: You gain two additional *equipment training* abilities of your choice.

Medicine Specialization [Skill]

Prerequisite: Medicine as a trained skill.

1st – Specialization: You gain a +3 bonus to the Medicine skill.

3rd – Healing Touch: You can use the *healing touch* ability as a standard action.

Healing Touch

Choose yourself or an adjacent living **ally**. The target regains 1d10 + **power hit points** and increases its **fatigue level** by one. In addition, make a Medicine check. For each poison and disease on the target, if your check result beats a **difficulty value** equal to 10 + twice its **rank**, the effect is removed.

Level 6: The healing increases to 2d6.

Level 9: The healing increases to 2d10.

Level 12: The healing increases to 4d6.

Level 15: The healing increases to 4d10.

Level 18: The healing increases to 5d10.

Level 21: The healing increases to 7d10.

9th – Vital Touch: When you use your *healing touch* ability, the target can also remove one **vital wound**. If it does, its increases its **fatigue level** by three.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Vital Touch+: Your *vital touch* ability only increases the target's fatigue level by two.

Mental Magic [Casting, Magical]

Prerequisite: Spellcasting ability, Willpower 3.

1st – Mental Casting: You connect to the magical essence of the universe differently from other spellcasters, allowing you to cast spells with purely mental effort. None of your spells have **somatic components** or **verbal components**.

3rd – Fractured Mind: Once per round, you can sustain an ability with the **Sustain** (minor) tag as a **free action**.

9th – Potent Mind: You gain a +2 bonus to your **power**.

15th – Potent Mind+: The power bonus from your *potent mind* ability increases to +4.

21st – Fractured Mind+: You can use your *fractured mind* ability to sustain abilities with the **Sustain** (standard) tag. Each time you sustain an ability in this way, you increase your **fatigue level** by one.

21st – Potent Mind+: The power bonus from your *potent mind* ability increases to +8.

Metcaster [Casting, Magical]

Prerequisite: Metamagic ability, Intelligence 2.

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 – Adaptive Metamagic: Choose one spell you know. Whenever you cast that spell, you may apply one metamagic ability of your choice to that spell. You can choose any of the metamagic abilities offered by your class which are valid for that spell. This does

Swift not allow you to exceed the normal maximum of two metamagic abilities on a single spell.

9th – Spell Fusion: You can use the *spell fusion* ability as a **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 same area shape, such as a cone or sphere, and targeting restrictions, such as affecting only enemies or living creatures. If one spell affects a strictly larger area or a strictly larger number of targets than the other, you must use the smaller of the two areas or target counts. You must choose the same targets and area for both spells, if applicable. Roll the attack roll and damage for each spell separately.

After you use this ability, you are unable to take any actions during the **action phase** of the following round.

15th – Adaptive Metamagic+: You can choose an additional spell you know with your *adaptive metamagic* ability. In addition, you can apply two metamagic abilities to your chosen spells, rather than only one.

21st – Spell Fusion+: Using your *spell fusion* ability does not prevent you from taking **minor actions** during the following round.

Mystic Archer [Casting]

Prerequisite: Access to a **mystic sphere**.

1st – Imbued Shot: You can use the *imbued shot* ability as a **standard action**.

Imbued Shot**Magical**

Make a ranged **strike** with a +1 bonus to **accuracy** using a **projectile weapon** you wield. Because this is a **magical** ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 55).

Level 6: The accuracy bonus increases to +2.

Level 12: The accuracy bonus increases to +3.

Level 18: The accuracy bonus increases to +4.

1st – Magical Strikes (Magical): Whenever you make a projectile **strike**, you can choose to treat that as a **magical** ability. When you do, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 55).

3rd – Imbue Projectile (Magical): When you cast a spell as a **standard action**, if that spell does not have the **Attune** or **Sustain** tags, you can use the *imbue projectile* ability.

Imbue Projectile	Attune
<p>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.</p> <p>When you use your <i>imbued shot</i> ability to attack with that projectile, the spell takes effect on the target of your <i>imbued shot</i> ability. You must make any attack rolls required for the spell separately from your attack roll with the strike. After the spell takes effect this way, your attunement to this ability ends.</p>	

9th – Phasing Projectiles (Magical): Your projectile **strikes** ignore **cover**. In addition, you can ignore all physical obstacles in single one-foot span. This can allow you to fire projectiles through creatures or solid walls, though it does not grant you the ability to see through a wall.

15th – Guided Projectiles: Your projectile **strikes** ignore all **miss chances**, such as from **concealment**. This does not prevent your attacks from failing for other reasons.

21st – Imbue Projectile+ (Magical): Your *imbue projectile* ability loses the **Attune** tag. Instead, it lasts until you use it again.

Null [General]

Prerequisite: Willpower 2.

1st – Nullify Magic: You gain a +4 bonus to your **defenses** against **magical** abilities. In exchange, you lose the benefits of all **magical** abilities you possess. You are unable to **attune** to any **magical** abilities, such as magic items or spells cast by other creatures. You cannot use **potions** or other similar magic items or abilities that affect you personally, even if they do not require attunement. In addition, you are never considered an **ally** for a **magical** ability, even while **unconscious**.

1st – Sever Magic: You can use the *sever magic* ability as a standard action.

Sever Magic

Make a **strike**. If the target takes damage from the strike, it stops being **attuned** to one effect of its choice that it is currently attuned to. If it has any magical abilities, but has no remaining attuned effects, it becomes **dazed** (-1 defenses) as a **condition** instead. On a **critical hit**, the target takes double damage and it stops being attuned to two abilities of its choice that it is currently attuned to. In addition, as a **condition**, it stops being able to attune to abilities.

Level 6: You gain a +1 bonus to **accuracy** with the strike.

Level 12: A struck target stops being attuned to an additional effect of its choice.

Level 18: The accuracy bonus increases to +2.

3rd – Mundane Resilience: You gain a bonus to your **hit points** and **damage resistance** equal to your level.

3rd – Personal Legacy: You do not gain any legacy item up-

grades (see Legacy Items, page 32). Instead, each time you would gain a legacy item upgrade, you instead gain a +1 bonus to your **accuracy**, your **fatigue tolerance**, and all **defenses**.

9th – Disruptive Presence: Whenever an **enemy** within an Medium (30 ft.) radius from you uses a **magical** ability as a standard action, the ability has a 50% chance to fail with no effect. This cannot cause passive or triggered abilities to fail.

15th – Mundane Resilience+: The bonuses from your *mundane resilience* ability increase to twice your level.

15th – Nullify Magic+: The bonus to your defenses from your *nullify magic* ability increases to +8.

21st – Disruptive Presence+: The failure chance from your *disruptive presence* ability increases to 80%.

21st – True Null: You are unaffected by all **magical** abilities.

Perform Specialization [Skill]

Prerequisite: Any Perform skill as a trained skill.

1st – Specialization: You gain a +3 bonus to all Perform skills.

3rd – Synergistic Performance: You can use any Perform skill you are **trained** with in place of other related skills. Each Perform skill has an associated skill that it can be used to replace, as listed below. When you replace a skill in this way, you add half your modifier with the Perform skill instead of your full modifier since the two skills do not exactly match.

- Acting: Deception
- Comedy: Deception
- Dance: Balance
- Keyboard instruments: Devices
- Oratory: Persuasion
- Percussion instruments: Creature Handling
- Singing: Persuasion
- String instruments: Devices
- Wind instruments: Creature Handling

9th – Inspiring Performance (Magical): Whenever you perform with the Perform skill, each **ally** that can observe the performance gains a +1 bonus to Mental defense. This effect has the **Swift** tag, so it protects allies in the same phase that you begin performing. This includes both normal performances and any special abilities that require performances. This bonus lasts as long as the performance lasts.

15th – Specialization+: The bonus from your *specialization* ability increases to +5.

21st – Inspiring Performance+: The bonus from your *inspiring performance* ability increases to +2.

Persuasion Specialization [Skill]

Prerequisite: Persuasion as a trained skill.

1st – Specialization: You gain a +3 bonus to the Persuasion skill.

3rd – Compel Attention (Magical): You can use the *compel attention* ability as a standard action.

Compel Attention	Auditory, Compulsion, Sustain (minor), Subtle	Combat Prediction	Subtle, Sustain (minor)
<p>Make an attack vs. Mental against a creature within Medium (60 ft.) range. Your accuracy is equal to your Persuasion skill. You take a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round. You must talk loud enough for the target to hear to draw its attention.</p> <p>Hit: The target only pays attention to you as long as you sustain this ability, which requires maintaining your conversation with it. It takes a -20 penalty to Awareness checks to observe anything unrelated to your conversation. Any act by you or by creatures that appear to be your ally that damages a target or that causes it to feel that it is in danger breaks the effect for that creature.</p>			<p>Choose a creature within Medium (60 ft.) range of you. That creature's intentions become obvious to you as long as you sustain this ability. This gives you a +1 bonus to accuracy and defenses against that creature.</p> <p>In addition, when you choose your action during each phase, you can do after learning the result of the actions the target took during that phase. This includes learning whether its attacks hit, and any obvious effects of those attacks. 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. You cannot communicate your understanding of the creature's actions to your allies before they decide their actions.</p>
<p><i>Level 9:</i> You may target up to five creatures within range.</p> <p><i>Level 15:</i> You may target any number of creatures within range.</p> <p><i>Level 21:</i> The range increases to Distant (120 ft.) range.</p>			<p>9th – First Impressions: When you first meet creatures, you have an Ally relationship instead of a Just Met relationship (see Table ??: Relationship Modifiers, page ??). This does not affect your relationship with creatures who would not normally have a Just Met relationship with you.</p> <p>15th – Specialization+: The bonus from your <i>specialization</i> ability increases to +6.</p> <p>21st – Suggestion (Magical): You can use the <i>suggestion</i> ability as a standard action.</p>
Suggestion	Emotion, Subtle, Sustain (minor)	<p>9th – Mobile 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 Long (90 ft.) range of you that you can see. This insight gives you the same information as the insight from your <i>combat prediction</i> ability, except that it only provides information about their actions during the movement phase. You choose your actions simultaneously with any other creatures who have a similar ability.</p> <p>Knowing another creature's action does not automatically allow you to interrupt that action. If you want to interrupt an action, such as by blocking a creature's intended movement, you must make an initiative check as normal.</p> <p>15th – Precognitive Precision: You gain a +1 bonus to accuracy.</p> <p>21st – Precognitive Precision+: The bonus from your <i>precognitive precision</i> ability increases to +2.</p> <p>21st – Combat Prediction+: The bonuses from your <i>combat prediction</i> ability increase to +2.</p>	
Prepared Spellcasting [Magical, Spell]			

Precognition [General]

Prerequisite: Intelligence 3.

1st – Precognitive Offense: You can use your Intelligence in place of your Strength or Willpower to determine your dice pools (see Dice Bonuses From Attributes, page 55).

3rd – Combat Prediction: You can use the *combat prediction* ability as a standard action.

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.

15th – **Study of Magic+**: The bonus from your *study of magic* ability increases to +4.

21st – **Ritual Book+**: You learn an additional free ritual of each rank you have access to.

21st – **Study of Magic+**: The bonus from your *study of magic* ability increases to +8.

Rapid Reaction [General]

Prerequisite: Dexterity 2.

1st – **Lightning Reflexes**: You gain a +2 bonus to your Reflex defense.

3rd – **Sidestep**: If you have movement remaining with your **land speed** after the **movement phase**, you may use that movement during the **action phase** as a **free action**. You cannot carry over more than half your land speed in this way.

9th – **Evasive Reaction**: You take half damage from abilities that affect an area and attack your Armor or Reflex defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area. If you have the *evasion* monk or rogue ability with the same effect as this ability, you reduce the total damage you take to one quarter of the normal value instead.

15th – **Lightning Reflexes+**: The bonus from your *lightning reflexes* ability increases to +4.

21st – **Greater Evasive Reaction**: Your *evasive reaction* ability also protects you from area attacks against your Fortitude and Mental defenses.

Regenerator [General]

Prerequisite: Constitution 3.

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

Swift

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

You regain 1d10 + **power hit points**. Unlike normal, your Strength does not modify this dice pool (see Dice Bonuses From Attributes, page 55). Instead, you gain a +1d bonus to the healing for every 2 Constitution you have. If you gained any **vital wounds** during the previous round, your healing with this ability is doubled.

Level 6: The healing increases to 2d6.

Level 9: The healing increases to 2d10.

Level 12: The healing increases to 4d6.

Level 15: The healing increases to 4d10.

Level 18: The healing increases to 5d10.

Level 21: The healing increases to 7d10.

9th – **Regenerative Rest**: When you take a **short rest**, you can remove any number of **vital wounds** affecting you. If you do, you increase your **fatigue level** by three per vital wound removed this way. You can use this ability to remove vital wounds even once your fatigue level would already make you unconscious. This allows you to recover any number of vital wounds if you go unconscious to do so, regardless of your maximum fatigue level.

15th – **Battlefield Regeneration**: When you use the *recover* action, you can also remove a single vital wound. If you do, you increase your fatigue level by one.

15th – **Diehard+**: The bonus from your *diehard* ability increases to +3.

21st – **Regenerative Rest+**: Your *regenerative rest* ability only causes you to increase your fatigue level by one per vital wound.

Ride Specialization [Skill]

Prerequisite: Ride as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Ride skill.

3rd – **Mounted Defense**: Your mount gains a +3 bonus to all defenses, up to a maximum of your own corresponding defense.

9th – **Mounted Warrior**: The penalty you take for making ranged **strikes** while mounted is reduced by 1. In addition, while you are mounted, you gain a +1 bonus to **accuracy** with Mounted weapons (see Mounted Weapon, page 168).

15th – **Specialization+**: The bonus from your *specialization* ability increases to +6.

21st – **Mounted Defense+**: The defense bonus from your *mounted defense* ability increases to +6.

21st – **Mounted Warrior+**: The penalty reduction from your *mounted warrior* ability increases to 2. In addition, the accuracy bonus increases to +2.

Shieldbearer [Combat]

Prerequisite: Strength 2.

1st – **Shield Expertise**: You gain a +1 bonus to Armor defense

while you wield a shield.

3rd – Forceful Block: Whenever a creature misses or **glances** you with a melee **strike**, if you are wielding a shield, that creature **briefly** takes a -2 penalty to Armor defense. As normal, this bonus does not stack with itself, even if the same creature misses you with multiple melee attacks.

9th – Arrow Deflection: While you wield a shield, you and each **ally** adjacent to you gain a +2 bonus to Armor defense against ranged **strikes**. This bonus is doubled when you take the **total defense** action.

15th – Shield Expertise+: The bonus from your *shield expertise* ability increases to +2.

21st – Forceful Block+: The penalty from your *forceful block* ability increases to -4.

21st – Shield Expertise+: The bonus from your *shield expertise* ability increases to +3.

Sleight of Hand Specialization [Skill]

Prerequisite: Sleight of Hand as a trained skill.

1st – Specialization: You gain a +3 bonus to the Sleight of Hand skill.

3rd – Deep Pickpocket: You can use the *pickpocket* ability to retrieve objects that are loose within larger containers, such as backpacks or sacks, even if they are not immediately accessible. You must be able to reach at least one of your fingers into the bag, such as through a narrow gap at the opening. This does not allow you to retrieve objects from locked containers with no openings. The container's size cannot exceed your own size.

9th – Extradimensional Concealment (Magical): When you use the *conceal object* ability, you can use the *extradimensional pocket* ability.

Extradimensional Pocket

Attune

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.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Conceal Object+: The maximum size of object you can hide with your *conceal object* ability increases to be equal to your size category.

21st – Deep Pickpocket+: The maximum size of the container you can reach into with your *deep pickpocket* ability increases to two size categories larger than your own size.

Sniper [Combat]

Prerequisite: Perception 2.

1st – Aim: You can use the *aim* ability as a standard action.

Aim	Subtle, Sustain (minor)
Choose a creature or object you can see. You gain a +2 accuracy bonus against the target. If you lose sight of the target for a full round, this effect ends.	

3rd – Sniper’s Precision: You gain a +1 bonus to **accuracy**.

9th – Precise Shot: You ignore **cover** and **concealment** with ranged attacks.

15th – Distance Tolerance: You reduce your **longshot penalty** by 2.

21st – Sniper’s Precision+: The accuracy bonus from your *sniper’s precision* ability increases to +2.

Social Insight Specialization [Skill]

Prerequisite: Social Insight as a trained skill.

1st – Specialization: You gain a +3 bonus to the Social Insight skill.

3rd – Read Emotions (Magical): You can use the *read emotions* ability as a standard action.

Read Emotions

Emotion, Sustain (minor), Subtle

Make an attack vs. Mental against a creature within Short (30 ft.) range. Your **accuracy** is equal to your Social Insight skill.

Hit: You know the target’s current emotions. In addition to the obvious effects, this grants you a +3 bonus to Deception, Persuasion, Intimidate, and Social Insight attacks and checks against the target. This bonus does not stack with other effects that allow you access to the target’s mind, such as *read mind*.

Level 12: The range increases to Medium (60 ft.) range.

Level 18: The range increases to Long (90 ft.) range.

9th – Truthsense: Whenever a creature within a Large (60 ft.) radius **emanation** from you that you can hear and see speaks truth to the best of its knowledge with no attempt at evasion, concealment, or creative wording, you automatically recognize that. You do not recognize truth in this way if a creature is using the Deception skill in any way, even if it is speaking the truth.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Truthsense+: The area of your *truthsense* ability increases to a Gargantuan (120 ft.) radius. In addition, you automatically recognize the difference between a creatively worded truth and an outright lie.

Spellsword [Magical, Spell]

Prerequisite: Access to a **mystic sphere**.

1st – Imbued Blow: You can use the *imbued blow* ability as a standard action.

Imbued Blow	Magical
	Make a melee strike with a +1 bonus to accuracy. Because this is a magical ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 55).
<i>Level 6:</i> The accuracy bonus increases to +2.	
<i>Level 12:</i> The accuracy bonus increases to +3.	
<i>Level 18:</i> The accuracy bonus increases to +4.	

1st – Magical Strikes (Magical): Whenever you make a melee **strike**, you can choose to treat it as a **magical** ability. When you do, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 55).

3rd – Spellsword Conduit: You can cast spells using a non-projectile weapon as if it were an implement (see Implements, page 212). In addition, if your legacy item is a weapon, you may choose both weapon and implement magic item effects for it.

9th – Imbue Weapon (Magical): When you cast a spell that does not have the **Attune** or **Sustain** tags, you can use the *imbue weapon* ability.

Imbue Weapon	Attune
	The spell does not have its effect immediately. Instead, its power is imbued in a non-projectile weapon you hold. An individual weapon can only be imbued with this ability once.
	When you use your <i>imbued blow</i> ability to make a strike with that weapon, you may choose to activate the spell. If you do, the spell takes effect on the target of your <i>imbued blow</i> ability as if you had just cast it. You must make any attack rolls required for the spell separately from your attack roll with the strike. After the spell takes effect this way, your attunement to this ability ends.

15th – Spellsword Conduit+: Whenever you cast a spell as a standard action using a non-projectile weapon as an implement, you **briefly** gain a +2 bonus to **accuracy** with **strikes**.

21st – Imbue Weapon+: You may imbue two spells with your *imbue weapon* ability instead of only one. This only costs a single **attunement point**. You can only activate one of those spells each time you use the *imbued blow* ability.

Spellwarped [General, Magical]

Prerequisite: Willpower 2.

1st – Mystic Sphere: You gain the ability to use arcane magic. You gain access to one arcane **mystic sphere**, plus the **universal** mystic sphere (see Arcane Mystic Spheres, page 247). Each **mystic sphere** has a set of **spells** associated with it. You automatically learn all **cantrips** from the mystic sphere you have access to.

You require both **verbal components** and **somatic components** to cast spells from your chosen sphere. For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page

50.

3rd – Spell Rank: You become a rank 1 spellcaster in your chosen **mystic sphere**. You learn one spell from that mystic sphere. In addition, you can spend **insight points** to learn one additional arcane spell per **insight point**. Unless otherwise noted in a spell's description, casting a spell requires a **standard action**.

When you gain access to a spell rank, you can exchange any number of spells you know for other spells, including spells of the higher rank.

6th – Spell Rank: You become a rank 2 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 2.

9th – Spell Rank: You become a rank 3 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

9th – Spell Knowledge: You learn one spell from your **mystic sphere**.

12th – Spell Rank: You become a rank 4 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 4 and can improve the effectiveness of your existing spells.

15th – Spell Rank: You become a rank 5 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 5 and can improve the effectiveness of your existing spells.

15th – Spell Knowledge: You learn one spell from your **mystic sphere**.

18th – Spell Rank: You become a rank 6 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 6 and can improve the effectiveness of your existing spells.

21st – Spell Rank: You become a rank 7 spellcaster in your chosen **mystic sphere**. This gives you access to spells that require a minimum rank of 7 and can improve the effectiveness of your existing spells.

21st – Spell Knowledge: You learn one spell from your **mystic sphere**.

Sphere Focus: Aeromancy [Casting, Magical]

Prerequisite: Access to the **Aeromancy** **mystic sphere**.

1st – Distant Winds: You gain a +30 foot bonus to your range with abilities from the **Aeromancy** **mystic sphere**.

3rd – Favorable Winds: You gain a +4 bonus to the Jump skill. In addition, you gain a +1 bonus to all defenses against ranged **strikes**.

9th – Airborne: You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 30 feet (see Flying, page 60). As a **free action**, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

15th – Intrinsic Aeromancy: You learn an additional spell with the **Attune** tag from the **Aeromancy** mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point**

to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

21st – Distant Winds+: The range bonus from your *distant winds* ability increases to +120 feet.

Sphere Focus: Aquamancy [Casting, Magical]

Prerequisite: Access to the *Aquamancy* mystic sphere.

1st – Aquatic Propulsion: Once per round, when you make an attack with a spell from the *Aquamancy* mystic sphere, you can **push** yourself up to 10 feet. You can use this ability with **strikes** using natural weapons from that sphere, such as from the aqueous tentacle spell. The attack does not have to hit for you to use this ability.

3rd – Partially Liquid: You gain a +4 bonus to the Flexibility skill. In addition, you gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

9th – Intrinsic Aquamancy: You learn an additional spell with the **Attune** tag from the *Aquamancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Aquatic Propulsion+: The distance you can push yourself with your *aquatic propulsion* ability increases to 20 feet.

21st – Partially Liquid+: You are immune to **critical hits** from **strikes**.

Sphere Focus: Astromancy [Casting, Magical]

Prerequisite: Access to the *Astromancy* mystic sphere.

1st – Astral Spell Transit: You gain a +30 foot bonus to your range with abilities from the *Astromancy* mystic sphere.

3rd – Efficient Transit: You learn how to transport creatures and objects more smoothly between planes. The **difficulty value** to hear noise caused by creatures and objects you **teleport** increases by 10 (see Teleportation Noise, page 69). 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.

9th – Intrinsic Astromancy: You learn an additional spell with the **Attune** tag from the *Astromancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Astral Spell Transit+: The range increase from your *astral spell transit* ability increases to +60 feet.

21st – Astral Spell Transit+: The range increase from your *astral spell transit* ability increases to +90 feet. In addition, you gain a +30 foot bonus to your range with all **magical** abilities that are not from the Astromancy mystic sphere.

Sphere Focus: Channel Divinity [Casting, Magical]

Prerequisite: Access to the *Channel Divinity* mystic sphere.

1st – Aspect of Divinity: You gain a **magic bonus** equal to your level to your **hit points** and **damage resistance**.

3rd – Font of Divinity: Choose a spell with the **Attune** tag from the *channel divinity* mystic sphere that is not a **deep attunement**. When you attune to that spell, you may also choose one **ally** within Medium (60 ft.) range. That ally can also choose to attune to the spell, and you both gain its benefits. When you stop attuning to that spell, your ally is also forced to stop attuning to the spell.

Since you cannot attune to the same spell more than once, you cannot share the effects of the spell with more than one ally at a time in this way. You can change which spell you choose with this ability whenever you learn a new spell or gain access to a new spell rank.

9th – Intrinsic Channeling: You learn an additional spell with the **Attune** tag from the *Channel Divinity* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Greater Aspect of Divinity: The bonus from your *aspect of divinity* ability increases to twice your level.

21st – Font of Divinity+: When you use your *font of divinity* ability, you may choose up to five allies within Medium (60 ft.) range instead of only one. In addition, you can choose an additional spell with that ability.

Sphere Focus: Chronomancy [Casting, Magical]

Prerequisite: Access to the *Chronomancy* mystic sphere.

1st – Thief of Time: Whenever you cast a spell from the *Chronomancy* mystic sphere that deals damage to another creature or causes another creature to be **slowed** (*half speed*, -2 Armor and Ref), you **briefly** gain a +10 foot bonus to your land speed.

3rd – Accelerated Mind: You can perform primarily mental tasks more quickly as normal. **Mundane** mental actions that would normally take a **standard action** instead take a **minor action**. Long-term activities can be done twice as quickly as normal. This includes reading books, searching areas, and other similar activities. It does not affect spellcasting, performing rituals, or other similar magical abilities.

9th – Intrinsic Chronomancy: You learn an additional spell with the **Attune** tag from the *Chronomancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Thief of Time+: The bonus from your *thief of time* ability increases to +20 feet.

21st – Accelerated Mind+: Once per round, you can perform a purely mental action that would normally require a **minor action**

as a **free action**. This can be used to sustain spells or perform other magical feats. However, you cannot take the same minor action twice in the same round. 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 – **Icy Carapace**: You learn the *icy shell* spell. In addition, the number of layers you can create with that spell increases by one.

3rd – **Cold Tolerance**: You are **impervious** to cold damage.

3rd – **Frozen Blood**: You are immune to **diseases**.

9th – **Intrinsic Cryomancy**: You learn an additional spell with the **Attune** tag from the *Cryomancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – **Cold Immunity**: You are **immune** to cold damage.

15th – **Frozen Blood+**: You are immune to **poisons**.

21st – **Icy Carapace+**: The number of bonus layers you gain from your *icy carapace* ability increases to three.

Sphere Focus: Electromancy [Casting, Magical]

Prerequisite: Access to the *Electromancy* mystic sphere.

1st – **Magnetic Attraction**: You gain a +1 **accuracy** bonus against any creature that is wearing metal armor or otherwise carrying or composed of a significant amount of metal.

3rd – **Electricity Tolerance**: You are **impervious** to electricity damage.

3rd – **Static Buildup**: Whenever you use the *sprint* ability, you gain a +1 accuracy bonus with your next spell from the *Electromancy* mystic sphere. This bonus disappears if not used before the end of the next round.

9th – **Intrinsic Electromancy**: You learn an additional spell with the **Attune** tag from the *Electromancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – **Electricity Immunity**: You are **immune** to electricity damage.

15th – **Static Buildup+**: The bonus from your *static buildup* ability increases to +2.

21st – **Magnetic Attraction+**: The bonus from your *magnetic attraction* ability increases to +2. In addition, it works against any creature that has metal anywhere on them, even as small as a single ring.

Sphere Focus: Enchantment [Casting, Magical]

Prerequisite: Access to the *Enchantment* mystic sphere.

1st – **Hidden Influence**: You gain a +4 accuracy bonus with spells from the Enchantment mystic sphere against **unaware** (-6 *Armor and Ref*) creatures. In addition, the **difficulty value** to observe the effects of your **Emotion** abilities with the Awareness and Social Insight skills increases by 10 (see Notice Subtle Effects, page ??, and Discern Enchantment, page ??).

3rd – **Mind Fragments**: When you use **Compulsion** and **Emotion** abilities, you can affect creatures that are immune to those abilities due to not having a mind. You take a -5 accuracy penalty on attacks against such creatures. This does not allow you to affect creatures who are immune to those abilities for other reasons.

9th – **Intrinsic Enchantment**: You learn an additional spell with the **Attune** tag from the *Enchantment* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – **Mind Fragments+**: The accuracy penalty from your *mind fragments* ability is removed.

21st – **Hidden Influence+**: The accuracy bonus from your *subtle influence* ability also applies against **partially unaware** (50% miss chance, -2 *Armor and Ref*) creatures. In addition, the **difficulty value** increase from that ability increases to +20.

Sphere Focus: Fabrication [Casting, Magical]

Prerequisite: Access to the *Fabrication* mystic sphere.

1st – **Efficient Forger**: You learn the *forge* spell from the *Fabrication* mystic sphere. In addition, you can cast that spell without the **Attune** tag. If you do, its effects last until you cast it again.

3rd – **Fabricate Trinket+**: The maximum size of the trinket you can create with your *fabricate trinket* cantrip increases by one size category. You can cast it with the **Sustain** (minor) tag instead of the **Attune** tag. In addition, you can use your **power** in place of your Craft skill to create items with spells from the *Fabrication* mystic sphere.

9th – **Intrinsic Fabrication**: You learn an additional spell with the **Attune** tag from the *Fabrication* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – **Fabricated Armaments**: You gain a +2 bonus to **accuracy** with **strikes** using weapons you created with spells from the *Fabrication* mystic sphere. In addition, you gain a +1 bonus to the Armor defense provided by body armor from the *Fabrication* mystic sphere.

21st – **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 cast it with the **Sustain** (free) tag instead of the **Attune** tag.

Sphere Focus: Photomancy [Casting, Magical]

Prerequisite: Access to the *Photomancy* mystic sphere.

1st – Scour Vision: Whenever you cause a creature to become **dazzled** (20% miss chance, no special vision) with a spell from the *Photomancy* mystic sphere, you **briefly** become **invisible** to that creature. This does not affect its ability to see other creatures.

3rd – Light Tolerance: You are immune to being **dazzled** (20% miss chance, no special vision) and **blinded** (50% miss chance, -2 Armor and Ref).

9th – Intrinsic Photomancy: You learn an additional spell with the **Attune** tag from the *Photomancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Piercing Sight: You can see through solid objects and spell effects 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.

21st – Scour Vision+: Your *scour vision* ability also works whenever you deal damage to a creature with a spell from the *Photomancy* mystic sphere.

Sphere Focus: Polymorph [Casting, Magical]**Prerequisite:** Access to the *Polymorph* mystic sphere.

1st – Malleable Flesh: You gain a +4 bonus to the Flexibility skill. In addition, you gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

3rd – Augmented Body: You can use the *augmented body* ability whenever you finish a **short rest**.

Augmented Body**Attune** (deep)

Choose a physical attribute: Strength, Dexterity, or Constitution. You gain a +1 **magic bonus** to that attribute, up to a maximum of 4.

9th – Intrinsic Polymorph: You learn an additional spell with the **Attune** tag from the *Polymorph* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Malleable Flesh+: You are immune to **critical hits** from **strikes**.

21st – Augmented Body+: The bonus from your *augmented body* increases to +2. In addition, the attribute maximum increases to 5.

Sphere Focus: Prayer [Casting, Magical]**Prerequisite:** Access to the *Prayer* mystic sphere.

1st – Shared Boon: When you cast a targeted spell from the *Prayer* mystic sphere that does not have the **Sustain** or **Attune** tags

on a single **ally**, you can target an additional ally within range.

3rd – Sustained Blessing: Whenever you cast a spell from the *Prayer* mystic sphere with the **Attune** (target) tag that is not a **deep attunement**, you can choose to replace that tag with the **Sustain** (minor) tag. When you do, you must cast the spell as a **standard action**, even if it could normally be cast as a **minor action**. You can only apply this ability to one spell at a time.

9th – Intrinsic Blessing: You learn an additional spell with the **Attune** tag from the *Prayer* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Sustained Blessing+: When you used your *sustained blessing* ability, you can replace the tag with **Sustain** (free) instead of **Sustain** (minor). You can still only sustain one spell in this way at a time.

21st – Shared Boon+: When you use your *shared boon* ability, you can also target yourself or a third ally within range.

Sphere Focus: Pyromancy [Casting, Magical]**Prerequisite:** Access to the *Pyromancy* mystic sphere.

1st – Spreading Flame: Whenever you cast a spell from the *Pyromancy* mystic sphere, you can double its area. If you do, your power with that spell is halved.

3rd – Fire Tolerance: You are **impervious** to fire damage.

3rd – Friendly Fire: Whenever you deal fire damage to your **allies**, you deal half damage.

9th – Intrinsic Pyromancy: You learn an additional spell with the **Attune** tag from the *Pyromancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Fire Immunity: You are **immune** to fire damage.

15th – Friendly Fire+: Your **allies** are immune to fire damage from your abilities.

21st – Spreading Flame+: When you use your *spreading flame* ability, you do not reduce your power with that spell.

Sphere Focus: Revelation [Casting, Magical]**Prerequisite:** Access to the *Revelation* mystic sphere.

1st – Oracle: Once per **long rest**, you can gain the benefit of the *augury* ritual as a standard action. Using this ability does not increase your **fatigue level**.

3rd – Blindsight: You gain **blindsight** with a 60 foot range (see *Blindsight*, page 380). If you already have blindsight, you increase its range by 60 feet. In addition, you gain **blindsight** with a 15 foot range, allowing you to see without light (see *Blindsight*, page 380). If you already have blindsight, the range of your blindsight increases by 15 feet.

9th – Intrinsic Revelation: You learn an additional spell with

the **Attune** tag from the *Revelation* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Blindsight+: The range of your **blindsight** ability increases by 60 feet. In addition, the range of your **blindsight** ability increases by 15 feet.

21st – Oracle+: You can use your *oracle* ability once per **short rest** instead of once per long rest.

Sphere Focus: Summoning [Casting, Magical]

Prerequisite: Access to the *Summoning* mystic sphere.

1st – Empowered Summons: Once per round, when a creature you create with the *Summoning* mystic sphere hits with a **strike**, you can add half your **power** to the damage dealt.

3rd – Resummon: You can use the *resummon* ability as a **standard action**.

Resummon

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

Choose a spell from the *Summoning* mystic sphere that you are still **attuned** to, even if all creatures created by that spell are dead. All effects of that spell, including any active creatures, immediately end. Then, you recreate all creatures from that spell as if you had just cast it. Those creatures do not act until the next round.

Level 9: You can use this ability any number of times without taking a short rest.

Level 15: You can use this ability as a **minor action**.

Level 21: Using this ability only increases your fatigue level by one.

9th – Intrinsic Summoning: You learn an additional spell with the **Attune** tag from the *Summoning* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Generosity: Whenever you **attune** to an item or spell spell that is not a **deep attunement**, you may use this ability. If you do, all creatures you create with the *Summoning* mystic sphere gain the benefit of all **magic bonuses** from the chosen item or spell. It still affects you normally. You may only choose one attunement with this ability at a time.

21st – Empowered Summons+: The damage from your *empowered summons* ability increases to be equal to your power.

Sphere Focus: Telekinesis [Casting, Magical]

Prerequisite: Access to the *Telekinesis* mystic sphere.

1st – Efficient Hand: You can cast the *distant hand* cantrip as a

minor action, and you can **sustain** it as a **free action**. In addition, the distance you can move the object increases to 30 feet, as if you had that spell's rank 4 upgrade.

3rd – Telekinetic Strike: You can use the *telekinetic strike* ability as a standard action.

Telekinetic Strike	Magical
Choose a weapon you are proficient with and currently controlling using the <i>distant hand</i> cantrip. Make a melee strike with a +1 accuracy bonus using that weapon. Because this is a magical ability, you use your Willpower to determine your damage dice instead of your Strength (see Dice Bonuses From Attributes, page 55).	
<i>Level 9:</i> The accuracy bonus increases to +2.	
<i>Level 15:</i> The accuracy bonus increases to +3.	
<i>Level 21:</i> The accuracy bonus increases to +4.	

9th – Intrinsic Telekinesis: You learn an additional spell with the **Attune** tag from the *Telekinesis* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Multiple Hands: When you use the *distant hand* cantrip, you can create two hands instead of one. This can allow you to hold multiple objects simultaneously, though you must still take separate actions to manipulate those objects in any way more complicated than simple movement. Alternately, you can hold a single object with two hands instead of one. This gives you a +1 bonus to your Willpower for the purpose of determining your **weight limits**, and allows you to make attacks with **heavy weapons** using your telekinetic strike ability.

21st – Agile Levitation: You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 30 feet (see Flying, page 60). As a **free action**, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

Sphere Focus: Terramancy [Casting, Magical]

Prerequisite: Access to the *Terramancy* mystic sphere.

1st – Rocky Carapace: You learn the *rocky shell* spell. In addition, the number of layers you can create with that spell increases by one.

3rd – Earthen Alloys: You may treat iron, steel, and worked stone as if they were stone for the purpose of spells from the *Terramancy* mystic sphere.

9th – Intrinsic Terramancy: You learn an additional spell with the **Attune** tag from the *Terramancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Earthen Alloys+: You may treat sand, glass, and all kinds of metal except for cold iron as if they were stone for the

purpose of spells from the *Terramancy* mystic sphere.

21st – Rocky Carapace+: The number of bonus layers you gain from your *rocky carapace* ability increases to three.

Sphere Focus: Thaumaturgy [Casting, Magical]

Prerequisite: Access to the *Thaumaturgy* mystic sphere.

1st – Mystic Power: You gain a bonus to your **power** equal to your maximum spell rank with the *Thaumaturgy* mystic sphere.

3rd – Countermagic: You can use the *countermagic* ability as a standard action.

Countermagic

Swift

Choose a creature within Medium (60 ft.) range of you. If the target uses a **magical** ability as a standard action this round, you can make a **reactive attack** vs. **Mental** against that creature. On a hit, the target's ability has no effect.

If a creature is capable of using multiple abilities during a single phase, only the first ability it uses can be countered. This is common for **elite** monsters.

Level 9: You gain a +2 bonus to accuracy with the attack.

Level 15: The accuracy bonus increases to +4.

Level 21: The accuracy bonus increases to +6.

9th – Intrinsic Thaumaturgy: You learn an additional spell with the **Attune** tag from the *Thaumaturgy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Instant Countermagic: You can use your *countermagic* ability as a **minor action**. When you do, you **briefly** cannot use that ability again. If you successfully counter a spell with that ability after using it as a minor action, you increase your **fatigue level** by two.

21st – Mystic Power+: The bonus from your *mystic power* ability increases to +12.

Sphere Focus: Toxicology [Casting, Magical]

Prerequisite: Access to the *Toxicology* mystic sphere.

1st – Poisonous Blood: Whenever you become poisoned, such as by drinking poison or from an enemy's attack, your body naturally repurposes the poison. The poison has no effect on you, but your body gains a dose of natural poison. Whenever a creature makes you lose **hit points** with a **melee** strike using a non-Long weapon, you make a **reactive attack** vs. **Fortitude** against the attacking creature. On a hit, it becomes **poisoned** by your choice of one of the poisons you store with this ability. This expends the dose of that poison.

Poison that you carry in your body with this ability automatically decays after 24 hours, regardless of the normal duration of the poison. You can store up to 3 doses in your body with this ability

at a time.

3rd – Cleanse Toxins: You can use the *cleanse toxins* ability as a standard action.

Cleanse Toxins

You remove all **poisons** and **diseases** affecting yourself or one **ally** within Medium (60 ft.) range.

9th – Intrinsic Toxicology: You learn an additional spell with the **Attune** tag from the *Toxicology* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Poisonous Venom: You can also inflict the poison you store with your *poisonous blood* ability on other creatures with attacks. Once per round, when you make a creature lose **hit points** with a **natural weapon** or a spell from the *toxicology* mystic sphere, you can cause the creature to become poisoned with your choice of one of the poisons you store. This expends the dose of that poison.

21st – Poisonous Blood+: You can store up to 10 poison doses with your *innate poison* ability.

Sphere Focus: Umbramancy [Casting, Magical]

Prerequisite: Access to the *Umbramancy* mystic sphere.

1st – Darksight: You gain **darkvision** with a 90 foot range, allowing you to see in complete darkness (see Darkvision, page 380). If you already have darkvision, you increase its range by 90 feet. In addition, your darkvision is not disabled in **bright illumination**, though it is still disabled in **brilliant illumination**.

3rd – Lightbane: You can cast the *suppress light* cantrip from the *Umbramancy* mystic sphere as a **minor action**, and you can **sustain** it as a **free action**.

9th – Intrinsic Umbramancy: You learn an additional spell with the **Attune** tag from the *Umbramancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – Darksight+: The range of your **darkvision** increases by 90 feet. In addition, your darkvision is not disabled in **brilliant illumination** or when you become **dazzled** (20% miss chance, no special vision).

21st – Lightbane+: When you cast your *suppress light* cantrip, you can choose to completely block all light in the area instead of dimming it to be **shadowy illumination**. If you do, the maximum area is reduced to a Medium (30 ft.) radius, and you **briefly** cannot cast it in this way again.

Sphere Focus: Verdamancy [Casting, Magical]

Prerequisite: Access to the *Verdamancy* mystic sphere.

1st – Verdant Allies: Your speed is not reduced when moving in heavy **undergrowth**. In addition, you can ignore **cover** and

concealment from plants whenever doing so would be beneficial to you, as the plants move out of the way to help you. This prevents you from suffering a miss chance on your attacks, and also prevents creatures from using cover or concealment from plants to hide from you.

3rd – **Residual Undergrowth**: Whenever you cast a spell from the *verdamancy* sphere, you may create either **light undergrowth** or **heavy undergrowth** in the area of the spell. The undergrowth persists **briefly**. It appears on the ground within the area for area spells, or on the ground in all spaces occupied by each target of the spell for targeted spells.

9th – **Intrinsic Verdamancy**: You learn an additional spell with the **Attune** tag from the *Verdamancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – **Verdant Army**: Your **allies** within a Large (60 ft.) radius **emanation** from you also gain the benefit of your *verdant allies* ability.

21st – **Residual Undergrowth+**: Whenever you create undergrowth with your *residual undergrowth* ability, you can **sustain** that undergrowth as a **minor action** instead of having it last **briefly**.

Sphere Focus: Vivimancy [Casting, Magical]

Prerequisite: Access to the *Vivimancy* mystic sphere.

1st – **Hidden Life**: You can treat nonliving creatures other than undead as if they were living creatures for the purpose of your abilities from the *Vivimancy* mystic sphere.

3rd – **Personal Vitality**: You gain a bonus equal to your level to your **hit points**. In addition, you gain a +1 bonus to your Fortitude defense.

9th – **Intrinsic Vivimancy**: You learn an additional spell with the **Attune** tag from the *Vivimancy* mystic sphere. If that spell is a **deep attunement**, you only need to spend one **attunement point** to attune to it. Otherwise, you can attune to it without spending an **attunement point**. When you gain access to new spell ranks, you can change which spell you know with this ability.

15th – **Life Suppression**: You are no longer considered a living creature for the purpose of attacks against you. This means that attacks which only affect living creatures have no effect against you.

21st – **Personal Vitality+**: The bonus to Fortitude defense from your *personal vitality* ability increases to +2. In addition, the hit point bonus increases to twice your level.

Stealth Specialization [Skill]

Prerequisite: Stealth as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Stealth skill.

3rd – **Mobile Stealth**: Your penalties for moving while hiding are reduced by 5. This allows you to move at half speed without penalty.

9th – **Ambush the Unwary**: You gain a +1 accuracy bonus

against **unaware** (*-6 Armor and Ref*) and **partially unaware** (50% miss chance, *-2 Armor and Ref*) creatures.

15th – **Specialization+**: The bonus from your *specialization* ability increases to +6.

21st – **Ambush the Unwary+**: The bonus from your *ambush the unwary* ability increases to +2.

Survival Specialization [Skill]

Prerequisite: Survival as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Survival skill.

3rd – **Terrain Tolerance**: You ignore **difficult terrain** and harmful natural terrain of any kind. If a skill check, such as Climb or Swim, would normally be required to move through the terrain, this ability does not help.

9th – **Planar Survival** (Magical): You are immune to damage and **conditions** imposed by being on other planes. In addition, you gain a +4 bonus to checks and defenses related to planar effects, such as checks required to manipulate subjective gravity.

15th – **Specialization+**: The bonus from your *specialization* ability increases to +6.

21st – **Find the Path** (Magical): You can use the *find the path* ability with ten minutes of concentration.

Find the Path	Attune
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.	

Swiftrunner [General]

Prerequisite: Dexterity 3.

1st – **Sprinter**: When you use the *sprint* ability, you can move up to triple your movement speed. In addition, you gain a +2 bonus to your **fatigue tolerance**.

3rd – **Water Runner**: During your movement with the *sprint* ability, you can move on water and similar liquids as if they were solid ground.

9th – **Rapid Movement**: You gain a +10 foot bonus to your land speed.

15th – **Cloud Runner**: During your movement with the *sprint*

ability, you can move on clouds, fog, and similar gaseous substances as if they were solid ground.

21st – Rapid Movement+: The speed bonus from your *rapid movement* ability increases to +20 feet.

Swim Specialization [Skill]

Prerequisite: Swim as a trained skill.

1st – Specialization: You gain a +3 bonus to the Swim skill.

3rd – Swim Speed: You gain a **swim speed** 10 feet slower than the **base speed** for your size. If you already have a swim speed, you gain a +10 foot bonus to your swim speed. A successful Swim check to move allows you to move a distance equal to your swim speed.

9th – Swimming Blitz: You can use the *sprint* ability during the **movement phase** without increasing your **fatigue level** if you swim for the entire duration of the movement. After you use this ability, you **briefly** cannot use it again.

15th – Specialization+: The bonus from your *specialization* ability increases to +6.

21st – Earth Swimmer: You can swim through loose earth and dirt as if it were water. Your swim speed in earth is 10 feet, regardless of any bonuses or penalties that would normally apply to your swim speed. In addition, you take a -4 penalty to **accuracy** and your Armor and Reflex defenses while swimming in this way. The earth and dirt around you blocks line of sight and line of effect, so you usually cannot used ranged attacks of any kind.

Telepath [General, Magical]

Prerequisite: Intelligence 1, Willpower 2.

1st – Telepathy: You gain **telepathy** with a 120 foot range (see Telepathy, page 381). If you already have telepathy, the range of your telepathy increases by 120 feet.

3rd – Mental Assault: You can use the *mental assault* ability as a standard action.

Mental Assault

Compulsion

Make an attack vs. Mental against one creature within half the maximum range of your **telepathy**. You use your full Intelligence or Willpower in place of half your Perception to determine your accuracy with this attack (see Accuracy, page 32).

Critical hit: Double damage as normal, and the target is dazed if it takes damage instead of if it loses hit points.

Hit: The target takes $1d8 + \text{power}$ psychic damage. If it loses **hit points** from this damage, it becomes **dazed** (-1 defenses) as a **condition**.

You gain a +1 accuracy bonus and a +1d damage bonus at 6th level and every 3 levels thereafter.

9th – Read Mind (Magical): You can use the *read mind* ability as a standard action.

Read Mind

Emotion, Subtle, Sustain (standard)

Make an attack vs. Mental against a creature within half the maximum range of your **telepathy**. You use your full Intelligence or Willpower in place of half your Perception to determine your accuracy with this attack (see Accuracy, page 32). Whether you hit or miss, you cannot attack the target with this ability again until it takes a **short rest**.

Hit: You know the target's current thoughts and emotions. In addition to the obvious effects, this grants you a +5 bonus to Deception, Persuasion, Intimidate, and Social Insight attacks and checks against the target. This bonus does not stack with other effects that allow you access to the target's mind, such as **read emotions**. You cannot directly search the target's mind for arbitrary thoughts or information. However, creatures often think about questions they are asked, and their thoughts may reveal much more than their words.

Critical hit: You can also delve through the target's mind to answer a specific question. You can pose a question to it mentally and search its mind to know the exact answer to that question. This takes five rounds of continuous concentration, and you can only get answers to one such question each time you use this ability. The process of searching a creature's mind in this way is no easier to notice than normal for a **Subtle** ability.

You gain a +2 bonus to **accuracy** with the attack at 9th level and every 3 levels thereafter.

9th – Telepathy+: You can maintain mental channels with up to 5 creatures at once with your telepathy. You can send separate thoughts to each creature.

15th – Mindsight: You can perfectly see intelligent creatures within the maximum range of your telepathy. This functions like **blindsight**, except that it only allows you to see creatures with an Intelligence of 0 or higher.

21st – Mental Domination: Whenever a creature that is dazed by your *mental assault* ability reaches 0 hit points, you can **attune** to this ability. When you do, that creature becomes **dominated** (*must obey commands*) by you as long as you maintain that attunement. As normal, you can only maintain one instance of this attunement at a time.

21st – Telepathy+: The range of your telepathy increases by 120 feet.

Toughness [General]

Prerequisite: Constitution 2.

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 33).

3rd – Durability: You gain a bonus equal to your level to your **hit points**.

9th – Unwavering: You are immune to being **dazed** (-1 defenses) and **stunned** (-2 defenses).

15th – Fortified Body+: The defense bonus from your *fortified body* ability increases to +4. 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**.

21st – Durability+: The bonus from your *durability* ability increases to twice your level.

Twinhand Spellcaster [Casting, Magical]

Prerequisite: Dexterity 2.

1st – Twinhand Precision: You can always choose to use **somatic components** to cast your spells (see Casting Components, page 50). As long as you have two **free hands**, you gain a +1 **accuracy** bonus with spells that you cast using **somatic components**.

3rd – Freehand Implement: You can gain the benefits of up to two magical implements, such as staves or wands, without having to hold them in your hands. You must still have them on your person, such as in a pocket or strapped to your back, and you must still be attuned to them to gain their benefits. In addition, if your legacy item is an apparel item, you may choose both apparel and implement magic item effects for it.

9th – Twinspell: You can use the *twinspell* ability as a **standard action**.

Twinspell

You can only use this ability if you have two **free hands**. After you use this ability, you increase your **fatigue level** by two.

Choose two spells that you know. You cast both spells simultaneously, one with each hand. This gives the spells **somatic components**, regardless of any other effects which would normally prevent you from requiring somatic components. Both spells must affect completely different targets, with no overlap between their targets or areas (if any).

15th – Twinhand Precision+: The bonus from your *twinhand precision* ability increases to +2.

21st – Twinhand Precision+: The bonus from your *twinhand precision* ability increases to +3.

Two-Weapon Fighting [Combat]

Prerequisite: Dexterity 2.

1st – Dual-Wielding: You are considered to be dual-wielding while two of your hands are each wielding a non-shield weapon that you are proficient with. Each hand must hold a different weapon, rather than simply holding a heavy weapon in two hands. You can use **natural weapons** to meet this condition, such as claws, as long as your hand is exclusively dedicated to using the natural weapon and not holding or being used for anything else. Several abilities from this feat only function while you are dual-wielding.

1st – Offhand Freedom: You can use the *offhand strike* ability as a **free action** instead of as a **minor action**. However, you cannot use the *offhand strike* ability more than once per round. In addition,

you can use the *offhand strike* ability during any phase that you take a **standard action**, regardless of whether that standard action causes you to make a **strike**.

3rd – Two-Weapon Stance: At the start of each round, you can enter one of the stances below or change which stance you are in. You can maintain that stance as long as you are dual-wielding.

- **Balanced**: You gain a +1 bonus to your Armor defense.
- **Deflecting Offhand**: You gain a +3 bonus to your Armor defense. However, you cannot use the *offhand strike* ability.
- **Offhand Precision**: When you use the *offhand strike* ability, you can roll the attack roll twice and keep the higher result.
- **Two Weapons As One**: You gain a +2 bonus to your **accuracy** with **strikes**. However, you cannot use the *offhand strike* ability.

9th – Dual Precision: You gain a +1 bonus to **accuracy** with **strikes** while dual-wielding.

15th – Dual Precision+: The bonus from your *dual precision* ability increases to +2.

21st – Offhand Flurry: You can use the *offhand strike* ability twice per round. If you are in a *two-weapon stance* that would normally prevent you from using that ability, you can still use it once per round.

Wardweaver [Casting, Magical]

Prerequisite: Knowledge of a spell with the **Barrier** tag.

1st – Hardened Barriers: Objects you create using abilities with the **Barrier** ability tag gain a bonus equal to your **power** to their **damage resistance**. In addition, they treat all damage as being **environmental damage**, so their damage resistance is never reduced (see Environmental Damage, page 56). For objects with multiple separate hit point values, such as walls, this bonus applies independently to each section.

3rd – Defensive Barriers: You gain a +1 bonus to your Armor defense. In addition, objects you create with **Barrier** abilities have minimum defenses equal to 5 + half your level. If the object already has specific defenses listed, it gains a +2 bonus to those defenses.

9th – Barrier Spell: You learn a spell with the **Barrier** ability tag from any **mystic sphere** that your **magic source** gives access to, even if you do not have access to that mystic sphere. When you gain access to new spell ranks, you can change which Barrier spell you know.

15th – Defensive Barriers+: Your Armor defense bonus from your *defensive barriers* ability increases to +2. In addition, you gain a +2 bonus to the defenses of objects you create with **Barrier** abilities.

15th – Hardened Barriers+: The damage resistance bonus from your *hardened barriers* ability increases to twice your **power**.

21st – Limitless Barriers: Using an ability with the **Barrier** ability tag does not briefly prevent you from using another ability with the **Barrier** ability tag.

Weapon Focus [Combat]

1st – Focused Weapon: Choose one type of weapon, such as a broadsword. This is your focused weapon, and many abilities from this feat give you benefits with your focused weapon.

1st – Perfect Strike: You can use the *perfect strike* ability as a standard action.

Perfect Strike

Make a **strike** using your focused weapon. You gain your choice of either a +1 accuracy bonus or a +2 damage bonus with the strike.

Level 6: The accuracy bonus increases to +2, and the damage bonus increases to +4.

Level 12: The accuracy bonus increases to +3, and the damage bonus increases to +8.

Level 18: The accuracy bonus increases to +4, and the damage bonus increases to +16.

3rd – Firm Grip: You are immune to any effect which would steal focused your weapon or force you to drop it. This does not protect you from any other effects of that attack, such as damage to yourself.

9th – True Focus: You gain a +1 accuracy bonus and a +2 power bonus with attacks using your focused weapon.

15th – True Focus+: The accuracy bonus from your *true focus* ability increases to +2, and the power bonus increases to +4.

21st – True Focus+: The accuracy bonus from your *true focus* ability increases to +3, and the power bonus increases to +8.

Whirlwind Warrior [Combat]

Prerequisite: Dexterity 2.

1st – Unfettered Movement: During each phase, you may move through one creature's space during movement. After moving through that creature's space, other creatures block you as normal for the remainder of your movement. Certain unusual creatures that occupy their entire space, such as gelatinous cubes, may be immune to this ability. If you end your movement in a creature's space with this ability, you and that creature are **squeezing** (-2 *Armor and Ref*) if you are no more than one size category larger or smaller than it.

3rd – Cyclone: You can use the *cyclone* ability as a standard action.

Cyclone	Sustain (standard)
	When you use this ability, make a melee strike with a slashing weapon. Your power with the strike is halved. The strike targets any number of creatures adjacent to you. Whenever you sustain this ability, you can move up to half your speed and make a melee strike with a slashing weapon. The strike targets any number of creatures adjacent to you at any point during your movement.
<i>Level 9:</i>	You gain a +1 accuracy bonus with the strike.
<i>Level 15:</i>	The accuracy bonus increases to +2.
<i>Level 21:</i>	The accuracy bonus increases to +3. In addition, your power with the strike is not halved.

9th – Eye of the Storm: You take no penalties for **squeezing** (-2 *Armor and Ref*) with other creatures. This does not reduce your penalties for squeezing in tight spaces.

15th – Unfettered Movement+: You can move through spaces occupied by enemies as if they were unoccupied.

21st – Eye of the Storm+: You gain a +2 bonus to Armor defense against creatures that you are **squeezing** with.

Other Feat Rules

Retraining Feats

At every level, you can choose to retrain an old feat in exchange for a new feat.

Appendix D

Optional Rules

Attributes

Other Methods of Attribute Generation

Point buy offers the fairest and most customizable system for determining attribute scores, ensuring that players can be almost any character they want to be. However, some groups may wish to determine attribute scores differently. Other options are provided below.

Simple Random Point Buy

With this method, you have only a small degree of control over your attribute scores, but all characters generated in this way are equally powerful. As with the point buy method, all your attribute scores start at 0, and you get 15 points to distribute among your attribute scores. However, you do not have full control over how to distribute those points.

For each attribute, starting with the attributes you care about most, roll 1d8. You spend that many points on that attribute, ignoring any extra points that can't be spent. For example, if you roll a 4, you spend 3 points on the attribute, causing you to start with a 2. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next attribute.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase the starting value of any individual attribute by more than 1 during this stage. If any of your attributes start as a 0, you may choose to lower them to gain the normal benefits from having low attributes (see Attribute Penalties, page 30).

To further limit your character creation options, you may choose to randomize the order in which you roll your attributes instead of rolling them in an order of your choice.

Smoothed Random Point Buy

This method functions like the Simple Random Point Buy method, except that the resulting attribute values have a smoother distribution, and you can randomly end up with attribute penalties.

For each attribute, starting with the attributes you care about most, roll 4d6. Then, remove any one of the rolls after seeing the results. Sum the results of the remaining three dice and spend the

appropriate number of attribute points as indicated in Table D.1: Smoothed Random Point Buy Results. If you do not have enough points remaining to spend the amount indicated by the die roll, spend as many as you can and move on to the next ability.

If you have points remaining after rolling all of your attribute scores, you may distribute the points freely among your abilities, using the normal point buy rules. You cannot increase the starting value of any individual attribute by more than 1 during this stage.

To further limit your character creation options, you may choose to randomize the order in which you roll your attributes instead of rolling them in an order of your choice.

Table D.1: Smoothed Random Point Buy Results

Roll	Base Attribute	Point Cost
3-4	-2	0 ¹
5-6	-1	0 ²
7-8	0	0
9-10	1	1
11-12	2	3
13-15	3	5
16-18	4	8

1 You gain one **insight point**.

2 You gain an additional **trained skill**.

Classic Hardcore

This method is completely random and can generate very overpowered or underpowered characters. It represents the unfairness of the world, where some people are just better or worse than others. For each attribute, roll 2d6, take the average (rounded down), and subtract 2. If you roll a 1 on both dice, treat the average as a 0. The result is your base value for that attribute.

Epic Fate

After 21st level, characters no longer gain levels normally. However, they can still increase their personal power as they make progress towards their ultimate fate.

When you reach 21st level, you may choose an epic fate that you qualify for, or you may delay choosing until you meet the prerequisites for your desired fate. You do not start with any ranks

in you 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.

Artifical Immortality Ranks

Rank 1 – Life After Death: If you die from any cause other than old age, you resurrect according to nature of your chosen immortality. Your specific form of immortality determines where you return, such as at the site of your death, at the current location of your corpse, or in an entirely separate location. The timing of your resurrection may also differ based on your immortality, but you cannot complete your resurrection sooner than one day after the time of your death. After you resurrect in this way, this ability does not function for one week, allowing you to be killed normally.

Rank 2 – Death Familiarity: You become so familiar with the trauma of injury and death that your body adapts to it. You gain a +2 bonus to vital rolls. In addition, you cannot gain more than two vital wounds from a single damage roll, regardless of the amount of damage you take.

Rank 3 – Artificial Life: Whenever you resurrect with your *life after death* ability, your new body gains a +1 bonus to Strength, Dexterity, and Constitution. This bonus does not stack if you resurrect multiple times. In addition, that resurrection functions even if the cause of your death was old age, and you can control the physical age of your new body.

Rank 4 – Deathcaller: You are deeply familiar with death, and know how to most effectively inflict it on others. Whenever you inflict a **vital wound** on a living creature, you may kill that creature outright.

Rank 5 – True Immortality: You become fully immortal. There is no time limit after the resurrection from your *life after death* ability where you become vulnerable to a true death. In addition, the resurrection can complete as quickly as the end of the next round after your death. If a physical component limits your immortality, such as a phylactery, it can no longer be damaged or destroyed without the direct intervention of a rank 5 Slayer.

Deity

People have begun to worship you, putting you on the path to become a deity. As your followers grow, you become capable of ever greater miraculous acts, and you can grant your followers some of your power. Eventually, you ascend into the pantheon of gods.

Prerequisites: You must have at least a hundred sentient worshippers to choose this epic fate. In addition, you must not have any cleric archetypes.

Progression: To progress towards this epic fate, you must gain a significant number of additional worshippers. In general, you must at least double your worshippers to progress towards each new rank of this fate, though this can vary widely. Having worshippers among many different places is more valuable than converting an isolated group to worship you, though both are helpful.

Deity Ranks

Rank 1 – Domain Influence: Choose a cleric domain. You gain all abilities from that domain except for its mastery ability. In addition, your worshippers become eligible to gain cleric archetypes, though they cannot exceed a maximum rank in those archetypes of twice your rank in this epic fate (to a maximum of 8). This does not grant additional archetypes to worshippers who have already chosen their three archetypes, and is usually only relevant to NPC worshippers.

Rank 2 – Prayers: You hear all prayers directed to you. Once per week, you can teleport yourself and up to ten **allies** any distance within the same plane as a **standard action**. Your destination must either be a worshipper actively praying to you or a holy place dedicated to you. In addition, choose a second cleric domain. You gain all abilities from that domain except for its mastery ability.

Rank 3 – Domain Mastery: Choose a third cleric domain. You gain all abilities from that domain. In addition, you gain the mastery ability from the domains you chose with your *domain influence* and *prayers* abilities.

Rank 4 – Demigod: You become a demigod. You no longer age normally, and you cannot die from old age. You become a **planeforged** native to an Aligned Plane matching your alignment. For details about the aligned planes, see the Tome of Guidance. While you are on that plane, you can teleport to any plane with your *prayers* ability from this epic fate. In addition, you can use that teleportation ability once per hour instead of once per week.

Rank 5 – Deification: You become a deity. You are transported

to an Aligned Plane matching your alignment, and you gain divine dominion over an amount of territory in that plane. While you are in your territory, you can freely reshape your territory with a thought to match your desires, and you are immune to all damage and **conditions**.

Regardless of which plane you are on, you can teleport to anywhere within your home plane as a **standard action**. In addition, there is no limit on the number of times you can teleport with your *prayers* ability from this epic fate.

Hero of Legend

You are widely known as a hero, rescuing those in need. As your deeds of heroism spread, you gain abilities to help you protect others. Although you will eventually die, your legend will live on, inspiring others to save people as you did.

Prerequisites: You must be publicly known to be involved with saving at least one major country or similarly large group of people from some sort of disaster to choose this epic fate. In addition, you must have a Willpower of at least 1.

Progression: To progress towards this epic fate, you must publicly contribute to saving large numbers of people from death or other major disasters in a way that builds your reputation.

Hero of Legend Ranks

Rank 1 – Heroic Intervention: As a **free action**, 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. This ability has the **Swift** tag.

Rank 2 – Unstoppable Hero: You gain a +4 bonus to all defenses, and you gain a +50 bonus to your maximum **hit points**. In addition, you gain a +20 foot bonus to your speed with all of your **movement modes**.

Rank 3 – Sheltering Aura: Your *heroic intervention* ability from this epic fate affects any number of **allies** within a Medium (30 ft.) radius **emanation** from you. Whenever an affected ally is attacked, you teleport into an empty space next to that creature, or into its space if no empty space is available. If multiple allies are attacked simultaneously, you can choose where you end up at the end of the series of teleportations.

Rank 4 – Inspiring Hero: The area of your *heroic intervention* ability increases to a Gargantuan (120 ft.) radius **emanation**. In addition, each creature with a mind affected by that ability is so inspired by your example that it gains a +1 bonus to its Willpower permanently. As normal, this bonus does not stack with itself.

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 **elite** creature with 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: Whenever you get a **critical hit**, you double all of your damage bonuses along with your damage dice. This bonus stacks with other abilities with the same effect, such as the **sneak attack** ability.

Rank 2 – Precision Killer: You gain a +4 bonus to **accuracy**. In addition, you can inflict **critical hits** on creatures that would otherwise be immune to critical hits from you due to their size or body structure.

Rank 3 – Mark of the Slayer: As a **standard action**, you can choose to mark any creature you can unambiguously identify. This includes any creature you can see, as well as any creature you know the name of and can differentiate from other similar creatures. You can only mark one creature at a time, and applying a new mark replaces any previous mark. You cannot use this ability to replace a mark that is less than a week old if the recipient of the previous mark still lives.

This mark is visible on the creature's body with a design that is recognizably yours. It appears on top of any clothing or other attempt to conceal it, even if the creature is invisible. Anyone can recognize the significance of the mark with a **difficulty value** 15 Knowledge (arcana or local) check, and creatures that understand the significance of the mark may refuse to give your target aid of any kind to avoid risking your wrath.

You know the exact distance and direction to any creature you have marked with this ability that is on the same plane as you. As a **standard action**, you can create a **scrying sensor** adjacent to them that you can see and hear through. The sensor lasts as long as you **sustain** it as a **free action**. It moves to stay adjacent to the target, regardless of its speed.

Rank 4 – Slayer's Journey: As a **standard action**, you can **teleport** yourself and up to ten **allies** any distance within the same plane to the location of a creature affected by your *mark of the slayer* ability from this epic fate. You cannot precisely choose the destination of this ability, and it does not leave you immediately adjacent to the marked creature. Generally, it leaves you just outside any sort of fortress or defenses the marked creature has constructed. After you use this ability, you cannot use it to travel to the same creature for a day. This does not limit your ability to travel to a different creature if you mark a different creature.

Rank 5 – Godslayer: Your attacks ignore most forms of general immunity. This does not help you ignore specific immunities, such as fire elemental's immunity to fire damage. However, you can

destroy artifacts and even inflict damage and conditions on deities in their divine dominion. As a result, even deities fear to interfere with you directly. If you ever die, you can generally threaten or fight your way past any planar guardians to leave your afterlife whenever you want. After you do this once, you become a **planeforged** native to your afterlife plane, since your new body is formed from the raw material of that plane.

Uncommon Species

Animal Hybrid

Animal hybrids are humanoid creatures that are a combination of humans and animals. The abilities of an animal hybrid depend on the type of animal it is based on.

Size: Medium.

Attributes: The attributes of an awakened animal depend on its size.

Special Abilities: As the original animal.

Automatic Languages: Common and any one **common language** (see Table 4.4: Common Languages, page 47).

Sample Animal Hybrids

Hybrid Bee:

Special Abilities:

Attribute: +1 Dexterity, -1 Constitution.

- **Low-light Vision:** A hybrid bee has **low-light vision**, allowing it to see clearly in **shadowy illumination** (see Low-light Vision, page 381).
- **Stinger:** A hybrid bee has a stinger natural weapon (see Natural Weapons, page 167). Whenever it causes a creature to lose **hit points** with that natural weapon, the struck creature is poisoned by giant wasp venom (see Poison, page 68). Its stage 1 effect makes the target **slowed** (*half speed, -2 Armor and Ref*) while the poison lasts. Its stage 3 effect makes the target **immobilized** (*-4 Ref, cannot use movement speeds*) while the poison lasts.
- **Winged Agility:** A hybrid bee has wings that are not strong enough to help it fly. However, the wings still help it stabilize its movements. It gains a +3 bonus to the Balance and Jump skills.

Hybrid Shark:

Special Abilities:

- **Bloodscent:** A hybrid shark has the scent ability (see Scent, page 381). In addition, it gains a +10 bonus to Awareness checks to detect blood.
- **Bite:** A hybrid shark's mouth is elongated, which it can use as a bite attack (see Natural Weapons, page 167). A hybrid shark's bite deals 1d6 damage.
- **Gills:** You can breathe water as easily as a human breathes air, preventing you from drowning or suffocating underwater.
- **Swim Speed:** A hybrid shark has a swim speed equal to the base speed for its size.

Hybrid Wolf:

Special Abilities:

- **Scent:** A hybrid wolf has the scent ability (see Scent, page 381).
- **Bite:** A hybrid wolf's mouth is elongated, which it can use as a bite attack (see Natural Weapons, page 167). A hybrid wolf's bite deals 1d6 damage.
- **Low-light Vision:** A hybrid wolf has **low-light vision**, allowing it to see clearly in **shadowy illumination** (see Low-light Vision, page 381).

Awakened Animal

Awakened animals are animals that have been granted sentience by the **awaken** ritual. The abilities of an awakened animal depend on the type of animal it is.

Size: Small or Medium, as original animal.

Attributes: The attributes of an awakened animal depend on its size.

Medium: No change.

Small: -2 Strength, +1 Dexterity.

Special Abilities: As the original animal.

Automatic Languages: Common.

Sample Awakened Animals

Cat:

Size: Small. This gives a cat a 20 foot **base speed** and a +5 bonus to the Stealth skill, among other effects (see Size Categories, page 45).

Attributes: -2 Strength, +1 Dexterity

Special Abilities:

- **Claws:** A cat's paws end in claws, which it can use to attack (see Natural Weapons, page 167). A cat's claws do 1d4 damage.
- **Low-light Vision:** A cat has **low-light vision**, allowing it to see clearly in **shadowy illumination** (see Low-light Vision, page 381).
- **Scent:** A cat has the scent ability (see Scent, page 381).

Changeling

Size: Medium.

Attributes: No change.

Special Abilities:

- **Alter Shape:** A changeling can alter its physical form in minor ways. As a standard action, a changeling can make a Disguise check with a +10 bonus to alter its body. This ability does not alter the changeling's equipment, which may give away its identity unless disguised normally.

This is a **magical** ability.

Bonus Languages: Any.

Automatic Languages: Common, any two **common languages**.

Dragon

Ancient dragons are magical creatures of immense power and wisdom, and are far more powerful than any ordinary character of the same level. However, young dragons can be played as characters, though their unique abilities do pose unique challenges.

Creature Type: Unlike most other playable species, dragons are considered magical beasts instead of humanoids.

Size: Small. This gives a dragon a 20 foot **base speed** and a +5 bonus to the Stealth skill, among other effects (see Size Categories, page 45).

Attributes: -2 Strength, +1 Dexterity.

Special Abilities:

- **Dragon Archetype:** Dragons only gain two class archetypes instead of three. Instead, they treat the Dragon archetype as one of their archetypes, and they gain ranks in it just like they gain ranks in class archetypes.
- **Draconic Senses:** Dragons have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 380). In addition, dragons gain **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 381).
- **Draconic Weapons:** Dragons have a bite natural weapon and two claw natural weapons. For details, see Natural Weapons, page 167.
- **Draconic Wings:** Dragons have scaly wings that sprout from their backs. These wings grant them a glide speed equal to the **base speed** for their size (see Gliding, page 60). The wings themselves are **mundane**, but the ability to fly and glide with them is **magical**.
- **Dragon Type:** Each dragon has a single type from among the dragon types on Table C.2: Dragon Types. They are immune to the damage type dealt by their type's breath weapon.
- **Limited Equipment:** A dragon's claws are not able to effectively wield shields or manufactured weapons. They can wear armor, but it is treated as bardic instead of normal armor, increasing its cost. In general, dragon-fitted bardic is rare or nonexistent even in large cities, so a dragon's armor must usually be created specifically for them.

Automatic Languages: Common, Draconic, any one **common language**.

Dragon Archetype

Rank 1 – Draconic Breath

You can use the *breath weapon* ability as a **standard action**.

Breath Weapon

Make an attack vs. Reflex against everything in the area defined by your dragon type (see Table C.2: Dragon Types). After you use this ability, you **briefly** cannot use it again.

Hit: Each target takes damage equal to 1d8 plus half your **power**. The damage type is defined by your dragon type.

Rank 2: The damage increases to 1d10. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Large (60 ft.), 5 ft. wide line. A cone breath weapon becomes a Medium (30 ft.) cone.

Rank 3: The damage increases to 2d6.

Rank 4: The damage increases to 2d8. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Huge (90 ft.), 10 ft. wide line. A cone breath weapon becomes a Large (60 ft.) cone.

Rank 5: The damage increases to 2d10.

Rank 6: The damage increases to 4d6. In addition, the area affected by your breath weapon increases. A line breath weapon becomes a Gargantuan (120 ft.), 15 ft. wide line. A cone breath weapon becomes a Huge (90 ft.) cone.

Rank 7: The damage increases to 4d8.

Rank 2 – Draconic Body

You gain a +1 bonus to Armor defense. In addition, you gain a +1d damage bonus with all **natural weapons**.

Rank 3 – Draconic Flight (Magical)

Your wings grow larger, granting you a limited ability to fly. You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 15 feet (see Flying, page 60). As a **free action**, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

Rank 4 – Draconic Bulk

Your size category increases to Medium. This increases the **base speed** for your size. You reduce your Dexterity by 1 and increase your Strength by 2. In addition, you gain a +2 bonus to your **power** with all abilities.

Rank 5 – Greater Draconic Body

The defense bonus from your *draconic body* ability increases to +2. In addition, the damage bonus increases to +2d.

Rank 6 – Greater Draconic Flight

The maximum height from your *draconic flight* ability increases to 60 feet. In addition, you gain a +10 foot bonus to your fly speed with that ability.

Rank 7 – Greater Draconic Bulk

Your size category increases to Large. The speed bonus from your *draconic bulk* ability increases to +20 feet, the attribute modifiers to Dexterity and Strength increase to -2 and +3 respectively, and

the power bonus increases to +6. You gain a slam natural weapon, except that it also has the Sweeping (1) **weapon tag** (see Natural Weapons, page 167). In addition, you gain a +30 foot bonus to your fly speed with your *draconic flight* ability, but your maneuverability drops to poor maneuverability (see Flying Maneuverability, page 60).

Basic Class Abilities

If you choose dragon as your base class, you gain the following abilities.

Power

Your automatic bonus to power based on your rank in this archetype is the same as a fighter (see Class-Based Power Bonuses, page 71).

Defenses

You gain the following bonuses to your **defenses**: +7 Fortitude, +3 Reflex, +5 Mental. In addition, you gain a +1 bonus to your **vital rolls**.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $5 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to $2 + \text{your Intelligence}$. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Four **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are not proficient with any weapon groups, even simple weapons. You are still proficient with your natural weapons.

Armor Proficiencies

You are proficient with light and medium armor. Armor shaped appropriately for dragons can be hard to find, and may need to be crafted individually for the dragon.

Skills

You have the following **class skills**:

- **Strength**: Climb, Jump, Swim.
- **Dexterity**: Balance, Stealth.
- **Constitution**: Endurance.
- **Intelligence**: Craft, Deduction, Knowledge (arcana), Medicine.
- **Perception**: Awareness, Creature Handling, Social Insight, Survival.
- **Other**: Deception, Intimidate, Persuasion.

Drakkenfel

A drakkenfel is created when a dragon's scales are removed while the dragon still lives. The scales retain much of the dragon's power, and without them, the dragon is cursed to continue its life as a diminished, mortal creature. Drakkenfel are extremely rare, as there are few who are powerful enough to subdue a dragon to extract its scales – and fewer still who would dare to do so, knowing that they would earn the eternal enmity of dragonkind.

Physically, a drakkenfel resembles a wyrmling dragon, except that it is completely scaleless. Its skin is leathery and rough, and some drakkenfel bear scars from the ritual that removed their scales. Most drakkenfel retain tatters of their wings, but they are always nonfunctional.

Size: Small. This gives a drakkenfel a 20 foot **base speed** and a +5 bonus to the Stealth skill, among other effects (see Size Categories, page 45).

Attributes: -2 Strength, either +1 Dexterity or +1 Constitution.

Special Abilities:

- **Bite**: A drakkenfel's mouth can be used to bite (see Natural Weapons, page 167). A drakkenfel's bite attack deals 1d6 damage.
- **Draconic Essence**: Each drakkenfel was once a type of dragon. When creating a drakkenfel, choose which type of dragon it used to be. This is inherent to the drakkenfel, and cannot be changed. A list of dragons and their associated energy type is given on Table C.2: Dragon Types, page 392.
- **Damage Tolerance**: A drakkenfel is **impervious** to damage of the type associated with its *draconic essence*.
- **Low-light Vision**: Drakkenfel have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 381).
- **Sleeping Dragon**: If a drakkenfel recovers its stolen scales, it immediately becomes a dragon again. Its statistics become identical to its statistics before losing its scales, including level.

Automatic Languages: Common, Draconic, any one **common language**.

Drow

Drow are an offshoot group of elves that live deep underground. The deep caves are a far harsher environment than the surface world. Resources are scarce, and dangerous monsters are far more common. In order to survive, drow were forced to adopt a variety of practices condemned by surface civilizations. The most notorious are their frequent use of poison, their refusal to take prisoners, their willingness to eat any non-drow creatures they kill, even sentient creatures. In addition, drow society tends to reward selfishness and ambition more explicitly than surface civilizations, and the vast majority of drow are evil.

When drow find opportunities to reach the surface world, they seek to conquer territory for themselves, usually with great violence. They have always been defeated and banished back to their caves, but surface civilizations still remember the danger that drow

pose. Even more so than tieflings or orcs, who are already viewed with suspicion, drow are anathema in almost any civilized society. Drow who escape the deep caves are more likely to find a peaceful existence on other planes that do not fear an underground invasion.

Size: Medium.

Attributes: -1 Constitution, +1 Dexterity

Special Abilities:

- **Darkvision:** Drow have **darkvision** with a 120 foot range, allowing them to see in complete darkness (see Darkvision, page 380).
- **Deep Darkness [Magical]:** A drow can use the *deep darkness* ability as a **standard action**.

Deep Darkness	Sustain (minor)
Target: One zone within Medium (60 ft.) range	
<p>You can choose this ability's radius, up to a maximum of a Medium (30 ft.) radius. Light within or passing through the area is dimmed to be no brighter than shadowy illumination. Any object or effect which blocks light also blocks this spell's effect.</p>	

- **Drow Prejudice:** Almost all surface-dwellers have negative associations with drow. Drow have an Opposition relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page 158). People in some locations, such as deep underground, do not have this attitude.
- **Keen Senses:** Drow gain a +2 bonus to the Awareness skill (see Awareness, page 147).
- **Poison Tolerance:** Drow are **impervious** to poison.
- **Sensitive Eyes:** Drow take a -2 penalty to **accuracy** while they are in **bright illumination**. This penalty is doubled while they are in **brilliant illumination**.
- **Trance:** Drow do not sleep, and are immune to **magical** effects that would cause them to sleep. Instead of sleeping, drow can trance for 4 hours. An elf in trance may make Perception-based checks at a -5 penalty. Drow must still avoid strenuous activity for 8 hours to heal and gain other benefits of taking a **long rest**.

Automatic Languages: Common, Elven, Undercommon

Dryaidi

Dryaidi are humanoid creatures that resemble plants. They are descended from dryads.

Size: Medium.

Attributes: +1 Constitution, -1 Dexterity.

Special Abilities:

- **Ingrain:** A dryaidi use the *ingrain* ability as a standard action.

Ingrain

The dryaidi's land speed becomes 5 feet, regardless of any modifiers that normally apply. It gains a +4 bonus to Fortitude defense and a +1 bonus to Armor defense. When moving, it may ignore **difficult terrain** of any kind. If the dryaidi takes a **long rest** while this ability is active, it acquires nutrients sufficient to replace a day's worth of food and water.

This ability lasts until the dryaidi ends it as a standard action.

- **Plant Nature:** A dryaidi is considered both a creature and a plant.
- **Unhurried and Unfaltering:** Dryaidi have a -10 penalty to their **land speed**. However, wearing medium or heavy **body armor** does not reduce a dryaidi's movement speed (see Armor Usage Classes, page 182).

Automatic Languages: Common, Sylvan.

Eladrin

Size: Medium.

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

Special Abilities:

- **Fae Step:** As a standard action, you can use the **fae step** ability.

Fae Step

You **teleport** into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. If the destination is invalid, this ability fails with no effect.

This ability improves based on your rank in your highest-rank archetype.

Rank 3: The range increases to Medium (60 ft.) range.

Rank 5: The range increases to Long (90 ft.) range.

Rank 7: The range increases to Distant (120 ft.) range.

- **Fae Season:** Eladrin respond strongly to their emotions, and change their abilities based on the season they currently represent. An eladrin must choose one of the following seasons when it finishes a **short rest**. The chosen season lasts until it changes to a different season.

Spring: +1 bonus to Mental defense, -1 penalty to Fortitude defense. Eladrin expressing the spring season are filled with the joy of a new year. However, they are also visibly thinner and more frail, as if recovering from a long winter.

Summer: +1 bonus to Fortitude defense, -1 penalty to Reflex defense. Eladrin expressing the summer season are visibly hearty and a little more plump. However, they also move with all the alacrity of a long summer day.

Autumn: +1 bonus to all checks, -1 penalty to **accuracy**. Eladrin expressing the autumn season embody the spirit of the harvest. They are filled with goodwill towards all creatures, and prefer finding peaceful solutions to problems.

Their bodies tend to be firm and toned, reflecting the hard work required to prepare for the winter.

Winter: +1 bonus to **vital rolls**, -1 penalty to Mental defense. Eladrin expressing the winter season are prepared for the worst. They tend to be dour and pessimistic, but they press on despite the certainty of doom.

- **Low-light Vision:** Eladrin have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 381).
- **Trance:** Eladrin do not sleep, and are immune to **magical** effects that would cause them to sleep. Instead of sleeping, eladrin can trance for 4 hours. An eladrin in trance may make Perception-based checks at a -5 penalty. Eladrin must still avoid strenuous activity for 8 hours to heal and gain other benefits of taking a **long rest**.

Species Feat Options:

Automatic Languages: Common, Sylvan, and any one **common language** (see Table 4.4: Common Languages, page 47).

Harpy

Harpies are winged creatures with the upper body of a humanoid and the lower body of a bird. The vast majority of harpies are female, but male harpies do exist.

Creature Type: Unlike most other playable species, harpies are considered monstrous humanoids instead of humanoids.

Size: Medium.

Attributes: -1 Intelligence, +1 Dexterity.

Special Abilities:

- **Prehensile Talons:** Harpies have a talon natural weapon on each foot (see Natural Weapons, page 167). In addition, they can use their feet as **free hands**. However, their talons are not able to effectively wield shields or manufactured weapons.
- **Wings:** Harpies have a feathered wings that sprout from their shoulders in place of arms. These wings grant them a glide speed equal to the **base speed** for their size (see Gliding, page 60).
- **Armless:** Harpies do not have arms or hands.
- **Harpy Archetype:** Harpies only gain two class archetypes instead of three. Instead, they treat the Harpy archetype as one of their archetypes, and they gain ranks in it just like they gain ranks in class archetypes.

Automatic Languages: Common.

Harpy Archetype

Rank 1 – Winged Agility

You gain a +4 bonus to the Balance and Jump skills as long as you can use your wings to help you.

Rank 1 – Winged Combat

As a **free action**, you can make a short hop off of solid ground to hover in your space using your wings. This allows you to use both of your feet without standing on them during that phase, so you can attack with both talons at once. You must land at the end of the

phase, and you can only use this ability once per round. This brief hovering does not cause you to suffer penalties for flying.

Rank 2 – Luring Song

You can use the *luring song* ability as a standard action.

Luring Song	Auditory, Compulsion
Make an attack vs. Mental against a creature within Long (90 ft.) range.	
Hit: As a condition , the target must move towards you as best it can during each movement phase . In addition, it cannot move farther away from you at any time, except as necessary to get closer to you (such as to avoid an intervening obstacle). It can otherwise act freely, and is still able to attack you and your allies.	
If you attack the target with any ability other than this one, this effect is automatically broken. When this effect ends, the target becomes immune to this effect until it takes a short rest .	
Critical hit: The condition must be removed twice before the effect ends.	
Rank 4: You can target an additional creature within range.	
Rank 6: The maximum number of targets increases to 5.	

Rank 2 – Raking Talons

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

Rank 3 – Flight

You gain a **fly speed** equal to the **base speed** for your size with a maximum height of 15 feet (see Flying, page 60). As a **free action**, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.

Rank 4 – Greater Winged Agility

You can use your wings to help you maneuver on the ground more effectively, such as by briefly hovering or gliding over obstacles. The Balance and Jump bonuses from your *winged agility* ability increase to +8. In addition, you ignore **difficult terrain**.

Rank 4 – Greater Winged Combat

You can use your *winged combat* any number of times in the same round. You must still land at the end of each phase.

Rank 5 – Greater Raking Talons

The damage bonus from your *raking talons* ability improves to +2d.

Rank 5 – Siren Song

You can use the *siren song* ability as a standard action.

Siren Song	Auditory, Emotion, Sustain (minor)
	Make an attack vs. Mental against any number of creatures within a Medium (30 ft.) radius from you.
	Hit: Each target is both charmed (<i>friendly with charmer</i>) by you and dazed (-1 defenses) as long as it can still hear you sing. It remains dazed even if it stops being charmed, such as if you or your allies attack it. This ability does not have the Subtle tag, so an observant target may notice that it is being influenced.

Rank 7: The area increases to a Large (60 ft.) radius.

Rank 6 – Agile Flight

Your flight improves to have good maneuverability (see Flying Maneuverability, page 60). In addition, your maximum height increases to 30 feet.

Rank 7 – Mythic Siren

You gain a +5 **accuracy** bonus with your **luring song** and **siren song** abilities.

Basic Class Abilities

If you choose harpy as your base class, you gain the following abilities.

Power

Your automatic bonus to power based on your rank in this archetype is the same as a fighter (see Class-Based Power Bonuses, page 71).

Defenses

You gain the following bonuses to your **defenses**: +1 Armor, +3 Fortitude, +5 Reflex, +7 Mental. In addition, you gain a +1 bonus to your **vital rolls**.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to 4 + your Constitution + half your Willpower. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).
- A number of **insight points** equal to 2 + your Intelligence. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Six **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are not proficient with any weapon groups, even simple weapons. You are still proficient with your natural weapons.

Armor Proficiencies

You are proficient with light armor.

Skills

You have the following **class skills**:

- *Strength*: Climb, Jump.
- *Dexterity*: Balance, Flexibility, Perform, Stealth.
- *Perception*: Awareness, Creature Handling, Deception, Persuasion, Survival.
- *Other*: Intimidate.

Kit

Kit are humanoid creatures that have noticeable foxlike characteristics. They are descended from natural fox spirits. All kit have at least one tail, and some have multiple tails. Their tails are distinctly fluffy and fox-like, and most kit put effort into concealing their tails to avoid revealing their true nature.

Size: Medium.

Attributes: No change.

Special Abilities:

- *Foxlike Agility*: Kit gain a +2 bonus to the Balance and Stealth skills.
- *Illusory Guise*: As a standard action, a kit can magically disguise its physical appearance in minor ways. This functions like the *disguise creature* ability with a +4 bonus, except that a kit cannot change the appearance of its equipment, creature type, or number of limbs, including any tails it may have (see Disguise Creature, page ??). This is a **magical** ability. It lasts until the kit **dismisses** it as a free action or uses this ability again.
- *Instinctive Trickster*: Kit gain a +2 bonus to the Deception and Social Insight skills.
- *Low-light Vision*: Kit have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 381).

Automatic Languages: Common, any one **common language**.

Naiadi

Naiadi are humanoid creatures descended from naiads. Most naiadi are unusually physically appealing, but show no other outward signs of their heritage.

Size: Medium.

Attributes: No change.

Special Abilities:

- *Create Water*: A naiadi can cast the *create water* cantrip. When they do so, they do not require verbal or somatic **casting components**, and their spellcasting rank is considered to be equal to their rank in their highest rank archetype. If they would already know that cantrip through the Aquamancy sphere, the volume of water created with the cantrip doubles.
- *Enchanting Appearance*: A naiadi gains a +2 bonus to the Creature Handling, Perform, and Persuasion skills.

- **Low-light Vision:** Naiadi have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 381).
- **Naiadi Archetype:** You may choose three class archetypes, as normal. However, you may choose the Naiadi archetype in place of one of your class archetypes. If you do, you gain ranks in it just like you gain ranks in class archetypes. You cannot choose naiadi as your base class.
- **Water Affinity:** A naiadi has a **swim speed** equal to the **base speed** for their size. In addition, they can breathe clean water like a human breathes air.

Automatic Languages: Common, Sylvan, any one common language.

Naiadi Archetype

Rank 1 – Water Bond (Magical)

You can form a bond with a fresh stream, lake, or other Gargantuan or larger body of fresh water (not salt water). Forming a bond or severing a bond takes one week of meditation and ritual, periodically interrupted by rest. Forming a bond also requires asking permission from the water. Any individual body of water can only be bonded to one naiad or naiadi in this way.

As long as your bonded water remains clean, pure, and large enough to be a valid subject of bonding, you gain a +1 bonus to Mental defense, a +1 bonus to your **power**, and a bonus equal to twice your rank in this archetype to your **hit points**. If your bonded water becomes contaminated or shrinks below the minimum size, these bonuses are inverted into penalties until you sever the bond. You can passively observe the general health and status of water you are bonded to, including knowing when significant pollutants enter the water and when the water grows or shrinks significantly.

Rank 2 – Fluidseeker

You gain a +1 bonus to **accuracy** against creatures significantly composed of water or watery fluids. This is true of almost all living creatures.

Rank 2 – Freshwater Fountain

The volume of water you can create with the **create water** cantrip increases by five times.

Rank 3 – Aqueous Form

You can cast the **aqueous form** spell. When you do, you do not require verbal or somatic **casting components**, and you use your rank in this archetype as your spellcasting rank. In addition, it does not reduce your **damage resistance**.

Rank 4 – Greater Water Bond

The bonuses from your **water bond** ability increase to +2 Mental defense, +2 power, and three times your rank in this archetype to your hit points.

Rank 5 – Greater Fluidseeker

The accuracy bonus from your **fluidseeker** ability increases to +2.

Rank 5 – Greater Freshwater Fountain

The multiplier from your **freshwater fountain** ability increases to twenty times the normal volume of water.

Rank 6 – Greater Aqueous Form

When you cast the **aqueous form** spell, it does not have the **Attune** tag. Instead, it lasts until you **dismiss** it as a **free action**.

Rank 7 – Supreme Water Bond

The bonuses from your **water bond** ability increase to +3 Mental defense, +4 power, and three times your rank in this archetype to your hit points.

Oozeborn

Oozeborn are sentient ooze creatures that have gained true sentience through a strange quirk of their birth. They are very rare to see in civilized lands, as most oozeborn lack the opportunity to discover more than the dark caves in which they were spawned. Since they often grow up without mentorship from any civilized creature, oozeborn tend to have odd mannerisms and a poor ability to mask their emotions, even after spending years in civilization. Old oozeborn may eventually adapt to societal norms and act perfectly natural, or they may abandon civilized company entirely.

The body of an oozeborn is amorphous, and they lack any identifiable internal organs. Their natural color depends on the nature of the ooze that spawned them, so green and gray are the most common colors. Adventuring oozeborn typically assume a bipedal shape for both practical and social convenience, but their natural shape is a loosely spherical blob. Unconscious oozeborn revert to their default state automatically, though some learn to maintain a semblance of cohesion while asleep.

Creature Type: Unlike most other playable species, oozeborn are considered **animates** instead of **humanoids**.

Size: Medium.

Attributes: -1 Intelligence, +1 Constitution.

Special Abilities:

- **Acid Tolerance:** Oozeborn are **impervious** to acid damage.
- **Amorphous Form:** An oozeborn's natural form is a loosely spherical blob. They have a -5 foot penalty to their **land speed**, but they gain a +5 bonus to the **Flexibility** skill (see **Flexibility**, page 154). They can use the **mold body** ability as a standard action to adopt a particular shape.

Mold Body

Sustain (free)

You make a Disguise check to alter your appearance (see **Disguise Creature**, page ??). This physically changes your body to match the results of your disguise. You gain a +4 bonus on the check, and you ignore penalties for changing your gender, species, subtype, age, and number of limbs (up to 4). However, this effect is unable to alter your equipment in any way.

You can sustain this ability for any length of time without mental strain, ignoring the normal 5 minute limit.

- **Compressible Body:** Oozeborn can compress their head and shoulders down to a minimum of a one inch radius, allowing them to squeeze through very small areas. Their clothing or armor is not compressed, so they may limit their ability to move through extremely narrow spaces.
- **Darkvision:** Oozeborn have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 380).
- **Oozeborn Archetype:** Oozeborn only gain two class archetypes instead of three. Instead, they treat the Oozeborn archetype as one of their archetypes, and they gain ranks in it just like they gain ranks in class archetypes.

Automatic Languages: Common.

Oozeborn Archetype

Rank 1 – Acidic Body

You gain a slam **natural weapon**, which deals 1d10 damage and requires a free hand to use, except that it also has the Long **weapon tag** (see Natural Weapons, page 167). In addition, all damage you deal with natural weapons is acid damage in addition to its other types. This does not affect damage you deal with manufactured weapons.

Rank 1 – Poison Dissolution

You are **impervious** to poisons.

Rank 2 – Darkborn Senses

You gain **blindsight** with a 60 foot range, allowing you to sense your surroundings without light (see Blindsight, page 380). If you already have the blindsense ability, you increase its range by 60 feet. In addition, you gain **blindsight** with a 15 foot range, allowing you to see without light (see Blindsight, page 380). If you already have the blindsight ability, you increase its range by 15 feet.

Rank 2 – Ingest Object

You can use the *ingest object* ability as a standard action. This functions like the **absorb object** spell, except that you do not gain the ability to absorb objects that are larger than Medium size. Anything you absorb in this way takes a single point of **environmental** acid damage during each **action phase** while it remains absorbed. This damage is insufficient to hurt most objects made from wood, stone, or metal, but it can destroy more fragile objects like paper or complex mechanical traps.

Rank 3 – Greater Amorphous Form

You gain a +4 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

Rank 3 – Greater Compressible Body

You reduce your penalties for **squeezing** (-2 Armor and Ref) by 1.

Rank 4 – Greater Acidic Body

You gain a +1d damage bonus with natural weapons.

Rank 4 – Acidic Apotheosis

You are **immune** to acid damage and poisons.

Rank 5 – Greater Darkborn Senses

The range of your **blindsight** increases by 60 feet. In addition, the range of your **blindsight** increases by 15 feet.

Rank 5 – Greater Ingest Object

The maximum number of objects you can absorb with your *ingest object* ability increases to 2. In addition, you may absorb **allies** with that ability in addition to unattended objects.

Rank 6 – Supreme Amorphous Form

The bonus from your *greater amorphous form* ability increases to +8. In addition, your **mold body** ability loses the **Sustain** (free) tag. Instead, it lasts until you choose to **dismiss** it as a **free action**. This allows you to maintain your shape while unconscious.

Rank 6 – Supreme Compressible Body

You reduce your penalties for squeezing by 2, which means you take no penalties for squeezing unless you use the **tight squeeze** ability (see Flexibility, page 154).

Rank 7 – Supreme Acidic Body

The bonus from your *greater acidic body* ability increases to +2d.

Rank 7 – Third Arm

When you use your **mold body** ability, you can create three arms instead of two. You can use all three hands as free hands. For example, this can allow you to use a heavy weapon and a shield simultaneously.

Basic Class Abilities

If you choose oozeborn as your base class, you gain the following abilities.

Power

Your automatic bonus to power based on your rank in this archetype is the same as a fighter (see Class-Based Power Bonuses, page 71).

Defenses

You gain the following bonuses to your **defenses**: +7 Fortitude, +3 Reflex, +5 Mental. In addition, you gain a +2 bonus to your **vital rolls**.

Resources

You have the following **resources**:

- Three **attunement points**, which you can use to attune to items and abilities that affect you (see Attunement Points, page 33).
- A **fatigue tolerance** equal to $6 + \text{your Constitution} + \text{half your Willpower}$. Your fatigue tolerance makes it easier for you to use powerful abilities that fatigue you (see Fatigue, page 34).

- A number of **insight points** equal to 1 + your Intelligence. You can spend insight points to gain additional abilities (see Insight Points, page 24).
- Three **trained skills** from among your **class skills**, plus additional trained skills equal to your Intelligence (see Skills, page 147).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light armor. However, you cannot wear armor unless you sustain your **mold body** ability, so you cannot wear armor while sleeping.

Skills

You have the following **class skills**:

- Strength:** Climb, Jump, Swim.
- Dexterity:** Balance, Flexibility, Sleight of Hand, Stealth.
- Constitution:** Endurance.
- Intelligence:** Craft, Knowledge (dungeoneering).
- Perception:** Awareness, Survival.
- Other:** Intimidate.

Orc

Orcs are green-skinned humanoid creatures known for their strength and brutality.

Size: Medium.

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

Special Abilities:

- Darkvision:** Orcs have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 380).
- Intimidating:** Orcs gain a +3 bonus to the Intimidate skill (see Intimidate, page 154).
- Mighty:** You gain a +1 bonus to your Strength for the purpose of determining your **weight limits** (see Weight Limits, page 46).
- Orcish Prejudice:** Most people have negative associations with orcs thanks to their violent and dangerous behavior. Orcs have an Acquaintance (negative) relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page 158). People in some locations, such as orcish tribes, do not have this attitude.
- Powerful:** You gain a bonus equal to a quarter of your level (minimum 1) to your **power**.

Automatic Languages: Common, Orc.

Tieflings

Tieflings are humanoid creatures descended from fiends. They inherit a tendency towards evil from their ancestors, and are therefore viewed with great suspicion by most civilized societies. Good-aligned tieflings exist, but they may have difficulty using their

natural talents for subterfuge and deceit for noble ends, and they often struggle with hidden vices.

Size: Medium.

Attributes: No change.

Special Abilities:

- Darkvision:** Tieflings have **darkvision** with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 380).
- Demonic Prejudice:** Most people have negative associations with tieflings thanks to the malign influence that demons have on the world. Tieflings have an Opposition relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page 158). People in some locations, such as the Abyss, do not have this attitude.
- Hellfire Tolerance:** Tieflings are **impervious** to fire damage.
- Infernal Presence:** Tieflings gain a +2 bonus to the Deception and Intimidate skills.
- Tiefling Archetype:** You may choose three class archetypes, as normal. However, you may choose the Tiefling archetype in place of one of your class archetypes. If you do, you gain ranks in it just like you gain ranks in class archetypes. You cannot choose tiefling as your base class.

Automatic Languages: Abyssal, Common, any one common language.

Tiefling Archetype

Rank 1 – Abyssal Hop

You can use the **abyssal hop** ability as a standard action.

Abyssal Hop	Magical
<p>You teleport horizontally into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. If the destination is invalid, this spell fails with no effect. In addition, make an attack vs. Reflex against each enemy adjacent to your location after you arrive.</p> <p>Hit: Each target takes 1d4 + half power fire damage.</p> <p>Rank 2: The damage increases to 1d6. Rank 3: The damage increases to 1d10. Rank 4: The damage increases to 2d6. Rank 5: The damage increases to 2d10. Rank 6: The damage increases to 4d6. Rank 7: The damage increases to 4d10.</p>	

Rank 1 – Infernal Resilience

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

Rank 2 – Infernal Ancestry

You deepen your connection to a particular aspect of your demonic ancestry. Choose one of the following infernal ancestries: hellfire

conduit, tempting allure, or unholy might. You gain a benefit based on your chosen ancestry.

- Hellfire Conduit: You can use the *infernal rebuke* ability as a standard action.

Infernal Rebuke	Magical
Make an attack vs. Fortitude against one creature within Short (30 ft.) range. You gain a +2 bonus to accuracy with this attack if the target attacked you during the previous round.	
Hit: The target takes 1d10 + power fire damage.	
Rank 3: The damage increases to 2d6.	
Rank 4: The damage increases to 2d10.	
Rank 5: The damage increases to 4d6.	
Rank 6: The damage increases to 4d10.	
Rank 7: The damage increases to 5d10.	

- Tempting Allure: You gain a +2 bonus to the Deception, Disguise, and Persuasion skills. In addition, you can use the **charming temptation** ability as a standard action.

Charming	Emotion, Magical, Subtle, Sustain (minor)
Temptation	
Make an attack vs. Mental against one creature within Medium (60 ft.) range. You take a -10 penalty to accuracy with this attack against creatures who have made an attack or been attacked since the start of the last round.	
Hit: The target is charmed (<i>friendly with charmer</i>) by you. Any act by you or by creatures that appear to be your allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.	
Critical hit: Actions which threaten the charmed person without harming them do not break the effect.	
The attack's accuracy increases by +1 for each rank beyond 2.	

- Unholy Might: You gain two claw natural weapons and one bite natural weapon (see Natural Weapons, page 167). In addition, you gain a +1d bonus to your damage with all weapons.

Rank 3 – Abysswalker

You can use your *abyssal hop* ability to teleport as a **movement** instead of as a standard action. When you do, you do not deal fire damage at your destination, and you **briefly** cannot use that ability as a movement again.

Rank 4 – Greater Infernal Ancestry

The benefits of your *infernal ancestry* ability improve.

- Hellfire Conduit: You gain a +3 bonus to your **power**. In ad-

dition, the area affected by your *abyssal hop* ability increases to a Small (15 ft.) radius from your destination.

- Tempting Allure: The skill bonuses from your *infernal ancestry* ability increase to +3. In addition, you can use the **dominating temptation** ability as a standard action.

Dominating Temptation	Magical
Make an attack vs. Mental against one creature within Short (30 ft.) range.	
Hit: The target is stunned (-2 defenses) as a condition .	

- Critical hit:** The target is **confused** (-2 defenses, *randomly attack or defend*) instead of stunned. In addition, if the target is humanoid and was already confused from a previous casting of this spell, you may **attune** to this ability. If you do, it becomes **dominated** (*must obey commands*) by you for the duration of that attunement.

The attack's **accuracy** increases by +1 for each rank beyond 4.

- Unholy Might: You can use the **unholy strength** ability as a standard action.

Unholy Surge	Attune, Magical
You gain a +1 magic bonus to your Strength.	

Rank 5 – Greater Hellfire Tolerance

You become **immune** to fire damage.

Rank 5 – Greater Infernal Resilience

The bonus from your *infernal resilience* ability increases to three times your rank in this archetype.

Rank 6 – Supreme Infernal Ancestry

The benefits of your *infernal ancestry* ability reach their peak.

- Hellfire Conduit: The power bonus from your *greater infernal ancestry* ability increases to +6. In addition, the area affected by your *abyssal hop* ability increases to a Medium (30 ft.) radius from your destination.
- Tempting Allure: The skill bonuses from your *infernal ancestry* ability increase to +4. In addition, your *tempting domination* ability can dominate non-humanoid creatures.
- Unholy Might: The damage bonus from your *infernal ancestry* ability increases to +2d. In addition, your *unholy surge* ability loses the **Attune** tag. Instead, it lasts until you **dismiss** it as a **free action**.

Rank 7 – Greater Abyssal Hop

When you use your *abyssal hop* ability, you no longer require **line of sight** or **line of effect** to your destination. In addition, when you use it to teleport as a standard action, the range increases to Distant (120 ft.) range.

Classes

Bard

A bard is a rogue with the ability to perform magical feats through music. It is unclear whether bards actually draw power from music in the same way that druids draw power from nature, or whether they simply channel their innate magical talent through music. The bard class functions like the rogue class, with the following exceptions:

- A bard cannot choose the *assassin* archetype. However, the *arcane magic* sorcerer archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- A bard casts spells without **somatic components**.
- A bard can only cast spells while sustaining a performance with the Perform skill. This performance can be either a mundane performance or a *bardic performance* ability.

Blighter

Blighter practice a strange inversion of druidic traditions. While druids venerate nature in all its forms, blighters dedicate their lives to the destruction of nature for its own sake. They rip power directly from the death of natural beings, using it to fuel their own warped version of nature magic. The blighter class functions like the druid class, with the following exceptions:

- Whenever a blighter rests, they automatically destroy nature and kill anything living around them. Plants wither and die, insects fall dead in the air, and so on. A ten minute rest destroys life in a radius equal to five feet times the blighter's highest rank in the blighter class (minimum 5 feet total). In general, Diminutive or larger creatures and Medium or larger plants suffer no ill effects, though creatures may feel subtle pains. An eight hour rest destroys life in ten times that radius, and kills life one size category larger. Resting beyond that point does not increase the radius or severity of the effect. This destruction spreads out gradually throughout the resting period, and even a partially completed rest destroys some natural life.
- A blighter cannot choose the *wildspeaker* archetype. However, the *domain influence* cleric archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass. A blighter can only choose the Death, Destruction, and Evil domains.
- A blighter cannot gain access to the *verdamancy* mystic sphere by any means.

Faebonder

A faebonder is a warlock who made their pact with a fae creature instead of a demon. The faebonder class functions like the warlock class, with the following exceptions:

- The magic source for the faebonder class is nature magic instead of pact magic. This changes the **mystic spheres** a faebonder has access to and all other effects based on

their source of magic. However, they still require both **verbal components** and **somatic components** to cast spells from the faebonder class (see Casting Components, page 50).

- A faebonder cannot choose the *blessings of the abyss* archetype. However, the *elementalist* druid archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- Faebonders add Knowledge (nature) to their class skill list and remove Knowledge (planes).

Favored Soul

A favored soul is a warlock who made their pact with a deity instead of a demon. This is an unusual arrangement, as deities would normally influence their clerics to achieve their aims. However, in special circumstances, a deity may want to empower a non-worshipper to influence mortal affairs. The favored soul class functions like the warlock class, with the following exceptions:

- The magic source for the favored soul class is divine magic instead of pact magic. This changes the **mystic spheres** a favored soul has access to and all other effects based on their source of magic. However, they still require both **verbal components** and **somatic components** to cast spells from the favored soul class (see Casting Components, page 50).
- A favored soul cannot choose the *blessings of the abyss* archetype. However, the *domain influence* cleric archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- Favored souls add Knowledge (religion) to their class skill list and remove Knowledge (planes).

Shaman

A shaman, like a cleric, is a divine worshipper. However, while clerics worship powerful, well-established deities, shamans worship more primitive deities of lesser power. As a result, their divine powers are more limited and take different forms. Shamans are common among less civilized humanoid societies like bugbears. The shaman class functions like the cleric class, with the following exceptions:

- The magic source for the shaman class is nature magic instead of divine magic. This changes the **mystic spheres** a shaman has access to and all other effects based on their source of magic.
- A shaman cannot choose the *divine spell mastery* archetype. However, the *elementalist* druid archetype is considered to be part of their class, and they may choose that archetype without spending insight points to multiclass.
- A shaman cannot gain access to more than two **mystic spheres** from the magic source granted by the shaman class by any means.
- Shamans add Knowledge (nature) to their class skill list and remove Knowledge (planes).

Alternate Play Styles

Being Surrounded

Normally, exact positioning doesn't matter that much in combat. This makes it easier to play without a grid, or to just spend less time worrying about the details of everyone's positions on a grid. With this optional rule, you can make positioning more important in combat, increasing tactical depth for melee characters. This generally has the downside of making movement more complicated, however, as combatants try to surround others and avoid being surrounded themselves.

If you play with this alternate rule, when you are being attacked by multiple foes at once, you are less able to defend yourself. If every space adjacent to you either contains an **enemy** or is adjacent to an **enemy**, you are surrounded. A creature that is surrounded takes a -2 penalty to its Armor and Reflex defenses. When determining whether you are surrounded, ignore any enemies that are sharing space with you, and ignore any enemies that are at least two size categories smaller than you.

Any effect that makes a creature immune to being **partially unaware** (*50% miss chance, -2 Armor and Ref*), such as the **foresight** spell, also makes that creature immune to being surrounded.

Expanded Insight Points

Normally, **insight points** can only be used to learn new special abilities from your class, or from a small number of feats. This alternate rule lets you spend insight points to gain a wide variety of other proficiencies and benefits. This makes character creation more complicated, but it also allows you to personalize your character much more precisely.

If you play with this alternate rule, increase the number of insight points that each class grants as part of its base class abilities by 1. In addition, you can spend insight points in any of the following ways.

- You can spend an **insight point** to gain an additional **trained skill**.
- You can spend an **insight point** to gain proficiency in an additional **usage class** of armor (light, medium, or heavy). You must be proficient with light armor to become proficient with medium armor, and you must be proficient with medium armor to become proficient with heavy armor.
- You can spend an **insight point** to gain proficiency in an additional **weapon group**.
- You can spend two **insight points** to gain proficiency with **exotic weapons** from a single **weapon group** you are already proficient with.
- You can spend an **insight point** to learn two **common languages** or one **rare language** (see Communication and Languages, page 47).

Obscure Magic Items

The base rules of Rise make it fairly easy to identify magic items. This keeps the pace of the game up when players find magic items frequently. However, you may choose to treat magic items as being more rare and mysterious. If you do, make the following changes:

- The **identify item** ability from the Craft and Knowledge skills provides no information about how to use a magic item's properties or what they might be. It can still be used to identify whether or not an item is magical.
- The Knowledge (items) Knowledge skill is removed entirely.
- Magic items are more rare, and therefore more valuable. Calculate the prices for all magic items as if they were one rank higher than they actually are. Rank 7 magic items cannot be bought for any price - they are simply too rare.
- All spells with the **Attune** tag require an additional **attunement point** to attune to. If magic items are hard to find and use, spellcasters gain a powerful benefit, since their personal attunement spells are still reliably available. This change ensures that spellcasters still gain a benefit from their personal access to magic, but they are not drastically more powerful than characters who depend on finding useful magic items.

You may also want to add complex or unintuitive activation conditions to magic items. For example, *boots of speed* may only function while hopping on one foot, or while you are not wearing socks. This can encourage players to experiment more with magic items to figure out how to use them.

Restricted Archetype Order

Normally, when a character in Rise levels up, they can freely choose which of their class archetypes they want to rank up (as long as they don't exceed their maximum rank). However, this means that most levels require making a choice that may be confusing for newer players. The process of leveling up can be simplified if each player chooses an order for their archetypes.

With this variant, each character has a primary archetype, a secondary archetype, and a tertiary archetype. This choice is made at character creation. Whenever they increase their maximum rank, they increase their rank in their primary archetype. In their next level up, they increase their rank in their secondary archetype, and then finally their tertiary archetype.

Sleeping While Encumbered

Normally, characters can sleep in their armor without any penalty. This is unrealistic, but it can be time-consuming to make everyone track how their sleeping statistics differ from their waking statistics. Being ambushed while sleeping is very rare in most games, so it's generally not worth the hassle. However, if you want a more realistic game with more punishing night ambushes, you can use this alternate rule.

If you play with this alternate rule, resting in armor is difficult. If you take a **long rest** while you have any encumbrance, you finish your rest with a **fatigue level** equal to the value of your encumbrance. In addition, only half the time you spend sleeping

while you have encumbrance counts as sleep for the purpose of determining your fatigue (see Sleep and Fatigue, page 45).

Tap Out

With this optional rule, whenever you gain a vital wound, you can “tap out” to guarantee that you survive while taking your character out of the fight. If you tap out, you treat the result of the vital roll for that vital wound as a 10, regardless of any bonuses or penalties you would normally have to the vital roll. However, you fall unconscious immediately, and you cannot regain consciousness by any means until you take a **short rest**.

This optional rule significantly reduces the likelihood of character death, and makes fights less likely to impose long-term consequences on characters. However, it also makes vital wounds more likely to entirely knock characters out of a fight, which can increase the risk that the entire party is defeated.

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.