

Omnibook

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Chapter 1

Introduction

This book is designed to provide a friendly introduction to various aspects of Rise so you can more easily follow along in your game. However, it is light on specific rules and details. In general, it assumes that you are using a character sheet that someone else in the game is responsible for creating and maintaining. For a more detailed explanation of Rise's rules and character customization, see the separate Comprehensive Codex. The GM will also have a Tome of Guidance, which has advice for running the game and rules for various monsters and antagonists that you may face.

What Is Rise?



Rise is a tabletop role-playing game, or TTRPG. In Rise, you play as a specific character in an imaginary universe. Your character can try to do anything you can describe in a world that the game master, or GM, creates. Of course, you won't always succeed. 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.

How to Play - The Short Version

When you are learning Rise, you should generally focus on roleplaying as your character in a fantasy universe. The GM can provide details about the expected tone of the game and the universe your character inhabits. For example, they should be able to help you understand whether they expect the game to be fundamentally silly, serious, or both. There isn't a correct answer to that sort of stylistic question, but everyone should be on the same page about what they want.

Sometimes, when your character tries to do something particularly interesting, the GM will ask you to roll to see if you succeed. When that happens, roll a ten-sided die, or d10, and tell them the result. They may ask you to add a relevant number based on how good your character is at that thing. If they do, find that statistic on your character sheet and add that number to what you rolled on the d10. Your character will succeed if your result is high enough, and otherwise will fail. The GM will describe what happens in either case.

If you get into combat, you don't need to keep perfect track of what the other players are doing. Just be able to describe what your character wants to do when the GM asks, such as attacking or running away. You may take damage from enemy attacks. Damage first reduces your character's damage resistance. Once that reaches zero, damage will reduce your character's hit points. If those reach zero, your character may become vitally wounded. Try to avoid that.

Attacking is basically the same taking any other action with a chance of failure. Generally, you'll have at least one ability on your character sheet that does damage. You roll d10, add a relevant number, and see if it is high enough. If you succeed with the attack, you'll generally roll damage. Damage is the only common roll in Rise that doesn't always use a d10. Your character sheet should tell you what dice you roll to deal damage.

That's the absolute minimum information you really need to get started, as long as you have a helpful GM and fellow players. Over time, you'll get used to playing your character, both in terms of their personality and in terms of the rules. If you want to learn more about how Rise works, you can keep reading!

What Makes Rise Different?

If you haven't played other tabletop role-playing games, feel free to skip this section. If you're a TTRPG veteran, 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 for characters to invest extra effort into specific difficult fights, and to become tired after a long day. Normal damage taken during a fight is easily recovered after a ten minute rest. This means that you typically don't have to track state between fights. However, a GM can prevent that rest time with multiple sequential fights to increase difficulty and drama.

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 last turn is often drastically different than the state of that battlefield at the start of your new 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 should accurately track the unfolding battlefield state through each of the intervening turns. That would mean everyone would know what to do when their turn comes up. In practice, many players find that difficult or impossible. Instead, at the start of each of their turns, they ask or try to figure out how the situation has changed. Not everyone asks this explicitly, but it must always be analyzed anew.

Once a player understands the current battlefield state, they can finally decide their actions. This typically involves both movement and any number of sequential attacks, so there are many factors to consider. Everyone else must wait and do nothing while this happens. Once the active player has decided their actions, those

actions must be fully rolled and resolved before combat can proceed. Even the next player in the initiative order may not be able to make accurate plans during this time, since the die rolls can change those plans. 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 allows Rise to handle large player counts or large enemy hordes without becoming glacially slow. 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:

- Core gameplay is designed to be simple.
- Character creation is deeply interconnected.
- Complexity is not tied to narrative roles.
- Character power does not require complexity.

Simple Core Gameplay

The core gameplay loop must be simple. You can contribute in combat by relying on one or two standard attacks that you use in all circumstances. In narrative situations, you can just roll the skills you have trained, and ignore other options. Engaging with the system more deeply than that is a choice, not a requirement.

Interconnected Character Creation

Character creation and build optimization is a better place to store complexity. Creating a Rise character involves a number of decisions, each of which can have nuanced ramifications on other aspects of the system. If you are just trying to build a character that matches a desired narrative, you can generally approach each decision in isolation.

For example, you can decide that your character is intelligent and agile but not very strong or durable, because that is the concept you want. That decision has consequences, such as changing how many trained skills you have and what your defenses are. If you approach each decision sequentially, each one is relatively easy to make, and doesn't require deep system knowledge. On the other hand, trying to mathematically optimize a character requires thinking about many aspects of the system at once. This results in a system that is easy to learn but hard to master.

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 deal with the complexity of creating a character from scratch.

Complexity and Narrative

Complexity and simplicity should not be directly connected to a character's concept or narrative. 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 have 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.

Rise specifically handles complexity for martial characters and spellcasters slightly differently. Martial characters in Rise typically have fairly simple individual abilities. However, they can use those abilities with a variety of meaningfully different weapons. A martial character with four unique attacks and three different weapons has twelve different options in combat. In addition, martial characters can typically make better use of universal abilities, such as shoving and grappling.

Spellcasters have more complex and varied individual abilities. They also tend to have more abilities that have significant narrative effects. However, their abilities are more isolated. There is no spellcaster equivalent of martial weapons that would multiply their number of distinct abilities in combat. The result of this design is that both martial characters and spellcasters can be very simple or very complicated. However, they approach complexity in different ways, ensuring that they feel narratively distinct.

Complexity and Power

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 structures the tradeoffs between gaining raw power and gaining additional options balanced enough that neither is always superior.

There will always be some benefit from build optimization and system mastery. Players who are deeply familiar with Rise will be able to build characters with more relevant strengths and fewer relevant weaknesses. However, the gap between optimized characters and "normal" characters is limited. 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 duel in a confined space. However, it may be irrelevant against cavalry archers on an open field. Characters in Rise cannot drastically change their capabilities each day, so they will always have moments to shine and moments of weakness.

Unbounded Scaling



Some systems use bounded bonuses for accuracy or other game statistics. Bounded scaling 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 difference in Mental defense between 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

How to Play

Saying What Your Character Does

There are two basic modes that you can use to describe how your character acts. You can describe in general terms what you want them to do, and let the GM figure out how to translate that into game mechanics. Alternately, you can say that you're using a specific ability or game mechanic, and let the GM figure out how that affects the narrative universe.

Either approach is generally reasonable. Some people tend to prefer using one mode more often, and some GMs generally prefer to hear one mode. When in doubt, communicate at your table!

Describing Actions

With this style of communication, you 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.

Using Specific Abilities

Instead of describing broadly what you want to 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 or a fighter's maneuvers. There

are also a number of simple abilities that anyone can use, such as the [grapple](#) 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

When you need to determine whether something succeeds or fails, you roll a die. 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.

In some cases, you roll multiple dice at once. This generally happens when you deal damage in combat. A collection of dice is called 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.

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.

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.

- Easy (DV 0): 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).
- Average (DV 5): 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).
- Hard (DV 10): 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).
- Very Hard (DV 15): 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).
- Almost Impossible (DV 20): 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).

- Impossible (DV 25+): 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 climbing a sheer glass pane (Climb).

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 generally means that you must learn new information before making the check again. 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.

Helping On Checks

You can help an ally make a check. To help an ally, you make a check of the same type against a difficulty value that is 5 lower than the regular difficulty value. This has the same requirements, including time and physical contact, as the check would have if you made it yourself. For example, to help an ally climb a cliff, you must be able to touch your ally to guide them up. Success means that the ally gains a +2 bonus to the check.

Multiple creatures can try to help the same person. At the GM's discretion, there may be a practical limit to how many people can assist with the same task. The bonus from multiple creatures helping does not stack. It just makes it more likely that the helping attempt will succeed.

Checks for Timed Tasks

For every 5 points by which you beat the difficulty value to accomplish a timed task, the time required is usually halved. This only applies for tasks that have a base time requirement of at least one minute, if the GM agrees that it is relevant, and if there are no other specific ways in which your result is improved with higher check results.

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.

Chapter 3

Characters

This chapter describes how individual characters in Rise are defined, including their statistics. For context about how characters act in combat, see Combat, page 33. For context about how characters act more generally, see Adventuring, page 152.

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.

Attributes

Each character has six attributes: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Perception (Per), and Willpower (Wil). These attributes have a wide range of effects on a character's core statistics.

Each attribute represents a character's raw talent in that area. A 0 in an attribute represents average human capability. That doesn't mean that every commoner has a 0 in every attribute; not everyone is average, after all. Player characters have an average attribute higher than 0 because they are exceptional individuals. For details about determining your attributes, see Step 4 of Character creation, page 22.

Your attributes can increase after character creation, such as by reaching level 3 (see Character Advancement and Gaining Levels, page 26). Increasing your attributes generally changes all of their effects appropriately.

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 Weight Limits, page 19). You generally need a Strength of at least 2 to wear heavy body armor.
- You add your Strength to your Brawn defense.
- You add your Strength to your mundane power (see Power, page 18).
- You add your Strength to your level to determine your brawling accuracy (see Brawling Accuracy, page 17).
- You add your Strength to Strength-based skills: Climb and Swim (see Skills, page 131).

- Your Strength increases your jumping distance (see Jumping, page 39).

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 Armor defense. This bonus is halved if you use medium or heavy body armor or shields (see Table 9.10: Armor and Shields, page 180).
- You add your Dexterity to your Reflex defense.
- You add your Dexterity to Dexterity-based skills: Balance, Flexibility, Ride, Sleight of Hand, and Stealth (see Skills, page 131).
- You need at least 2 Dexterity to make dual strikes (see Dual Strikes, page 41).

Constitution (Con)

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

- Your Constitution increases your hit points, as defined by your class (see Classes, page 52).
- You add your Constitution to your fatigue tolerance (see Fatigue, page 18).
- You add your Constitution to your Fortitude defense.
- You add your Constitution to the Constitution-based skill: Endurance (see Skills, page 131).

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 gain a number of trained skills equal to your Intelligence (see Trained Skills, page 18).
- You add your Intelligence to the number of insight points you gain (see Insight Points, page 18).
- You add your Intelligence to Intelligence-based skills: Craft, Deduction, Disguise, Knowledge, and Medicine (see Skills,

page 131).

Creatures incapable of complex cognition and speech, like animals, have an Intelligence of -6 or lower. Creatures capable of speech have an Intelligence of at least -5.

Changing Intelligence

When your Intelligence permanently increases, you also permanently gain an additional insight point and trained skill. Temporary Intelligence modifiers, such as from magic items, do not affect your insight points or trained skills.

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 your Perception to your level to determine your [accuracy](#) with almost all attacks (see Accuracy, page 17).
- You add your Perception to Perception-based [skills](#): Awareness, Creature Handling, Social Insight, and Survival (see Skills, page 131).

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 your Willpower to your [magical power](#) (see Power, page 18).
- You add your Willpower to your Mental defense.

Combat Statistics

Accuracy

Your accuracy with an [attack](#) is the number that you add to the [attack roll](#) (see Attack Rolls, page 33). Your accuracy with most abilities is normally equal to half the sum of your level and Perception. Many abilities can also modify your accuracy.

Brawling Accuracy

Some abilities cause you to make a [brawling attack](#), which uses your [brawling accuracy](#) in place of your regular accuracy. Your brawling accuracy is normally equal to half the sum of your level and Strength. Any ability that modifies your overall [accuracy](#) also modifies your brawling accuracy. However, some abilities only affect your brawling accuracy.

Abilities that make brawling attacks generally have the [Brawling](#) tag. Commonly used Brawling abilities are listed in Special Combat Abilities, page 42.

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 34.

You do not intrinsically have any damage resistance. Wearing armor can significantly increase your damage resistance (see Armor, page 178). In addition, some class abilities and magic items can also increase it.

Defenses

When you are attacked, your defenses determine the value that the attacker needs to get on the attack roll in order to hit you (see Attack Rolls, page 33). The five 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.
- **Brawn defense:** Your Brawn protects you from attacks that physically restrain, relocate, or otherwise control you, such as grappling and shoving.
- **Reflex defense:** Your Reflex protects you from attacks that you can dodge or evade, such as many area attacks.
- **Fortitude defense:** Your Fortitude defense protects you from attacks against your body or life, such as poisons and life-draining magic.
- **Mental defense:** Your Mental defense protects you from attacks against your mind, 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) + defense bonuses from equipped body armor and shield
- *Brawn:* 3 + Half level + Strength
- *Fortitude:* 3 + Half level + Constitution
- *Reflex:* 3 + Half level + Dexterity + defense bonuses from equipped shield
- *Mental:* 3 + Half level + Willpower

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 178). You apply your encumbrance as a penalty to all Strength-based and Dexterity-based checks you make.

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 34.

The way you calculate your hit points is defined by your class (see Classes, page 52). Increasing your level and Constitution will increase your hit points. Your maximum hit points can never be less than 1. If your maximum hit points would be reduced to 0 or less, you immediately die.

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. You have two types of power: your **magical power**, which affects your **magical** abilities, and your **mundane power**, which affects your **mundane** abilities (see **Magical and Mundane Abilities**, page 48). If you gain a bonus to your **power**, and it does not specify which type of power it affects, it affects both your **magical power** and your **mundane power**.

Your mundane power is equal to your Strength + half your level. Similarly, your magical power is equal to your Willpower + half your level.

Many abilities have stronger effects depending on your **power**, especially damaging abilities. For example, you gain a bonus to your **weapon damage** equal to half your **power** (see **Weapon Damage**, page 34).

Resources

Attunement Points

Many special abilities and magic items only function as long as a creature attunes to them. Attuning to an ability requires investing at least one **attunement point**. For details, see **Attuned Abilities**, page 50.

Your attunement points are defined by your **base class**. Some classes and abilities can 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 41.

Fatigue Tolerance

Becoming slightly fatigued is not immediately detrimental. Your fatigue level can be as high as 3 + your Constitution without suffering any consequences (minimum 0). This value is called your **fatigue tolerance**. Some abilities can increase your fatigue tolerance.

Fatigue Penalty

You take a penalty to **accuracy** and **checks** equal your **fatigue level** – your **fatigue tolerance** (minimum 0). 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 finish a **long rest**, your **fatigue level** is restored to 0 (see **Resting**, page 152). There are no other ways to reduce your fatigue level.

Paying Fatigue Costs

Some abilities indicate that they cost a certain number of fatigue levels. That means that you increase your fatigue level by the given amount after the ability resolves. This means you do not suffer a **fatigue penalty** from that extra fatigue while using the ability. You can even use abilities that cause you to drop unconscious from fatigue.

Insight Points

You can spend **insight points** to gain new special abilities. Your insight points are defined by your **base class**. Some classes and abilities can also grant insight points. If your base insight point total is negative, it offsets any insight points you would gain from other sources, such as from being a gnome.

Every class has at least one way to spend **insight points** to learn additional abilities. These options are listed below.

- Barbarian: Combat styles, exotic weapons, and maneuvers
- Cleric: Mystic spheres and spells
- Druid: Mystic spheres, spells, and wild aspects
- Fighter: Battle tactics, combat styles, exotic weapons, and maneuvers
- Monk: Combat styles, exotic weapons, ki manifestations, and maneuvers
- Paladin: Mystic spheres and spells
- Ranger: Combat styles, exotic weapons, hunting styles, know your enemy, and maneuvers
- Rogue: Bardic performances, combat styles, exotic weapons, maneuvers, and trained skills
- Sorcerer: Mystic spheres and spells
- Votive: Combat styles, spells, maneuvers
- Wizard: Alchemical discoveries, metamagic, mystic spheres, portable workshop, scholastic insights, and spells

In addition, you can spend one **insight point** to become a **multiclass** character (see **Multiclass Characters**, page 52).

Trained Skills

You are trained in certain skills, which increases your bonus with those skills (see **Skills**, page 131). Your **base class** grants you a certain number of **trained skills** from among the **class skills** for that

class. Your Intelligence grants you additional trained skills that do not have to be class skills for you. When you gain trained skills by any other means, you can choose any skill, not just your class skills. Some abilities can also grant additional trained skills.

Size and Weight

Size Categories

Your size affects your [space](#) in combat, your [base speed](#), your attributes, and how noticeable you are (see [Stealth](#), page 149). These effects are shown on Table 3.1: Size Categories. Size categories are also relevant for determining weight (see [Weight Limits](#), page 19).

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. For details about movement in combat, see [Movement and Positioning](#), page 37.

Other Effects

A creature's size affects some additional skills and abilities. For example, larger creatures are immune to [Size-Based](#) abilities used by creatures two or more size categories smaller than them. The effects of unusual size are described in those skills and abilities. Unusually large or small creatures also have other special rules apply to them, as described below.

Very Small Creatures

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

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

Very Large Creatures

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

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

Sweeping Weapons: Weapons used by creatures that are Huge or larger are automatically [Sweeping](#), as shown in Table 3.1: Size Categories. If the creature's weapons would already be [Sweeping](#), add that value to the normal [Sweeping](#) value for that weapon. For example, a greatsword used by a Gargantuan creature would have [Sweeping](#) (4).

Weight Limits

Your Strength determines how much you can carry or push, as shown in Table 3.2: 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 19). The limit of how much you can hold in your hands or on your body without suffering any penalties 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 (see [Shove](#), page 469).

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 limits. For details, see Table 3.1: Size Categories, page 20.

Multi-Legged Creatures: The figures on Table 3.2: 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 3.3: Weight Categories, page 20. 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.

Falling Damage

A falling creature or object descends by 300 feet at the end of each phase. If it hits an obstacle while falling, the falling creature or object takes falling damage. The obstacle it lands on takes half that damage, to a maximum amount of damage equal to the falling creature or object's hit points.

Table 3.1: Size Categories

Size	Space ¹	Base Speed	Weight Limits ²	Brawn	Reflex	Stealth	Weapons	Example Creature
Fine	1/4 ft.	10 ft.	-4 Str	-4	+4	+20	—	Fly
Diminutive	1/2 ft.	10 ft.	-3 Str	-3	+3	+15	—	Mouse
Tiny	1 ft.	20 ft.	-2 Str	-2	+2	+10	—	Rat
Small	2-1/2 ft.	20 ft.	-1 Str	-1	+1	+5	—	Cat
Medium	5 ft.	30 ft.	—	—	—	—	—	Human
Large	10 ft.	40 ft.	+1 Str	+1	-1	-5	—	Ogre
Huge	20 ft.	50 ft.	+2 Str	+2	-2	-10	Sweeping (1)	Hill giant
Gargantuan	40 ft.	60 ft.	+3 Str	+3	-3	-15	Sweeping (2)	Roc
Colossal	80+ ft.	80 ft.	+4 Str	+4	-4	-20	Sweeping (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 19).

Table 3.2: Weight Limits by Strength

Strength	Carrying Capacity	Push/Drag
-9	Fine x4	Diminutive x4
-8	Fine x8	Diminutive x8
-7	Diminutive x2	Tiny x2
-6	Diminutive x4	Tiny x4
-5	Diminutive x8	Tiny x8
-4	Tiny x2	Small x2
-3	Tiny x4	Small x4
-2	Tiny x8	Small x8
-1	Small x2	Medium x2
0	Small x4	Medium x4
1	Small x8	Medium x8
2	Medium x2	Large x2
3	Medium x4	Large x4
4	Medium x8	Large x8
5	Large x2	Huge x2
6	Large x4	Huge x4
7	Large x8	Huge x8
8	Huge x2	Gargantuan x2
9	Huge x4	Gargantuan x4
10	Huge x8	Gargantuan x8
11	Gargantuan x2	Colossal x2
12	Gargantuan x4	Colossal x4
13	Gargantuan x8	Colossal x8
14	Colossal x2	Colossal x16
15+ 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 14.

This falling damage is based on the weight category of the falling object or creature. Each weight category has an associated falling damage die listed in Table 3.3: Weight Categories, page 20. For every 10 feet of the fall, the falling damage die is rolled once, to a maximum fall distance of 300 feet. If the total fall distance was less than 10 feet, no falling damage is dealt. For example, a Medium creature falling 50 feet would take 5d8 falling damage.

If you fall intentionally, you treat your fall as being 10 feet shorter. If you fall after intentionally jumping, you measure falling

Table 3.3: Weight Categories

Weight Category	Falling Damage Die	Average Weight
Fine	— ¹	1/2 oz.
Diminutive	—	1/4 lb.
Tiny	1d2	2 lb.
Small	1d6	15 lb.
Medium	1d8	120 lb.
Large	1d10	1,000 lb.
Huge	2d6	8,000 lb.
Gargantuan	2d8	64,000 lb.
Colossal	2d10	512,000 lb.

1. Creatures and objects with a Fine or Diminutive weight category have no falling damage dice and cannot cause falling damage.

damage from 10 feet lower than your height at the start of your jump, ignoring the maximum height you reached during the jump.

Calculation Guidelines

This explains some general guidelines to follow when calculating character statistics.

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.

- Effects from abilities with the same name do not stack.
- Enhancement 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.

Minimum and Maximum Modifiers

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.

Similarly, some abilities have a minimum total modifier. The minimum is applied after all other modifiers.

Doubling and Halving

Normally, doubling something twice makes it four times the original value, and halving something twice makes it one quarter of the original value. However, if an individual effect would double something twice, it instead just adds an additional increment of the original value, making it three times as large.

To clarify, here are some examples, assuming you're making using a weapon that normally deals 10 damage:

- Normal hit: 10 damage.
- Critical hit: 20 damage.
- Double damage maneuver: 20 damage.
- Double critical hit: 30 damage (since it's two doublings from the same effect)
- Critical hit with a double damage maneuver: 40 damage.

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. For negative numbers, this means rounding it away from 0, not towards 0.

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 a 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 should generally be the last mechanical choice you make, since they are strongly affected by your class and attributes.

- Character concept: Describe your character with a short, simple phrase that captures their essence.
- Motivation and goal: Describe what your character wants.
- Species: Define your character's species.
- Attributes: Define your character's fundamental physical and mental potential.
- Class archetypes: Define your character's source of power.
- Insight points: Learn new abilities.
- Skills: Define your character's areas of non-combat expertise.
- Personality: Describe how your character acts and reacts to the world.
- Background: Describe what made your character become who they are now.
- Appearance: Describe what your character looks like.
- Alignment: Describe your character's moral compass.
- 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: 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 eight common species options, or talk with your GM about choosing an uncommon species (see Uncommon Species, page 517). 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 153).

Step 4: 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.

You have 8 points to distribute among your attributes. Increasing an attribute by 1 costs 1 point, and you can increase each attribute up to a maximum of 3. Instead of allocating points yourself, you can use one of the following three common attribute arrays:

- Standard: 3, 2, 2, 1, 0, 0
- Specialized: 3, 3, 2, 0, 0, 0
- Balanced: 2, 2, 2, 1, 1, 0

Once you have chosen your attributes, add your species modifier to your attributes (if any). Then, record in your character sheet the various effects that your attributes have on your statistics.

Attribute Penalties

You can voluntarily take penalties to your attributes. If you reduce an attribute by a total of -1, you gain an additional trained skill (see Trained Skills, page 18). If you reduce an attribute by a total of

-2, you instead gain an additional insight point (see Insight Points, page 18). You cannot gain these benefits from reducing more than two attributes below 0 in this way. In addition, you can never reduce an attribute below -2 in this way.

Step 5: Class and Class Archetypes

This is the most complicated choice you have to make for your character. It requires reading at least some of the Classes chapter to understand which classes are interesting to you. Class details can be found in Classes, page 52.

You should choose one of the eleven classes, and apply all effects of choosing that as your base class. Then, choose one of the five archetypes within that class. You gain the rank 1 ability from that archetype.

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 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 52.

Step 6: 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 7: Skills

You should choose which skills you have as trained skills (see Skills, page 131). Your class gives you a certain number of trained skills from among its class skills. The class skills for each class are summarized in Table 7.1: Class Skills, page 132.

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 18](#)). Some abilities can grant additional trained skills.

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

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

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

Step 8: 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 9: 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 10: 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. For details about suggested backgrounds that have a strong effect on the game world, see [Backgrounds, page 25](#).

Step 11: 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 12: 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 23](#).

Step 13: Name

What is your character's name? This choice can influence the tone your character will set in the game. 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.

Alignment

A creature's general moral and personal attitudes can be 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 character's perspective. Like a character's class, it is intended to provide a canvas to inspire creativity, not a narrow window to constrain identity. 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.

Aligned Characters

Alignment is a spectrum, not a binary. Some characters are defined as being "good" or "evil", but this is a broad definition with a great deal of variation. Only angels and demons are "pure" good or evil.

Approximately half of the general population of the world is neutral between good and evil, with a quarter being good and another quarter being evil. This does not mean that a quarter of people are all saintly do-gooders and another quarter are all psychotic murderers. It would be more accurate to say "good" people are simply the most altruistic quarter of the population. There are a rare few saints, but all good characters have some amount of selfishness in particular contexts. Likewise, evil characters may act altruistically in some situations still having a fundamentally selfish nature.

A similar ratio exists for law and chaos. This means that the overall population follows the ratios given in [Table 3.4: Aligned Population Ratios](#). Of course, these populations are not distributed equally in the world. In general, humanoid civilization tends to have more good and lawful characters, and monsters tend to be

more chaotic and evil. The GM can give more context about how alignment is used in their specific world. Of course, the GM can also redefine good and evil itself, so talk with them if alignment is important to you or your character.

Monsters have their typical alignments listed in their description. Even monsters who are listed as “always good” or “always evil” are not *maximally* good or evil – just good or evil enough to fall into that quartile. Many evil monsters can be perfectly reasonable if they are capable of speech, and will uphold bargains that serve their interests. Likewise, good monsters have their own objectives, and will not simply do whatever an adventuring party asks of them.

Table 3.4: Aligned Population Ratios

Alignment	Good	Neutral	Evil
Lawful	6.25%	12.5%	6.25%
Neutral	12.5%	25%	12.5%
Chaotic	6.25%	12.5%	6.25%

Good vs. Evil

Distinguishing good from evil is a deeply complex task. In a universe where angels, demons, and deities exist and interact with the affairs of mortals, being able to clearly define good and evil is important. For the purposes of Rise, good and evil are strictly defined according to the intentions of one’s actions, not their eventual outcomes. Good intentions are altruistic, and evil intentions are selfish.

This model for good and evil has limited value as a moral system for the real world, and it neglects several dimensions of morality that people might consider important. It is intentionally vague about what constitutes “other beings”, and reasonable characters might disagree about how to consider the needs of non-humanoid living things like plants and animals. However, is a useful way to define alignment as a character trait and roleplaying tool. Good characters have recognizably different behaviors from evil characters, but they are not so intrinsically opposed that they can’t coexist in the same group of adventurers. Evil characters may cause you problems if you get in their way, but no civilized area would allow simply killing evil on sight.

Good: Good intentions are altruistic. They are based on respect and empathetic consideration for other beings.

A good character will try to learn what other beings want or need so they can help most effectively. They might try to keep everyone’s spirits up with cameraderie and good humor, donate money whenever possible to help those in need, or dedicate their life to punishing criminals and protecting the innocent. Good characters may have significant disagreements about what actions are best, and not all care about some lofty “greater good”. Some believe that self-sacrifice is noble, while many would say that it does more harm than good to neglect your own needs. There are many interpretations of altruism.

Even an action with good intentions may have disastrous consequences. Unintentionally causing harm does not make a character evil, but good characters pay attention to the effects their actions

have in practice. If a good character caused harm, intentionally or otherwise, they would try to rectify their mistake.

Evil: Evil intentions are selfish. They come from prioritizing one’s own desires when that conflicts with the knowable needs and desires of other beings.

An evil character will generally not care what other beings want or need unless they personally benefit from that knowledge. They might betray allies, break laws or abuse legal loopholes to gain an advantage, or bully other creatures into doing their bidding. 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.

Intentions that do not involve other beings are neither good nor evil. Similarly, actions taken to meet one’s own mandatory needs are neither good nor evil. Wild animals may act primarily out of self-interest, but since they generally lack the capacity to recognize the needs and desires of other beings, they are considered 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 ??: Typical Ages. The Adulthood column indicates the minimum age for adulthood. Most adventurers are somewhere between adulthood and middle age.

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.

Table 3.5: Species Age

Species	Adulthood	Middle Age	Old	Venerable	Maximum Age
Human	18 years	40 years	55 years	70 years	+3d10 years
Dwarf	30 years	60 years	85 years	110 years	+5d10 years
Elf	70 years	160 years	275 years	420 years	+3d% years
Gnome	14 years	30 years	45 years	60 years	+1d% years
Half-elf	30 years	60 years	110 years	175 years	+7d10 years
Half-orc	18 years	40 years	50 years	60 years	+3d10 years
Halfling	30 years	60 years	85 years	110 years	+5d10 years
Orc	18 years	35 years	45 years	55 years	+3d10 years

Table 3.6: Typical Height and Weight

Species	Average Height	Average Weight
Human	5' 5"	140 lb.
Dwarf	4' 2"	140 lb.
Elf	5' 9"	120 lb.
Gnome	3' 4"	50 lb.
Half-elf	5' 6"	140 lb.
Half-orc	5' 9"	170 lb.
Halfling	3' 1"	50 lb.
Orc	6' 0"	190 lb.

When you reach venerable age, the GM secretly rolls your maximum age, which is the number from the Venerable column on Table ???: 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 age-related illnesses or frailty at some time during that year.

Height and Weight

The typical height and weight for each species is listed in Table 3.6: Typical Height and Weight, page 25. The average man from each species is slightly taller and heavier than the average woman, but this is not a restriction for player characters.

Backgrounds

Each character has a history from before the current campaign. This can include their childhood, family, previous occupations, and more. Backgrounds generally do not have direct effects on a character's statistics. Narratively, a background explains a character's statistics, not defines them. However, a character's background can still have a significant influence on how they interact with the world.

Backgrounds can be summarized as a set of benefits and flaws. If you choose a background benefit, you must also choose a flaw. Some backgrounds internally provide both benefits and flaws. These are called mixed backgrounds, and taking them does not change how many benefit or flaw backgrounds you can choose. You generally shouldn't have more than one benefit and one flaw, or a single mixed background.

Not every character should have a specific background with effects listed here. These backgrounds can significantly change how a character relates to the world. It's fine to have a simpler

background to put more focus on other aspects of your character's narrative journey.

At the GM's discretion, backgrounds can also be acquired during a campaign. For example, successfully performing a heroic and extremely public feat might give the whole party the benefits of the Folk Hero background. Conversely, a party who is defeated in battle may find themselves with the Indebted background, as the victors decide to spare them - with a price.

Many backgrounds, especially background benefits, are only relevant in some area where your reputation could plausibly be known. If you're deep in the Astral Plane, nobody will care that you were a folk hero back home. The GM should ensure that backgrounds are usually relevant, and your reputation may become more broadly known through the course of a campaign.

Background Benefits

Criminal Connections: You have a reputation in criminal circles as a trustworthy partner in crime. This reputation is not generally known outside of that domain, so law enforcement will not generally cause you problems. You know how to reliably identify and contact other criminals, at least in a significant local area. They will generally be helpful, though they may still charge a fair price for any direct assistance.

Folk Hero: You are known generally by most common folk as a heroic and benevolent figure, at least in a significant local area. This reputation could be well-earned or built on deception. In either case, it is widely believed. Common people will generally try to be helpful whenever you need it, as long as you act appropriately to match the tales.

Guild Member: You are a member of a major trade guild. This could be based on your abilities with a particular Craft skill, your class, or some other abilities you have that are common enough in the world to merit a trade guild. The GM can provide more guidance about what guilds exist. In general, the more advanced and civilized the world is, the more niche guilds exist. Your guild will have a presence in any major city and some minor ones. People will generally be more willing to believe that you can perform tasks relevant to your guild membership. In addition, fellow guild members will be more helpful when you need it.

Mysterious Heirloom: You have a family heirloom that you must keep safe. In the right hands, it would probably have great value or importance, but most people would dismiss it as a simple

trinket or oddity.

Landed: You have a family estate that you can live in comfortably, including people who work the land and maintain the house. It is well equipped for most types of training, research, or other long-term work you and your allies might need to do. You do not have sole ownership of the estate, so selling it or otherwise attempting to directly gain value from it would be complicated and risky. However, it is a safe refuge when you need it.

Noble: Your family is at least minor nobility. This can change people's reactions to you and allow you to more easily access events and important people in high society.

Background Flaws

Escapee: You have escaped from some private individual or institution who is very interested in your return. This could be because you were a slave, because of something unique about your heritage, or any other reason. The people who want your return will invest time and resources into pursuing you wherever it is feasible, including hiring bounty hunters to track you down and bring you back.

Indebted: Thanks to your own past mistakes or your family's actions, you owe a significant debt. Directly paying off the debt would require at least a rank 3 wealth item (1,000 gp). The creditor may require you to make smaller recurring payments, or may compel you to perform tasks for them to pay down your debt over time. They can generally be negotiated with to a limited degree, but if the relationship turns sour, this flaw may switch to the Escapee flaw.

Nemesis: Someone specifically wants you to suffer due to your shared history. They and their allies are initially stronger than you in a direct conflict, and directly attacking them is almost certainly illegal. You will have to avoid directly confronting them, at least at first. Unlike the Escapee and Wanted flaws, your nemesis will not generally try to kill you or physically harm you. Instead, they will act to subvert your goals, either directly or through agents. Anything you seem to want, they will do their best to thwart.

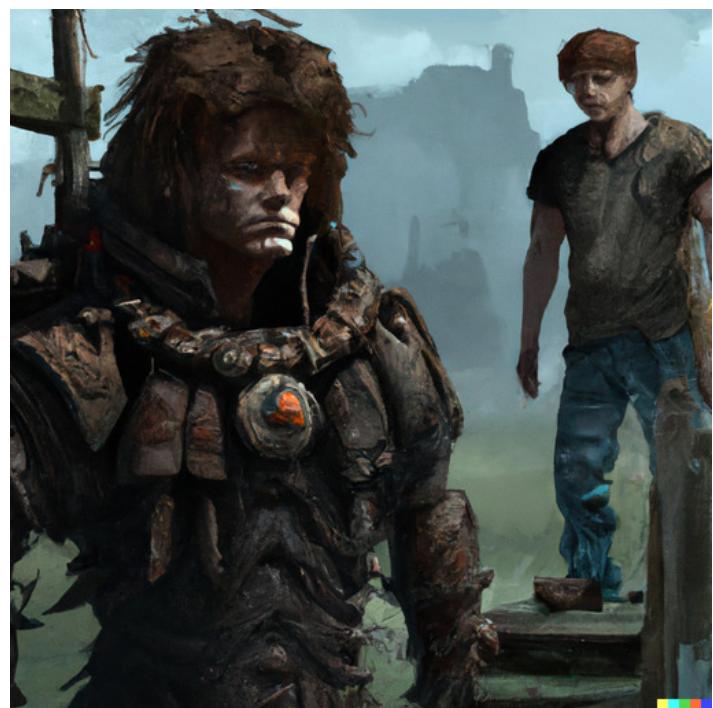
Repulsive: You are personally noxious, odorous, grotesque, or otherwise unpleasant to see and spend time with. The cause could be injury, disease, a powerful curse, or some other reason. This negatively affects almost everyone's reactions to you, which makes social interactions more difficult. In addition, any living creature who can see, hear, or smell you is unable to benefit from a [short rest](#) or [long rest](#). Even if you can find loyal travelling companions, they still have their limits, forcing you to camp alone.

Wanted: You are wanted for serious crimes in some major area. This flaw does not require that there are posters with your name in every city, but the area where you are wanted must be important to the campaign. You will have to avoid identification by both law enforcement and even common people while in that area, and in other areas that may be aware of those details. In addition, bounty hunters may pursue you wherever you go. You may be innocent of the charges, but if so, it would be hard to prove your innocence.

Mixed Backgrounds

Scion: You are in the line of inheritance for an important throne or noble house. You are not the designated heir, but some small distance removed, such as a third child. If the obstacles to your inheritance were cleared, you could become powerful and wealthy. However, you may also be a target for people trying to ensure their own inheritance, or simply using you to manipulate your family. As an important figure, your family or related people may try to place restrictions on your actions to ensure your safety.

Character Advancement and Gaining Levels



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 3.7: Character Advancement and Gaining Levels.

When you gain a level, the following things happen:

- Your [hit points](#) increase (see Hit Points, page 17).
- You gain an additional [archetype rank](#) (see Archetypes, page 52).
- Your [accuracy](#) may increase (see Accuracy, page 17).
- At even levels, [magical power](#) and [mundane power](#) each increase by 1 (see Power, page 18).
- At even levels, your bonus with [trained skills](#) increases (see Trained Skills, page 18).
- At even levels, all of your [defenses](#) increase by 1 (see Defenses, page 17).

In addition, some irregular advancements happen at specific levels:

- At 4th level, and every 3 levels thereafter, your maximum archetype rank increases (see Archetype Ranks, page 52).
- At 5th, 8th, 11th, and 17th level, you increase any two of your attributes by 1 (see Attributes, page 16).
- At 6th level, you gain a legacy item (see Legacy Items, page 27). Every 3 levels thereafter, your legacy item improves.

These effects are summarized in Table 3.7: Character Advancement and Gaining Levels, which also defines the experience required to gain each level.

Table 3.7: Character Advancement and Gaining Levels

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

1. See Archetype Ranks, page 52.

2. This bonus applies to your magical power, mundane power, trained skills, and defenses.

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, decrease one attribute to increase another, 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

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 6th 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 3 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, as described below.

- 6th level: You gain a property with max rank 3.
- 9th level: You gain a second property with max rank 3.
- 12th level: You can change one of your properties with a new max rank of 5.
- 15th level: You can change your other property with a new max rank of 5.
- 18th level: You can change one of your properties with a new max rank of 7.
- 21th level: You can change your other property with a new max rank of 7.

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.

Chapter 4

Species

Each character has a species. There are eight 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 517).

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: See the Versatile ability.

Special Abilities:

- **Versatile:** Humans gain a +1 bonus to any two attributes. This cannot increase those attributes above 3 when attributes are initially determined (see Attributes, page 16). They can be increased above 3 by other means, such as by your base class or by the attribute bonus at level 3 (see Character Advancement and Gaining Levels, page 26).

Automatic Language: Common, any one common language (see Table 8.4: Common Languages, page 153).

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.

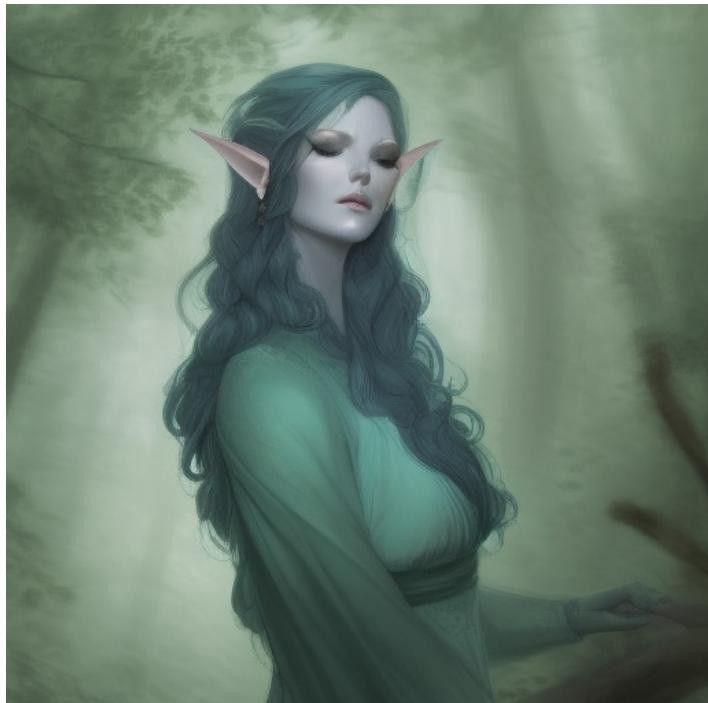
Attributes: +1 Constitution, +1 Willpower, -1 Dexterity.

Special Abilities:

- *Armored From Birth:* Dwarves are proficient with all usage classes of metal body armor (see Armor, page 178). This does not grant proficiency with other kinds of armor, such as shields.
- *Darkvision:* Dwarves have darkvision with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 504).
- *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 movement speed. However, wearing heavy body armor does not reduce a dwarf's speed (see Armor Usage Classes, page 178). In addition, a dwarf's movement speed cannot be more than 10 feet slower than their base speed, even while slowed (-10 speed, -2 Armor and Ref) or under similar effects. This does not affect movement through difficult terrain and similar effects, since those affect movement cost rather than your character's intrinsic movement speed.

Automatic Languages: Common, Dwarven, any one common language (see Table 8.4: Common Languages, page 153).

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.

Size: Medium.

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

Special Abilities:

- *Elven Perfection:* Elves only gain one fatigue level when using the desperate exertion ability to affect checks (see Desperate Exertion, page 42).
- *Keen Senses:* Elves gain a +2 bonus to the Awareness skill (see Awareness, page 132).
- *Low-light Vision:* Elves have low-light vision, allowing them to see clearly in shadowy illumination (see Low-light Vision, page 505).
- *Sure-Footed:* Elves gain a +2 bonus to the Balance and Stealth skills (see Balance, page 133, and Stealth, page 149).
- *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 8.4: Common Languages, page 153).

Fae Light

Usage time: Standard action.

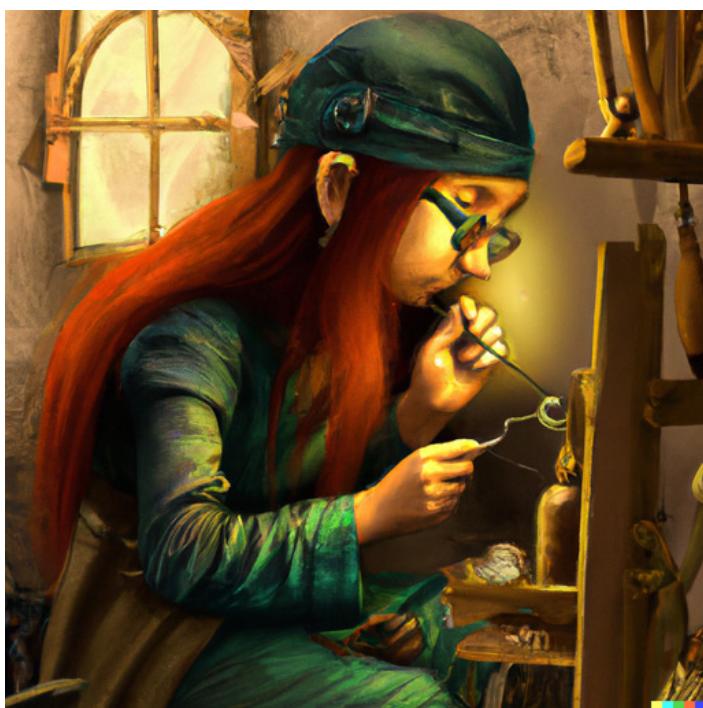
A Tiny glowing orb appears at a location within Medium (60 ft.) range. It sheds pale, bright illumination in a Small (15 ft.) radius, and shadowy illumination in a Medium (30 ft.) radius. The orb is intangible, and cannot be moved once placed.

This ability lasts until you dismiss it or until you use it again.

- *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 +3 bonus to the Stealth skill.
- *Tinkerer*: Gnomes gain a +2 bonus to one Craft skill of their choice (see Craft, page 135).

Automatic Languages: Common, Gnome, either Sylvan or any one common language (see Table 8.4: Common Languages, page 153).

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* ✨:

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.

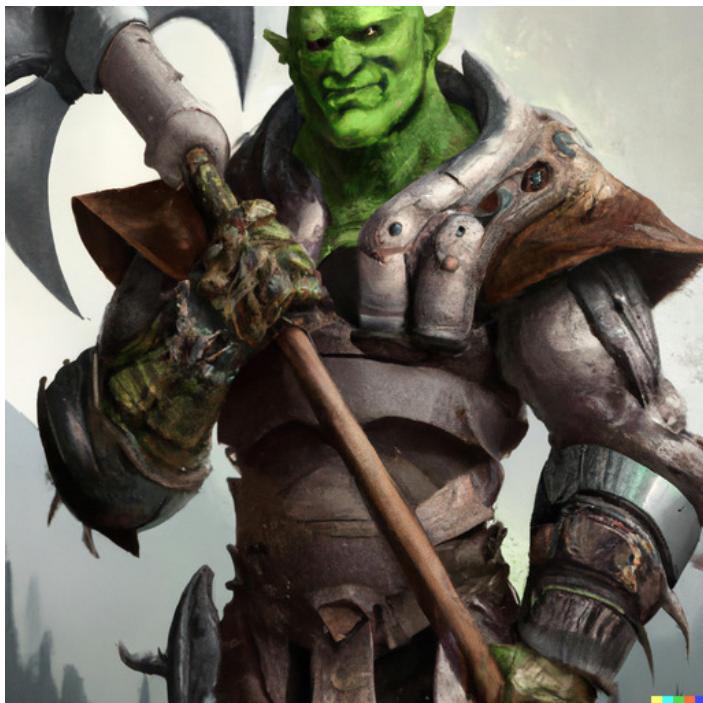
Attributes: -1 Constitution, +1 to one of the following: Dexterity, Intelligence, Perception, or Willpower.

Special Abilities:

- *Cross-Cultural Experience*: Half-elves do not need to spend an insight point to gain access to their first additional class (see Multiclass Characters, page 52).
- *Diplomatic*: Half-elves gain a +2 bonus to the Persuasion skill.
- *Keen Senses*: Half-elves gain a +2 bonus to the Awareness skill (see Awareness, page 132).
- *Low-light Vision*: Half-elves have low-light vision, allowing them to see clearly in shadowy illumination (see Low-light Vision, page 505).

Automatic Language: Common, Elven, any two common languages or one rare language (see Communication and Languages, page 153).

Half-orc



Half-orcs carry both human and orcish heritage. They have much of the brute strength of orcs, but tempered by human adaptability. While half-elves are often welcome in both human and elvish societies, half-orcs tend to face more challenges navigating both human and orc societies.

Size: Medium.

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

Special Abilities:

- *Cross-Cultural Experience*: Half-orcs do not need to spend an insight point to gain access to their first additional class (see Multiclass Characters, page 52).
- *Intimidating*: Half-orcs gain a +2 bonus to the Intimidate skill (see Intimidate, page 404).
- *Low-light Vision*: Half-orcs have low-light vision, allowing them to see clearly in shadowy illumination (see Low-light Vision, page 505).

- *Pure Brawn*: Half-orcs gain a +2 bonus to their Brawn defense.

Automatic Languages: Common, Orcish, any one common language.

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 +3 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 133).

Automatic Languages: Common, Halfling, any one common language (see Table 8.4: Common Languages, page 153).

Orcs

Orcs are tall, physically imposing green-skinned humanoids with a reputation for brutishness. The orcs that interact with human civilization must content with prejudice, especially in rural areas. This is partially inspired by their less civilized cousins who live in more violent environments, and partially a simple reaction to their raw physical presence.

Size: Medium.

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

Special Abilities:

- *Intimidating*: Orcs gain a +3 bonus to the Intimidate skill (see Intimidate, page 404).
- *Low-light Vision*: Orcs have low-light vision, allowing them to see clearly in shadowy illumination (see Low-light Vision, page 505).
- *Martial Upbringing*: Orcs are proficient with all weapons from one weapon group of their choice, including exotic weapons.
- *Raw Strength*: Orcs gain a +1 bonus to their Strength for the purpose of determining their weight limits (see Weight Limits, page 19).

Automatic Languages: Common, Orcish.

Chapter 5

Combat

Making Attacks



When you try to use an ability to affect an enemy, you will generally need to make at least one attack to see if the ability hits.

Attack Rolls

To make an attack, roll 1d10 and add your [accuracy](#) with the attack. Each attack specifies one or more relevant [defenses](#) which are used to avoid the attack. There are five defenses: Armor, Brawn, Fortitude, Reflex, and Mental. Most attacks are made against exactly one defense, which is indicated in the attack's description.

Attack Results

There are four possible outcomes for an attack: a glancing blow, a miss, a critical hit, and a regular hit. You check the outcomes in that order. This means that if an attack misses or gets a glancing blow, it cannot also get a critical hit, even if you have large accuracy

bonuses that only apply to critical hits.

Glancing Blows

If you make a damaging attack with an attack result is 1 or 2 lower than the target's defense, you get a [glancing blow](#) against that target. Unless otherwise specified, all damaging attacks deal half damage on a glancing blow. They also do not have any special effects other than immediate damage, unless those effects would also happen on a miss. Non-damaging attacks cannot cause glancing blows.

A glancing blow is neither a hit nor a miss. However, some abilities trigger on both glancing blows and missed attacks, such as a *hardblock shield*.

Misses

If your attack result is lower than the target's defense, it is a miss. An ability that misses a target typically has no effect on that target. Some area abilities say they deal half damage on a miss.

Critical Hits

If your attack result is at least 10 higher than the target's defense, your attack is a [critical hit](#) against that target. Unless otherwise specified, all damaging attacks deal double damage on a critical hit. Some non-damaging attacks also have special effects on a critical hit.

For every additional increment of 10 by which you beat the target's defense, the effect of a critical hit is repeated, if applicable. For example, if you get a double critical with attack that has a critical hit effect of "The condition must be removed an additional time", the condition must be removed two additional times. As normal, two doublings become a tripling, so a double critical hit with a damaging attack would roll triple the damage dice.

The damage multiplier from a critical hit is multiplicative with all other damage modifiers, including attacks that say they deal double damage. Typically, you roll damage dice twice for a critical hit and sum both results, along with doubling any flat modifiers. If this would require you to roll an inconveniently large number of dice, you can just multiply the result from your normal damage dice instead.

Regular Hits

If your attack result is at least as high as the target's defense, but less than 10 higher than that defense, your attack is a regular hit

against that target. It has its normal effect.

Exploding Attacks

When you make an attack roll, if you roll a 10 on the d10, the die **explodes**. That means you roll it again and add both values to determine your total. If you roll a 10 on the extra roll, you keep rolling until it stops exploding and add all of the rolls together.

Calculating Damage

Normally, the abilities you use will tell you how to calculate your damage. This section explains some special circumstances which can change how your damage is calculated.

Weapon Damage

Some abilities deal damage based on the weapon you use the ability with. Typically, this will simply involve making a **strike** (see Strikes, page 41).

Weapon damage dice are defined in the Equipment chapter (see Weapons, page 161). You gain a bonus to your weapon damage equal to half your relevant **power** see (see Power, page 18). Strikes are typically **mundane**, so you would use your **mundane power**. However, you might use your **magical power** instead for magical ✨ strikes.

Extra Damage

Some abilities add **extra damage** to your damaging attacks. Extra damage generally works in the same way as damage that is inherently part of the attack. It is halved on a glancing blow, doubled on critical hits, and so on. Attacks that deal double damage also double their extra damage. Some attacks specifically double any extra damage that applies to them.

Extra damage only applies once per attack roll to any individual creature. For example, the **corrosive grasp** spell deals damage immediately, and again during your next action. Because both of those damage instances are caused by a single attack roll, extra damage only applies to the first damage instance. However, a **wall of fire** would apply extra damage each time a creature passes through it, since a separate attack is made for each instance of damage.

In addition, extra damage never applies to poisons.

Taking Damage

Hit points and damage resistance function in essentially the same way. When you take damage, the damage first reduces your **damage resistance**. Any damage in excess of your remaining damage resistance causes you to lose that many **hit points**. The main difference between hit points and damage resistance is that many abilities are more effective against creatures that have no remaining damage resistance.

If you are dealt damage that reduces your hit points below 0, you gain one or more **vital wounds**. 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 35). You gain an additional vital wound for each increment of your full maximum hit points that you reach in negative hit points.

If you would regain **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.

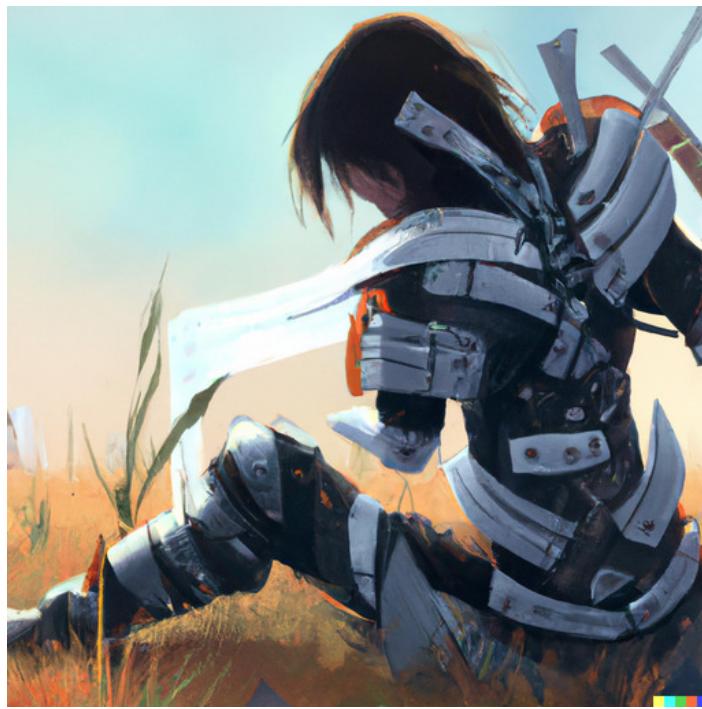
Environmental Damage

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

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.

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 34).

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 35. 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 144). This roll is not a **check**, so you can't affect it with abilities like **desperate exertion**.

Removing Vital Wounds

Vital wounds take time to heal. Whenever you finish 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.

Table 5.1: Vital Wound Effects

Vital Roll	Effect
-6 or less	You immediately die
0–5	You are unconscious, and you die after one minute
1	You are unconscious while you have less than half hit points
2	You take a -1 penalty to accuracy
3	You have a -5 foot penalty to your speed
4	You take a -2 penalty to your fatigue tolerance
5	You take a -1 penalty to all defenses
6	You take a -2 penalty to your Brawn defense
7	You take a -2 penalty to your Fortitude defense
8	You take a -2 penalty to your Reflex defense
9	You take a -2 penalty to your Mental defense
10 or more	No extra vital wound effect

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 35). After both phases are complete, the round ends and the next round begins.

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.

Phases does not represent a specific amount of time. In the narrative universe of Rise, movements and actions are intertwined and can happen simultaneously, just as in real life. Phases are simply a useful abstraction to keep combat organized.

The Movement Phase

During the **movement phase**, you can use one **move action**. The most common movement is the **hustle** ability, which allows you to move a distance equal to your **movement speed**. For details, see Movement and Positioning, page 37.

The Action Phase

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

Actions

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

Standard Actions

Most significant activities require a **standard action**. This includes 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.

Move Actions

Almost all move actions change your location on the battlefield. For details, see Movement and Positioning, page 37.

Minor Actions

Some special abilities that take a small amount of time or attention require a **minor action**. You can take a minor action in the middle of 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 very little time or attention require a **free action**. You can take a free action during any phase, and between other actions on your turn.

You can take any number of free actions per round, within reason. There is no intrinsic distinction between a free action and something that isn't listed as requiring an action at all. However, some free action abilities specify a limit on how often they can be used. For example, manipulating objects is a free action, but you can only manipulate an object as a free action once per round (see Manipulating Objects, page 159).

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

This is a comprehensive list of all possible action timings in case it is particularly important. In practice, you should almost never need to care about this detail, and doing things slightly out of order generally doesn't matter.

1. Round begins - "start of round" 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

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. Most healing abilities are [Swift](#), so this situation should be uncommon.

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. Your initiative modifier is equal to your Dexterity.

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.

Only One Movement Per Phase

Any effects which would change the same creature's location in the same phase are conflicting, and only one is applied. For example, you can't move your full speed onto a mount, and then have that mount move with you in the same phase. You also can't move and then have an ally pick you up or shove you to move you farther. Only the first effect which would change your location is applied, and all other effects are ignored.

Movement and Positioning

This section describes how creatures move and position themselves when time and location are important to measure precisely.

Move Actions

During each [movement phase](#), you can use one move action. You can also move during the [action phase](#) with the [sprint](#) ability (see Sprint, page 44), or by taking a [move action](#) in place of your standard action. Most move actions change your location on the battlefield.

Movement Speed

If an ability references your "speed" without additional details, it is referring to your movement speed. Your total movement speed is normally equal to your [base speed](#), which is derived from your size (see Size in Combat, page ??). Some abilities can modify your movement speed. At the start of each phase, your available movement speed becomes equal to your total movement speed. Any movement you make during that phase subtracts from your available movement speed until it reaches 0.

Almost all creatures have a walking movement mode, which represents their ability to move across mostly flat terrain. For details about other forms of movement, such as flying and swimming, see Movement Modes, page 39.

You can take [free actions](#) and [minor actions](#) in the middle of movement. For example, you can walk up to a door, open it, and continue through the door (see [Manipulating Objects](#), page 159).

Movement Abilities

Almost all creatures can use these abilities to move around a battlefield. The most common movement ability is [hustle](#), which simply moves you to a location. You could think of characters as using the hustle ability whenever they move while not actively engaged in combat, but it's not generally useful to think about narrative movements in terms of combat abilities.

Other 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 [block](#), [follow](#), and [withdraw](#) reactive abilities are specifically 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.

Block

[Swift](#)

Usage time: Move action.

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 is unaffected by this additional movement cost. If multiple creatures are able to block the same creature from moving, it must pay all additional movement costs, which generally keeps it stuck in place.

Climb Forward

Usage time: Move action.

This ability requires touching a solid vertical surface with two [free hands](#), or with one free hand if you take a -5 penalty to your Climb check. Make a Climb check to move along the surface. The [difficulty value](#) is based on the surface (see [Climb](#), page 134). Success means that you move along the surface to a location, up to a maximum distance equal to the vertical size of your space (see [Size Categories](#), page 19). Critical success means the maximum distance you can move is doubled.

Follow

Usage time: Move action.

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.

Hustle

Usage time: Move action.

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

Swim Forward

Usage time: Move action.

This ability requires being immersed in a liquid like water and using two [free hands](#), or with one free hand if you take a -5 penalty to your Swim check. Make a Swim check to move through the liquid. The [difficulty value](#) is based on the turbulence of the liquid (see [Swim](#), page 151). Success means that you move through the liquid, up to a maximum distance equal to a quarter of the [base speed](#) for your size (see [Size Categories](#), page 19). Critical success means the maximum distance you can move increases to half of your base speed.

Withdraw

Usage time: Move action.

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 Modes

A **movement mode** is a method of moving from one location to another. The most common movement mode is walking, which allows creatures to move across the ground. In addition, some abilities grant creatures the ability to move in unusual ways. These forms of movement are described here. Each of your movement modes has an associated **speed category** (see Movement Speed, page 37).

Burrowing: A creature with a **burrow speed** can move through solid dirt and loose earth in any direction, even vertically. Unless otherwise noted, a burrow speed does not allow a creature to travel through rock or harder substances. It does not leave behind a usable tunnel for other creatures.

While burrowing, the earth and dirt around you usually blocks **line of sight** and **line of effect**, preventing you from using ranged attacks of any kind. You can partially emerge from a surface while burrowing. While partially emerged, you have **cover** against all attacks but can otherwise fight normally.

Climbing: A creature with a **climb speed** can move along vertical surfaces. It must still make a Climb check to move in challenging conditions, such as slippery walls (see Climb, page 134). A creature that is climbing without a **climb speed** takes a -2 penalty to its **accuracy** and Armor and Reflex defenses.

Flying: A creature with a **fly speed** can fly through the air both horizontally and vertically. Flying is more complicated than some other movement modes. For details, see Aerial Movement, page 40.

Gliding: A creature with a **glide speed** can glide through the air in a strictly descending path. Gliding is more complicated than some other movement modes. For details, see Aerial Movement, page 40.

Swimming: A creature with a **swim speed** can move through liquids like water. It must still make a Swim check to move in challenging conditions, such as stormy seas (see Swim, page 151). A creature that is in water without a **swim speed** takes a -2 penalty to its **accuracy** and Armor and Reflex defenses. For details, see Fighting In Water, page 47.

Walking: A creature with a walk speed can move across mostly flat surfaces, like the ground.

Speed Categories

A creature may move particularly slowly with one movement mode and more quickly with a different movement mode. There are three speed categories: fast, average, and slow. If an ability gives you an alternate movement mode and doesn't specify a speed category,

you move at average speed with that movement mode.

- **Fast:** Moving 10 feet with this movement mode costs 5 feet from the creature's speed. The first square costs 5 feet of speed, and then it gets the second square for free. When moving on diagonals, the first two diagonals each cost 5 feet of speed and the third one is free.
- **Average:** Moving 5 feet with this movement mode costs 5 feet from the creature's speed. When moving on diagonals, the first diagonal costs 5 feet of movement and the second costs 10.
- **Slow:** Moving 5 feet with this movement mode costs 10 feet from the creature's speed. When moving on diagonals, each diagonal costs 15 feet of movement.

Combining Movement Modes

You can move using multiple different movement modes in the same phase in any order. Each distance moved subtracts from your available speed during that phase, using the appropriate modifiers for fast or slow movement modes.

For example, assume you have a 40 foot base speed, a average walk speed, and a slow swim speed. If you swim 10 feet, that would cost 20 feet of movement. You could then use your remaining speed to walk 20 feet, for a total of 30 feet travelled.

Jumping

Creatures with legs can jump as part of movement. When you jump, choose a destination square where your jump ends. You must be touching a solid surface to jump.

A jump's maximum horizontal distance is normally equal to a quarter of your **base speed** plus 5 feet per 2 Strength. If you are trained with the Jump skill, the distance you add from your Strength is instead of equal to 5 feet per Strength, to a minimum of +5 feet. A jump's maximum vertical height is equal to half your maximum horizontal distance.

If your destination square is in midair, you do not start falling until the next phase (see Falling Damage, page 19). This allows you to jump during the movement phase and act in midair during the action phase. Unlike normal for being **midair**, you do not suffer penalties to your Armor and Reflex defense for being partway through a jump that you initiated. Narratively, this represents you timing your jump so you can take a useful action while jumping. You don't just hover in midair.

Jumping Speed Limits

The maximum distance that you can travel by jumping is equal to your remaining **movement 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 speed is thirty feet and you start by walking ten feet, you can jump no more than twenty feet forward, or fifteen feet forward and five feet vertically, and so on. If your jump distance is extremely high and your speed is low, you may need to use the **sprint** ability to

make use of your full jumping potential (see Sprint, page 44).

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 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.

Exceptionally large creatures can ignore ordinary difficult terrain. In general, a Huge or larger creature does not treat **heavy undergrowth** or shallow water as difficult terrain. However, at the GM's discretion, they may still treat small trees or deeper water as difficult terrain.

Obstacles: An obstacle is anything that gets in your way. Enemies and large solid objects like walls completely block your movement, preventing you from entering space they occupy. Some abilities can allow you to move through spaces occupied by enemies, which means you do not treat them as obstacles.

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.

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 take a -2 penalty to your Armor and Reflex defenses. You can squeeze into tighter spaces with the Flexibility skill (see Flexibility, page 142).

Squeezing is only checked at the start of each phase. If you temporarily enter a creature's space during a phase and leave it

during that same phase, neither you nor that creature are ever squeezing.

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.

Squeezing in Shared Space

Sometimes, one creature can end its movement inside the space occupied by another creature. If the creatures are within one size category of each other, this means that both of them are squeezing. Likewise, if you end your movement inside the space of a physical obstacle, you are squeezing with it.

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 an **obstacle**, the push ends without causing 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.

When a creature would fall while being pushed, it automatically makes a **reactive check** with the Climb skill to avoid falling. The Climb check is made against the closest available stable object, such as the edge of a cliff. Success means that the creature does not fall, but is now **climbing** (-2 *accuracy, Armor, Ref*). 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 an **obstacle**, the knockback ends. Both the creature and the obstacle 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.

Aerial Movement

Creatures with a fly speed or glide speed can move in midair to some degree. In order to use a fly speed or glide speed, a creature must not be carrying weight in excess of its maximum **carrying capacity** (see Weight Limits, page 19). In addition, it must not have any **encumbrance** (see Encumbrance, page 17).

While **midair**, land-based creatures cannot move to defend themselves effectively. Any land-based creature takes a -4 penalty to

its Armor and Reflex defenses while it is **midair**, even if it has a fly speed or glide speed. This penalty does not apply to creatures who are native to the air, such as birds and monsters with a fly or glide speed but no walk speed.

A flying or gliding creature must make a **movement** using its fly or glide speed during both the **movement phase** and the **action phase**. If it does not move during a phase, it falls by 300 feet at the end of that phase (see Falling Damage, page 19). **Floating** creatures do not fall in this way.

Gliding

A creature with a glide speed use a **movement** to fall slowly while controlling its direction. When it glides, it moves up to its glide speed in any horizontal direction. It also must descend 10 feet. This descent does not count against its distance moved during the movement.

In order to glide, a creature must be able to fall. Since **floating** creatures cannot fall, they also cannot glide. Gliding is impossible in areas without gravity, such as the Astral Plane (see Planes, page 377).

Flight

A creature with a fly speed can use a **movement** to move up to its fly speed in any direction, even vertically. It can also remain in place, though it must still make a **movement** each phase to avoid falling.

Height Limit: Most abilities that grant a fly speed also have a height limit for the maximum height you can easily reach with that fly speed. This height measures your maximum distance above a supporting object. The object must be at least two size categories larger than you, and it must be free-standing and capable of supporting your weight. It can be up to 5 feet away from you horizontally, which allows you to fly up cliffs and similar structures. You can fly above surfaces like water as long as they are thick enough to support your weight.

You can use the **soaring flight** ability to fly above your maximum height with a fly speed.

Soaring Flight

Sustain (standard)

Usage time: Standard action.

While this ability is active, your maximum height with your fly speed is quadrupled. When this ability ends, if you are above your maximum height, you fall.

Some creatures that are native to the air or unusually powerful can sustain this ability indefinitely, such albatrosses.

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.

Your **accuracy** with a strike adds the accuracy modifier from the weapon you are attacking with. Your **damage** with a strike is normally equal to your **weapon damage** with the weapon you hit with (see Weapon Damage, page 34).

There are many special rules that can modify how you make strikes. For example, **dual strikes** allow you to attack with two weapons instead of one. The rules for strikes listed here simply define the normal behavior.

Basic Strike – Melee

Usage time: Standard action.

Make a **melee** attack vs. Armor using a weapon against something adjacent to you. You must have **line of effect** to the target.

Hit: You deal the target **weapon damage** from the weapon.

Basic Strike – Projectile

Usage time: Standard action.

Make a **ranged** attack vs. Armor using a **Projectile** weapon against something that you have **line of effect** to. If the target is adjacent to you, you take a -4 accuracy penalty. If the target is at **long range** from you, your accuracy takes a -4 **longshot** penalty (see Weapon Range Limits, page 161).

Hit: You deal the target **weapon damage** from the weapon.

Basic Strike – Thrown

Usage time: Standard action.

Make a **ranged** attack vs. Armor using a non-**Projectile** weapon against something that you have **line of effect** to. If the weapon has the **Thrown** weapon tag, use its defined **range limits**. Otherwise, your range limits are 10/20, and you take a -2 accuracy penalty since you are not **proficient** with that usage of the weapon (see Weapon Proficiency, page 161). If the target is at **long range** from you, your accuracy takes a -4 **longshot** penalty (see Weapon Range Limits, page 161).

Hit: You deal the target **weapon damage** from the weapon.

Dual Strikes

If you are wielding two weapons, you can attack with both at the same time whenever you make a **strike**. This is called a **dual strike**. You need a Dexterity of at least 2 to make a dual strike. In addition, you cannot use a shield to make dual strikes, even if you are proficient with using it as a weapon.

When you make a dual strike, you treat both of your weapons as a single combined weapon. You sum the accuracy modifier and **weapon damage** from both weapons. However, your weapon damage bonus from **power** only applies once to the combined weapon, not once for each weapon. If your power modifier to damage is different between the two weapons, use the higher power modifier.

All weapon tags, magical properties, special material bonuses from both weapons apply to the combined weapon if possible. Numeric modifiers from both weapons stack, even if you have the same magical property or weapon tag on both weapons. For example, using two magical Flaming weapons would provide 2d4 **extra damage**, and using two Resonating weapons would impose a -4 Armor defense penalty on a damaged target. However, enhancement bonuses still do not stack.

Some weapon tags have special rules for how they work in a dual strike.

- **Ammunition:** Only the Ammunition weapon breaks after making the dual strike.
- **Compact:** Only functions if both weapons are Compact.
- **Heavy:** You take a -1 accuracy penalty for each Heavy weapon.
- **Impact:** If you use two Impact weapons, you get a glancing blow when you would miss by 8 or less.
- **Light:** You gain a +3 accuracy bonus if both weapons are Light, or a +2 accuracy bonus if only one weapon is Light.
- **Long:** Only functions if both weapons are Long.
- **Projectile:** You can only make dual strikes with Projectile weapons if both weapons have the Projectile tag. Use the lower range limits of the two weapons.
- **Subdual:** Only functions if both weapons are Subdual.
- **Thrown:** Only functions if both weapons are Thrown. Use the lower range limits of the two weapons.

Normally, you take a -4 accuracy penalty when making a **dual strike**. If you are using at least one **exotic weapon**, this accuracy penalty is increased by 1.

Putting this all together, here are some examples:

- Broadsword and smallsword: +1 accuracy, 1d6+1d4 damage, Sweeping (1)
- Two kukris: +2 accuracy, 2d4 damage, Sweeping (2).
- Two rapiers: +1 accuracy, 2d4 damage, Keen+ (+4 accuracy with critical hits).
- Two totokias: -5 accuracy, 2d10 damage, Impact+ (glance if miss by 8 or less)
- Throwing axe and handaxe: -1 accuracy, 1d8+1d4 damage, Thrown (30/60)
- Warhammer and light hammer: -2 accuracy, 1d8+1d6 damage, Resonating+ (-4 Armor on hit), Versatile Grip (usually irrelevant)

Split Strikes

Whenever you make a **dual strike**, you can designate it as a split strike. A split strike deals half damage, but you can choose an additional target of the strike. Unlike the **Sweeping** weapon tag, this works with both melee and ranged attacks. Narratively, this represents you hitting one creature with one weapon and a different creature with your other weapon.

Special Combat Abilities

This section lists combat abilities that all characters can use. Many of these abilities are **Brawling** abilities. You use your Strength in-

stead of your Perception to determine your accuracy with Brawling abilities (see **Brawling Accuracy**, page 17).

Charge

Usage time: Standard action.

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**.

Desperate Exertion

Usage time: Triggered (see text).

Cost: Two **fatigue levels**.

You **reroll** any attack roll, check, or miss chance you just rolled, keeping the better result. If you use this ability to affect an attack roll or check, you also gain a +2 bonus with this reroll.

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 using any other abilities or ending your turn. Since this rerolls the full attack or check and not just an attack roll, you must reroll any miss chance or failure chance.

You cannot use this to affect other types of rolls, such as **vital rolls**. You cannot use this ability multiple times to affect the same roll. Finally, you cannot use this ability to affect actions that take one minute or longer to complete, such as **rituals**.

Escape Grapple

Brawling

Usage time: Standard action.

Make a **brawling attack** against any number of creatures that you are grappled by. You can use the **Flexibility** skill in place of your brawling accuracy (see **Flexibility**, page 142).

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 target, if you hit that target with this attack, it stops being grappled by you and you stop being grappled by it.

Grapple

Brawling, Size-Based

Usage time: Standard action.

Make a **brawling attack** with a free hand against the Brawn and Reflex defenses of one creature you **touch**.

Hit: You and the target are **grappled** by each other. For details, see **Grappling**, page 44.

Critical hit: You also control the grapple (see **Controlling a Grapple**, page 45).

Table 5.2: Special Combat Abilities

Ability	Usage Time	Brief Description	Tags
Charge	Standard	Move and make a strike	—
Desperate Exertion	Non-action	Reroll an attack or check with a +2 bonus	—
Escape Grapple	Standard	Stop being grappled	Brawling
Grapple	Standard	Start grappling with a foe	Brawling, Size-Based
Maintain Grapple	Free action	Continue grappling with a foe	Brawling, Swift
Overrun	Move or standard	Move through enemy spaces	Brawling, Size-Based
Ready Reaction	Standard	Ready an action	—
Recover	Standard	Regain HP and DR, remove conditions	Swift
Shove	Move or standard	Move a foe	Brawling
Sprint	Move or standard	Move at double speed	—
Total Defense	Standard	Gain +2 to all defenses	Swift
Throw	Standard	Throw a held object	—
Trip	Standard	Trip a foe	Brawling, Size-Based

Maintain Grapple

Brawling, Swift

Usage time: **Free action** once per round while you are grappling another creature.

Make a **brawling attack** against each creature that you are grappling (see Grappling, page 44). 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. 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.

Overrun

Brawling, Size-Based

Usage time: **Move action** or standard action.

Cost: One **fatigue level** if used as a move action. No cost when used as a standard action.

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 a **brawling attack** vs. Brawn against it.

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 40).

Hit: You can continue your movement through the target's space.

Miss: You end your movement before entering the target's space.

Ready Reaction

Swift

Usage time: Standard action.

When you use this ability, you declare another standard action that you intend to take during this phase as soon as it becomes possible. For example, you could declare your intent to make a melee strike against a creature that is not close to you, or cast a targeted spell on an enemy that you can't see behind a wall.

While your enemies are resolving their actions, if your intended action ever becomes possible, it happens. Otherwise, you do nothing. Any attacks you make in this way are **reactive attacks**, so you can't use the **desperate exertion** ability or similar effects. Your reaction resolves after the enemy has fully completed their action, even if the completion of that action would make your ability impossible again. This means that you can't use this ability to kill an enemy before their attack hits you, and an enemy can't invalidate your reaction by briefly moving in range and then moving back out again.

Recover

Swift

Cost: Two **fatigue levels**, and you cannot use this ability again until you finish a **short rest**.

Usage time: Standard action.

You remove all conditions affecting you. Then, you regain all of your **hit points** and **damage resistance**. Because this ability has the **Swift** tag, the removed conditions do not affect you during the current phase.

Shove

Brawling

Usage time: Standard action normally, or [move action](#) while grappling.

If you are grappling or being grappled by a creature, this ability affects all creatures grappling with you (see Grappling, page 44). Otherwise, the target is something you [touch](#). You must be strong enough to push each target (see Weight Categories, page 19).

Make a [brawling attack](#) vs. Brawn against each target. If a target is not able to use any of its movement speeds, such as if it is being carried by a flying creature, its defense is treated as 0.

Hit: You can move up to half your movement speed. During this movement, you can [push](#) each target 5 feet for each 5 feet that you move. If you push a target so it stops being adjacent to you, you stop being able to push it further. When pushing a target off of a ledge, if you move with the target over the edge to fall with them, it cannot make the normal reactive Climb check to grab the ledge (see Push Effects, page 40).

Critical hit: If you are strong enough to carry the target, you can move up to your full movement speed.

Sprint

Usage time: [Move action](#) or standard action.

Cost: One [fatigue level](#) if used as a move action. No cost when used as a standard action.

You can immediately take another [move action](#). For the duration of that movement, you double your speed.

Normally, you cannot carry or move another creature in any way while using this ability. If you use this ability, you must leave those creatures behind without moving them unless they spend a standard action to cling to you. 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 38).

Throw

Brawling

Usage time: Standard action.

You throw an object or creature you hold in at least one hand. The object's [weight category](#) must be below the maximum weight category you can lift normally (see Weight Categories, page 19). In order to throw an unwilling creature, it must already be [grappled](#) by you, and you must hit it with a [brawling attack](#) against its Brawn defense.

Weapons with the [Thrown](#) weapon tag can be thrown up to their range limits. Your normal throwing distance for an arbitrary object is equal to 10 feet plus 5 feet per 2 Strength. Some objects are much easier or harder to throw than others, at the GM's discretion. If an object is particularly easy to throw, such as a small dense sphere, you can throw it up to ten times your normal throwing distance. Likewise, a feather or extremely fragile object may be difficult to throw more than a few feet.

If you throw the target at a creature or object, you can make an attack roll to hit with it, as the *basic strike – thrown* ability (see Strikes, page 41). That attack roll is rolled separately from the attack roll to throw an unwilling creature, if any.

Total Defense

Swift

Usage time: Standard action.

You are [braced](#) (+2 defenses) this round. Because this ability has the [Swift](#) tag, this protects you from attacks during the current phase.

Trip

Brawling, Size-Based

Usage time: Standard action.

Make a [brawling attack](#) vs. Brawn using a free hand against a creature you [touch](#).

Hit: The target becomes [prone](#) (*half speed, -2 Armor and Ref.*)

Grappling

A grappling creature is physically struggling with at least one other creature. While grappling, you suffer certain penalties and restrictions, as described below. Other than these restrictions, you can act normally.

- One of your hands cannot be used for any purposes other than using [Brawling](#) abilities, including maintaining the grapple. This prevents humanoid creatures from taking any actions which would require having two free hands, such as attacking with [Heavy](#) weapons. Monsters without hands must generally use an appropriate appendage, if possible.
- You take a -2 penalty to Armor and Reflex defenses. This penalty is removed if you control the grapple (see below).
- You cannot move unless you [push](#) all creatures grappling you, such as with the [shove](#) ability (see Shove, page 469). In addition, you cannot [push](#) a creature grappling with you

so it stops being adjacent to you. However, you can use the *shove* ability to affect creatures you are grappling with as a *move action* instead of as a standard action.

- You can use the *escape grapple* and *Maintain Grapple* abilities to stop or continue grappling (see Special Combat Abilities, page 42).

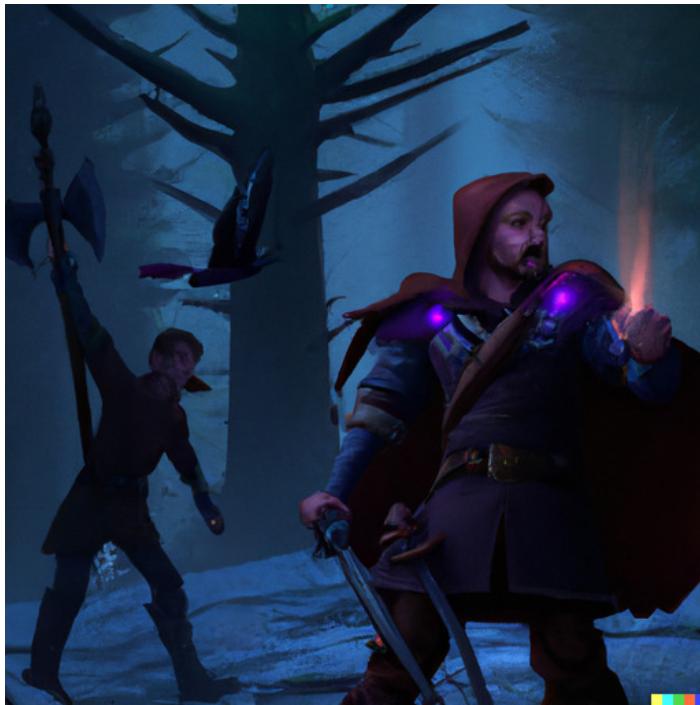
Controlling a Grapple

Normally, when you use the *grapple* ability, neither creature controls the grapple. If you get a critical hit against every grapple participant, you control the grapple.

If you control a grapple, you gain two benefits. First, you do not take the normal -2 penalty to Armor and Reflex defenses for being in a grapple. Second, you can escape the grapple as a *free action*, without having to use the normal *escape grapple* ability.

To take control of an existing grapple, you can use the *grapple* ability. If you hit against the controlling creature, no creature has control of the grapple. On a critical hit against each participant, you gain control of the grapple.

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 149).

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*).

Emitting Light

Some items and abilities emit light. Any effect which creates bright or brilliant illumination in an area also creates enough light for *shadowy illumination* in twice that area.

For example, a simple torch emits *bright illumination* in a Small (15 ft.) radius. That means it also creates *shadowy illumination* between 15 feet and 30 feet from the torch in a dark room.

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 46).

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 would miss or **glance** the defense of a creature or object behind cover, the attack is instead 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 attacks that deal damage on a miss (see Glancing Blows, page 33). In addition, a creature behind cover can hide (see Stealth, page 149).

Cover is only relevant if the attacker has **line of effect** to its target (see Line of Effect, page 46). 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. For creatures that occupy multiple 5 ft. squares, that these must be corners where the target's space ends, not just grid intersections touching squares the target occupies. The defender can choose between equally distant corners. If there are any obstacles in that cone, the target has cover.

Your **allies** do not provide cover for attacks you make, as long as you are able to see or hear each other to coordinate. In addition, 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 +4 benefit

to Armor and Reflex defenses rather than the normal +2 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** (*-5 defenses*), or **partially unaware** (*50% miss chance, -2 defenses*) 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** (*-5 defenses*) 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 *-6* 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 defenses*). 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** (*-5 defenses*) of all until that point, though unusually vigilant or perceptive creatures may be **partially unaware** (*50% miss chance, -2 defenses*).

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.

Special Combat Rules

Fighting In Water

Any creature that is in water and does not have a **swim speed** takes a *-2* penalty to its **accuracy** and Armor and Reflex defenses. This is called being **submerged**. As long as the creature has a defined swim speed, it does not suffer this penalty, even if its movements are restricted or if it fails a Swim check to navigate the water. For example, a **grappled** fish would not suffer this penalty.

Distant fighting is limited while in water or otherwise submerged in a water-like liquid. In clear, still water, both **line of sight** and **line of effect** are limited to 120 feet. The density of the water blocks effects from spreading further than that. Murky or turbulent water can have drastically more limited visibility, at the GM's discretion.

Deep water is also darker. In clear water, depths below 120 feet have only **shadowy illumination**, and depths below 500 feet are completely dark. Murky water can get darker at much shallower

depths.

Ranged weapons have great difficulty functioning in water. All ranged weapons have **range limits** of 5/15 when used by a creature that is submerged, or when used against a target that is submerged, regardless of the attack's normal range limits or any other modifiers.

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. The **difficulty value** for all Ride checks on a mount using a fly speed is increased by 10.

Combat while Mounted: You must make a **difficulty value 5 Ride** check one per round as a **free action** while riding a mount. Success means you can guide and stay on your mount without using your hands. Failure means you must use one **free hand** to control your mount, or you fall off if you cannot free a hand.

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 neither. 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**.

Some abilities exclusively target allies or enemies, but it might seem appropriate for them to include objects as well in a particular situation. The GM can decide whether that makes sense. For example, a fighter can normally use the **whirlwind** maneuver to hit all adjacent enemies, and they might want to use that maneuver to destroy a number of objects surrounding them. A GM might decide that it's fine to use that maneuver to damage several large objects at once, but the fighter couldn't individually attack fifty specific gold

pieces out of a large pile.

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, they are not your ally. 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](#).

Using Abilities

Magical and Mundane Abilities

Every ability is either [magical](#) ★ or mundane. Magical abilities use Willpower to determine their [power](#), while mundane abilities use Strength. If an ability has a ★ next to its name, it is magical. Otherwise, it is mundane.

Some magical abilities can have effects that are mundane. If so, they will be described as mundane explicitly, and you use your [mundane power](#) instead of your [magical power](#) with the ability to determine its effects (see Ability Power, page 48). For example, the [twisting claw](#) spell causes you to make a [mundane strike](#). That strike would use your [mundane power](#), and it would be unable to affect [intangible](#) creatures. A monk with the [ki energy](#) ability would be able to convert that strike to be [magical](#) ★ instead of mundane, just like they can convert any other mundane strike.

Ability Range

Many abilities only work within a particular distance from you. This maximum distance is called the ability's [range](#). 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. Any ability with a range requires both [line of sight](#) and [line of effect](#) unless otherwise noted.

Ability Power

Many abilities reference your “[power](#)” without further explanation. That always means “your power with this ability”, which depends on whether the ability is [magical](#) ★ or mundane. If you are using a [magical](#) ★ ability, you use your [magical power](#). Otherwise, you use your [mundane power](#). For context about how your power is calculated, see Power, page 18.

Ability Usage Components

Some abilities require [verbal components](#), [somatic components](#), or both. To provide the verbal component for an ability, you must speak in a strong voice with a volume at least as loud as ordinary conversation. To provide the somatic component for an ability, you must make a precise series of movements with at least one [free hand](#). These movements involve moving your arm in addition to your fingers, making them hard to conceal.

You cannot start using an ability without all required components. If you lose those components before the ability resolves, it fails with no effect.

Functioning Like Other Abilities

Many abilities say they “function like” some other ability, often with some noted changes. Except as otherwise noted, they retain all of the original effects and targets of the original ability. However, they do not have the same rank upgrades as the original ability, if any.

If you have any bonuses that specifically affect the original ability, those also affect abilities that function like it. For example, a Tactician fighter using the [dogpile](#) battle tactic gains a +2 accuracy bonus with the [grapple](#) ability. That accuracy bonus would also apply to the [strangle](#) maneuver, since that maneuver says it functions like [grapple](#).

Touch Range

Some abilities affect creatures or objects that you touch. You can generally touch an adjacent creature as long as you have a [free hand](#), even if it is an enemy, though this has no mechanical effect unless an ability says it does. Some creatures cannot be touched, such as [incorporeal](#) and [intangible](#) creatures.

Noticing Abilities

Using an ability normally requires some obvious effort or action on your character's part. You can decide how your character uses abilities to fit their style and the tone of the game you are in. For example, one character might dramatically shout the names of their attacks, while another character might make trace runes in the air to cast their spells. A single character could also have multiple styles for their different abilities. The only general requirement is that it must be obvious to a casual observer that you are doing something, unless the ability is specifically [Subtle](#).

Similarly, abilities normally have visual and/or auditory effects when used. You can also decide the style of these effects, with the requirement that they must obviously be the result of your character using an ability.

Spells and rituals have additional requirements that make them easier to notice and harder to use (see Spell and Ritual Mechanics, page 253).

Ability Targeting

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, [line of effect](#) for secondary targets is always measured from the primary target, rather

than from the ability's source. **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 obstacle separating from the primary target.

Adding Extra Targets

Many abilities are written as if they only affect one creature, so they use “the target” and similar wording in their descriptions. Through the use of **Sweeping** weapons, **chaining** spells, and other effects, it’s possible to make those abilities affect multiple targets. Unless the ability specifically differentiates between its primary and secondary targets, each target is affected in the same way as a single target would be. You can’t add a creature as an additional target if they were already targeted by the ability.

Invalid Targets

You can always attempt to use a **targeted** ability on an invalid target. For example, you can try to cast a healing spell on a rock if you want, even if the healing spell only affects living creatures. If the target is still invalid when the ability resolves, the ability has no effect on that target. However, it still affects any other targets of the ability normally.

Targets In Unknown Locations

You can try to use a **targeted** ability even if you don’t know exactly where your intended target is. To do so, describe your intended target, such as “the creature hiding somewhere in those bushes”, and choose a 5-foot square. If your chosen square contains your intended target, your ability has a 50% **miss chance**. At the GM’s discretion, choosing the wrong square or missing due to the miss chance may have unintended consequences, such as affecting a different valid target.

Targeting Proxies

Some effects allow you to use a creature, object, or location as a **targeting proxy** when using abilities. When you use an ability through a targeting proxy, you determine the ability’s targets as if you were in the targeting proxy’s place. This affects **line of effect** for the ability, but not **line of sight**, since you still see from your normal location. As a result, the ability’s maximum range is measured from the targeting proxy rather than you. Cones and similar areas that would normally originate from you instead originate from the targeting proxy.

Abilities that require **touch** can be used through a physical targeting proxy. However, you can’t cause the proxy to move, so this only works if the target is already touching the proxy.

Using a targeting proxy only changes the ability’s targets and area, not its effects. If an ability’s effects refer to “you” or “your location”, that still refers to you, not the targeting proxy.

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.

Line: A line extends from the point of origin in a straight line, up to the given length and width. Unless otherwise specified, the height of a line-shaped ability is equal to its width. 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, treating diagonals as adjacent.

If a line-shaped effect has its area increased, only the length of the line increases unless otherwise noted. Its width and height are not affected. Vertical lines use “length” to refer to the vertical dimension, and “width” and “height” to refer to the two horizontal dimensions.

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 extends out from the point of origin in two dimensions equally, up to the given total length and height. A wall’s height is equal to half its length, to a minimum of 5 feet high. Narratively, all walls have a nonzero width. Mechanically, walls are considered to have no width and simply occupy the boundary between squares.

All squares affected by a wall must be contiguous, so every square is adjacent to another affected square, treating diagonals as adjacent. Like lines, some walls are shapeable.

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. Walls without hit points can be created within the space occupied by a single creature, since they do not have physical substance.

Area Types

There are three common area types. If an area’s type is not mentioned, it is a burst.

- **Burst:** Has an immediate effect and then ends.
- **Emanation:** Has a duration based on a specific creature or object. If the source of the area moves, the area’s effect moves with it.

- **Zone:** Has a duration based on a location. Some zones can be moved after being created, but that movement is not tied to a specific creature or object.

If a burst or emanation is centered on a creature, it normally includes that creature. However, if it is centered on the creature using the ability, that creature can choose whether they are included when they use the ability.

Impossible Abilities

When you try to use an ability in an impossible way, it simply fails with no effect. This can happen if all targets are invalid, such as if you attempt to use an ability that only affects creatures on an object. An ability that has a mixture of valid and invalid targets will generally affect the valid targets normally while ignoring the invalid targets. However, if the ability changes its effects based on the number of targets or otherwise would rely on the invalid targets for its choices, such as a spell that swaps the positions of multiple creatures, the entire ability fails.

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. Abilities that require attunement to function have the [Attune](#) tag. Attuning to an ability typically require investing a single [attunement point](#). Most abilities that require attunement require a standard action to use, such as the [item attunement](#) ability (see Item Attunement, page 160).

You can release your attunement to an effect as a [free action](#), which typically ends the effect completely. This allows you to use that attunement point to attune to a different effect. You can never attune to the same ability more than once. Two abilities are considered the same if they have the same name.

Normally, the creature using the attuned ability must attune to it. 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.

Deep Attunement: This ability require investing two attunement points instead of only one. In addition, releasing a deep attunement does not immediately return the invested attunement points. Instead, they only return after you finish a [short rest](#). Deep attunements are identified as [Attune](#) (deep).

Targeted Attunement: This ability requires attunement from the target instead of the creature using the ability. If it targets multiple creatures, each target must attune to its own version of the

effect. When a target releases its attunement, the effect only ends for it, not for any other targets. Targeted attunements are identified as [Attune](#) (target).

If you target a creature with an [Attune](#) (target) ability that does not have attunement points, such as an allied animal, you can attune on the target's behalf. The target intuitively knows how to dismiss the effect if it wants to remove it.

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 43). 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. Sustaining an ability is a [Swift](#) effect.

At the start of each [action phase](#), the ability is dismissed unless you take the appropriate action to sustain the ability. This happens before your normal turn, so you and your allies can't gain the benefits of a sustained ability without you sustaining it.

Taking an action to sustain an ability only allows you to sustain a single use of that ability. While you have a sustained ability active, you can't sustain that same ability again, so using the ability twice does not allow you to sustain two instances of it. However, you can sustain multiple separate abilities at once if you have available actions.

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. While you are attuned to that ability, you are still able to sustain a different instance of the ability, so this allows you to have two instances of the ability active at once.

You can normally only sustain an ability for up to 5 minutes. Sustaining an ability beyond that point is strenuous, and requires an Endurance check (see Endurance, page 404).

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 501.

Dismissal

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. You can dismiss abilities as a [free action](#) that requires only mental effort.

Rank Upgrades

Many abilities automatically become more effective as your rank with a relevant archetype increases. Some abilities from feats have similar wording, but increase their power based on your level rather than your rank. Rank upgrades and level upgrades are always optional, so you can choose to use the ability as if your rank or level was lower.

Chapter 6

Classes

A character's class represents their fundamental source of power. Classes help establish a clear narrative for your character, including a justification for their special abilities and a sense of how they fit into the larger world. They often provide unique actions with specific effects, such as spells and martial maneuvers. They can also grant statistical benefits or even change how the characters interact with normal game rules.

Classes are flexible enough to allow significant customization. Your class is intended to be a jumping off point for creativity that is less intimidating than a blank canvas, not a limitation on the possible character concepts you can be. Two characters with the same class can have very different specialties, narratives, and play styles.

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.

Base Class

Your class grants you a specific set of benefits. They are listed under the heading "Base Class Effects". If you have multiple classes, you only gain these benefits for one of your classes, which is called 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

Clerics and paladins have an identical Divine Magic archetype. You cannot gain two archetypes with the same name.

Multiclass Characters

You can spend one [insight point](#) to become a [multiclass](#) character (see [Insight Points, page 18](#)). If you do, choose a class you don't already have. You gain the following benefits relating to that class.

- You choose whether the class becomes your [base class](#). If your base class changes, you lose all benefits of your original base class, and instead gain the benefits of your new base class.
- If the class has any special class abilities which are not part of an archetype, such as a votive's *soul pact* ability, you gain those abilities.
- Whenever you gain a new archetype, you have access to archetypes from all classes you belong to.

You may gain access to multiple classes in this way, spending one [insight point](#) for each class.

Late Multiclassing

If you have multiple archetypes when you become a multiclass character, you may exchange any number of your existing archetypes for that many archetypes from your new class.

The GM can decide whether you are allowed to become a multi-class character after level 1. Multiclassing can significantly change your character's abilities. That may not be narratively appropriate for all campaigns. In general, the higher level you are before multiclassing, the stronger the narrative justification should be.

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 23). 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 131). These skills are called [class skills](#). For details, see Trained Skills, page 18.

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 class’s five archetypes.

Barbarian



Barbarians are primal warriors who fight using raw physical prowess and unfettered emotions. Most barbarians originate from 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 ancient memories from a time when physical supremacy was sufficient for victory, before the complexity of organized warfare. Anyone can discover that path for themselves.

Barbarians are famous for their furious battlerage. Anger is one of the easiest emotions to channel into the violence of battle. It is a common starting point for new barbarians. However, any emotion can be used as a source of primal power, as long as it is sufficiently intense.

Barbarians and monks have a curious relationship. Members of both classes place a great importance on physical excellence, and believe that the mind and body must work together to maximize 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.

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 freedom of the frontier. However, they are often too social to live as hermits in the deep wilderness. Druids prefer nature to civilization ideologically, and rangers are best able to fulfill their responsibilities on the frontier.

Alignment: Any.

Table 6.2: Barbarian Progression

Rank (Level)	Battleforged Resilience	Battlerager	Outland Savage	Primal Warrior	Totemist
1 (1)	Second wind	Rage	Outlandish weaponry, savage precision	Primal maneuvers	Totem animal
2 (4)	Battle-scarred	Amplified anger	Outlandish movement	Augmented maneuvers	Animal instincts
3 (7)	Resilient blow	Aggravated violence	Savage rush	Primal maneuvers+	Feral frenzy
4 (10)	Primal resilience	Primal brawn	Primal agility	Augmented maneuvers+	Totem animal+
5 (13)	Limitless recovery	Insensible rage	Outlandish speed	Primal maneuvers+	Animal ferocity
6 (16)	Battle-scarred+	Amplified anger+	Versatile savagery	Augmented maneuvers+	Animal instincts+
7 (19)	Unbreakable	Titanic rage	Primal rush	Primal maneuvers+	Totem animal++

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

Base Class Effects

If you choose barbarian as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Strength. In addition, you gain a +1 bonus to either your Constitution or your Dexterity.

Hit Points

You have 10 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 24 hit points + four times your Constitution, plus 4 hit points per level beyond 7.
- *Level 13:* 50 hit points + eight times your Constitution, plus 8 hit points per level beyond 13.
- *Level 19:* 100 hit points + fifteen times your Constitution, plus 15 hit points per level beyond 19.

Resources

- [Attunement points:](#) 3 (see Attunement Points, page 18).
- [Fatigue tolerance:](#) 2 + your Constitution (see Fatigue, page 18).
- [Insight points:](#) 1 + your Intelligence (see Insight Points, page 18).
- [Trained skills:](#) 4 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons and all non-exotic weapons.

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:* Medicine.
- *Perception:* Awareness, Creature Handling, Deception, Persuasion, Survival.
- *Other:* Intimidate.

Battleforged Resilience

This archetype improves your durability in combat.

Rank 1 – Second Wind

Second Wind

Swift

Cost: Two fatigue levels, and you cannot use this ability again until you finish a short rest.

Usage time: Minor action.

You regain all of your hit points and damage resistance.

Rank 2 – Battle-Scarred

You gain a bonus equal to three times your rank in this archetype to your maximum hit points (see Hit Points, page 17).

Rank 3 – Resilient Blow

Resilient Blow

Swift (see text)

Usage time: Standard action.

Make a melee strike. In addition, whenever you would reduce your hit points this round, you lose half that many hit points instead (minimum 1). This effect is **Swift**, but the strike is not.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 5: If you are at your maximum hit points, the strike deals double damage.

Rank 6: The strike always deals double damage.

Rank 7: If you are at your maximum hit points, the strike deals triple damage.

Rank 4 – Primal Resilience

You gain a +1 bonus to your Constitution.

Rank 5 – Limitless Recovery

You can use the **recover** and **second wind** abilities any number of times between short rests. In addition, when you use the **recover** ability, you can also remove a **vital wound**. When you do, you increase your **fatigue level** by two.

Rank 6 – Battle-Scarred+

The hit point bonus increases to four times your rank in this archetype.

Rank 7 – Unbreakable

Your hit points cannot decrease by more than 100 during each round. This includes hit point loss below 0 hit points. Any excess damage beyond that point does not reduce your hit points, but it does offset any healing you receive during the same round. Attacks with special effects, such as inflicting conditions on you, still treat you as if you lost hit points from the attack.

Battlerager

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

Rank 1 – Rage

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

Usage time: Free action.

Cost: One fatigue level.

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

- You gain a +2 accuracy bonus with **mundane** abilities that are not **Projectile** strikes.
- You take a -2 penalty to your Armor and Reflex defenses.
- You are **enraged** (*must attack*).

Because this ability has the **Swift** tag, the defense penalties apply to attacks against you during the current phase.

Rank 2 – Amplified Anger

You gain a +1 bonus to your **mundane power**. If your Willpower is 3 or higher, you gain an additional +1 bonus.

Rank 3 – Aggravated Violence

Aggravated Violence

Usage time: Standard action.

Make a melee strike. The strike deals double damage against any creature that dealt damage to you during the previous round.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 6: The strike deals triple damage instead of double damage.

Rank 7: The accuracy bonus increases to +4.

Rank 4 – Primal Brawn

You gain a +1 bonus to your Strength.

Rank 5 – Insensible Rage

During your **rage** ability, you are unaffected by all **vital wound** effects except for unconsciousness and death. Each vital wound still causes the normal -2 penalty to **vital rolls**.

Rank 6 – Amplified Anger+

The power bonus increases to +2. If your Willpower is 6 or higher, you gain an additional +1 bonus.

Rank 7 – Titanic Rage

When you use your *rage* ability, you can grow 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 bonus to your Brawn defense, a -1 penalty to your Reflex defense, and a -5 penalty to the Stealth skill. It also increases your [base speed](#) (see Size Categories, page 19). Since this is a [mundane](#) ability, it stacks with other size-increasing effects (see Stacking Rules, page 20).

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](#) at the cost of one [insight point](#) per weapon group (see Exotic Weapons, page 161). You must already be proficient with all non-exotic weapons from that weapon group.

Rank 1 – Savage Precision

You gain a +1 bonus to your [brawling accuracy](#) (see Brawling Accuracy, page 17).

Rank 2 – Outlandish Movement

You gain your choice of one of the following benefits:

- Climb: A [climb speed](#) 10 feet slower than your [base speed](#).
- Jump: A +10 foot bonus to your maximum horizontal jump distance.
- Swim: A [swim speed](#) 10 feet slower than your [base speed](#).

You can invest up to two additional [insight points](#) into this ability. For each insight point, you can choose a different one of these benefits.

Rank 3 – Savage Rush

Savage Rush

Usage time: Standard action.

Move up to your movement speed. During this movement, you can pass through spaces occupied by your [enemies](#) as if they were unoccupied. You must still end your movement in an unoccupied space. At any two points during this movement, you may make a melee [strike](#). You cannot include the same creature or object as a target of both strikes.

Rank 4: If you take a -2 accuracy penalty with a strike, it deals double damage.

Rank 5: Both strikes deal double damage without any accuracy penalty.

Rank 6: You gain a +1 accuracy bonus with both strikes.

Rank 7: Both strikes deal triple damage.

Rank 4 – Primal Agility

You gain a +1 bonus to your Dexterity.

Rank 5 – Outlandish Speed

You gain a +10 foot bonus to your [movement speed](#).

Rank 6 – Versatile Savagery

Choose one of the following [weapon tags](#) (see Weapon Tags, page 161): [Clinch](#), [Impact](#), [Maneuverable](#), or [Thrown](#) (30/60). You may treat all non-projectile weapons you use as if they had the chosen weapon tag. If you choose the [Thrown](#) weapon tag, it does not affect your [natural weapons](#).

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*: *brute force*, *dirty fighting*, or *herald of war*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 229). 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.

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 – Augmented Maneuvers

You gain the ability to customize your primal maneuvers. For each rank 1 primal maneuver you know, choose one augment from the list below and apply it to that maneuver. The augment permanently changes the maneuver, so you can't use an unaugmented version of the maneuver. However, you can learn the same maneuver more than once and apply different augments to each version.

Augments scale in power with your “excess rank”. Your excess rank with a maneuver is equal to your rank in this archetype minus the rank of the maneuver.

Whenever you increase your rank in this archetype, you can change your augments. However, you must still apply them to rank 1 primal maneuvers.

Finishing Maneuver: You gain an accuracy bonus equal to twice your excess rank against creatures who are below their maximum *hit points*.

Mighty Maneuver: You deal *extra damage* equal to your excess rank.

Precise Maneuver: You gain an accuracy bonus equal to your excess rank.

Reckless Maneuver: You deal *extra damage* equal to twice your excess rank. However, you *briefly* take a -4 penalty to your defenses after you use the maneuver. You can only apply this augment to maneuvers which cause you to make a melee *strike*.

Widened Maneuver: The area affected by your chosen maneuver doubles. If your excess rank is at least 4, the area triples instead. You can only apply this augment to maneuvers that affect an area.

Rank 3 – Primal Maneuvers+

You learn an additional primal maneuver. In addition, you gain access to rank 3 primal maneuvers.

Rank 4 – Augmented Maneuvers+

You can also choose an augment for each of your rank 3 primal maneuvers.

Rank 5 – Primal Maneuvers+

You gain access to rank 5 primal maneuvers.

Rank 6 – Augmented Maneuvers+

You can also choose an augment for each of your rank 5 primal maneuvers.

Rank 7 – Primal Maneuvers+

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 add half your Constitution to your mundane power.

Crocodile: Once per round, when you damage a creature with a melee **strike**, you can use this ability to **push** it up to 5 feet into unoccupied space. This is a **Size-Based** ability, so it 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 505). In addition, you reduce your **longshot penalty** by 1 (see Weapon Range Limits, page 161).

Lion: You add half your Willpower to your mundane power.

Shark: You gain a +1 **accuracy** bonus against creatures that are below their maximum hit points.

Rank 2 – Animal Instincts

You gain benefits based on your totem animal:

- **Bear:** +2 Endurance and +1 to **vital rolls**.
- **Crocodile:** +2 Stealth and you can hold your breath ten times as long as normal (see Endurance, page 404).
- **Eagle:** +2 Awareness and +10 feet to your maximum horizontal jump distance (see Jumping, page 39).
- **Lion:** +2 Intimidate and +10 feet to your **movement speed** while you are affected by the **sprint** ability. This speed bonus is doubled as normal for that ability.
- **Shark:** +2 Swim and you gain the **scent** ability (see Tracking, page 150).

Rank 3 – Feral Frenzy

At the end of each round, if you attacked a creature other than yourself that round, you gain a frenzy point. Otherwise, you lose a frenzy point. You can have a maximum of 4 frenzy points and a minimum of 0. Frenzy points increase the power of your **feral frenzy** ability.

Feral Frenzy

Usage time: Standard action.

Make a melee or thrown **strike**. Then, you can spend three frenzy points to make an additional melee or thrown strike.

Rank 4: You gain a +2 accuracy bonus with the first strike you make with this ability each round.

Rank 5: The second strike you make with this ability each round deals double damage.

Rank 6: The accuracy bonus applies to both strikes.

Rank 7: Both strikes deal 1d8 **extra damage**.

Rank 4 – Totem Animal+

The benefit from your *totem animal* ability improves.

Bear: You add half your Constitution to Climb, Swim, and Strength checks.

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 44). This is a Size-Based ability.

Eagle: You gain a +1 bonus to your Perception.

Lion: You add half your Willpower to your accuracy with Auditory attacks.

Shark: The accuracy bonus increases to +2.

Rank 5 – Animal Ferocity

You gain a +1 accuracy bonus.

Rank 6 – Animal Instincts+

The benefits based on your totem animal improve:

- **Bear:** +4 Endurance and +2 to *vital rolls*.
- **Crocodile:** +4 Stealth and you can hold your breath indefinitely, though you cannot rest while holding your breath.
- **Eagle:** +4 Awareness and +20 feet to your maximum horizontal jump distance.
- **Lion:** +4 Intimidate and the movement speed bonus applies at all times, not only while sprinting.
- **Shark:** +4 Swim, +2 Survival, and +2 Awareness.

Rank 7 – Totem Animal++

The benefit from your *totem animal* ability improves further.

Bear: You gain a +1 bonus to your Constitution.

Crocodile: If your attack hits the target's Brawn defense, it does not have to lose hit points for you to knock it prone or grapple it.

Eagle: The Perception bonus increases to +2.

Lion: You gain a +1 bonus to your Willpower.

Shark: The accuracy bonus increases to +3.

Cleric



Clerics are divine spellcasters who draw power from their worship 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 conduits through 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 responsibilities to their deity that preclude adventuring. For example, some clerics provide healing services to anyone who enters their temple.

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. Clerics can always be confident that they serve their deity's best interests. In contrast, paladins and druids have no oversight and unclear responsibilities. This makes them unreliable allies at best and

Table 6.3: Cleric Progression

Rank (Level)	Divine Magic ✨	Divine Spell Mastery ✨	Domain Influence	Healer ✨	Preacher
1 (1)	Divine spells	Benediction	Domain gifts	Divine aid	Denounce the heathens
2 (4)	Divine spells+	Metamagic	Domain aspect	Healer's grace	Persuasive certainty
3 (7)		Spell-trained mind	Domain aspect+	Vital restoration	Bless the worthy
4 (10)		Metamagic+	Domain essences	Called to the needy	Steady oration
5 (13)	Divine spells+	Attunement point	Miracle	Healer's grace+	Condemn the fearful
6 (16)		Experienced spellcaster	Domain mastery	Revivify	Persuasive certainty+
7 (19)		Metamagic+	Domain mastery+, miracle+	Called to the needy+, miracle+	Convert the irresolute

ideological foes at worst.

Druuids and clerics have a degree of intrinsic tension. Clerics generally want to expand the worship of their specific deity. That task is easiest in civilized areas where many potential worshippers can be found. However, it is contrary to the typical druidic preference against civilization.

The standard pantheon of deities is listed below. You can also talk to your GM about worshipping an unusual deity.

Alignment: Any.

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

Base Class Effects

If you choose cleric as your **base class**, you gain the following benefits.

Attributes

You gain a +1 bonus to your Willpower. In addition, you gain a +1 bonus to either your Perception or your Intelligence.

Hit Points

You have 8 hit points + twice your Constitution, plus 1 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 16 hit points + three times your Constitution, plus 2 hit points per level beyond 7.
- *Level 13:* 32 hit points + five times your Constitution, plus 5 hit points per level beyond 13.
- *Level 19:* 65 hit points + ten times your Constitution, plus 10 hit points per level beyond 19.

Defenses

You gain a +2 bonus to your Mental defense.

Resources

- **Attunement points:** 4 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 2 + your Intelligence (see Insight Points, page 18).

- **Trained skills:** 3 from among your **class skills**, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

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:* Deduction, Knowledge (arcana, items, local, religion, planes), 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 13.1: Deities, page 378.

Seek Guidance ✨

You can seek guidance from your deity through a ten minute ritual or prayer. This provides a vision, emotional instinct, or other guidance on how you can best serve your deity's interests. 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 generally informed what your current responsibilities are, such as "tend to the wounded who enter my temple" or "do battle with those who serve evil".

Table 6.4: Deities

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

Divine Magic

This archetype grants you the ability to cast divine spells. All abilities from this archetype are **magical** .

Rank 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 254). 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 of your mystic spheres. 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 Ability Usage Components, page 48). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 253.

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 5 – 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 – Benediction

Once per round, when you cast a spell, you can choose one ally that is either targeted by that spell or attuned to a spell you cast. During the next round, that ally is either empowered (*roll damage twice*) or steeled (*immune to crits*), as you choose.

Rank 2 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below.

Some metamagic abilities affect specific spells. Each individual spell can normally have one metamagic applied. If the spell's rank is lower than your maximum spellcasting rank, you can apply two metamagic effects to it. Whenever you learn a new spell, you may change which specific spells your metamagic abilities affect.

Distant Spell: Choose a divine spell you know with a standard range: Short (30 ft.), Medium (60 ft.), Long (90 ft.), Distant (120 ft.), or Extreme (180 ft.). 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.

Precise Spell: Choose a divine spell you know. You gain a +1 accuracy bonus with that spell. You can choose this ability multiple times, choosing a different spell each time.

Rituals: You gain the ability to perform divine rituals to create unique magical effects (see Spell and Ritual Mechanics, page 253). The maximum rank of divine ritual you can learn or perform is equal to the maximum rank of divine spell that you can cast. When you gain this ability, you can memorize a rank 1 divine ritual from any divine mystic sphere you have access to. Whenever you gain access to a new spellcasting rank, you can memorize an additional ritual of that rank or lower. You cannot choose this ability multiple times.

Smiting Spell: Choose a damaging divine spell you know. It deals extra damage equal to your rank in this archetype. In addition, your allies are immune to damage from that spell. You can choose this ability multiple times, choosing a different spell each time.

Widened Spell: Choose a divine spell you know with a standard area: Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.), or Gargantuan (120 ft.). 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.

Rank 3 – Spell-Trained Mind

You gain a +1 bonus to your Willpower.

Rank 4 – Metamagic+

You gain an additional metamagic ability.

Rank 5 – Attunement Point

You gain an additional attunement point.

Rank 6 – Experienced Spellcaster

You gain a +1 accuracy bonus.

Rank 7 – Metamagic+

You gain two additional metamagic abilities.

Domain Influence

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

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 66).

- 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. You gain the domain aspect ability for one of your domains (see Cleric Domain Abilities, page 66).

Rank 3 – Domain Aspect+

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

Rank 4 – Domain Essences

Each domain has a corresponding domain essence. You gain the domain essence for both of your domains (see Cleric Domain Abilities, page 66).

Rank 5 – Miracle ✨

You can request a *miracle* as a standard action.

Miracle ✨

Usage time: Standard action.

Cost: Three *fatigue levels*, and you cannot use it again for a week. You mentally specify a request to your deity, 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 have any other effect of a similar power level. A miracle can also mimic the effects of many rituals, but rituals that require 24 hours or expensive material components may require a similar time or material investment from you for the miracle to succeed.

Miracles are most effective when your request is directly related to your domains, and more generally your deity's domains and 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. On the other hand, if your deity sees your request as unbefitting of its involvement or contrary to its goals, the miracle may be weaker or even fail.

If you perform an extraordinary service for your deity, you may gain the ability to request an additional miracle, at your deity's discretion.

Rank 6 – Domain Mastery

Each domain has a corresponding *domain mastery*. You gain the *domain mastery* for one of your domains (see Cleric Domain Abilities, page 66).

Rank 7 – Domain Mastery+

You gain the domain mastery for another one of your domains.

Rank 7 – Miracle+ ✨

Your *miracle* ability does not increase your fatigue level. In addition, you can perform two miracles per week instead of only one.

Healer ★

This archetype grants you healing abilities. All abilities from this archetype are **magical** ★.

Rank 1 – Divine Aid ★**Divine Aid** ★

Swift

Usage time: Standard action.

Choose yourself or one adjacent living **ally**. The target regains 1d8 hit points +1 per power. In addition, if the target is an **ally**, it becomes **braced** (+2 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. You can make this decision after seeing how much the target would heal.

Rank 2: The bonus healing increases to 1d6 per 3 power.

Rank 3: The bonus healing increases to 1d6 per 2 power.

Rank 4: The bonus healing increases to 1d8 per 2 power.

Rank 5: The bonus healing increases to 1d10 per 2 power.

Rank 6: The bonus healing increases to 1d6 per power.

Rank 7: The bonus healing increases to 1d10 per power.

Revify ★

Usage time: Standard action.

Cost: Four **fatigue levels**, and you cannot use this ability again until you finish a **long rest**.

Choose one intact corpse within Short (30 ft.) range. If it belongs to a creature that has been dead for no more than 1 minute, that creature is **resurrected** (see Resurrection, page 153).

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.

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 ★**Vital Restoration** ★

Usage time: Standard action.

Cost: Three **fatigue levels**.

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 – Revify ★

Preacher

This archetype grants you the ability to inspire your allies and denounce or even convert your foes.

Rank 1 – Denounce the Heathens

Denounce the Heathens

Emotion

Usage time: Standard action.

Make an attack vs. Mental against all **enemies** within a Medium (30 ft.) radius from you. For each target, if this is your first time using this ability against that target since you finished a **short rest**, your **accuracy** is equal to your Persuasion skill.

Hit: Each target is **briefly stunned** (-2 **defenses**).

Rank 3: Each target with no remaining **damage resistance** is stunned as a **condition** instead of only briefly.

Rank 5: The area increases to a Large (60 ft.) radius.

Rank 7: Each target is stunned as a condition regardless of whether it has remaining damage resistance.

Rank 2 – Persuasive Certainty

You gain a +2 bonus to the Persuasion skill. In addition, you are immune to being **stunned** (-2 **defenses**).

Rank 3 – Bless the Worthy

Bless the Worthy

Emotion, Swift

Usage time: Standard action.

Cost: One **fatigue level**.

You and all allies within a Large (60 ft.) radius from you each regain 2d8 **damage resistance**. In addition, each ally affected by more than one **condition** can remove one of those conditions.

Rank 4: The recovery increases to 2d10.

Rank 5: The recovery increases to 3d10.

Rank 6: The recovery increases to 4d10.

Rank 7: The recovery increases to 6d10.

Rank 4 – Steady Oration

Your **allies** who can hear you in a fight are immune to being **stunned** (-2 **defenses**). You must 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

Condemn the Fearful

Emotion

Usage time: Standard action.

Make an attack vs. Mental against all **enemies** within a Medium (30 ft.) radius from you. For each target, if this is your first time using this ability against that target since you finished a **short rest**, your **accuracy** is equal to your Persuasion skill.

Hit: Each target is **briefly panicked** (-4 **Mental**, *cannot attack source*) by you, and is **frightened** (-2 **Mental**, -2 **accuracy** vs. **source**) of you as a **condition**.

Rank 7: Each target with no remaining **damage resistance** is **panicked** (-4 **Mental**, *cannot attack source*) by you as a **condition** instead of **frightened**.

Rank 6 – Persuasive Certainty+

The Persuasion bonus increases to +4. In addition, you are immune to being **confused** (-2 **defenses**, *randomly attack or defend*).

Rank 7 – Convert the Irresolute

Convert the Irresolute

Emotion

Usage time: Standard action.

Make an attack vs. Mental against up to two creatures within Short (30 ft.) range. If this is your first time using this ability against that target since you finished a **short rest**, 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.

Cleric Domain Abilities

These domain abilities can be granted by the *domain influence* cleric archetype.

Air Domain

If you choose this domain, you add the *aeromancy* mystic sphere to your list of divine mystic spheres (see Mystic Spheres, page 253). In addition, you add the Jump skill to your list of class skills.

Gift ✶: You gain a +10 foot bonus to your maximum horizontal jump distance (see Jump, page 143). This increases your maximum vertical jump distance normally. In addition, you take half damage from falling damage.

Aspect ✶: You gain an average *glide speed* (see Gliding, page 41).

Essence ✶:

Speak with Air ✶

Attune

Usage time: Standard action.

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 an average *fly speed* with a maximum height of 30 feet (see Flight, page 41). 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 ✶: Your skill checks can explode, like attacks (see Exploding Attacks, page 34). Unlike attacks, your skill checks can only explode once.

Aspect: You are impervious (+4 defenses) to Compulsion attacks.

Essence ✶:

Twist of Fate ✶

Cost: You cannot use this ability again until you finish a long rest.

Usage time: Standard action.

An improbable event occurs within Distant (120 ft.) range. You can specify in general terms what you want to happen, such as “Make the bartender leave the bar”. You cannot control the exact nature of the event, though it always beneficial for you in some way.

Mastery ✶: All of your checks can explode once, not just skill

checks. Your checks also explode on a 9 or 10, not just a 10.

Death Domain

Gift: You gain a +1 accuracy bonus against creatures that are below their maximum hit points. You can also automatically identify whether creatures you see are below their maximum hit points.

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

Essence ✶:

Speak with Dead ✶

Attune

Usage time: Standard action.

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 +2.

Destruction Domain

Gift: You gain a +1 bonus to your magical power and mundane power.

Aspect ✶:

Demolish ✶

Usage time: Standard action.

Make a strike that deals extra damage equal to half your power. You use the higher of your magical power and your mundane power to determine your damage with this ability (see Power, page 18). This strike deals double damage to objects.

Rank 4: If you miss, the target still takes the extra damage.

Rank 5: The strike deals double weapon damage.

Rank 6: The extra damage increases to be equal to your power.

Rank 7: The extra damage increases to twice your power.

Essence ✶:

Lay Waste ✶

Usage time: Standard action.

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: The bonus from this domain's gift increases to +2.

Earth Domain

If you choose this domain, you add the *terramancy* mystic sphere to your list of divine mystic spheres (see Mystic Spheres, page 253).

Gift: You gain a +1 bonus to your Brawn and Fortitude defenses.

Aspect: You gain a bonus equal to three times your rank in the Domain Influence archetype to your maximum damage resistance.

Essence ★:

Speak with Earth ★

Attune

Usage time: Standard action.

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 defense bonuses increase to +2, and the damage resistance bonus increases to four times your rank in the Domain Influence archetype.

Evil Domain

Gift ★:

Willing Sacrifice ★

Sustain (free), Swift

Usage time: Standard action.

Choose an ally you touch. Whenever you would lose hit points while you are adjacent to that ally, it 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.

Aspect ★: You can use this domain's domain gift to target any ally within Medium (60 ft.) range.

Essence ★:

Compel Evil ★

Compulsion

Usage time: Standard action.

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 finishes a short rest.

You gain a +2 accuracy bonus 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 must make an attack vs. Mental against that creature to redirect damage to it in this way. 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 253).

Gift: You are impervious to Fire attacks.

Aspect ★: Your Fire abilities cannot deal damage to your allies.

Essence ★:

Speak with Fire ★

Attune

Usage time: Standard action.

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 ★: You are immune to Fire attacks. In addition, whenever you hit a creature with a Fire attack, you repeat that ability's effects against that target during the next round. You must make a new attack roll for the repeat with a -4 accuracy penalty. Hitting with the repeated attack causes another repeat during the next round, though the accuracy penalty increases by -4 with each repeat.

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 ★:

Compel Good ★

Compulsion

Usage time: Standard action.

Make an attack vs. Mental against a creature within Medium (60 ft.) range. Creatures who have strict codes prohibiting them from taking good actions, such as paladins devoted to evil, 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 finishes a short rest.

You gain a +2 accuracy bonus 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 18).

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

Essence ★:

Share Knowledge ★

Usage time: Standard action.

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 accuracy bonus with all attacks. In addition, you can use your share knowledge ability to affect all

creatures, not just your allies.

Law Domain

Gift ★: When you roll a 1 on an attack roll, it is treated as if you had rolled a 6. This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 34).

Aspect: You are impervious (+4 defenses) to Emotion attacks.

Essence ★:

Compel Law ★

Compulsion

Usage time: Standard action.

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 accuracy bonus 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 +1 bonus to your vital rolls (see Vital Wounds, page 35).

Aspect: You gain a bonus equal to three times your rank in the Domain Influence archetype to your maximum hit points.

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: The vital roll bonus increases to +2, and the hit point bonus increases to four times your rank in the Domain Influence archetype.

Magic Domain

If you choose this domain, you add the thaumaturgy mystic sphere to your list of divine mystic spheres (see Mystic Spheres, page 253).

Gift: You gain a +3 enhancement bonus to the Knowledge (arcana) skill (see Knowledge, page 405).

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

Essence ★: You gain a +1 bonus to your magical power.

Mastery: The power bonus from this domain's essence increases to +2. In addition, the skill bonus from this domain's gift increases to +5.

Protection Domain

Gift: You gain a bonus equal to twice your rank in the Domain Influence archetype to your maximum damage resistance (see Damage Resistance, page 17).

Aspect:

Divine Protection

Usage time: Standard action.

Choose an ally you touch. It gains a +1 bonus to all defenses while it is adjacent to you. This ability lasts until you dismiss it or until you use it again.

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 be affected by other creatures using this ability on you.

Essence: The target of your *divine protection* ability is also steeled (*immune to crits*).

Mastery: The defense bonus from your *divine protection* ability increases to +2. In addition, the damage resistance bonus from this domain's gift increases to four times your rank in the Domain Influence archetype.

Strength Domain

If you choose this domain, you add the Climb and Swim skills to your cleric class skill list.

Gift: You gain a +2 enhancement bonus to the Climb and Swim skills.

Aspect: You can increase your Strength.

Divine Strength

Attune

Usage time: Can be triggered when you finish a long rest.

You gain a +1 enhancement bonus to your Strength.

Essence: You gain a +1 bonus to your Strength for the purpose of determining your weight limits (see Weight Limits, page 19). In addition, when you use at least two free hands to carry burdens, you can carry implausibly cumbersome loads without worrying about volume limits, and without incurring damage to the carried objects as a side effect of transportation. For example, you could pick up an entire house if your Strength was high enough, even though a house would normally fall apart under the strain if you tried to pick it up.

Mastery: You lose access to the *divine strength* ability. Instead, you simply gain a +1 bonus to your Strength. In addition, the skill bonuses from this domain's gift increase to +4.

Travel Domain

If you choose this domain, you add the *astromancy* mystic sphere to your list of divine mystic spheres (see Mystic Spheres, page 253). In addition, you add the Knowledge (nature), Survival, and Swim skills to your cleric class skill list.

Gift: You gain a +10 foot bonus to your movement speed while you use the *sprint* ability (see Sprint, page 44). This speed bonus is doubled as normal from sprinting.

Aspect: You can ignore difficult terrain from inanimate natural sources, such as heavy undergrowth.

Essence:

Dimensional Travel

Usage time: Standard action.

Cost: One optional fatigue level. If you pay this cost, the ability becomes *Swift*.

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 a +2 enhancement bonus to the Deception, Disguise, and Stealth skills.

Aspect: Any magical abilities which detect lies are unable to detect lies you speak. In addition, magical Compulsion effects cannot affect your speech in any way. This means you can still talk and lie normally even while dominated (*must obey commands*), though you cannot control the rest of your body.

Essence:

Compel Belief ★	Compulsion, Sustain (minor)
Usage time: Standard action.	
Make an attack vs. Mental against a creature within Medium (60 ft.) range. You must also choose a belief that the target has. The belief may be a lie that you told it, or even a simple misunderstanding (such as believing a hidden creature is not present in a room). If the creature does not already hold the chosen belief, this ability automatically fails.	
Hit: The target continues to maintain the chosen belief, regardless of any evidence to the contrary. It will interpret any evidence that the falsehood is incorrect to be somehow wrong – an illusion, a conspiracy to decieve 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 finishes a short rest .	

You gain a +1 [accuracy](#) bonus with the attack for each rank beyond 4.

Mastery ★: You are undetectable to all [magical](#) ★ abilities. They cannot detect your presence, sounds you make, or any actions you take. For example, a scrying sensor created by a [Scrying](#) effect would be unable to detect your presence, and a creature with magical [darkvision](#) would not be able to see you without light. In addition, the skill bonuses from this domain's gift increase to +4.

War Domain

Gift: You gain proficiency with all non-exotic weapons.

Aspect: You learn one [maneuver](#) from any [combat style](#) (see [Combat Styles](#), page 229). Its rank must not exceed your rank in the Domain Influence archetype. You gain an accuracy bonus with that maneuver equal to the amount by which your rank in the Domain Influence archetype exceeds the maneuver's rank. When you gain access to a new [rank](#) in the Domain Influence archetype, you can exchange that maneuver for another maneuver with a rank that does not exceed your rank in the Domain Influence archetype.

Essence: You gain a +1 bonus to your Armor defense.

Mastery: You gain a +1 [accuracy](#) bonus with [strikes](#).

Water Domain

If you choose this domain, you add the [aquamancy](#) mystic sphere to your list of divine mystic spheres (see [Mystic Spheres](#), page 253). In addition, you add the Flexibility and Swim skills to your cleric class skill list.

Gift: You gain a +2 enhancement 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 ★:

Speak with Water ★	Attune
Usage time: Standard action.	
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 skill bonuses from this domain's gift increase to +4. In addition, you gain a +1 bonus to your Armor and Reflex defenses.

Wild Domain

If you choose this domain, you add the [verdamancy](#) mystic sphere to your list of divine mystic spheres (see [Mystic Spheres](#), page 253). 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 18).

Aspect ★: You gain one *wild aspect*, as the druid ability from the Shifter archetype (see [Shifter](#), page 75). You cannot spend [insight points](#) to learn additional wild aspects. The aspect's effect improves based on your rank in the Domain Influence archetype. If you already have that ability, you simply learn an additional wild aspect, and the aspect's effect continues to scale with your Shifter archetype rank.

Essence ★: You learn an additional *wild aspect*.

Mastery ★: When you use your aspect ability from this domain, you can take on two wild aspects at once, gaining the full benefits of both. When you do, you increase your [fatigue level](#) by two. This hybrid wild aspect only lasts for ten minutes, at which point you choose which single wild aspect remains active.

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



Druuids 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 the natural world 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. It replaces the vibrant diversity of life in a forest with a comparatively bland and homogeneous subset of species. 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.

Base Class Effects

If you choose druid as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Perception. In addition, you gain a +1 bonus to any other attribute.

Hit Points

You have 8 hit points + twice your Constitution, plus 1 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 16 hit points + three times your Constitution, plus 2 hit points per level beyond 7.
- *Level 13:* 32 hit points + five times your Constitution, plus 5 hit points per level beyond 13.
- *Level 19:* 65 hit points + ten times your Constitution, plus 10 hit points per level beyond 19.

Resources

- **Attunement points:** 4 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 2 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 4 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Table 6.5: Druid Progression

Rank (Level)	Elementalist ✨	Nature Magic ✨	Nature Spell Mastery ✨	Shifter	Wildspeaker ✨
1 (1)	Elemental infusion, elemental spell	Nature spells	Plant channeling	Wild aspects	Natural servant
2 (4)	Elemental balance	Nature spells+	Metamagic	Shift body	Animal speech
3 (7)	Elemental influence, elemental power		Spell-trained senses	Shifting claw	Nature's ally
4 (10)	Elemental spell+, elemental tranquility		Metamagic+	Animal shape	Natural attunement
5 (13)	Elemental control	Nature spells+	Attunement point	Shift body+	Animal speech+
6 (16)	Elemental power+		Experienced spellcaster	Cleansing shift	Nature's ally+
7 (19)	Elemental balance+		Metamagic+	Animal shape+, hybrid aspect	Natural attunement+, natural servant+

Weapon Proficiencies

You are proficient with simple weapons and the shepherd's axe, sickle, and scythe.

Armor Proficiencies

You are proficient with light armor and leather lamellar and standard shield.

Class Skills

You have the following class skills:

- *Strength*: Climb, Jump, Swim.
- *Dexterity*: Balance, Ride, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Deduction, Disguise, Knowledge (dungeoneering, items, nature).
- *Perception*: Awareness, Creature Handling, Deception, Persuasion, Survival.
- *Other*: Intimidate.

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 Infusion ✨

If you do not have access to nature magic, you gain the ability to make a strike imbued with elemental force.

Elemental Infusion ✨

Usage time: Standard action.

Make a *strike*. When you use this ability, it has one of the following tags of your choice: *Air*, *Earth*, *Fire*, or *Water*.

Rank 2: You add half your Strength to your *magical power* to determine your total power with this strike.

Rank 3: You deal *extra damage* equal to half your power.

Rank 4: If you miss, the target still takes the extra damage.

Rank 5: The strike deals double *weapon damage*.

Rank 6: The extra damage increases to be equal to your power.

Rank 7: The extra damage increases to twice your power.

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 2 – Elemental Balance ✨

You gain a benefit from each of the four elements.

- Air: You gain a slow *glide speed* (see Aerial Movement, page 40).
- Earth: You gain a +1 bonus to your Fortitude defense.
- Fire: You are *impervious* to Fire attacks.
- Water: You gain a slow *swim speed*.

Rank 3 – Elemental Influence

Elemental Influence

Sustain (standard)

Usage time: Standard action.

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.

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.

- Air: Air can remember events up to an hour ago on a very calm day or only a few minutes ago on a windy day. Moving air is aware of events near where it blew through, not necessarily in your current location.
- Earth: Earth can remember events up to a year ago, but its awareness is extremely limited. It can only remember very large events, such as giant creatures tearing up the terrain, earthquakes, or major construction. Earth can tell you whether there exist underground tunnels within the area, but any sort of detailed mapping is beyond its ability to communicate.
- Fire: Fire can remember everything it touched and consumed since it started burning. Individual pieces of a very large fire, such as a particular burning tree in a forest fire, are not aware of the behavior of the entirety of the fire. However, the fire on burning tree could tell you how it got to the tree and everything it burned along the way, including the event that started the forest fire.
- Water: Water can remember events up to a day ago in a very calm pool or only a few minutes ago in a turbulent river. Moving water is aware of events near where it moved through, not necessarily in your current location.

- Air: You can change the wind speed of air by up to 30 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 60 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 20 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 bonuses increase to +2.

Rank 7 – Elemental Balance+

Your benefits from each element improve.

- Air: You gain a slow **fly speed** with a maximum height of 15 feet (see Flight, page 41). As a free action, you can increase your **fatigue level** by one to ignore this height limit until the end of the round.
- Earth: You gain a +1 bonus to your **Brawn** defense.
- Fire: You are immune to **Fire** attacks.
- Water: Your swim speed increases to average.

Rank 3 – Elemental Power

You gain a +1 bonus to your **magical power** and **mundane power**.

Rank 4 – Elemental Spell+

You learn an additional spell with this ability.

Rank 4 – Elemental Tranquility

If you do not have access to nature magic, you become impervious (+4 defenses) to **Air**, **Earth**, and **Water** attacks.

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.

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 254). 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 of your mystic spheres. 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 *Ability Usage Components*, page 48). For details about mystic spheres and casting spells, see *Spell and Ritual Mechanics*, page 253.

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 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.

Rank 2 – Nature Spells+

You learn an additional nature spell.

Rank 5 – Nature Spells+

You learn an additional nature spell.

Nature Spell Mastery

This archetype improves the nature spells you cast. You must have the Nature Magic archetype from the druid class to gain the abilities from this archetype. All abilities from this archetype are **magical** .

Rank 1 – Plant Channeling

Whenever you cast a spell, you may use a Small or larger living plant within Short (30 ft.) range of you as a **targeting proxy**. This means the spell determines its targets as if you were in the plant's location, which can allow you to affect targets outside your normal range.

Rank 2 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below.

Some metamagic abilities affect specific spells. Each individual spell can normally have one metamagic applied. If the spell's rank is lower than your maximum spellcasting rank, you can apply two metamagic effects to it. Whenever you learn a new spell, you may change which specific spells your metamagic abilities affect.

Airborne Spell: Choose a nature **spell** you know with a standard **range**: Short (30 ft.), Medium (60 ft.), Long (90 ft.), Distant (120 ft.), or Extreme (180 ft.). It gains the **Air** tag. In addition, 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.

Flooding Spell: Choose a nature **spell** you know with a standard **area**: Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.), or Gargantuan (120 ft.). It gains the **Water** tag. In addition, 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.

Grounded Spell: Choose a nature **spell** you know. It gains the **Earth** tag. In addition, you gain a +2 accuracy bonus with that spell if you are **grounded** while casting it. You can choose this ability multiple times, choosing a different spell each time.

Incendiary Spell: Choose a damaging nature **spell** you know. It gains the **Fire** tag. Whenever you hit a target with that spell, you repeat the spell's effects against that target during the next round. You must make a new attack roll for the repeat with a -4 accuracy penalty. Even if you hit the same target multiple times, the spell only repeats once against that target. You can choose this ability multiple times, choosing a different spell each time.

Rituals: You gain the ability to perform nature rituals to create unique magical effects (see *Spell and Ritual Mechanics*, page 253). The maximum **rank** of nature ritual you can learn or perform is equal to the maximum **rank** of nature spell that you can cast. When you gain this ability, you can memorize a rank 1 nature ritual from any nature mystic sphere you have access to. Whenever you gain access to a new spellcasting rank, you can memorize an additional ritual of that rank or lower. You cannot choose this ability multiple times.

Rank 3 – Spell-Trained Senses ✶

You gain a +1 bonus to your Perception.

Rank 4 – Metamagic+ ✶

You gain an additional metamagic ability.

Rank 5 – Attunement Point ✶

You gain an additional attunement point.

Rank 6 – Experienced Spellcaster ✶

You gain a +1 accuracy bonus.

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.

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.

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 161, for details about natural weapons.

Form of the Bear ✶

Usage time: Standard action.

You gain a +1 bonus to your Fortitude defense and vital rolls. In addition, your mouth and hands transform, granting you a bite and two claw [natural weapons](#) (see Table 9.6: Natural Weapons, page 168).

Rank 4: The Fortitude defense bonus increases to +2.

Rank 7: The vital roll bonus increases to +2.

Form of the Bull ✶

Usage time: Standard action.

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 469). In addition, your head transforms, granting you a gore [natural weapon](#) (see Table 9.6: Natural Weapons, page 168).

Rank 4: You gain a +2 accuracy bonus with the [shove](#) ability.

Rank 7: The accuracy bonus increases to +4.

Form of the Constrictor ✶

Usage time: Standard action.

You gain a +2 accuracy bonus with the *grapple* ability and all grapple actions (see Grapple, page 42). 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 9.6: Natural Weapons, page 168).

Rank 4: The accuracy bonus increases to +4.

Rank 7: When you grapple a creature with the *grapple* ability, you automatically take control of the grapple (see Controlling a Grapple, page 45).

Form of the Fish ✶

Usage time: Standard action.

You gain an average *swim speed*. In addition, you gain a bite natural weapon (see Table 9.6: Natural Weapons, page 168).

Rank 4: You can breathe water as easily as a human breathes air, preventing you from drowning or suffocating underwater.

Rank 7: You are immune to *magical* ✶ effects that restrict your mobility.

Form of the Hawk ✶

Usage time: Standard action.

You gain *low-light vision*, allowing you to see in shadowy illumination (see Low-light Vision, page 505). In addition, you gain a +3 enhancement bonus to the Awareness skill.

Rank 4: You grow wings, granting you an average glide speed (see Gliding, page 41).

Rank 7: You gain an average *fly speed* with a maximum height of 30 feet (see Flight, page 41). 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 ✶

Usage time: Standard action.

You gain a bite natural weapon (see Table 9.6: Natural Weapons, page 168). In addition, you have the ability to move on all four limbs. When doing so, you become *multipedal* and have no *free hands* (see Multipedal, page 505). This gives you a +10 foot bonus to your *movement speed* and a +5 bonus to the Balance skill. Your bite also gains the *Heavy* weapon tag while you are multipedal in this way.

When not using your hands to move, your ability to use your hands is unchanged. You can descend to four legs and rise up to stand on two legs again as part of movement.

Rank 4: You gain the *scent* ability.

Rank 7: You can run on three limbs instead of four, allowing you to retain one free hand while multipedal.

Form of the Monkey ✶

Usage time: Standard action.

You gain an average *climb speed*. In addition, you gain a bite natural weapon (see Table 9.6: Natural Weapons, page 168).

Rank 4: You grow a tail that you can use as a free hand for the purpose of climbing.

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

Form of the Mouse ✶

Usage time: Standard action.

You gain a +2 enhancement bonus to the Flexibility and Stealth skills. In addition, you gain a bite natural weapon (see Table 9.6: Natural Weapons, page 168).

Rank 4: 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 7: When you use this wild aspect, you can choose to shrink by up to two size categories instead of only one.

Form of the Viper ★

Usage time: Standard action.

You do not need to use **free hands** to climb (see Climb, page 134). In addition, you gain a bite **natural weapon** (see Table 9.6: Natural Weapons, page 168). When a creature takes damage from your bite **natural weapon**, it is **poisoned** (see Poison, page 156). Its stage 1 effect makes the target **briefly stunned** (-2 **defenses**). Its stage 3 effect makes the target stunned while the poison lasts.

Rank 4: You gain a +1 accuracy bonus with all poisons.

Rank 7: The accuracy bonus increases to +2.

Form of the Wolf ★

Usage time: Standard action.

You gain a +1 **accuracy** bonus against creatures that are adjacent to both you and one of your **allies**. In addition, you gain a bite **natural weapon** (see Table 9.6: Natural Weapons, page 168).

Rank 4: You gain the **scent** ability.

Rank 7: The accuracy bonus increases to +2.

Myriad Form ★

Usage time: Standard action.

If you have Disguise as a **trained skill**, you gain a +3 **enhancement bonus** to it. Otherwise, you are treated as being trained in that skill.

Rank 4: When you use this wild aspect, you can choose to grow or shrink by one **size category** (see Size Categories, page 19). If you increase your size, you are slightly clumsy in your new size, and you take a -10 foot penalty to your speed with all of your **movement modes**.

Rank 7: When you use this wild aspect, you can choose to grow or shrink by up to two **size categories** instead of only one.

Photosynthesis ★

Usage time: Standard action.

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. In addition, as long as you are in natural sunlight, you regain hit points equal to half your **power** at the end of each round.

Rank 4: The healing increases to be equal to your **power**.

Rank 7: When you finish 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 ★

Usage time: Standard action.

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 4: You gain a +2 bonus to your **Armor** and **Reflex defenses** while standing in **undergrowth**.

Rank 7: All **light undergrowth** within a Medium (30 ft.) radius from you is treated as **difficult terrain** for your enemies.

Rank 2 – Shift Body ★**Shift Body** ★

Attune

Usage time: Can be triggered when you finish a **long rest**.

When you use this ability, choose a physical **attribute**: Strength, Dexterity, or Constitution (see Attributes, page 16). You gain a +1 **enhancement bonus** to that attribute.

Rank 3 – Shifting Claw**Shifting Claw** ★

Usage time: Standard action.

Choose **Armor**, **Reflex**, or **Fortitude defense**, or all three defenses. Make a **strike** against your chosen defenses with a **natural weapon**. If you chose all three defenses, the strike deals double damage.

Rank 4: You gain a +2 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +4.

Rank 6: You can choose any two defenses instead of all three defenses to deal double damage.

Rank 7: You deal double damage by default, or triple damage if you attack two defenses.

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 *barding* 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 Shapeshifting, page 154.

Rank 5 – Shift Body+ ✨

This ability loses the *Attune* tag. Instead, it lasts until you use it again.

Rank 6 – Cleansing Shift ✨

Whenever you activate a new *wild aspect*, 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 archetypes 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 one hour performing rituals in a natural area.

Natural Servant ✨

Attune

Usage time: One hour of rituals in a natural area.

An animal native to the local environment appears to help you. It follows your directions to the best of its ability as long as you remain in its natural environment. If you leave the animal's natural habitat, it remains behind and this effect ends.

Your magical connection to the animal improves its resilience and strength in combat. The animal's statistics use the values below, except that each animal also gains a special ability based on the environment you are in. Animals are unable to understand complex concepts, so their ability to obey convoluted instructions is limited.

- Its *size category* is Medium, and its *base speed* is 30 feet.
- Its level is equal to your level.
- All of its attributes are 0 except for Intelligence, which it does not have.
- It has no *resources*, and it cannot use abilities that increase its fatigue level.
- Its maximum *hit points* are equal to the standard value for a druid of your level (see Base Class Abilities, above).
- Its maximum *damage resistance* is equal to its maximum hit points, ignoring any *enhancement bonuses* to hit points.
- Each of its *defenses* is equal to $4 + \text{half your level}$.
- Its *accuracy* is equal to your accuracy, but it makes its own attack rolls.
- Its *power* is equal to half your power.
- 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 *enhancement bonuses* to maximum hit points and damage resistance.

Rank 2: The animal gains a +1 bonus to all of its defenses.

Rank 3: The animal's *power* becomes equal to your power.

Rank 4: The animal gains a +1 *accuracy* bonus with *strikes*.

Rank 5: The accuracy bonus increases to +2.

Rank 6: The accuracy bonus increases to +4.

Rank 7: The animal's strikes deal double damage. However, the accuracy bonus is reduced to +2.

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 dolphin or seal instead of a shark. Unusual environments may have different animals than the standard animals listed below.

- Aquatic: A shark appears that has an average *swim speed* and no walk speed. It has a bite *natural weapon*, and it is trained with the Awareness and Swim skills.
- Arctic: An arctic fox appears that has no penalties for being in cold environments. It has a bite *natural weapon*, and it is trained with the Awareness and Stealth skills.
- 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 calculates its hit points as a barbarian of your level, rather than as a druid of your level. It has a bite *natural weapon*.
- Plains: A wolf appears that has the *scent* ability. It has a bite *natural weapon*, and it is trained with the Awareness and Stealth skills.
- Swamp: A crocodile appears that has a slow *walk speed* and an average *swim speed*. It has a bite *natural weapon*, and it is trained with the Swim and Stealth skills.
- Underground: A dire rat appears that has *low-light vision*. It has a bite *natural weapon*, and it is trained with the Awareness and Stealth skill.

Rank 2 – Animal Speech

Animal Speech

Usage time: Standard action.

Sustain (minor)

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.

This ability does not make the target any more friendly or cooperative than normal. Wary and cunning animals are likely to be terse and evasive, while stupid ones tend to make inane comments and are unlikely to say or understand anything of use.

Rank 3 – Nature's Ally

You and your *allies* within a Huge (90 ft.) radius *emanation* from you are under nature's protection. Animals will not willingly attack protected creatures, and will automatically attempt to help if the protected creatures are in mortal danger. For example, if you are attacked while in a forest, nearby birds might start harassing your foes, at the GM's discretion. If any protected target attacks a creature that this ability protects you from, this ability is suppressed until you finish a *long rest*.

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 – 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 Ally+

This ability also protects you and your allies from plant animates, elemental planeforged, and all summoned creatures.

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. Increasing its size gives it a +1 Brawn defense bonus, a +1 bonus to Strength for the purpose of determining its glosstermweight limits, a -1 Reflex defense penalty, and a -5 penalty to Stealth. It also increases its *base speed* (see Size Categories, page 19).

Ex-Druids

A druid who ceases to revere nature or who changes to a prohibited alignment loses all *magical*  druid class abilities. They cannot thereafter gain levels as a druid until they atone for their transgressions.

Fighter



Fighters are highly disciplined warriors who excel in physical combat of any kind. They have a deep mastery of the implements and strategies of battle thanks to their extensive training. Other martial characters may be physically stronger or capable of strange and improbable tricks, but fighters are unmatched as battlefield champions.

Each fighter has a different area of specialization, but most fighters have some amount of battlefield control. They can guard their allies, impede the movement of their foes, or give battle commands to their allies to guide them. This makes fighters invaluable in large-scale battles, and they are the most common class found in organized military forces. The regimented nature of army life tends to drive away many people used to more freedom, but fighters are often compatible with the discipline found in armed forces.

More broadly, fighters are the most common class in many civilized settings. A fighter's training requires no secret wisdom, and it can be self-taught or guided by a mentor. Many people undergo some battle training regardless of their ultimate path in life, leading them to discover that they may enjoy it for its own sake.

Monks are closely related to fighters, since both classes use training and discipline to improve themselves. However, monks focus more on mental control and exploring the supernatural powers that come from tapping into the body's potential. In contrast, fighters have a more grounded approach, and focus more on practical knowledge that can be directly applied to physical combat. A typical monk would consider fighters to be overly limited in their focus on day-to-day combat, while a typical fighter would consider monks to be wasting their training with mysticism and esoteric nonsense.

Alignment: Any.

Archetypes: Fighters have the Combat Discipline, Equipment

Training, Martial Mastery, Sentinel, and Tactician archetypes.

Base Class Effects

If you choose fighter as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Constitution. In addition, you gain a +1 bonus to either your Strength or your Dexterity.

Hit Points

You have 8 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 20 hit points + three times your Constitution, plus 3 hit points per level beyond 7.
- *Level 13:* 40 hit points + six times your Constitution, plus 6 hit points per level beyond 13.
- *Level 19:* 80 hit points + twelve times your Constitution, plus 12 hit points per level beyond 19.

Defenses

You gain a +1 bonus to your Armor defense.

Resources

- **Attunement points:** 3 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 3 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons and all non-exotic weapons.

Armor Proficiencies

You are proficient with light, medium, and heavy armor.

Class Skills

You have the following [class skills](#):

- *Strength:* Climb, Jump, Swim.
- *Dexterity:* Balance, Flexibility, Ride.
- *Constitution:* Endurance.
- *Intelligence:* Craft, Knowledge (items), Medicine.
- *Perception:* Awareness, Deception, Persuasion.
- *Other:* Intimidate.

Table 6.6: Fighter Progression

Rank (Level)	Combat Discipline	Equipment Training	Martial Mastery	Sentinel	Tactician
1 (1)	Disciplined reaction	Armor expertise, exotic weapon training	Martial maneuvers	Bulwark	Battle tactics
2 (4)	Enduring discipline	Weapon expertise	Augmented maneuvers	Threatening influence	Shifting stance
3 (7)	Disciplined blow	Adaptive blow	Martial maneuvers+	Sentinel's challenge	Coordinated charge
4 (10)	Cleansing discipline	Second skin	Augmented maneuvers+	Stalwart sentinel	Battle tactics+
5 (13)	Enduring discipline+	Weapon precision	Martial maneuvers+	Specialized bulwark	Shifting stance+
6 (16)	Vital discipline	Equipment efficiency	Augmented maneuvers+	Threatening influence+	
7 (19)	True discipline	Armor expertise+	Martial maneuvers+	Demanding challenger	Hybrid battle tactics

Combat Discipline

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

Rank 1 – Disciplined Reaction

You halve all penalties to your [accuracy](#), [defenses](#), and [movement speed](#) from temporary debuffs on you. This includes the defense and speed penalties from being [slowed](#) (-10 speed, -2 *Armor and Ref*), the accuracy and Mental defense penalty from being [frightened](#) (-2 *Mental*, -2 *accuracy vs. source*), and so on. It does not include permanent effects, such as if you are intrinsically [vulnerable](#) (-4 *defenses*) to attacks.

Rank 2 – Enduring Discipline

You gain a +2 bonus to your Mental defense and [fatigue tolerance](#).

Rank 3 – Disciplined Blow

Disciplined Blow

Usage time: Standard action.

Make a [strike](#) that deals [extra damage](#) equal to half your power. You cannot get a [critical hit](#) with this strike.

Miss: Half damage.

Rank 4: The extra damage increases to $1d6 + \text{half your power}$.

Rank 5: The extra damage increases to $1d6 + \text{your power}$.

Rank 6: The extra damage increases to $3d6 + \text{your power}$.

Rank 7: The strike deals double [weapon damage](#).

Rank 4 – Cleansing Discipline

Cleansing Discipline

[Swift](#)

Usage time: Standard action. You can increase your [fatigue level](#) by one to use this ability as a [minor action](#) instead.

Remove all [conditions](#) affecting you. Because this ability has the [Swift](#) tag, the removed conditions do not affect you during the current phase. In addition, you [briefly](#) become immune to all conditions.

Rank 5 – Enduring Discipline+

The bonuses increase to +4.

Rank 6 – 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](#).

Rank 7 – True Discipline

You are immune to [conditions](#).

Equipment Training

This archetype improves your combat prowess with weapons and armor.

Rank 1 – Armor Expertise

You gain a special ability based on the [usage class](#) of your body armor.

- Light: You gain a +10 foot bonus to your [movement speed](#).
- Medium: You add your full Dexterity to your Armor defense, rather than only half your Dexterity like normal for medium armor. However, the maximum Armor defense bonus you can gain from Dexterity is +4. Using a medium armor shield also does not reduce your Dexterity bonus to Armor defense, but using a heavy armor shield still halves it.
- Heavy: You gain a +1 bonus to your Armor, Brawn, and Fortitude defenses.

Rank 1 – Exotic Weapon Training

You can gain proficiency with [exotic weapons](#) at the cost of one [insight point](#) per weapon group (see Exotic Weapons, page 161). You must already be proficient with all non-exotic weapons from that weapon group.

Rank 2 – Weapon Expertise

The damage die of all weapons you use increases by one step in the order below:

- 1d3
- 1d4
- 1d6
- 1d8
- 1d10
- 2d6
- 2d8
- 2d10
- 4d6

Rank 3 – Adaptive Blow

Adaptive Blow

Usage time: Standard action.

Make a [strike](#) with a +3 accuracy bonus. In addition, choose one of the following [weapon tags](#): [Keen](#), [Maneuverable](#), [Parrying](#), or [Resonating](#) (see [Weapon Tags](#), page 161). If the strike is a [melee](#) strike, you can alternately choose the [Long](#) or [Sweeping](#) (1) weapon tags. The strike gains the benefit of your chosen weapon tag if it did not already have that tag.

Rank 4: The accuracy bonus increases to +5.

Rank 5: The accuracy bonus increases to +10.

Rank 6: The accuracy bonus increases to +15.

Rank 7: The accuracy bonus increases to +20.

Rank 5 – Weapon Precision

You gain a +1 [accuracy](#) bonus with [strikes](#).

Rank 6 – Equipment Efficiency

Whenever you draw a weapon or don a shield, you can attune to it as a [free action](#) (see [Item Attunement](#), page 160).

Rank 7 – Armor Expertise+

You gain an additional special ability based on the usage class of your body armor.

- Light: You take no damage from [glancing blows](#) or misses caused by 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.
- Medium: You gain a +2 bonus to your Brawn, Fortitude, and Reflex defenses, up to a maximum equal to your Armor defense.
- Heavy: Your armor's bonus to your maximum damage resistance also applies to your maximum hit points. This includes the multiplier from special materials or magic armor, but does not include any [enhancement bonuses](#) provided by the armor's special effects.

Rank 4 – Second Skin

You reduce your [encumbrance](#) by 2.

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 any two combat styles of your choice (see Combat Styles, page 229). 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.

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 – Augmented Maneuvers

You gain the ability to customize your martial maneuvers. For each rank 1 martial maneuver you know, choose one augment from the list below and apply it to that maneuver. The augment permanently changes the maneuver, so you can't use an unaugmented version of the maneuver. However, you can learn the same maneuver more than once and apply different augments to each version.

Augments scale in power with your “excess rank”. Your excess rank with a maneuver is equal to your rank in this archetype minus the rank of the maneuver.

Whenever you increase your rank in this archetype, you can change your augments. However, you must still apply them to rank 1 martial maneuvers.

Counter Maneuver: You gain an accuracy bonus equal to twice your excess rank against creatures who made a [strike](#) against you during the previous round. You can only apply this augment to maneuvers which cause you to make a [strike](#).

Debilitating Maneuver: You gain an accuracy bonus equal to twice your excess rank. However, you cannot get a [critical hit](#). You can only apply this augment to maneuvers which deal damage and can inflict a [condition](#).

Defensive Maneuver: You gain a bonus to your Armor defense equal to half your excess rank (minimum 1) 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 augment to maneuvers which cause you to make a [strike](#).

Mighty Maneuver: You deal [extra damage](#) equal to your excess rank.

Precise Maneuver: You gain an accuracy bonus equal to your excess rank.

Rank 3 – Martial Maneuvers+

You learn an additional martial maneuver. In addition, you gain access to rank 3 martial maneuvers.

Rank 4 – Augmented Maneuvers+

You can also choose an augment for each of your rank 3 martial maneuvers.

Rank 5 – Martial Maneuvers+

You gain access to rank 5 martial maneuvers.

Rank 6 – Augmented Maneuvers+

You can also choose an augment for each of your rank 5 martial maneuvers.

Rank 7 – Martial Maneuvers+

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 – Bulwark

You gain a +1 bonus to all defenses.

Rank 2 – Threatening Influence

Your enemies move at half speed while within a Small (15 ft.) radius **emanation** from you. This does not affect creatures who are moving in a straight line directly towards you. It also has no effect on enemies that are able to move through your space freely, such as **incorporeal** or very large creatures.

Rank 3 – Sentinel’s Challenge

Sentinel’s Challenge

Usage time: Standard action.

Make a **strike**.

Hit: The target is **briefly goaded** (-2 accuracy vs. *non-goading creatures*) by you. If it was already briefly goaded by you, it becomes goaded by you until it finishes a **short rest**.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 5: The strike deals double damage.

Rank 6: The accuracy bonus increases to +2.

Rank 7: The strike deals triple damage.

Rank 4 – Stalwart Sentinel

You gain a +1 bonus to your Constitution.

Rank 5 – Specialized Bulwark

You gain a +1 bonus to your Armor defense and one other defense of your choice.

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.

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 efforts.

All *battle tactics* have the **Sustain** (free) tag, so they last as long as you **sustain** them (see Sustained Abilities, page 50). You cannot sustain multiple battle tactics simultaneously, and any existing *battle tactics* end as soon as you activate another battle tactic.

Break Through

Sustain (free), **Swift**

Usage time: **Minor action**.

Each target gains a +2 accuracy bonus with the *overrun* and *shove* abilities (see Special Combat Abilities, page 42).

Rank 4: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Dogpile

Sustain (free), **Swift**

Usage time: **Minor action**.

Each target gains a +2 accuracy bonus with the *grapple* and *Maintain Grapple* abilities (see Special Combat Abilities, page 42).

Rank 4: The bonus increases to +3.

Rank 7: The bonus increases to +4.

Duck and Cover

Sustain (free), **Swift**

Usage time: **Minor action**.

Each target gains a +1 bonus to its Armor defense against ranged **strikes**.

Rank 4: The bonus also applies against any attacks that a target has *cover* from.

Rank 7: The bonus increases to +2.

Group Up	Sustain (free), Swift
Usage time: Minor action.	
Each target that is adjacent to at least one other target gains a +1 bonus to its Armor defense.	
Rank 4: Each target affected by the Armor defense bonus also gains a +1 bonus to its Mental defense.	
Rank 7: The bonuses increase to +2.	
Hold The Line	Sustain (free), Swift
Usage time: Minor action.	
Your enemies move at half speed while adjacent to any two targets.	
Rank 4: The effect persists for an additional five feet of the enemy's movement after they stop being adjacent to two targets.	
Rank 7: The extra length increases to 10 feet.	
Keep Moving	Sustain (free), Swift
Usage time: Minor action.	
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 4: Each target affected by the Armor defense bonus also gains a +1 bonus to its Reflex defense.	
Rank 7: The bonuses increase to +2.	
Lead From the Front	Sustain (free), Swift
Usage time: Minor action.	
Each target other than you gains a +1 accuracy bonus against creatures that you are adjacent to.	
Rank 4: The bonus also applies against creatures within Short (30 ft.) range of you.	
Rank 7: The bonus increases to +2.	
Rush	Sustain (free), Swift
Usage time: Minor action.	
Each target gains a +5 foot bonus to its movement speed during any phase that it uses the sprint ability. This bonus is doubled as normal by the sprint ability.	
Rank 4: The speed bonus increases to +10 feet.	
Rank 7: The speed bonus increases to +15 feet.	

Stand Your Ground	Sustain (free), Swift
Usage time: Minor action.	
Each target that ends the movement phase without changing its location gains a +1 bonus to its Armor defense until its location changes.	
Rank 4: Each target affected by the Armor defense bonus also gains a +1 bonus to its Brawn defense.	
Rank 7: The bonuses increase to +2.	
Rank 2 – Shifting Stance	
Shifting Stance	Sustain (free), Swift
Usage time: Minor action.	
You gain one of the following benefits:	
• Offense: You gain a +1 accuracy bonus against adjacent enemies.	
• Defense: You gain a +1 bonus to your Armor defense.	
• Support: One adjacent ally gains a +1 accuracy bonus.	
This effect immediately ends if you use this ability again.	

Rank 3 – Coordinated Charge	
Coordinated Charge	
Usage time: Standard action.	
You can move up to your movement speed. You can push one adjacent ally along to match your movement. After you stop moving, you can make a melee strike. You gain a +1 accuracy bonus with the strike for each of your allies that is adjacent to the target, to a maximum of +3.	
Rank 4: If you have at least two allies adjacent to you, the strike deals double damage.	
Rank 5: The strike always deals double damage.	
Rank 6: If you have at least two allies adjacent to you, the strike deals triple damage.	
Rank 7: The strike always deals triple damage.	

Rank 4 – Battle Tactics+	
You learn an additional battle tactic.	
Rank 5 – Shifting Stance+	
The bonus for each stance increases to +2.	
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. Expend 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.

Base Class Effects

If you choose monk as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Dexterity and Willpower. In addition, you gain a +1 bonus to either your Perception or your Intelligence.

Hit Points

You have 8 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 20 hit points + three times your Constitution, plus 3 hit points per level beyond 7.
- *Level 13:* 40 hit points + six times your Constitution, plus 6 hit points per level beyond 13.
- *Level 19:* 80 hit points + twelve times your Constitution, plus 12 hit points per level beyond 19.

Resources

- **Attunement points:** 3 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 4 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

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:* Deduction, Medicine.
- *Perception:* Awareness, Creature Handling, Deception, Persuasion, Social Insight, Survival.
- *Other:* Intimidate.

Table 6.7: Monk Progression

Rank (Level)	Airdancer	Esoteric Warrior	Ki	Perfected Form	Transcendent Sage
1 (1)	Float like air	Esoteric maneuvers, esoteric weaponry	Ki barrier, ki energy	Unarmed warrior, unhindered agility	Feel the flow of life
2 (4)	Evasion	Augmented maneuvers	Ki manifestations	Perfected power	Transcend frailty
3 (7)	Death from above	Esoteric maneuvers+	Invested blow	Perfect body	Transcend uncertainty
4 (10)	Heart of air	Augmented maneuvers+	Ki barrier+	Unarmed warrior+, unhindered freedom	Transcend emotion
5 (13)	Evasion+	Esoteric maneuvers+	Ki manifestation	Perfected power+	Transcend mortality
6 (16)	Float like air+, move like wind	Augmented maneuvers+	Ki-focused mind	Perfect body+	Feel the flow of life+, transcend frailty+
7 (19)	Airdance	Esoteric maneuvers+	Endless ki, ki barrier++	Unarmed warrior++, unhindered agility+	Inner transcendence

Airdancer

This archetype improves your acrobatic ability and mobility in combat.

Rank 1 – Float Like Air

Your maximum jumping height is equal to your maximum horizontal jump distance, rather than half that distance (see Jumping, page 39). You can also use Willpower in place of Strength to determine your horizontal jump distance.

Rank 2 – Evasion

You take no damage from [glancing blows](#) or misses caused by 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 also gain a +2 bonus to your Armor and Reflex defenses against area attacks.

Rank 3 – Death From Above

Death From Above

Usage time: Standard action.

You jump and move as normal for the jump (see Jumping, page 39). In addition, you can make a [strike](#) that deals 1d6 [extra damage](#) at any point during that jump.

Rank 4: This extra damage is doubled against each creature that you are directly above when you make the strike.

Rank 5: The extra damage increases to 2d6.

Rank 6: The extra damage increases to 2d10.

Rank 7: The strike deals double [weapon damage](#).

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 5 – Evasion+

This ability also protects you from area attacks against your Brawn, Fortitude, and Mental defenses.

Rank 6 – Float Like Air+

You gain a +10 bonus to your maximum horizontal jump distance. In addition, you are immune to [falling damage](#).

Rank 6 – Move Like Wind

You gain a +10 foot bonus to your [movement speed](#).

Rank 7 – Airdance ✨

You gain a slow [fly speed](#) with a [height limit](#) of 15 feet (see Flight, page 41). Flying using this fly speed does not cause you to suffer penalties for being [midair](#) (-4 *Armor, Brawn, Ref*). While flying, you can jump as if you were on solid ground, allowing you to rapidly gain height and change directions unexpectedly.

Rank 4 – Heart of Air ✨

When you jump, you can land in midair as if it was solid ground. Your landing location has a [height limit](#) of 30 feet, like a fly speed (see Flight, page 41). You cannot walk in the air, but you can continue jumping or remain in place. The air holds you until the

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 hunter*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 229). 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.

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 1 – Esoteric Weaponry

If you spend an [insight point](#), you can become proficient with exotic monk weapons (see Exotic Weapons, page 161). You must already be proficient with all non-exotic monk weapons.

Rank 2 – Augmented Maneuvers

You gain the ability to customize your esoteric maneuvers. For each rank 1 esoteric maneuver you know, choose one augment from the list below and apply it to that maneuver. The augment permanently changes the maneuver, so you can't use an unaugmented version of the maneuver. However, you can learn the same maneuver more than once and apply different augments to each version.

Augments scale in power with your “excess rank”. Your excess rank with a maneuver is equal to your rank in this archetype minus the rank of the maneuver.

Whenever you increase your rank in this archetype, you can change your augments. However, you must still apply them to rank 1 esoteric maneuvers.

Counter Maneuver: You gain an accuracy bonus equal to twice your excess rank against creatures who made a [strike](#) against you during the previous round. You can only apply this augment to maneuvers which cause you to make a [strike](#).

Debilitating Maneuver: You gain an accuracy bonus equal to twice your excess rank. However, you cannot get a [critical hit](#). You can only apply this augment to maneuvers which deal damage and can inflict a [condition](#).

Mighty Maneuver: You deal [extra damage](#) equal to your excess rank.

Mobile Maneuver: You can walk up to 5 feet per excess rank before or after using your chosen maneuver, up to a maximum distance equal to your speed. You cannot apply this augment to maneuvers that already allow you to move using one of your movement modes. This movement is never [Swift](#). If your chosen

maneuver is [Swift](#), you can only walk after using the maneuver, not before.

Precise Maneuver: You gain an accuracy bonus equal to your excess rank.

Rank 3 – Esoteric Maneuvers+

You learn an additional esoteric maneuver. In addition, you gain access to rank 3 esoteric maneuvers.

Rank 4 – Augmented Maneuvers+

You can also choose an augment for each of your rank 3 esoteric maneuvers.

Rank 5 – Esoteric Maneuvers+

You gain access to rank 5 esoteric maneuvers.

Rank 6 – Augmented Maneuvers+

You can also choose an augment for each of your rank 5 esoteric maneuvers.

Rank 7 – Esoteric Maneuvers+

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.

Rank 1 – Ki Barrier ✶

While you are not wearing other body armor, you gain a ki barrier around your body. This functions like body armor that provides a +2 bonus to your Armor defense and has no encumbrance. It also provides a bonus to your maximum [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 and Reflex defenses, 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 1 – Ki Energy ✶

Whenever you make a [strike](#), you can choose to treat it as a [magical](#) ability. This allows you to use your [magical power](#) to determine your damage instead of your [mundane power](#) (see Power, page 18).

Rank 2 – 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.

After you use a *ki manifestation*, you [briefly](#) cannot use a *ki manifestation* again.

Abandon the Fragile Self ✶

Swift

Usage time: 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 5: The defense penalty is reduced to -1.

Burst of Blinding Speed ✶

Usage time: Free action.

You gain a +10 foot bonus to your [movement speed](#) this phase. In exchange, you cannot use the [sprint](#) ability this phase.

Rank 5: The speed bonus increases to +20 feet.

Calm the Inner Tempest ✶

Usage time: Free action.

You gain a +4 bonus to the [Endurance](#) skill this round (see Endurance, page 404).

Rank 5: The bonus increases to +6.

Extend the Flow of Ki ✶

Usage time: 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 161).

Rank 5: You can attack enemies up to 15 feet away from you.

Flash Step ✶

Usage time: See text.

You can use this ability as part of movement with your walk 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. If you are unable to use your walk speed, such as if you are [paralyzed](#) (*cannot move*), you also cannot move with this ability.

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

Flurry of a Thousand Cuts ✶

Cuts ✶

Usage time: Free action.

When you make a [strike](#) this round, you [reroll](#) the attack roll once and take the higher result. However, you cannot get a [critical hit](#) or [glancing blow](#) with strikes.

Rank 5: You also gain a +1 [accuracy](#) bonus with strikes.

Hear the Rustling Wings ✶

Usage time: Free action.

You gain a +4 bonus to the [Awareness](#) skill this round (see Awareness, page 132).

Rank 5: The bonus increases to +6.

Kindle the Living Flame ✶

Usage time: Free action.

Your [strikes](#) have the [Fire](#) tag this round.

Rank 5: This effect lasts [briefly](#).

Leap of the Heavens ★

Usage time: Free action.

You gain a +10 foot bonus to your maximum horizontal jump distance (see Jumping, page 39). This increases your maximum vertical jump distance normally.

Rank 5: The bonus increases to +20 feet.

Rest Atop the Precipice ★

Usage time: Free action.

You gain a +4 bonus to the Balance skill this round (see Balance, page 133).

Rank 5: The bonus increases to +6.

Scale the Highest Tower ★

Usage time: Free action.

You gain a +4 bonus to the Climb skill this round (see Climb, page 134).

Rank 5: The bonus increases to +6.

Shelter from Falling Rain ★

Swift

Usage time: Free action.

You gain a +2 bonus to your defenses against ranged strikes. However, you take a -2 penalty to your defenses against melee strikes.

Rank 5: The bonus increases to +3.

Step Between the Mystic Worlds ★

Swift

Usage time: 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 5: The failure chance for attacks against you increases to 30%.

Thread the Eye of the Storm ★

Usage time: Free action.

You reduce your longshot penalty with thrown weapons by 2 this round (see Weapon Range Limits, page 161).

Rank 5: The penalty reduction increases to 3.

Surpass the Mortal Limits ★

Swift

Usage time: 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 5: The penalty during the next round is removed.

Rank 3 – Invested Blow ★**Invested Blow** ★

Usage time: Standard action.

Cost: One fatigue level (see text).

Make a strike that deals double damage. The strike must target a single creature within Short (30 ft.) range, with no secondary targets.

Whether or not the target takes damage, it becomes invested with your ki. This does not cause it any ill effects. If it dies or falls unconscious, or you take a short rest, your ki returns to you. When it does, you reduce your fatigue level by one.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 5: The accuracy bonus increases to +2.

Rank 6: The strike deals triple damage instead of double damage.

Rank 7: The accuracy bonus increases to +4.

Rank 4 – Ki Barrier+ ★

The damage resistance bonus increases to five times your rank in this archetype, and the Armor defense bonus increases to +3.

Rank 5 – Ki Manifestation ★

You learn an additional *ki manifestation*.

Rank 6 – Ki-Focused Mind ★

You gain a +1 bonus to your Willpower.

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 7 – Ki Barrier++ ★

The damage resistance bonus increases to eight times your rank in this archetype.

Perfected Form

This archetype improves the perfection of your physical body through rigorous training.

Rank 1 – Unarmed Warrior

You gain a +2 accuracy bonus with the punch/kick **natural weapon**, and you deal 1d4 damage with it (see Natural Weapons, page 161). In addition, you treat that weapon as having the **Light** weapon tag, which allows you to make dual strikes with it more easily (see Dual Strikes, page 41).

Rank 1 – Unhindered Agility

You gain a +1 bonus to your Armor and Reflex defense while you have no **encumbrance**.

Rank 2 – Perfected Power

You gain a +1 bonus to your **mundane power** and **magical power**. If each of your Strength, Dexterity, and Constitution are 3 or higher, this bonus increases to +2.

Rank 3 – Perfect Body

Choose a physical **attribute**: Strength, Dexterity, or Constitution (see Attributes, page 16). You gain a +1 bonus to that attribute.

Rank 4 – Unarmed Warrior+

Your punch/kick damage increases to 1d6.

Rank 4 – Unhindered Freedom

While you have no **encumbrance**, you are immune to being **slowed** (-10 speed, -2 **Armor** and **Ref**) and **paralyzed** (*cannot move*), and your movement is not slowed by **difficult terrain**.

Rank 5 – Perfected Power+

The bonus increases to +2, or to +3 if you meet the attribute requirement.

Rank 6 – Perfect Body+

The bonus applies to all physical attributes, not just the one you chose.

Rank 7 – Unarmed Warrior++

Your punch/kick damage increases to 1d8.

Rank 7 – Unhindered Agility+

The defense bonus increases to +2.

Transcendent Sage

This archetype grants you abilities to ignore debilitating effects and sense life energy.

Rank 1 – Feel the Flow of Life ✨

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 things without light (see Lifesense, page 505). In addition, you gain **lifesight** with a 30 foot range, allowing you to see living things without light (see Lifesight, page 505).

Rank 2 – Transcend Frailty

You gain a bonus to your maximum **damage resistance** equal to three times your rank in this archetype. In addition, you gain a +1 bonus to your **vital rolls** (see Vital Wounds, page 35).

Rank 3 – Transcend Uncertainty

You are immune to being **stunned** (-2 **defenses**) and **confused** (-2 **defenses**, *randomly attack or defend*).

Rank 4 – Transcend Emotion

You are immune to **Emotion** attacks. In addition, you are immune to being **frightened** (-2 **Mental**, -2 **accuracy vs. source**) and **panicked** (-4 **Mental**, *cannot attack source*).

Rank 5 – Transcend Mortality ✨

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 – Feel the Flow of Life+ ✨

The range of your **lifesense** increases by 240 feet, and the range of your **lifesight** increases by 60 feet.

Rank 6 – Transcend Frailty+

The damage resistance bonus increases to four times your rank in this archetype.

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. Votives are deeply suspicious to paladins of good, though paladins of good tend to be more forgiving than other paladins. Paladins of evil despise druids who have too much respect for the sanctity of life. All paladins may have strong feelings about clerics depending on the alignment of that cleric's deity.

Alignment: Any.

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

Base Class Effects

If you choose paladin as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Willpower. In addition, you gain a +1 bonus to either your Constitution or your Strength.

Hit Points

You have $8 + 2 \times \text{Constitution}$ hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* $20 + 3 \times \text{Constitution}$ hit points per level beyond 7.
- *Level 13:* $40 + 6 \times \text{Constitution}$ hit points per level beyond 13.
- *Level 19:* $80 + 12 \times \text{Constitution}$ hit points per level beyond 19.

Resources

- **Attunement points:** 4 (see Attunement Points, page 18).
- **Fatigue tolerance:** $2 + \text{Constitution}$ (see Fatigue, page 18).
- **Insight points:** $1 + \text{Intelligence}$ (see Insight Points, page 18).
- **Trained skills:** 3 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons and all non-exotic weapons.

Armor Proficiencies

You are proficient with light, medium, and heavy armor.

Class Skills

You have the following [class skills](#):

Table 6.8: Paladin Progression

Rank (Level)	Devoted Paragon	Divine Magic 	Divine Spell Expertise 	Stalwart Guardian	Zealous Warrior
1 (1)	Aligned aura	Divine spells	Divine conduit	Lay on hands	Smite
2 (4)	Aligned immunity	Divine spells+	Divine spell versatility	Stalwart resilience	Detect anathema
3 (7)	Paragon power		Spell-trained mind	Stalwart defense	Fearless zeal
4 (10)	Aligned aura+		Attunement point	Lay on hands+	Zealous fixation
5 (13)	Aligned immunity+	Divine spells+	Divine spell versatility+	Stalwart resilience+	Pass judgment
6 (16)	Paragon power+		Experienced spellcaster	Stalwart core	Zealous offense
7 (19)	Aligned aura++		Divine conduit+	Lay on hands+	Zealous pursuit

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

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

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 create the aura as a free action, and it lasts until it is dismissed. Creating the aura has the *Swift* ability tag.

Whenever you create the aura, you can choose which creatures within the area are affected by the aura. You can choose whether it affects 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 1 on an attack roll, the attack roll explodes (see Exploding Attacks, page 34). This does not affect bonus dice rolled for exploding attacks.

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, their attack result becomes equal to 5 + their accuracy with the attack. This does not affect bonus dice rolled for exploding attacks (see Exploding Attacks, page 34).

Rank 2 – Aligned Immunity

Your devotion to your alignment grants you immunities.

Chaos: You are immune to Compulsion attacks.

Evil: You are immune to being charmed (friendly with charmer) and goaded (-2 accuracy vs. non-gloating creatures).

Good: You are immune to Curse attacks and being dominated (must obey commands).

Law: You are immune to Emotion attacks.

Rank 3 – Paragon Power

You gain a +1 bonus to your magical power and mundane power.

Rank 4 – Aligned Aura+★

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 triggers on rolling either a 1 or a 2.

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 triggers on rolling either a 1 or a 2.

Rank 5 – Aligned Immunity+★

This immunity is shared with your allies within the area of your *aligned aura*.

Rank 6 – Paragon Power+

The power bonuses increase to +2.

Rank 7 – Aligned Aura++★

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: This also affects bonus dice rolled for exploding attacks.

Evil: The penalty increases to -2.

Good: The vital roll bonus increases to +10.

Law: The effect triggers on rolling anything less than a 5.

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 254). 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 of your mystic spheres. 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 Ability Usage Components, page 48). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 253.

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 5 – 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. All abilities from this archetype are magical .

Rank 1 – Divine Conduit

Whenever you cast a targeted spell that does not have the Attune or Sustain tags, you may also target yourself or a creature adjacent to you with the spell.

Rank 2 – 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. When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

Rank 3 – Spell-Trained Mind

You gain a +1 bonus to your Willpower.

Rank 4 – Attunement Point

You gain an additional attunement point.

Rank 5 – Divine Spell Versatility+

You learn an additional spell with this ability.

Rank 6 – Experienced Spellcaster

You gain a +1 accuracy bonus.

Rank 7 – Divine Conduit+

You can target any number of creatures within 10 feet of you with this ability instead of only one adjacent creature.

Stalwart Guardian

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

Rank 1 – Lay on Hands

Lay on Hands

Swift

Usage time: Standard action.

Choose yourself or a living ally you touch. The target regains 1d8 hit points +1 per power. In addition, it removes one condition or poison affecting it. This removal can only affect conditions and poisons with a rank no more than two ranks higher than your rank in this archetype.

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. You can make this decision after seeing how much the target would heal.

Rank 2: The base healing increases to 2d8.

Rank 3: The bonus healing increases to 1d6 per 3 power.

Rank 4: The base healing increases to 4d8.

Rank 5: The bonus healing increases to 1d8 per 3 power.

Rank 6: The base healing increases to 6d8.

Rank 7: The bonus healing increases to 1d8 per 2 power.

Rank 2 – Stalwart Resilience

You gain a bonus to your maximum damage resistance equal to three times your rank in this archetype. In addition, you gain a +1 bonus to your vital rolls (see Vital Wounds, page 35).

Rank 3 – Stalwart Defense

You gain a +1 bonus to your Armor and Fortitude defenses.

Rank 4 – Lay on Hands+

In addition to regaining hit points, you can cause the target to remove a vital wound. If a vital wound is removed in this way, you increase your fatigue level by three.

Rank 5 – Stalwart Resilience+

This bonus increases to four times your rank in this archetype.

Rank 6 – Stalwart Core

You gain a +1 bonus to your Constitution.

Rank 7 – Lay on Hands+

When you use this ability on a creature other than yourself, it also targets you.

Zealous Warrior

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

Rank 1 – Smite ✨

Smite ✨

Usage time: Standard action.

Make a **strike**. You add half your Strength to your **magical power** to determine your total power with this ability (see Power, page 18). If the target has your devoted alignment, you take damage equal to half your power (minimum 1).

Rank 2: You add your full Strength instead of half your Strength.

Rank 3: You deal **extra damage** equal to half your power.

Rank 4: If you miss, the target still takes half damage.

Rank 5: The strike deals double **weapon damage**.

Rank 6: The extra damage increases to be equal to your power.

Rank 7: The strike deals triple **weapon damage**.

Rank 2 – Detect Anathema ✨

Detect Anathema ✨

Detection

Usage time: **Minor action**.

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 501).

Rank 3: You also learn the location of all creatures with that alignment.

Rank 5: The area changes to a Large (60 ft.) radius instead of a cone.

Rank 7: The area increases to a Gargantuan (120 ft.) radius.

Rank 3 – Fearless Zeal

You are immune to being **frightened** (-2 **Mental**, -2 **accuracy vs. source**) and **panicked** (-4 **Mental**, **cannot attack source**).

Rank 4 – Zealous Fixation ✨

Whenever you miss a creature with a **strike**, you **briefly** reroll your attack rolls against that creature once and keep the higher result. This does not affect your attack rolls against other creatures.

Rank 5 – Pass Judgment ✨

Pass Judgment ✨

Subtle

Usage time: **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, not just your own. 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.

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 **accuracy** bonus.

Rank 7 – Zealous Pursuit ✨

Zealous Pursuit ✨

Usage time: **Minor action**.

Cost: You **briefly** cannot use this ability again.

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.

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.

Base Class Effects

If you choose ranger as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Dexterity and Perception.

Hit Points

You have 8 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 20 hit points + three times your Constitution, plus 3 hit points per level beyond 7.
- *Level 13:* 40 hit points + six times your Constitution, plus 6 hit points per level beyond 13.
- *Level 19:* 80 hit points + twelve times your Constitution, plus 12 hit points per level beyond 19.

Resources

- **Attunement points:** 3 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 6 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons and all non-exotic weapons.

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, Stealth.
- *Constitution:* Endurance.

Table 6.9: Ranger Progression

Rank (Level)	Beastmaster	Boundary Warden	Huntmaster	Scout	Wilderness Warrior
1 (1)	Animal companion	Know your enemy, know your weapons	Quarry	Keen vision	Wild maneuvers
2 (4)	Beast bond	Experienced guide	Hunting styles	Blindsight	Augmented maneuvers
3 (7)	Tag-team takedown	Banestrike	No escape	Ambush	Wild maneuvers+
4 (10)	Animal companion+	Know your enemy+	Quarry+	Skirmisher	Augmented maneuvers+
5 (13)	Beast bond+	Experienced guide+	Agile hunter	Experienced scout	Wild maneuvers+
6 (16)	Survival bond	Steadfast warden	Tracking expert	Keen vision+	Augmented maneuvers+
7 (19)	Animal companion+	Know your enemy++	Quarry++	Blindsight+	Wild maneuvers+

- *Intelligence*: Craft, Deduction, Knowledge (all kinds, taken individually), Medicine.
- *Perception*: Awareness, Creature Handling, Deception, Persuasion, Survival.
- *Other*: Intimidate.

Beastmaster

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

Rank 1 – Animal Companion

You can use the *animal companion* ability. This ability requires 8 hours of training and attunement which the target must actively participate in. You can convince a wild animal to undergo this training with the Creature Handling skill (see Creature Handling, page 137).

Animal Companion ★

Attune, Emotion

Usage time: 8 hours of training, which the target must actively participate in.

Choose a non-elite Medium or smaller animal [ally](#) within Short (30 ft.) range. 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. Its combat statistics are replaced with the values below. 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. Generally, your animal companion acts immediately before or after your action in combat, though the GM may decide that it acts separately in specific circumstances.

- Its size category is Medium, and its [base speed](#) is 30 feet.
- Its level is equal to your level if that would be higher than the animal's normal level.
- It has no [resources](#), and it cannot use abilities that would increase its fatigue level.
- Its maximum [hit points](#) are equal to the standard value for a ranger of your level and Constitution (see Base Class Abilities, above).
- Its maximum [damage resistance](#) is equal to its maximum hit points, ignoring any [enhancement bonuses](#) to hit points.
- Each of its [defenses](#) is equal to 4 + half your level.
- Its [accuracy](#) is equal to your accuracy, but it makes its own attack rolls.
- Its [power](#) is equal to half your power. You can use the higher of your [mundane power](#) and [magical power](#) for this ability.
- 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 [enhancement bonuses](#) to maximum hit points and damage resistance.

Rank 2: The animal gains a +1 bonus to all defenses.

Rank 3: The animal's [power](#) becomes equal to your [power](#).

Rank 4: The animal gains a +1 [accuracy](#) bonus with [strikes](#).

Rank 5: The accuracy bonus increases to +2.

Rank 6: The accuracy bonus increases to +4.

Rank 7: The animal's strikes deal double damage. However, the accuracy bonus is reduced to +2.

Rank 2 – Beast Bond

You gain a +3 bonus to the Creature Handling skill. In addition, you gain a +1 bonus to [vital rolls](#), and your *animal companion* can remain conscious after suffering a single vital wound (see Vital Wounds, page 35).

Rank 3 – Tag-Team Takedown

As a standard action, you can use the [tag-team takedown](#) ability. When you use this ability, your animal companion generally waits until after you attack to make its own attack.

Tag-Team Takedown

Usage time: Standard action.

Make a [strike](#) that deals 1d4 extra damage. Your [animal companion](#) gains the same extra damage this round against each damaged creature.

Rank 4: The extra damage increases to 1d10.

Rank 5: The extra damage increases to 3d6.

Rank 6: The strike deals double [weapon damage](#).

Rank 7: The extra damage increases to 4d8.

Rank 4 – Animal Companion+ ★

Your animal companion gains an [attunement point](#). In addition, it gains a +1 bonus to its [defenses](#).

Rank 5 – Beast Bond+

The Creature Handling bonus increases to +6. In addition, your animal companion can remain conscious after suffering two vital wounds, and it does not die until it has five vital wounds.

Rank 6 – Survival Bond

Whenever you regain [hit points](#) or [damage resistance](#), your animal companion also regains that many hit points or damage resistance. If the healing ability had any limit, such as only healing up to half your maximum hit points, that limit also applies to your animal companion.

Rank 7 – Animal Companion+ ★

Your animal companion gains an additional attunement point. In addition, its bonuses to defenses increases to +2.

Boundary Warden

This archetype improves your ability to guard the boundaries between civilization and nature.

Rank 1 – Know Your Enemy

You gain a +1 bonus to all defenses against creatures associated with Knowledge skills that you are trained with. In addition, you can spend insight points to gain one additional Knowledge trained skill per insight point.

Rank 1 – Know Your Weapons

You can gain proficiency with **exotic weapons** at the cost of one **insight point** per weapon group (see Exotic Weapons, page 161). You must already be proficient with all non-exotic weapons from that weapon group.

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 – Banestrike

Banestrike

Usage time: Standard action.

Make a **strike**. If the target is **vulnerable** (-4 defenses) to the strike, or if the target is subject to your **know your enemy** ability and has no remaining **damage resistance**, the strike deals double damage.

Rank 4: You gain a +1 accuracy bonus with the strike.

Rank 5: The strike deals triple damage instead of double damage.

Rank 6: The accuracy bonus increases to +2.

Rank 7: The accuracy bonus increases to +4.

Rank 4 – Know Your Enemy+

You also gain a +1 **accuracy** bonus against creatures associated with Knowledge skills that you are trained with.

Rank 5 – Experienced Guide+

You and your **allies** who can see or hear you can ignore all **difficult terrain**, regardless of its source.

Rank 6 – Steadfast Warden

You gain a +1 bonus to your Constitution.

Rank 7 – Know Your Enemy++

The defense bonus increases to +2.

Huntmaster

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

Rank 1 – Quarry

Quarry

Sustain (attuneable, free),
Subtle, Swift

Usage time: Standard action.

Choose a creature you can see. That creature becomes your quarry. You and your **allies** within the same range are called your hunting party. Your hunting party gains a +1 **accuracy** bonus against your quarry. In addition, you gain a +5 bonus to checks you make to follow tracks left by 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 ✨

Usage time: Can be triggered when you use **quarry**.

As long as your quarry is adjacent to any member of your hunting party, it cannot travel extradimensionally. This prevents all teleportation effects.

Rank 5: This effect instead applies if your quarry is within Medium (60 ft.) range of any member of your hunting party.

Coordinated Stealth

Usage time: Can be triggered when you use **quarry**.

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

Rank 5: The Awareness penalty increases to -6.

Cover Weaknesses

Usage time: Can be triggered when you use **quarry**.

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

Rank 5: The defense bonus applies to all defenses.

Decoy

Usage time: Can be triggered when you use [quarry](#).

If you are adjacent to your quarry, it is [goaded](#) (*-2 accuracy vs. non-goading creatures*) by you.

Rank 5: This effect instead applies if your quarry is within Medium (60 ft.) range of you.

Martial Suppression

Usage time: Can be triggered when you use [quarry](#).

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 5: The effect instead applies if your quarry is adjacent to any member of your hunting party.

Mystic Suppression

Usage time: Can be triggered when you use [quarry](#).

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 5: The effect instead applies if your quarry is adjacent to any member of your hunting party.

Solo Hunter

Usage time: Can be triggered when you use [quarry](#).

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 5: The defense bonus increases to +2.

Swarm Hunter

Usage time: Can be triggered when you use [quarry](#).

When you use your [quarry](#) ability, you can choose an additional target as your quarry.

Rank 5: The number of additional targets increases to four.

Wolfpack

Usage time: Can be triggered when you use [quarry](#).

While your quarry is adjacent to at least three members of your hunting party, each adjacent member gains an additional +1 accuracy bonus against it.

Rank 5: This effect instead applies if your quarry is adjacent to at least two members of your hunting party.

Rank 3 – No Escape**No Escape**

Usage time: Standard action.

Make a strike. If the target is your [quarry](#) and it moved away from you during the movement phase of this round, the strike deals double damage. This applies even if you followed the target to remain adjacent to it, so long as it tried to move away from your original location.

Rank 4: On a hit, the target is [briefly slowed](#) (*-10 speed, -2 Armor and Ref*).

Rank 5: The double damage applies if it moved away from you since the start of the previous round.

Rank 6: If it loses hit points, the target is also slowed as a [condition](#).

Rank 7: The strike always deals double damage, and it deals triple damage if the target moved away from you since the start of the previous round.

Rank 4 – Quarry+

You can use this ability as a [minor action](#). When you do, you increase your [fatigue](#) level by one.

Rank 5 – Agile Hunter

You gain a +1 bonus to your Dexterity.

Rank 6 – Tracking Expert

The bonus from your [quarry](#) ability to follow tracks from your quarry increases to +20. In addition, whenever your quarry [teleports](#), you automatically know the distance and direction of the teleport if you can see them. If you are following their tracks, you can track where they teleported to in the same way.

Rank 7 – Quarry++

You can use this ability as a [free action](#) without increasing your fatigue level.

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 505). In addition, you gain darkvision with a 60 foot range, allowing you to see in complete darkness (see Darkvision, page 504). If you already have that ability, you increase its range by 60 feet.

Rank 2 – Blindsight

Your perceptions are so finely honed that you can sense your enemies without seeing them. You gain blindsense with a 120 foot range, allowing you to sense your surroundings without light (see Blindsight, page 504). 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 504). If you already have the blindsight ability, you increase its range by 30 feet.

Rank 3 – Ambush

Ambush

Usage time: Standard action.

Move up to your speed and make a strike that deals 1d4 extra damage. You gain a +2 accuracy bonus if the target is unaware (-5 defenses) or partially unaware (50% miss chance, -2 defenses) of your attack.

Rank 4: The extra damage increases to 1d10.

Rank 5: The extra damage increases to 2d10.

Rank 6: The extra damage increases to 4d8.

Rank 7: The strike deals double weapon damage.

Rank 4 – Skirmisher

You gain a +10 foot bonus to your movement speed.

Rank 5 – Experienced Scout

You gain a +1 bonus to your Perception.

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: mobile hunter, perfect precision, or rip and tear. In addition, you gain access to any combat style of your choice (see Combat Styles, page 229). 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.

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 – Augmented Maneuvers

You gain the ability to customize your wild maneuvers. For each rank 1 wild maneuver you know, choose one augment from the list below and apply it to that maneuver. The augment permanently changes the maneuver, so you can't use an unaugmented version of the maneuver. However, you can learn the same maneuver more than once and apply different augments to each version.

Augments scale in power with your “excess rank”. Your excess rank with a maneuver is equal to your rank in this archetype minus the rank of the maneuver.

Whenever you increase your rank in this archetype, you can change your augments. However, you must still apply them to rank 1 wild maneuvers.

Distant Maneuver: The range of your chosen maneuver doubles, and any longshot penalty that would apply is reduced by an amount equal to your excess rank. If your excess rank is at least 4, the range triples instead. You can only apply this augment to maneuvers that have a listed range.

Mighty Maneuver: You deal extra damage equal to your excess rank.

Mobile Maneuver: You can walk up to 5 feet per excess rank before or after using your chosen maneuver, up to a maximum distance equal to your movement speed. You cannot apply this augment to maneuvers that already allow you to move using one of your movement modes. This movement is never Swift. If your chosen maneuver is Swift, you can only walk after using the maneuver, not before.

Precise Maneuver: You gain an accuracy bonus equal to your excess rank.

Widened Maneuver: The area affected by your chosen maneuver doubles. If your excess rank is at least 4, the area triples instead. You can only apply this augment to maneuvers that affect an area.

Rank 3 – Wild Maneuvers+

You learn an additional wild maneuver. In addition, you gain access to rank 3 wild maneuvers.

Rank 4 – Augmented Maneuvers+

You can also choose an augment for each of your rank 3 wild maneuvers.

Rank 5 – Wild Maneuvers+

You gain access to rank 5 wild maneuvers.

Rank 6 – Augmented Maneuvers+

You can also choose an augment for each of your rank 5 wild maneuvers.

Rank 7 – Wild Maneuvers+

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,

Table 6.10: Rogue Progression

Rank (Level)	Assassin	Bardic Music	Combat Trickster	Jack of All Trades	Suave Scoundrel
1 (1)	Exotic assassination tools, sneak attack	Bardic performances	Trick maneuvers	Dabbler	Confound
2 (4)	Evasion	Bardic lore, musical tolerance	Augmented maneuvers	Skill exemplar	Trick magic device
3 (7)	Darkstalker	Bardic training	Trick maneuvers+	Versatile expertise	Exploit distraction
4 (10)	Hide in plain sight	Virtuoso	Augmented maneuvers+	Dabbler+	What's that over there
5 (13)	Assassination	Bardic performances+, musical tolerance+	Trick maneuvers+	Skill exemplar+	Trick magic device+
6 (16)	Evasion+	Bardic lore+	Augmented maneuvers+	Versatile expertise+	Master of deceit
7 (19)	Darkstalker+	All the world's a stage	Trick maneuvers+	Skill exemplar+	Nothing is real

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.

Base Class Effects

If you choose rogue as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Dexterity. In addition, you gain a +1 bonus to either your Intelligence or your Perception.

Hit Points

You have 8 hit points + twice your Constitution, plus 1 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 16 hit points + three times your Constitution, plus 2 hit points per level beyond 7.
- *Level 13:* 32 hit points + five times your Constitution, plus 5 hit points per level beyond 13.
- *Level 19:* 65 hit points + ten times your Constitution, plus 10 hit points per level beyond 19.

Resources

- **Attunement points:** 4 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 6 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons and weapons with the [Compact](#) and [Light](#) weapon tags (see Weapon Tags, page 161).

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).
- *Perception:* Awareness, Deception, Persuasion, Social Insight.
- *Other:* Intimidate.

Assassin

This archetype improves your agility, stealth, and combat prowess against unaware targets.

Rank 1 – Exotic Assassination Tools

If you spend an [insight point](#), you can become proficient with all [Compact](#) and [Light](#) exotic weapons (see Exotic Weapons, page 161). You must already be proficient with all Compact and Light non-exotic weapons.

Rank 1 – Sneak Attack

Sneak Attack

Usage time: Standard action.

Make a [strike](#) with a [Light](#) or [Compact](#) weapon against a creature within Short (30 ft.) range (see Weapon Tags, page 161).

The strike deals 1d4 extra damage if the target is [unaware](#) (-5 defenses) or [partially unaware](#) (50% miss chance, -2 defenses) of your attack, or if they are adjacent to one of your allies. This extra damage is doubled if the target is fully unaware of your attack. You do not gain this damage against creatures that you are unable to score a [critical hit](#) against.

Rank 2: The extra damage increases to 1d6.

Rank 3: The extra damage increases to 1d10.

Rank 4: The extra damage increases to 2d8.

Rank 5: The extra damage increases to 4d8.

Rank 6: The extra damage increases to 6d8.

Rank 7: The extra damage increases to 8d10.

Rank 2 – Evasion

You take no damage from [glancing blows](#) or misses caused by abilities that affect an area and attack your Armor or Reflex defense. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area.

Rank 3 – Darkstalker

Darkstalker

Attune

Usage time: Standard action.

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 [mindsight](#) ability from the Telepath feat, you may also choose one of those senses as a separate sense group.

You can attune to this ability multiple times. Each time, you can choose a different 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 (see Stealth, page 149). 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

Assassination

Usage time: Standard action.

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 [strike](#) against the target while it is adjacent to you and [unaware](#) (-5 defenses) of the attack, you are [maximized](#) (deal max damage) and [primed](#) (always explode) with that attack.

Rank 6 – Evasion+

This ability also protects you from area attacks against your Brawn, Fortitude, and Mental defenses.

Rank 7 – Darkstalker+

Each time you attune to this ability, you can choose up to three 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 Performances ⭐

You learn two *bardic performances* from the list below. You can also spend *insight points* to learn one additional bardic performance per *insight point*.

When you use a *bardic performance* ability, you begin a performance using a *Perform* skill. If you are not trained with that *Perform* skill, you take a -2 accuracy penalty with the bardic performance ability. There are four types of performances: dance, instrumental, manipulation, and vocal.

- Dance: You use your body to dance or act. This limits your ability to defend yourself, giving you a -2 penalty to your *Armor* and *Reflex* defenses as a *Swift* effect. Dance performances have the *Visual* tag.
- Instrumental: You use an instrument to make music. This requires at least one *free hand* to use the instrument. Instrumental performances have the *Auditory* tag.
- Manipulation: You use objects or gestures to perform, such as juggling or puppetry. This requires at least one *free hand* to use the objects. Manipulation performances have the *Visual* tag.
- Vocal: You use your voice to orate or sing. This prevents you from talking or using other abilities with *verbal components*. Vocal performances have the *Auditory* tag.

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*. When you use a bardic performance ability again while you are already sustaining that same ability, you can increase the number of targets affected by your existing performance rather than starting a separate performance. Sustaining that single performance allows the effect to continue on any number of targets. Using a different bardic performance ability still requires a separate performance and a separate action to sustain that performance.

If a target of a sustained bardic performance ability stops 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.

Boastful Bravura ⭐

Usage time: Standard action.

You are *briefly primed* (*always explode*).

Rank 3: You are also *briefly empowered* (*roll damage twice*).

Rank 5: You are also *briefly immune* to being *frightened* (-2 *Mental*, -2 *accuracy vs. source*).

Rank 7: You are also *briefly immune* to being *panicked* (-4 *Mental*, *cannot attack source*).

Cadenza of Courage ⭐

Emotion, Sustain (standard),
Swift

Usage time: Standard action.

All *allies* who can see or hear your performance are *fortified* (+2 *Brawn*, *Fort*, *Ment*). Since this ability has the *Swift* tag, it affects attacks against those allies during the current phase.

Rank 3: This ability also affects you.

Rank 5: Each target is also immune to being *frightened* (-2 *Mental*, -2 *accuracy vs. source*).

Rank 7: Each target is also immune to being *panicked* (-4 *Mental*, *cannot attack source*).

Cantata of Caution ⭐

Emotion, Sustain (standard),
Swift

Usage time: Standard action.

All *allies* who can see or hear your performance are *shielded* (+2 *Armor* and *Ref*). Since this ability has the *Swift* tag, it affects attacks against those allies during the current phase.

Rank 3: This ability also affects you.

Rank 5: Each target is also immune to being *goaded* (-2 *accuracy vs. non-goaded creatures*).

Rank 7: Each target is also immune to being *partially unaware* (50% miss chance, -2 *defenses*).

Cleansing Counterpoint ⭐

Sustain (minor)

Usage time: Standard action.

Choose one *ally* within Medium (60 ft.) range. The target chooses one of its *conditions*. For the duration of your performance, the target is unaffected by that condition.

Rank 3: You can target an additional *ally* within range.

Rank 5: If a target increases its *fatigue level* by one, it can remove the chosen effect permanently.

Rank 7: This ability can affect two conditions instead of one. A target must increase its fatigue level by two to remove both conditions.

Crashing Cacaphony ★

Usage time: Standard action.

Make an attack vs. Fortitude against all **enemies** in a Tiny (5 ft.) radius from you.

Hit: 1d10 damage.

Miss: Half damage.

Rank 2: The damage increases to 1d8+1d6 damage.

Rank 3: The area increases to a Medium (30 ft.) radius.

Rank 4: The damage increases to 2d10 damage.

Rank 5: The damage increases to 3d10 damage.

Rank 6: The damage increases to 5d8 damage.

Rank 7: The area increases to a Large (60 ft.) radius, and the damage increases to 7d8 damage.

Dazzling Discordance ★

Sustain (minor)

Usage time: Standard action.

Make an attack vs. Mental against all **enemies** within a Tiny (5 ft.) radius from you.

Hit: For the duration of your performance, each target is **dazzled** (20% miss chance, no special vision).

You gain a +2 **accuracy** bonus with the attack for each rank beyond 2.

Rank 2: The area increases to a Medium (30 ft.) radius.

Dirge of Doom ★

Emotion

Usage time: Standard action.

Make an attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: 1d10 damage.

Rank 2: The damage increases to 1d8+1d6 damage.

Rank 3: The damage increases to 2d10 damage.

Rank 4: The damage increases to 3d10 damage.

Rank 5: The damage increases to 5d8 damage.

Rank 6: The damage increases to 7d8 damage.

Rank 7: The damage increases to 8d10 damage.

Dizzying Ditty ★

Compulsion, Sustain (minor)

Usage time: Standard action.

Make an attack vs. Mental against all **enemies** in a Tiny (5 ft.) radius from you.

Hit: For the duration of your performance, each target is **stunned** (-2 defenses) while it has no remaining damage resistance.

You gain a +2 **accuracy** bonus with the attack for each rank beyond 2.

Rank 2: The area increases to a Medium (30 ft.) radius.

Focusing Fantasia ★

Emotion, Sustain (standard)

Usage time: Standard action.

Choose up to two **allies** within Short (30 ft.) range. For the duration of your performance, each target is **focused** (*roll attacks twice*).

Rank 3: You can choose any two allies who can see or hear you, regardless of distance.

Rank 5: You can choose a third ally.

Rank 7: You can choose a fourth ally.

Frightening Fugue ★

Emotion, Sustain (minor)

Usage time: Standard action.

Make an attack vs. Mental against all **enemies** in a Tiny (5 ft.) radius from you.

Hit: For the duration of your performance, each target is **frightened** (-2 Mental, -2 accuracy vs. source) by you.

You gain a +2 **accuracy** bonus with the attack for each rank beyond 2.

Rank 2: The area increases to a Medium (30 ft.) radius.

Hypnotic Hymn ★

Emotion, Sustain (minor)

Usage time: Standard action.

Make an attack vs. Mental against up to two creatures 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: 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 either during this effect or after it ends.

You gain a +2 **accuracy** bonus with the attack for each rank beyond 1.

Intonation of Ingenuity ★

Emotion, Sustain (minor)

Usage time: Standard action.

Choose one **ally** within Medium (60 ft.) range. For the duration of your performance, the target gains a +1 bonus to **checks**.

Rank 3: The bonus increases to +2.

Rank 5: You can choose an additional target within range.

Rank 7: The bonus increases to +3.

Palliative Poem ★	Swift
Usage time: Standard action.	
Choose one living ally within Medium (60 ft.) range. The target regains 2d6 damage resistance and increases its fatigue level by one. In addition, it briefly gains a +2 bonus to its Mental defense.	
Rank 2: The recovery increases to 2d10. Rank 3: The recovery increases to 4d6. Rank 4: The recovery increases to 6d6. Rank 5: The recovery increases to 5d10. Rank 6: The recovery increases to 7d10. Rank 7: The recovery increases to 10d10.	

Partita of Provocation ★	Emotion, Sustain (minor)
Usage time: Standard action.	
Make an attack vs. Mental against all enemies in a Tiny (5 ft.) radius from you.	
Hit: Each target is briefly goaded (-2 accuracy vs. non-goaded creatures) by you.	
Hit: In addition, each target is goaded by you for the duration of your performance.	
You gain a +2 accuracy bonus with the attack for each rank beyond 1.	

Serenade of Serenity ★	Emotion, Sustain (minor)
Usage time: Standard action.	
Choose any number of allies within Medium (60 ft.) range. For the duration of your performance, each target is impervious to Compulsion and Emotion attacks.	
Rank 3: At the end of each round, each target removes all conditions caused by Compulsion and Emotion effects that were not applied during that round.	
Rank 5: The range increases to a Distant (120 ft.) range.	
Rank 7: Each target is immune to Compulsion and Emotion attacks.	

Rank 2 – Bardic Lore

You gain a bonus equal to your rank in this archetype to Knowledge skills that you are untrained in (see Trained Skills, page 18).

Rank 2 – Musical Tolerance

You are impervious (+4 defenses) to Auditory attacks.

Rank 3 – Bardic Training

You gain an additional trained skill (see Trained Skills, page 18).

Rank 4 – Virtuoso

Once per round, you can sustain one bardic performance as a free action if it would normally require a minor action. You cannot

sustain multiple instances of the same performance, but you can sustain two different performances.

Rank 5 – Bardic Performances

You learn an additional bardic performance.

Rank 5 – Musical Tolerance

You are immune to Auditory attacks.

Rank 6 – Bardic Lore

You gain a +2 bonus to all Knowledge skills.

Rank 7 – All the World's a Stage

Your targeted bardic performance abilities no longer have range limits. Instead, you can target any creatures who can see or hear you, even if you do not have line of sight or line of effect. You must still decide who you are intending to target, and attempting to target a nonexistent creature can cause the bardic performance to fail without effect. This does not affect area abilities, and it does not increase the number of targets you can choose.

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 hunter*. In addition, you gain access to any combat style of your choice (see Combat Styles, page 229). 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.

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 – Augmented Maneuvers

You gain the ability to customize your trick maneuvers. For each rank 1 trick maneuver you know, choose one augment from the list below and apply it to that maneuver. The augment permanently changes the maneuver, so you can't use an unaugmented version of the maneuver. However, you can learn the same maneuver more than once and apply different augments to each version.

Augments scale in power with your “excess rank”. Your excess rank with a maneuver is equal to your rank in this archetype minus the rank of the maneuver.

Whenever you increase your rank in this archetype, you can change your augments. However, you must still apply them to rank 1 trick maneuvers.

Debilitating Maneuver: You gain an accuracy bonus equal to twice your excess rank. However, you cannot get a **critical hit**. You can only apply this augment to maneuvers which deal damage and can inflict a **condition**.

Finishing Maneuver: You gain an accuracy bonus equal to twice your excess rank against creatures who are below their maximum **hit points**.

Mighty Maneuver: You deal **extra damage** equal to your excess rank.

Mobile Maneuver: You can walk up to 5 feet per excess rank before or after using your chosen maneuver, up to a maximum distance equal to your **movement speed**. You cannot apply this augment to maneuvers that already allow you to move using one of your movement modes. This movement is never **Swift**. If your chosen maneuver is **Swift**, you can only walk after using the maneuver, not before.

Precise Maneuver: You gain an accuracy bonus equal to your excess rank.

Rank 3 – Trick Maneuvers+

You learn an additional trick maneuver. In addition, you gain access to rank 3 trick maneuvers.

Rank 4 – Augmented Maneuvers+

You can also choose an augment for each of your rank 3 trick maneuvers.

Rank 5 – Trick Maneuvers+

You gain access to rank 5 trick maneuvers.

Rank 6 – Augmented Maneuvers+

You can also choose an augment for each of your rank 5 trick maneuvers.

Rank 7 – Trick Maneuvers+

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.

Rank 3 – Versatile Expertise

You gain a +1 bonus to an attribute of your choice.

Rank 4 – Dabbler+

You gain an additional **insight point**.

Rank 5 – Skill Exemplar+

The skill bonus increases to +3.

Rank 6 – Versatile Expertise+

You gain a +1 bonus to a different attribute of your choice.

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

Confound

Compulsion

Usage time: Standard action.

Make an attack vs. Mental against a creature within Short (30 ft.) range. Your **accuracy** is equal to your Deception skill.

Hit: The target it is compelled to spend its next standard action doing nothing at all. After it takes this standard action, it becomes immune to this effect until it finishes a **short rest**.

Rank 3: You can target an additional creature within range.

Rank 5: The range increases to Long (90 ft.) range.

Rank 7: The maximum number of targets increases to 3.

Rank 2 – Trick Magic Device ✨

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

Exploit Distraction

Usage time: Standard action.

Make a **strike**. For each of the following conditions that are met, the strike deals 1d10 extra damage.

- The target suffered a critical hit from one of your **allies** this round.
- The target gained a new **condition** or **Curse** from one of your **allies** this round. This does not apply if the creature was already suffering an identical condition or curse when it gained the new effect.
- The target is currently affected by your **confound**, **what's that over there**, or **nothing is real** abilities.

This extra damage stacks if multiple conditions are met. After you use this ability on a creature, you cannot deal it extra damage with this ability until it takes a **short rest**.

Rank 4: The extra damage increases to 2d8.

Rank 5: The extra damage increases to 4d8.

Rank 6: The extra damage increases to 6d8.

Rank 7: The extra damage increases to 8d10.

Rank 4 – What's That Over There

What's That Over There

Compulsion

Usage time: Standard action.

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. It must spend its **movement** and **standard action** to move to that location, or if it is already there, to do nothing except observe the location carefully. It can use any other actions, including **elite actions**, as normal. After this effect ends, the target becomes immune to it until it finishes a **short rest**.

Rank 6: You can target an additional creature within range.

Sorcerer**Rank 5 – Trick Magic Device+ ⚡**

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 +1 **accuracy** bonus with abilities granted to you by magic items. This includes spells cast from wands. However, it does not include ordinary strikes or maneuvers that simply use a magic weapon.

Rank 6 – Master of Deceit

Whenever you make a Deception attack roll or check, you can **reroll** once and keep the higher result.

Rank 7 – Nothing Is Real**Nothing Is Real**

Compulsion

Usage time: Standard action.

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** (-5 **defenses**) of all attacks against it. After this effect ends, the target becomes immune to it until it finishes a **short rest**.

Sorcerers are arcane spellcasters who are inherently magical. 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 directly manipulate 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

Table 6.11: Sorcerer Progression

Rank (Level)	Arcane Magic	Arcane Spell Mastery	Draconic Magic	Innate Arcanist	Wild Magic
1 (1)	Arcane spells, mage armor	Arcane dynamo	Draconic bloodline, draconic spells	Arcane infusion, innate magic	Wildspell
2 (4)	Arcane spells+	Metamagic	Draconic hide	Magic absorption	Chaotic insight
3 (7)		Spell-trained mind	Draconic body	Implement freedom	Chaotic exertion
4 (10)	Mage armor+	Metamagic+	Energy immunity	Arcane infusion+	Wildspell+
5 (13)	Arcane spells+	Attunement point	Draconic precision	Magic absorption+	Chaotic insight+
6 (16)		Experienced spellcaster	Draconic hide+	Innate power	Chaotic exertion+
7 (19)	Mage armor+	Metamagic+	Draconic mind	Magic absorption++	Wildspell++

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.

Base Class Effects

If you choose sorcerer as your base class, you gain the following benefits.

Attributes

You gain a +1 bonus to your Constitution. In addition, you gain a +1 bonus to either your Willpower or your Perception.

Hit Points

You have 8 hit points + twice your Constitution, plus 1 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 16 hit points + three times your Constitution, plus 2 hit points per level beyond 7.
- *Level 13:* 32 hit points + five times your Constitution, plus 5 hit points per level beyond 13.
- *Level 19:* 65 hit points + ten times your Constitution, plus 10 hit points per level beyond 19.

Resources

- Attunement points: 5 (see Attunement Points, page 18).
- Fatigue tolerance: 2 + your Constitution (see Fatigue, page 18).
- Insight points: 1 + your Intelligence (see Insight Points, page 18).
- Trained skills: 4 from among your class skills, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are not proficient with any type of armor.

Class Skills

You have the following class skills:

- *Constitution:* Endurance.
- *Intelligence:* Deduction, Knowledge (arcana, items, planes).
- *Perception:* Awareness, Deception, Persuasion.
- *Other:* Intimidate.

Arcane Magic

This archetype grants you the ability to cast arcane spells.

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 254). 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 of your mystic spheres. 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 Ability Usage Components, page 48). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 253.

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

Mage Armor

Usage time: Standard action.

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 your maximum [damage resistance](#) equal to three 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 and Reflex defenses, 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 [dismiss](#) it or until you use it again. In addition, it is automatically dismissed if you wear other body armor of any kind.

Rank 5 – Arcane Spells+

You learn an additional arcane spell.

Rank 7 – Mage Armor+

The damage resistance bonus increases to six times your rank in this archetype.

Rank 2 – Arcane Spells+

You learn an additional arcane spell.

Rank 4 – Mage Armor+

The damage resistance bonus increases to four times your rank in this archetype.

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 – Arcane Dynamo

You gain a +1 bonus to your magical power. If your Constitution is 4 or higher, you gain an additional +1 bonus.

Rank 2 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below.

Some metamagic abilities affect specific spells. Each individual spell can normally have one metamagic applied. If the spell's rank is lower than your maximum spellcasting rank, you can apply two metamagic effects to it. Whenever you learn a new spell, you may change which specific spells your metamagic abilities affect.

Distant Spell: Choose an arcane spell you know with a standard range: Short (30 ft.), Medium (60 ft.), Long (90 ft.), Distant (120 ft.), or Extreme (180 ft.). 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.

Dragonbreath Spell: Choose an arcane spell you know that has a standard area: Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.), or Gargantuan (120 ft.). It must not have a range, and it must not create an emanation. The spell's area becomes a cone instead of its normal shape. In addition, if the area was not originally a line, the area increases 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.

Energetic Spell: Choose an arcane spell you know. You add any one of the following tags to that spell: Cold, Fire, or Electricity. In addition, if it deals damage, it gains extra damage equal to your rank in this archetype. You can choose this ability multiple times, choosing a different spell each time.

Precise Spell: Choose an arcane spell you know. You gain a +1 accuracy bonus with that spell. You can choose this ability multiple times, choosing a different spell each time.

Widened Spell: Choose an arcane spell you know with a standard area: Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.), or Gargantuan (120 ft.). The spell cannot also be affected by the Dragonbreath Spell metamagic. 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.

Rank 3 – Spell-Trained Mind

You gain a +1 bonus to your Willpower.

Rank 4 – Metamagic+

You gain an additional metamagic ability.

Rank 5 – Attunement Point

You gain an additional attunement point.

Rank 6 – Experienced Spellcaster

You gain a +1 accuracy bonus.

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

Choose a type of dragon from among the dragons on Table 6.12: Draconic Bloodline Types. You have the blood of that type of dragon in your veins. You are impervious to attacks with that dragon's associated ability tag.

Table 6.12: Draconic Bloodline Types

Dragon	Tag	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

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

You gain a bonus equal to three times your rank in this archetype to your maximum damage resistance.

Rank 3 – Draconic Body

You gain a +1 bonus to your Constitution.

Rank 4 – Energy Immunity

You become immune to attacks that have your dragon's associated ability tag.

Rank 5 – Draconic Precision

You gain a +1 accuracy bonus with any ability that has your dragon's associated ability tag.

Rank 6 – Draconic Hide+

The damage resistance bonus increases to four times your rank in this archetype.

Rank 7 – Draconic Mind

You gain a +1 bonus to your Intelligence and Willpower.

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 an enhancement bonus equal to twice your rank in this archetype to your maximum hit points and damage resistance. Because this is an enhancement bonus, it does not stack with other enhancement bonuses (see Stacking Rules, page 20).

Rank 1 – Innate Magic

None of your arcane spells have somatic components or verbal components.

Rank 2 – Magic Absorption

Whenever another creature uses a magical  ability to attack you, if that ability does not have the Attune or Sustain tags, you can choose to absorb its energy. This does not reduce the ability's effect on you, but it allows you to use that ability as a standard action. When you use the ability, you choose the area and targets affected by it. In all other ways, the ability functions in the same way as when it was used on you, including its accuracy and power. You cannot change its effects with your other abilities, including desperate exertion.

Whenever you are attacked by a new magical ability, if you already have a stored ability, you choose whether to absorb the new ability or retain your currently absorbed ability. When you finish a long rest, you lose all stored abilities.

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 enhancement bonuses increase to four times your rank in this archetype.

Rank 5 – Magic Absorption+

You can store up to three magical abilities.

Rank 6 – Innate Power

You gain a +2 bonus to your magical power.

Rank 7 – Magic Absorption++

Whenever you absorb an attack with your *magic absorption* ability, if you have no stored abilities, that attack has no effect on you. Whenever you use a stored ability, you gain a +2 accuracy bonus with it.

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, the spell deals 1d4 **extra damage**. In addition, roll 1d10 and apply the corresponding wild magic effect from the table below.

Roll	Effect
1	The spell fails with no effect
2	On your first attack roll with the spell, you reroll once and keep the lower result
3	On your first attack with the spell, you are a target of the attack in addition to any other targets
4	The spell leaves an unpleasant but harmless magical sludge on you, with the color and texture based on the spell you cast
5	The spell's area is halved this round
6	The spell's area is doubled this round
7	On your first attack with the spell, it chains once to the unaffected creature that is closest to one of the spell's targets, choosing randomly between equally close creatures
8	When you first deal damage with the spell, you reroll once and keep the higher result
9	On your first attack roll with the spell, you reroll once and keep the higher result
10	During your next action, the spell repeats

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 extra damage increases as your rank in this archetype increases:

Rank 3: The extra damage increases to 1d6.

Rank 4: The extra damage increases to 1d8.

Rank 5: The extra damage increases to 1d10.

Rank 6: The extra damage increases to 2d6.

Rank 7: The extra damage increases to 2d8.

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.

Rank 4 – Wildspell+

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++

You replace your normal wild magic effects with the effects from the table below.

Roll	Effect
1	The spell has no immediate effect, but takes effect at the start of your next action
2	Your first attack roll with the spell only explodes on a 1 or 2
3	On your first attack with the spell, you are a target of the attack in addition to any other targets, but with a -4 accuracy penalty
4	The spell leaves an pleasant fragrance on you, with the smell based on the spell you cast
5	The spell's area is doubled this round
6	The spell's area is tripled this round
7	On your first attack with the spell, it chains twice to the unaffected creatures that are closest to one of the spell's targets, choosing randomly between equally close creatures
8	When you first deal damage with the spell, you reroll once and keep the higher result
9	Your first attack roll with the spell explodes on any value, not just on a 10
10	During your next action, the spell repeats

Votive



Votives are pact spellcasters who draw power from a powerful ally through a binding magical pact. In life, they gain great magical power. However, their soul passes to their soulkeeper on death, and the pact may have other costs as well.

Many people view votives with suspicion. Votives wield power that is not entirely their own, and may not have any great training or wisdom about how to apply it appropriately. Many are short-term thinkers, prioritizing their present needs over the long-term costs, just as they did when they made their pacts. In addition, votives may act as unknowing pawns in the cosmic games of their soulkeepers.

Votives are typically self-taught, or more accurately, educated by their soulkeeper in the use of their powers. It is not uncommon for votives to search for votive 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, votive mentors almost never take more than a single apprentice at a time.

Clerics and votives have a complicated relationship. From a certain perspective, they both gain power in exchange for their service to a powerful extraplanar entity. Votives often enjoy emphasizing the similarity, which can be a useful rhetorical tool to mitigate anti-votive prejudice. For their part, clerics tend to strongly disagree with this analogy.

Rogues tend to get along better with votives than most classes do. Many rogues have a “do whatever works” attitude that helps

them understand why votives 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 votive in a group as long as the votive doesn't cause problems.

Alignment: Any.

Archetypes: Votives have the Covenant Keeper, Pact Magic, Pact Spell Mastery, Pactbound Warrior, and Soulforged archetypes.

Base Class Effects

If you choose votive as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Willpower. In addition, you gain a +1 bonus to either your Intelligence or your Perception.

Hit Points

You have $8 + 2 \times \text{level}$ hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* $16 + 3 \times \text{level}$ hit points per level beyond 7.
- *Level 13:* $32 + 5 \times \text{level}$ hit points per level beyond 13.
- *Level 19:* $65 + 10 \times \text{level}$ hit points per level beyond 19.

Defenses

You gain a +2 bonus to your Mental defense.

Resources

- **Attunement points:** 4 (see Attunement Points, page 18).
- **Fatigue tolerance:** $2 + \text{Constitution}$ (see Fatigue, page 18).
- **Insight points:** $1 + \text{Intelligence}$ (see Insight Points, page 18).
- **Trained skills:** 3 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons and all non-exotic weapons.

Armor Proficiencies

You are proficient with light and medium armor.

Class Skills

You have the following [class skills](#):

- *Dexterity:* Ride.
- *Intelligence:* Deduction, Disguise, Knowledge (arcana, items, planes, religion).
- *Perception:* Awareness, Deception, Persuasion, Social Insight.
- *Other:* Intimidate.

Table 6.13: Votive Progression

Rank (Level)	Covenant Keeper ★	Pact Magic ★	Pact Spell Mastery ★	Pactbound Warrior	Soulforged ★
1 (1)	Sacrificial covenant	Pact spells, soulkeeper spheres, survival pact	Desperate pact	Pact maneuvers, soulblade	Body and soul as one
2 (4)	Covenant of power	Pact spells+	Metamagic	Augmented maneuvers	Soulforged spell, soulforged weaponry
3 (7)	Exchange soul fragment		Spell-trained mind	Pact maneuvers+	Soulbound resilience
4 (10)	Sacrificial covenant+	Survival pact+	Metamagic+	Augmented maneuvers+	Body and soul as one+
5 (13)	Covenant of power+	Pact spells+	Attunement point	Pact maneuvers+	Soulforged armory, soulforged spell+
6 (16)	Exchange vitality		Experienced spellcaster	Augmented maneuvers+	Soulbound resilience+
7 (19)	Sacrificial covenant++	Survival pact+	Metamagic+	Pact maneuvers+	Body and soul as one+

Special Class Abilities

Soul Pact ★

To become a votive, you must make a pact with a creature capable of sharing its power with you. That creature is called your soulkeeper, and it will claim your soul for a period of time following your death. Your soulkeeper may gain other benefits after your death as well. In exchange, it will grant you power during your mortal life.

Your pact forges a deep connection between you and your soulkeeper. This grants your soulkeeper the ability to observe your actions and communicate with you in limited ways. Communication from your soulkeeper typically manifests as unnatural emotional urges, whispered voices audible only to you, or intrusive thoughts you can recognize as not your own. Each soulkeeper will have its own goals and communication style.

As part of the terms of a typical pact, your soulkeeper cannot prevent you from being [resurrected](#) after death. However, if your pact imposes a time limit on how long your soulkeeper can retain your soul after death, resurrection restarts that time from zero.

Soulkeepers

There are four common types of soulkeeper: devils, fae, moirai, and precursors. Each type of soulkeeper has different terms for its pacts and offers different rewards.

Devils: Devils are lawful evil creatures native to the Abyss, the Aligned Plane of evil. Their pacts offer the most generous terms of all soulkeepers, in theory. They impose no restrictions on your actions in life, and only affect your soul after death. A typical devil will keep your soul in the Abyss for one year for each year that you live after making the pact, to a minimum of ten years. Particularly long-lived species like elves can often negotiate better terms than this. If your soul survives this period intact, it will proceed to its normal afterlife with no permanent cost. Devils offer this bargain because they are experts in torture. They can reliably break the will of their votives during that time period, allowing them to permanently gain the power of a full soul.

Power struggles in the Abyss are common, and mortal souls are an important currency there. It is possible for one devil to assume

control over another devil's souls, becoming the new soulkeeper for their votives.

Devil soulkeepers tend to be engaged and communicative. They try tempt their votives into greater evil, and encourage acquiring power by any means necessary.

Fae: Fae are chaotic neutral creatures native to Discord, the Aligned Plane of chaos. Their pacts can be idiosyncratic, and often come with seemingly arbitrary restrictions on how you must act in life. They are also more likely to renegotiate pact details than other soul keepers, often seeking to change the restrictions that the votive must obey in life to suit their whims. After death, they will typically keep your soul in Discord until you become boring to them, with a guarantee that you will eventually reach your proper afterlife.

Fae soulkeepers will periodically pay great attention to their votives. When they do, they may send a distracting flurry of thoughts and urges that may or may not be relevant to the situation at hand. Eventually, they will get bored and disappear entirely until their attention is caught again.

Moirai: Moirai are lawful neutral creatures native to Ordus, the Aligned Plane of law. Each moirai is an impartial arbiter of some fundamental concept. Their pacts always impose one restriction on you in life, and retain your soul in Ordus for a hundred years after your death. The restriction is always relevant to the moirai's identity, and is focused on you as an individual rather than the world you inhabit. For example, a moirai of cleanliness may require you to remain personally clean, but would not require you to clean everywhere you go.

Moirai soulkeepers typically remain aloof from their votives. They only rarely bother to directly observe their votives' current circumstances. They will send periodic reminders to maintain the terms of the pact and similar generic urges.

Precursors: The precursors are ancient aberrations that now live in the Eternal Void. They generally despite the mortals and deities that replaced them, though their current goals are inscrutable. Precursor pacts impose no restrictions on you in life, but they are the only pacts which are guaranteed to claim your soul. While you are dead, your soul will be constantly pulled away from your afterlife

towards the Eternal Void. You can fight this pull to remain in your afterlife for a time. As your will and sense of self deteriorates over the years, your concentration will slip and you will drift away. There is no return from the Eternal Void.

Precursor pacts are attractive to votives because they do not constrain you in life or significantly interfere with your normal afterlife experience. However, deities universally revile votives who make precursor pacts. Stealing souls from deities and feeding them to the precursors threatens to upend the balance of the cosmos and undo the ancient wars that established mortal life.

Covenant Keeper ✨

This archetype grants you access to powerful covenants you can forge with your soulkeeper, building on your basic pact. All abilities from this archetype are **magical** ✨.

Rank 1 – Sacrificial Covenant ✨

You make one covenant of your choice from the following list. Each covenant grants great power at a cost.

Covenant of Bloodforging: While you are not wearing other body armor, your blood flows to the surface of your skin, manifesting a carapace around you. This functions like light body armor that provides a +4 bonus to your Armor defense and has no **encumbrance**. It also provides a +1 bonus to your vital rolls and a bonus equal to five times your rank in this archetype to your maximum **damage resistance**. In exchange, the **recover** ability no longer causes you to recover hit points or damage resistance (see Recover, page 43).

Covenant of Bloodsharing: At the end of each round, if you dealt damage to a creature that caused it to lose **hit points** during that round, you regain **hit points** equal to $1d4 + \text{half your power}$. You cannot regain more hit points in this way than the target lost from your attack. In exchange, whenever you take damage, half of that damage is applied to your **hit points** directly, ignoring your **damage resistance**.

Covenant 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 finishes a **short rest**. If the condition would normally have a special way to remove it, such as the **ignition** spell, that also removes the curse.

In exchange, 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 finish a **short rest**, you remove any Curse affecting you as a result of this ability.

Rank 2 – Covenant of Power ✨

You can choose to gain a +2 bonus to your **magical power** and mundane power. If you do, you take a -1 penalty to your fatigue tolerance. Otherwise, you gain a +2 bonus to your fatigue tolerance.

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.

Exchange Soul Fragment ★

Swift

Usage time: Standard action.

Cost: One fatigue level.

You regain 1d10 damage resistance plus 1d6 per 3 power. In addition, you may remove a condition affecting you.

Rank 4: The bonus recovery increases to 1d8 per 3 power.

Rank 5: The base recovery increases to 2d8.

Rank 6: The bonus recovery increases to 1d8 per 2 power.

Rank 7: The base recovery increases to 4d8.

Rank 4 – Sacrificial Covenant+ ★

The effect of your chosen covenant improves.

Covenant of Bloodforging: The damage resistance bonus from the armor increases to seven times your rank in this archetype.

Covenant of Bloodsharing: The healing increases to 1d6 + 1 per power.

Covenant of Soul cursing: You can convert conditions into Curse effects against creatures that already have a single Curse effect active on them.

Rank 5 – Covenant of Power+ ★

The bonus you chose increases to +4.

Rank 6 – 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.

Exchange Vitality ★

Usage time: Standard action.

Cost: Two fatigue levels.

Remove one of your vital wounds.

Rank 7 – Sacrificial Covenant++ ★

Your understanding of your chosen covenant reaches its full potential.

Covenant of Bloodforging: The damage resistance bonus from the armor increases to ten times your rank in this archetype. In addition, the defense bonus increases to +5.

Covenant of Bloodsharing: The healing increases to 1d6 plus 1d6 per 2 power.

Covenant 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 – Pact Spells ★

Your soulkeeper grants you the ability to use pact magic. You gain access to two pact mystic spheres, plus the *universal* mystic sphere (see Pact Mystic Spheres, page 255). At least one of those mystic spheres must be from your soulkeeper (see Soulkeeper Spheres, below). You can only learn pact spells from pact mystic spheres that you have access to.

You automatically learn all cantrips from each of your mystic spheres. In addition, you learn two rank 1 pact spells. You can also spend insight points to learn one additional rank 1 spell per two insight points.

Pact spells require verbal components and somatic components to cast (see Ability Usage Components, page 48). For details about mystic spheres and casting spells, see Spell and Ritual Mechanics, page 253.

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 1 – Soulkeeper Spheres ★

Your soulkeeper has a particular affinity for two mystic spheres. You add them to your list of pact mystic spheres if they are not already present. In addition, you must always know least one of your soulkeeper spheres.

- *Devil:* Astromancy, Pyromancy
- *Fae:* Enchantment, Photomancy
- *Moirai:* Fabrication, Revelation
- *Precursor:* Chronomancy, Polymorph

Rank 1 – Survival Pact ★

You gain a bonus to your maximum damage resistance equal to your rank in this archetype.

Rank 2 – Pact Spells+ ★

You learn an additional pact spell.

Rank 4 – Survival Pact+ ★

The bonus increases to twice your rank in this archetype.

Rank 5 – Pact Spells+ ★

You learn an additional pact spell.

Rank 7 – Survival Pact+ ★

The bonus increases to three times your rank in this archetype.

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 – Desperate Pact

You can use the [desperate exertion](#) ability without increasing your fatigue level (see Desperate Exertion, page 42). When you do, you suffer no immediate negative consequences. After 10 minutes, your maximum [hit points](#) are reduced to three-quarters of normal until you complete a [long rest](#). Each time this penalty takes effect, your hit points are reduced by an additional quarter, so using it three times would reduce your maximum hit points to a quarter of their normal value. If your hit points would be reduced below 1 in this way, your body and soul are ripped through the planes directly into your soulkeeper's realm. This is invariably lethal, and leaves no corpse behind.

Rank 2 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below.

Some metamagic abilities affect specific spells. Each individual spell can normally have one metamagic applied. If the spell's rank is lower than your maximum spellcasting rank, you can apply two metamagic effects to it. Whenever you learn a new spell, you may change which specific spells your metamagic abilities affect.

Desperate Spell: Choose a pact [spell](#) you know. When you cast the spell, you may choose to increase your [fatigue level](#) by one. If you do, you become [empowered](#) (*roll damage twice*) and [focused](#) (*roll attacks twice*) that round. However, you cannot use the [desperate exertion](#) ability to affect the spell that round. You can choose this ability multiple times, choosing a different spell each time.

Distant Spell: Choose a pact [spell](#) you know with a standard [range](#): Short (30 ft.), Medium (60 ft.), Long (90 ft.), Distant (120 ft.), or Extreme (180 ft.). 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.

Powerful Spell: Choose a damaging pact [spell](#) you know. It deals [extra damage](#) equal to your rank in this archetype. You can choose this ability multiple times, choosing a different spell each time.

Rituals: You gain the ability to perform pact rituals to create unique magical effects (see Spell and Ritual Mechanics, page 253). The maximum [rank](#) of pact ritual you can learn or perform is equal to the maximum [rank](#) of pact spell that you can cast. When you gain this ability, you can memorize a rank 1 pact ritual from any pact mystic sphere you have access to. Whenever you gain access to a new spellcasting rank, you can memorize an additional ritual of that rank or lower. You cannot choose this ability multiple times.

Widened Spell: Choose a pact [spell](#) you know with a standard [area](#): Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.),

or Gargantuan (120 ft.). 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.

Rank 3 – Spell-Trained Mind

You gain a +1 bonus to your Willpower.

Rank 4 – Metamagic+

You gain an additional metamagic ability.

Rank 5 – Attunement Point

You gain an additional [attunement point](#).

Rank 6 – Experienced Spellcaster

You gain a +1 accuracy bonus.

Rank 7 – Metamagic+

You gain two additional metamagic abilities.

Pactbound Warrior

This archetype grants you martial prowess through your pact.

Rank 1 – Pact Maneuvers

You can use magically enhanced weaponry to overwhelm your foes in combat. You gain access to one **combat style** based on your soulkeeper:

- Devil: Herald of War or Rip and Tear
- Fae: Flurry of Blows or Mobile Hunter
- Moirai: Ebb and Flow or Perfect Precision
- Precursor: Brute Force or Unbreakable Defense

In addition, you gain access to any combat style of your choice (see Combat Styles, page 229). You may spend **insight points** to gain access to one additional combat style per insight point. You can only learn pact **maneuvers** from pact combat styles that you have access to.

You learn two rank 1 pact **maneuvers**. You may spend **insight points** to learn one additional maneuver per insight point.

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 pact maneuvers also increase in power in unique ways based on your rank in this archetype, as indicated in their descriptions.

Rank 1 – Soulblade

The pact you made to gain martial prowess infuses your weaponry with mystic power. All **strikes** you make are **magical** ✨ abilities. This means you use your **magical power** to determine your damage instead of your **mundane power** (see Power, page 18).

Rank 2 – Augmented Maneuvers

You gain the ability to customize your pact maneuvers. For each rank 1 pact maneuver you know, choose one augment from the list below and apply it to that maneuver. Augments scale in power with your “excess rank”. Your excess rank with a maneuver is equal to your rank in this archetype minus the rank of the maneuver.

Whenever you increase your rank in this archetype, you can change your augments. However, you must still apply them to rank 1 pact maneuvers.

Finishing Maneuver: You gain an accuracy bonus equal to twice your excess rank against creatures who are below their maximum **hit points**.

Mighty Maneuver: You deal **extra damage** equal to your excess rank.

Precise Maneuver: You gain an accuracy bonus equal to your excess rank.

Reckless Maneuver: You gain an accuracy bonus equal to twice your excess rank. However, you **briefly** take a -4 penalty to your defenses after you use the maneuver. You can only apply this augment to maneuvers which cause you to make a melee **strike**.

Spellfused Maneuver ✨: Choose a **ranged** pact spell you know that does not have the **Attune** or **Sustain** tags. Its rank must not exceed your excess rank with the maneuver. You treat your rank

with that spell as being equal to your excess rank, which limits the bonuses it gains from rank scaling. Each target of the maneuver is also affected by that spell, using separate attack rolls for the spell and maneuver. You do not have to spend time casting the spell, but each target must still meet any targeting requirements for the spell, such as range or touch.

You can only apply this augment to maneuvers which cause you to make a melee **strike**, and you must choose a different spell each time you apply this augment to a maneuver. After you use this maneuver, you **briefly** cannot use any spellfused maneuver again.

Rank 3 – Pact Maneuvers+

You learn an additional pact maneuver. In addition, you gain access to rank 3 pact maneuvers.

Rank 4 – Augmented Maneuvers+

You can also choose an augment for each of your rank 3 pact maneuvers.

Rank 5 – Pact Maneuvers+

You gain access to rank 5 pact maneuvers.

Rank 6 – Augmented Maneuvers+

You can also choose an augment for each of your rank 5 pact maneuvers.

Rank 7 – Pact Maneuvers+

You gain access to rank 7 pact maneuvers.

Soulforged ✨

This archetype enhances your connection to your soulkeeper, granting you abilities relating to your pact. All abilities from this archetype are **magical** ✨.

Rank 1 – Body and Soul As One ✨

Your body is shaped by your soulkeeper's influence.

Devil – Calculating: You can use your Intelligence in place of your Dexterity to determine your Armor defense. Your Intelligence is still halved by armor just like your Dexterity would be.

Fae – Alluring: You gain a +3 enhancement bonus to the Deception, Perform, and Persuasion skills.

Moirai – Fatebound: You gain a +2 bonus to your vital rolls.

Precursor – Burgeoning: You gain a bonus equal to twice your rank in this archetype to your maximum **hit points** (see Hit Points, page 17). In addition, you gain a tentacle **natural weapon** (see Natural Weapons, page 161). It deals 1d6 damage, has the **Maneuverable** weapon tag, and does not require a **free hand**.

Rank 2 – Soulforged Spell ✨

If you have access to pact magic, you learn an additional pact spell. The spell can be up to rank 2, even if you do not have access to rank 2 spells. It gains a special effect based on your soulkeeper. When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

Devil – Tormenting Spell: Each creature hit by the spell becomes tormented by the spell as a **condition**. If it loses hit points while it is tormented, the spell **repeats** on that creature, and all instances of the condition are removed. You gain a +2 accuracy bonus with the repeat for each additional instance of this condition, but the spell still only repeats once.

Fae – Hidden Spell: The spell does not have **verbal components** or **somatic components**. In addition, if it does not deal damage, it gains the **Subtle** tag.

Moirai – Inevitable Spell: Whenever you would make an attack roll, you can instead determine if an attack result of $5 + \text{your accuracy}$ with the spell would result in a hit. If it does, you hit the target without making an attack roll. Otherwise, you roll the attack roll normally. This does not allow you to bypass other effects that can cause you to miss without making an attack roll, such as a miss chance.

Precursor – Eldritch Spell: You gain a +1 accuracy bonus with the spell. However, whenever you cast the spell, you **briefly** take a -2 penalty to your Fortitude and Reflex defenses.

Rank 2 – Soulforged Weaponry ✨

If you do not have access to pact magic, choose a magic weapon property with a rank no higher than your rank in this archetype (see Magic Weapons, page 171). It must not be a **deep attunement**. You can **attune** to that magic weapon property. If you do, you always treat one weapon you wield as having that property. This applies in addition to any other special material or magical properties. However, it does not stack if the item would already have that property normally. If you wield more than one weapon at a time, you can

choose which of your weapons gains this effect as a **free action** once per round.

Whenever you increase your rank in this archetype, you can change which magic weapon property you have with this ability.

Rank 3 – Soulbound Resilience ✨

You gain a bonus equal to three times your rank in this archetype to your maximum **damage resistance**. In addition, you take half the normal penalties for being **resurrected** (see Resurrection, page 153).

Rank 4 – Body and Soul As One+ ✨

Your body continues to be shaped by your soulkeeper's influence.

Devil: You gain a +1 bonus to your Intelligence.

Fae: You gain a +1 bonus to your Perception.

Moirai: You gain a +1 bonus to your two lowest attributes. You can choose between equally low attributes.

Precursor: You gain a +1 bonus to your Constitution. In addition, your tentacle now deals 1d8 damage and gains the **Clinch** weapon tag (see Weapon Tags, page 161).

Rank 5 – Soulforged Armory ✨

If you do not have access to pact magic, choose a magic body armor property with a rank no higher than your rank in this archetype (see Magic Armor, page 183). You can **attune** to that magic body armor property. If you do, you treat your body armor as if it had that property. This applies in addition to any other special material or magical properties. However, it does not stack if the item would already have that property normally.

Whenever you increase your rank in this archetype, you can change which magic body armor property you have with this ability.

Rank 5 – Soulforged Spell+ ✨

You learn an additional spell with this ability. It can be up to rank 5, even if you do not have access to rank 5 spells.

Rank 6 – Soulbound Resilience+ ✨

The bonus increases to four times your rank in this archetype. In addition, you take no penalties for being **resurrected**.

Rank 7 – Body and Soul As One+ ✨

Your body continues to be shaped by your soulkeeper's influence.

Devil: You gain a bonus to your Mental defense equal to half your Intelligence.

Fae: The skill bonuses increase to +5. In addition, the Perception bonus increases to +2.

Moirai: The vital roll bonus increases to +5. In addition, the attribute bonus also applies to your third lowest attribute.

Precursor: The hit point bonus increases to four times your rank in this archetype. In addition, your tentacle now deals 1d10 damage and gains the **Long** weapon tag.

Wizard



Wizards are arcane spellcasters who study magic to unlock its powerful secrets. They have spent years studying the primal forces that define the universe. Their extensive research has revealed complicated ways in which those forces can be accessed and manipulated by mere mortals.

Wizards are almost never completely self-taught. The primal forces of the universe do not give up their power easily, and the methods used to access that power are unintuitive. Most wizards learn at arcane colleges or through direct mentorship by older, wiser wizards. Even wizard prodigies who learn alone have some access to the research performed by wizards over the centuries, generally in the form of massive books.

There are two fundamental principles of arcane magic that are shared by all wizards. The first principle is the creation of links between planes. A wizard can expend a small amount of energy to open an extremely small, extremely short-lived interdimensional gate that leads to a source of power. The destination for this gate depends on the [mystic sphere](#) the wizard are manipulating. As a simple example, [pyromancy](#) spells generally require gates to the Plane of Fire. Other spheres can be more complex. For example, [revelation](#) spells generally require gates that lead to prescient entities or extraplanar sites with powerful ambient magic.

The second principle is the manipulation of raw power accessed through these gates. Wizards learn how to create complex magical bindings that can store power and release it in highly specific ways. This allows them to create long-lasting effects that were fueled by extremely brief flashes of power.

Sorcerers are an endless fascination and source of frustration to wizards. While wizards must spend years or decades perfecting their art, sorcerers are able to easily and intuitively replicate the

same techniques for accessing and binding magical energy. This often makes younger wizards jealous. Wizards have spent centuries trying to understand how to mimic the shortcuts that sorcerers use, with little success. However, sorcerers lack the ability to perform complex arcane rituals that do not allow any simple shortcuts. Many older wizards regard this as a crippling weakness.

Alignment: Any.

Archetypes: Wizards have the Arcane Magic, Arcane Spell Mastery, Alchemist, Arcane Scholar, and School Specialist archetypes.

Base Class Effects

If you choose wizard as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Intelligence. In addition, you gain a +1 bonus to either your Perception or your Willpower.

Hit Points

You have 8 hit points + twice your Constitution, plus 1 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 16 hit points + three times your Constitution, plus 2 hit points per level beyond 7.
- *Level 13:* 32 hit points + five times your Constitution, plus 5 hit points per level beyond 13.
- *Level 19:* 65 hit points + ten times your Constitution, plus 10 hit points per level beyond 19.

Resources

- [Attunement points:](#) 4 (see Attunement Points, page 18).
- [Fatigue tolerance:](#) 2 + your Constitution (see Fatigue, page 18).
- [Insight points:](#) 2 + your Intelligence (see Insight Points, page 18).
- [Trained skills:](#) 5 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are not proficient with any type of armor.

Class Skills

You have the following [class skills](#):

- *Intelligence:* Craft, Deduction, Devices, Knowledge (all kinds, taken individually).
- *Perception:* Awareness, Deception, Persuasion.
- *Other:* Intimidate.

Table 6.14: Wizard Progression

Rank (Level)	Arcane Magic	Arcane Spell Mastery	Alchemist	Arcane Scholar	School Specialist
1 (1)	Arcane spells, mage armor	Intricate spell	Portable workshop	Ritualist, spell knowledge	School specialization
2 (4)	Arcane spells+	Expert metamage, metamagic	Alchemical discovery	Scholastic insight	School knowledge
3 (7)		Spell-trained understanding	Alchemical precision, alchemical tolerance	Contingency	School resilience
4 (10)	Mage armor+	Metamagic+	Alchemical discovery+	Scholastic insight+ Contingency+, ritual leader	School specialization+
5 (13)	Arcane spells+	Attunement point	Experienced quaffing		School knowledge+
6 (16)		Experienced spellcaster	Alchemical discovery+	Scholastic insight+ Contingency++	School resilience+
7 (19)	Mage armor+	Metamagic+	Alchemical tolerance+		School specialization+

Arcane Magic

This archetype grants you the ability to cast arcane spells.

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 254). 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 of your *mystic spheres*. 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 Ability Usage Components, page 48). For details about *mystic spheres* and casting spells, see Spell and Ritual Mechanics, page 253.

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

Mage Armor

Usage time: Standard action.

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 your maximum *damage resistance* equal to three 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 and Reflex defenses, 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 *dismiss* it or until you use it again. 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 4 – Mage Armor+

The damage resistance bonus increases to four times your rank in this archetype.

Rank 5 – Arcane Spells+

You learn an additional arcane spell.

Rank 7 – Mage Armor+

The damage resistance bonus increases to six times your rank in this archetype.

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 – 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 this round. However, you take a -2 penalty to all defenses this round. This defense penalty is *Swift*.

Rank 2 – Expert Metamage

You can spend *insight points* to learn one additional metamagic ability per insight point.

Rank 2 – Metamagic

You learn how to further refine your spellcasting abilities. Choose two metamagic abilities from the list below.

Some metamagic abilities affect specific spells. Each individual spell can normally have one metamagic applied. If the spell's rank is lower than your maximum spellcasting rank, you can apply two metamagic effects to it. Whenever you learn a new spell, you may change which specific spells your metamagic abilities affect.

Calculated Spell: Choose an arcane *spell* you know. As a *minor action*, you can calculate the effect that the spell would have. When you do, roll 1d10. If you cast that spell that round, you use that die result as your accuracy roll for any attacks that round, exploding as normal if the die result was a 10. After calculating in this way, you *briefly* cannot do so again, whether or not you cast the spell. You cannot choose this ability multiple times.

Distant Spell: Choose an arcane *spell* you know with a standard *range*: Short (30 ft.), Medium (60 ft.), Long (90 ft.), Distant (120 ft.), or Extreme (180 ft.). 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.

Researched Spell: Choose an arcane *spell* you know. You use your Intelligence in place of your Willpower to determine your *power* with that spell. You can choose this ability multiple times, choosing a different spell each time.

Rituals: You gain the ability to perform arcane rituals to create unique magical effects (see Spell and Ritual Mechanics, page 253). The maximum *rank* of arcane ritual you can learn or perform is equal to the maximum *rank* of arcane spell that you can cast. When you gain this ability, you can memorize a rank 1 arcane ritual from any arcane mystic sphere you have access to. Whenever you gain access to a new spellcasting rank, you can memorize an additional ritual of that rank or lower. You cannot choose this ability multiple times.

Widened Spell: Choose an arcane *spell* you know with a standard *area*: Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.), or Gargantuan (120 ft.). 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.

Rank 3 – Spell-Trained Understanding

You gain a +1 bonus to your Intelligence.

Rank 4 – Metamagic+

You gain an additional metamagic ability.

Rank 5 – Attunement Point

You gain an additional *attunement point*.

Rank 6 – Experienced Spellcaster

You gain a +1 accuracy bonus.

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 – Portable Workshop

You carry materials necessary to refine low-grade alchemical items wherever you are. This includes any item created using Craft (alchemy), such as potions, elixirs, and alchemist's fire. 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.

You can use this ability to create alchemical items with a rank lower than your rank in this archetype (see Item Ranks, page 158). Creating an item in this way functions in the same way as crafting items normally (see Crafting Items, page 136), with the following exceptions:

- You do not require any raw materials or an alchemist's lab.
- Items created with this ability deteriorate and become useless after 24 hours or after you finish a long rest, whichever comes first.
- You can only maintain the existence of four items with this ability at once. If you try to create an item beyond this limit, you must first dismiss another item created. This removes any lingering effects from the removed item, such as the protective qualities of an *antitoxin elixir*.
- Items you create with this ability still have a lingering magic tied to you when destroyed or consumed. With five minutes of work, you can recreate all of those items. This removes any lingering effects from the recreated item.

You can invest any number of *insight points* into this ability. Unlike normal for insight points, this does not directly grant you any additional abilities known. Instead, for each insight point invested, the number of items you can maintain simultaneously with this ability increases by one.

Rank 2 – Alchemical Discovery

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. You may spend *insight points* to gain access to one additional alchemical discovery per two insight points.

You can only apply one of your alchemical discoveries whenever you create an item. For example, if you had both the Aerodynamic Construction and Expanded Construction discoveries, you could not create an item with both double throwing range and double area. You would have to choose which alchemical discovery to apply when creating the item.

Advanced Workshop: You can use your *portable workshop* ability to create items with a rank equal to your rank in this archetype.

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.

Efficient Crafting: You do not need an alchemist's lab to craft

alchemical items (see Crafting Items, page 136). In addition, you reduce the *difficulty value* to craft alchemical items by 5.

Enduring Construction: The duration of alchemical items you create is doubled. In addition, alchemical items that last for a fixed number of uses have that number of uses doubled.

Expanded Construction: The area affected by any alchemical item you create is doubled.

Explosive Construction: Whenever you create an alchemical item that deals damage, you can enhance its destructive potential. Attacks with the item gain a +2 accuracy bonus. However, if the attacker rolls a 1 or 2 on the attack roll, ignoring dice rolled for *explosions*, they suffer a *glancing blow* from the attack.

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 Precision

You gain a +1 *accuracy* bonus with alchemical items.

Rank 3 – Alchemical Tolerance

You gain a +1 bonus to your Fortitude defense. In addition, you are immune to *Poison* attacks.

Rank 4 – Alchemical Discovery+

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 6 – Alchemical Discovery+

You gain an additional *alchemical discovery* ability.

Rank 7 – Alchemical Tolerance+

You gain a +1 bonus to your Constitution. In addition, you are immune to *Acid* attacks.

Arcane Scholar

This archetype deepens your study of arcane magic. 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 – Ritualist

You gain the ability to perform arcane rituals to create unique magical effects (see Spell and Ritual Mechanics, page 253). 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. You may spend insight points to gain access to one additional scholastic insight per two insight points.

Arcane Tattoo: You gain a +3 bonus to your Brawn, Fortitude, Reflex, or Mental defense.

You can choose this insight multiple times, choosing a different defense each time.

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 can choose this insight multiple times, gaining access to an additional mystic sphere each time.

Soulwoven Spell: Choose a rank 1 spell you know with the Attune tag that is not a deep attunement. That spell becomes permanently active on you without requiring an attunement point. No outside force can remove it, and you cannot consciously suppress its effects. If the spell would normally release its own attunement or otherwise end as part of its own effect, it is automatically applied to you again after one minute. Whenever your rank in this archetype increases, you can change which spell you have soulwoven with this ability. The spell's maximum rank is equal to half your rank in this archetype.

You cannot choose this insight multiple times.

Sphere Specialization: Choose a mystic sphere you have access to. You gain +1 accuracy bonus with abilities from that mystic sphere. You also memorize all rituals from that mystic sphere that your spellcasting rank gives you access to. 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.

Contingency

Attune

Cost: Two fatigue levels (see text).

Usage time: One minute.

When you use this ability, you choose a spell that you know. The spell has no immediate effect. Instead, you specify circumstances that will automatically cause the spell to take effect. You cannot consciously control the spell after setting the circumstances, and any attacks made as part of the spell's resolution are reactive attacks. When the spell takes effect, you increase your fatigue level by two.

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 other than targeting, such as the dimension door spell, must have those decisions made when this ability is used. You cannot alter those decisions when the contingency takes effect.

Rank 4 – Scholastic Insight+

You gain an additional scholastic insight.

Rank 5 – Contingency+

When your contingency activates, you only increase your fatigue level by one.

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 gain an additional attunement point that can only be used to attune to the [contingency](#) ability. In addition, you can attune to the [contingency](#) ability up to three times. Each contingency must have a different associated spell and triggering condition. 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 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 – 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 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 maximum [damage resistance](#).

Conjuration: The [astromancy](#), [fabrication](#), and [summoning](#) mystic spheres. If you specialize in this school, you gain a +15 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 [magical power](#).

Illusion: The [enchantment](#), [photomancy](#), and [umbramancy](#) mystic spheres. If you specialize in this school, you gain a +1 accuracy bonus.

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](#).

Transmutation: The [chronomancy](#), [polymorph](#), and [terramancy](#) mystic spheres. If you specialize in this school, you gain a +2 bonus to your Brawn, Fortitude, Reflex, or Mental defense. You can change which defense this bonus applies to as a [minor action](#). This ability has the [Swift](#) tag, so it protects you from attacks during the current phase.

Rank 2 – School Knowledge ✨

You learn an additional spell from any mystic sphere within your chosen school, even if you do not have access to that mystic sphere.

Rank 3 – School Resilience ✨

You gain a defensive ability based on your chosen school.

Abjuration: You are immune to [push](#) and [knockback](#) effects unless you choose to be affected.

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 attacks from your choice of one of the following tags: [Cold](#), [Electricity](#), or [Fire](#).

Illusion: You are immune to being [dazzled](#) (*20% miss chance, no special vision*) and [blinded](#) (*50% miss chance, -2 Armor and Ref*).

Transmutation: You gain a +1 bonus to [vital rolls](#).

Necromancy: You are [impervious](#) to attacks from creatures with no more than half of their maximum hit points remaining.

Rank 4 – School Specialization+

Your understanding of your chosen school improves.

Abjuration: The damage resistance bonus increases to four times your rank in this archetype.

Conjuration: The range improvement increases to +30 feet.

Evocation: The power bonus increases to +3.

Illusion: You gain a +2 enhancement bonus to the Disguise, Stealth, and Sleight of Hand skills.

Necromancy: The hit point bonus increases to four times your rank in this archetype.

Transmutation: The defense bonus increases to +3.

Rank 5 – School Knowledge+

You learn an additional spell from any mystic sphere within your chosen school, even if you do not have access to that mystic sphere. If you already know at least three spells from all mystic spheres within your chosen school, you can instead gain an additional attunement point. You can only use this attunement point to attune to spells from your chosen school.

Rank 6 – School Resilience+

Your defensive ability based on your chosen school improves.

Abjuration: You cannot be grappled.

Conjuration: The failure chance increases to 20%.

Evocation: You are impervious to Cold, Electricity, and Fire attacks.

Illusion: You are immune to Emotion and Visual attacks.

Transmutation: The vital roll bonus increases to +2.

Necromancy: You are impervious to attacks from creatures with any missing hit points and undead creatures.

Rank 7 – School Specialization+

Your understanding of your chosen school reaches its full potential.

Abjuration: The damage resistance bonus increases to five times your rank in this archetype.

Conjuration: The range improvement increases to +60 feet.

Evocation: The power bonus increases to +4.

Illusion: The accuracy bonus increases to +2.

Necromancy: The hit point bonus increases to five times your rank in this archetype.

Transmutation: The defense bonus increases to +4.

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.

Skill Overview

This section describes how you learn and use skills. Most skills are used to make [checks](#). For details about how checks are made, see Checks, page 13.

Skill Modifiers

You are either trained or untrained with each skill. 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.

Class Skills

Each [class](#) has an associated set of skills that members of that class often know. These are called class skills. Your [base class](#) automatically grants you training with a specific number of skills from among your class skills. The class skills from each class are summarized in Table 7.1: Class 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.

Learning Languages

You can replace skill training from your class or Intelligence with learning languages. For each trained skill you forgo, you learn two [common languages](#) or one [rare language](#) (see Communication and Languages, page 153).

Improvising

Unlike maneuvers or spells, skills have a broad and ambiguous purview. They are not just a set of specific actions with precise rules. As a player, you should feel free to improvise actions that sound related to skills you have. However, you generally shouldn't use a skill to try to duplicate the effect of another ability, especially a combat ability. Skills are primarily intended to be useful out of combat, not to replace the power of maneuvers and spells.

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
Medicine	C	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.

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 Stealth,

page 149). 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 defenses) 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 + 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 + twice the [rank](#) of the ability. In addition, you can make another check when the ability ends to notice that you feel normal again.

Read Lips: When you see a creature speaking, you can make an sight-based Awareness check to read its lips. The [difficulty value](#) is 10 for ordinary conversation, or up to 20 if the speaking creature makes an effort to avoid moving its lips. You must be able to understand the language spoken. Success means you can understand

what is being said.

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 terrain. It also represents your ability to precisely position your movements, such as to avoid touching traps that you are aware of. Generally, creatures only have to roll Balance checks if the terrain is unsteady for some reason.

Common Balance Tasks

Agile Charge: You can make a [difficulty value](#) 10 Balance check while using the [charge](#) ability to change directions while charging (see Charge, page 42). Success means you can make a single turn of up to 90 degrees during the movement.

Creature Balance: As part of movement, you can make a Balance vs. Reflex attack against a creature you touch. The target must be two or more size categories larger than you. On a hit, you can balance on the target's body, allowing you to walk on or jump from its body. You must repeat this attack at the end of each subsequent round to stay balancing on the creature. For each consecutive round that you balance on a non-alley in this way, you take a cumulative -2 penalty to this attack.

Maintain Balance: If you take 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 [move action](#) to stand up from a prone position. Success means that you stand up so quickly that you can immediately make another movement. Failure simply means that you stand up.

Walk While Balancing: When you move using your [walk speed](#) on an unsteady surface, you must make a 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. Failure means you stop moving and the rest of your movement is wasted.

Common Balance Modifiers

The base [difficulty value](#) to balance on a normal terrain is 0. 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, add all relevant modifiers. Some specific examples are listed below.

Ice	DV
Rough, hardpacked ice, like a frozen lake	+2
Typical ice	+5
Recently frozen or ultra-smooth ice	+10
Liquid	DV
Water-covered ground, such as from rain	+2
Ankle-deep moving stream	+5
Knee-deep static water	+5
Oil-coated ground	+5
Knee-deep moving stream	+10
Narrow Surface	DV
About two feet wide	+2
About one foot wide	+5
About six inches wide	+10
About two inches wide	+15
Less than two inches wide	+20
Sand	DV
Water-logged beach sand	+2
Hard-packed desert sand	+2
Typical beach or desert sand	+5
Quicksand	+10
Unusually smooth, wind-tossed desert sand	+10
Uneven Ground	DV
Infrequent ankle-high bumps and dips	+2
Constant ankle-high bumps and dips	+5
Infrequent knee-high bumps and dips	+5
Constant knee-high bumps and dips	+10

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. Moving with the Climb skill requires using the [climb forward](#) ability (see Movement Abilities, page 38).

Common Climb Tasks

Creature Climb: As a standard action, you can make a Climb vs. Reflex attack against a creature you touch. 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. The creature takes a -2 accuracy penalty with [strikes](#) against you. You must repeat this attack at the end of each subsequent round to stay climbing on the creature. For each consecutive round that you climb on a non-ally in this way, you take a cumulative -2 penalty to this attack.

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.

Wall Jump: You can make a [difficulty value](#) 10 Climb check as part of movement to jump off of a wall you are adjacent to. This difficulty value increases by 5 for each time you have used this ability since landing on solid ground. Success means you can jump off of the wall (see Jumping, page 39). Failure means your jump fails, and your movement ends, which typically makes you fall to the ground.

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 [walk 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.

Common Climb Modifiers

Slippery and mobile surfaces make Climb checks more difficult. If you can brace against multiple surfaces, such as in a corner or between two opposed walls, climbing can be significantly easier.

Climb Difficulty Value Examples

DV	Surface or Activity	Example
0	Steep slope	A hill too steep to walk up
5	Large, sturdy hand and foot holds	Knotted rope, heavily damaged stone wall, ship's rigging
10	Small, sturdy hand and foot holds	Surface with pitons or carved holes, weathered stone wall
10	Inconsistent or unsteady hand and foot holds	Unknotted rope, unweathered natural rock, shoddy brick or brick wall
10	Only large hand holds	Tree limbs, pulling yourself up by your hands while dangling
15	Rough surface with few holds	Weathered natural rock face, quality wood or brick wall
20	Rough surface without holds	Quality stone wall
25	Smooth surface without holds	Window

Climb Speed

Some creatures have a listed climb speed. A creature with a climb speed must still make a Climb check to climb on surfaces. However, it can climb with its [movement speed](#) as part of normal movement abilities rather than relying on the [climb forward](#) ability.

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. Other Craft skills exist in the universe, but are less generally useful for adventurers.

- Alchemy (Alchemist's fire, tanglefoot bags, potions)
- Bone
- Ceramics (Glass, pottery)
- Leather
- Manuscripts (Books, official documents, scrolls)
- Metal
- Poison
- Stone
- Textiles (Cloth, fabric)
- 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 136.

Create Disguised Item: You can craft an item that superficially appears to function like a similar, but different, item. This functions like creating the item normally, except that you treat the item's [rank](#) as being one higher than it actually is. A creature studying the item with the Identify Item task only identifies the item's false purpose unless they get a [critical success](#) on the check.

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 + 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.

Rebuild Item: You can make a Craft check to repair a [destroyed](#) 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). Success means the item is restored to full hit points and functionality.

Repair Item: You can make a Craft check to repair a broken or damaged item. This takes as much time as creating an item two ranks lower than the item (to a minimum of 0), and does not require any raw materials other than the broken item. Success means the item is restored to full hit points and functionality.

Crafting Items

You can use the Craft skill to create an item by expending time and material components. Creating an item generally 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.

The [difficulty value](#) to craft an item is normally equal to 5 + twice its rank.

Crafting Time

The time required to craft an item depends on the [weight category](#) of the constructed item:

- Fine–Tiny: 4 hours per rank.
- Small: 8 hours per rank.
- Medium: 24 hours per rank.
- Large: 40 hours (one week) per rank.
- Huge: 120 hours (three weeks) per rank.
- Gargantuan: 320 hours (two months) per rank.
- Colossal: 960 hours (six months) per rank.

When you make a Craft check to craft an item, 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 meets or exceeds the time required to craft the item, you have finished the item.

Individual items may be more or less time-consuming to craft than normal. Consumable items, such as potions and arrows, typically take half the normal time to craft. At the GM's discretion, individual items may be more time-consuming to craft. For example, mail armor was historically quite time-consuming to make, but item-specific modifiers like that are beyond the scope of Rise's rules.

Multiple crafters can work on the same item, as long as it is physically possible to work on separate components of the item and then combine them together. For example, potions and alchemical items typically can't be split between crafters in this way, but multiple people can work on the same set of body armor.

Crafting Materials

Crafting an item requires the expenditure of raw materials. Typically, raw materials of a given item rank can be used to make two items of that rank. 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.

Crafting Tools

Creating an item 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.

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)
Usage time:	Standard action.
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 <i>total defense</i> ability (see Universal Abilities, page 41).	
Critical hit: The target performs the chosen action if it is physically capable of performing it.	
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.

Rear a Wild Creature: You can make a Creature Handling check to raise a wild creature from infancy so that it becomes domesticated. The time required depends on how long it takes the creature in question to reach adulthood. The *difficulty value* for this check is equal to 5 + twice the creature's level in its adult form. This check must be repeated once per year during the process of raising the creature, and when that process is complete. Failure means that an additional year of training is required. A successfully domesticated creature can be taught tricks at the same time it's being raised, or it can be taught as a domesticated creature later.

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.

Teaching Tricks

Generally speaking, teaching a creature a new trick requires spending at least four hours a day in training over the course of a week. It is not generally possible to accelerate the process by spending more time each day; the creature must take time to learn the new behavior. If a creature is taught more tricks than its Intelligence allows it to retain, it will forget one of its old tricks during the course of learning the new trick. The trainer can choose which old trick will be replaced in this way.

A list of specific tricks that creatures can be taught is given below. Of course, players should feel free to define new tricks to accomplish more specific goals. However, complicated tricks are probably more difficult for an animal to learn, so the difficulty value to teach a custom trick might be 15 or higher.

Attack (DV 10): The creature attacks apparent enemies. You may point to a particular creature that you wish the creature to attack, and it will comply if able. This trick includes teaching the creature how to stop attacking if you give it a command to relent.

Come (DV 5): The creature comes to you.

Defend (DV 10): The creature defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the creature to defend a specific other character.

Down (DV 5): The creature breaks off from combat or otherwise backs down. A creature that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DV 5): The creature goes and gets something. If you do not point out a specific item, the creature fetches some random object.

Guard (DV 10): The creature stays in place and prevents others from approaching.

Heel (DV 5): The creature follows you closely, even to places where it normally wouldn't go.

Messenger (DV 15): The creature carries a small item to a destination. Once it arrives, it waits for up to 24 hours for someone to take the item from it. The destination must be known to the creature.

When you instruct the creature to deliver the item, you must communicate the destination to the creature. This normally requires a DV 20 Creature Handling check as a standard action. The DV of this check is lowered to 15 for locations the creature is extremely familiar with, such as its home. If you have other means of communicating the destination to the creature, such as the *animal speech* druid ability (see Animal Speech, page 79), that check is unnecessary.

Perform (DV 10): The creature performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DV 5): The creature moves into an area and looks around for anything that is obviously alive or animate.

Stay (DV 5): The creature stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DV 10): The creature tracks the scent presented to it. (This requires the creature to have the [scent](#) ability)

Work (DV 5): The creature pulls or pushes a medium or heavy load.

Bonus Tricks

Some trainers can teach creatures bonus tricks in addition to their normal maximum number of tricks known. Once a creature has learned a bonus trick, that trick may not be retrained into a different trick by a trainer who does not have the same ability to grant bonus tricks.

Training Non-Domesticated Creatures

Although non-domesticated creatures of any type can be taught tricks with patience and training, they are not naturally obedient. When outside their trainer's influence, or in stressful situations, they tend to revert to their natural behaviors. In general, even the most skilled trainers can only control one non-domesticated creature in battle.

In rare circumstances, a skilled trainer may temporarily gain the service of an elite monster. While acting at the behest of another creature using Creature Handling, elite monsters can only take one standard action or one elite action during each action phase, not both.

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 defenses*) 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.

Table 7.2: Devices Difficulty Values

Device Type	Difficulty Value
Simple device (wagon wheel, typical knot)	5
Average device (door hinge, complex knot)	10
Difficult device (typical lock)	15
Extraordinary device (expert lock)	20
Impossible device (magically sealed lock)	25
Mundane trap	10 + twice rank
Magic trap	15 + twice rank

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 136), 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 149).

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.

Common Disguise Modifiers

It is generally easier to enlarge a creature or add new features than it is to shrink a creature or remove existing features. You can use the table below a guide, and the GM can improvise penalties for more unusual disguises if necessary. If you make multiple alterations, the penalties stack.

Age Change	Disguise Penalty
Per age category of difference	-2
Body Shape Change	Disguise Penalty
To a different gender	-2
Per removed arm	-2
Per removed leg	-5
Per additional arm or leg	-5
Species Change	Disguise Penalty
To a noticeably larger species (halfling to human)	-5
To a noticeably smaller species (human to halfling)	-15
To a larger size category (human to ogre)	-15
To a smaller size category (ogre to human)	-30

Endurance (Con)

The Endurance skill represents your ability to persevere through physical trials.

Common Endurance Tasks

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.

Maintain Exertion: Some activities are difficult to maintain indefinitely. For example, sprinting typically exhausts a creature in a minute or less. Even walking at a steady pace can become exhausting after hours without rest. You can make an Endurance check to continue performing a strenuous activity without rest. Most active abilities, such as casting spells and making [strikes](#), are considered strenuous activity. However, performing [rituals](#) is not strenuous.

Generally, this requires a [difficulty value](#) 10 Endurance check when you have performed the task for as long as a normal human can do it without rest. Each time you succeed at this check, you can maintain the exertion for half that length of time. At the end of that time, you must repeat this check to continue the activity, but the difficulty value increases by 5. If you fail the check, you must rest. The details of how long you have to rest depends on the activity you were performing, at the GM's discretion.

For example, a human can normally sprint for 10 rounds without rest. If they pass a DV 10 Endurance check, they could sprint for an additional 5 rounds. After that time, they would need to make a DV 15 Endurance check for the next 5 rounds, then DV 20, and so on.

Overland Exertion: You can make an Endurance check while travelling overland to cover more ground (see Overland Movement, page 152). This is a special use of the Maintain Exertion ability described in the core rulebook. There are two ways that you can exert yourself: hustling, which doubles your distance travelled during a given hour, and making a forced march, which allows you to travel for an extra hour beyond the normal travel time. Making a forced march only increases the [difficulty value](#) of the check by 2 for each additional hour, instead of the normal 5.

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 increase your [fatigue level](#)

by three. 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.

Table 7.3: Flexibility Difficulty Values

Restraint	Difficulty Value
Net	8
Common manacles	15
High-quality manacles	20
Extraordinary manacles	25
Tight Space	Difficulty Value
Can fit with outstretched elbows	5
Can fit one outstretched elbow	10
Can fit head and shoulders only	15
Can fit head only	25

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 Escape Grapple, page 42.

Tight Squeeze: You can make a Flexibility check to squeeze into spaces too small to normally fit you (see Squeezing, page 40).

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 146). Generally, people dislike being coerced.

Demoralize:

Demoralize

Usage time: Standard action.

Make an Intimidate vs. Mental attack against up to two creatures within Short (30 ft.) range.

Hit: If the target has no remaining [damage resistance](#), it becomes [frightened](#) (-2 Mental, -2 accuracy vs. source) by you as a [condition](#).

Jump (Str)

The Jump skill represents your ability to jump. Unlike most skills, you have no numeric modifier to Jump, and you never make a Jump check. Instead, the distance you can jump changes depending on whether you are trained with the Jump skill. For details, see (see Jumping, page 39).

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 14).

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.

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, and the creature must be alive.

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 35](#)). 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 10 for a vital roll of 0. The DV increases by 5 for each point by which the vital roll is below 0. 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 35](#).

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 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

There are four types of performances: dance, instrumental, manipulation, and vocal.

- Dance: You use your body to dance or act. This limits your ability to defend yourself, giving you a -2 penalty to your Armor and Reflex defenses as a *Swift* effect. Dance performances have the *Visual* tag.
- Instrumental: You use an instrument to make music. This requires at least one *free hand* to use the instrument. Instrumental performances have the *Auditory* tag.
- Manipulation: You use objects or gestures to perform, such as juggling or puppetry. This requires at least one *free hand* to use the objects. Manipulation performances have the *Visual* tag.
- Vocal: You use your voice to orate or sing. This prevents you from talking or using other abilities with *verbal components*. Vocal performances have the *Auditory* tag.

Limitations while Performing

It takes a *minor action* to initiate and sustain a performance. While you are performing, 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 -10 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 finish 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 defenses*) 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 7.4: Persuasion Relationship Modifiers, page 146. Regardless of what you are saying, you are more likely to succeed when talking to a close friend than a sworn enemy.

Table 7.4: 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

Profession (Varies)

The Profession skills represent your practical understanding of a particular profession. Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with a separate degree of training. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Most commoners have some training in a Profession skill.

Choosing an Attribute: No attribute is a key attribute for Profession. However, depending on how you are using your Profession, you can add any attribute's base value to your Profession check. For example, if you use your experience as a farmer to harrow a field, you can add your Strength to the Profession check. On the other hand, if you use your experience as a sailor to determine the right

angle for sails in the current wind, you can add your Perception to the Profession check.

Common Profession Tasks

Earn Income: You can make a Profession check to practice your trade and make a decent living. If you make a [difficulty value](#) 8 Profession check, you earn 1gp with five days of work. For every 5 points by which you beat that difficulty value, you make twice as much.

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.

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.

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 walk speed, the DV to ride it that round increases by 10.

Common Ride Tasks

Guide Mount: When riding on a creature, you can make a Ride check to direct your mount's movement. While travelling, this check is only necessary when giving the mount directions. In battle, this check must be repeated at the start of each round. If the mount is trained for battle, the [difficulty value](#) of this check is 0. Otherwise, the DV is 5. Success means the mount understands your direction, and will obey if it is willing and able. Failure means the mount does not understand your direction, and acts of its own volition.

If you can communicate with your mount in other ways, such as by speaking with it, this check may be unnecessary.

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 [move action](#) 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 7.5: Sleight of Hand Difficulty Modifiers.

Table 7.5: 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 defenses*) of it (see Awareness and Surprise, page 47).

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.

Notice Subtle Effect: If you succeed at a Social Insight check, you can notice the general effects of a [Subtle](#) ability affecting a creature you are talking with. The [difficulty value](#) to notice the effect is $20 + \text{twice the rank of the ability}$.

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 defenses*) 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 defenses*) 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 46 and Concealment, page 45). 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 **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 133).

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 sustenance 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. Overland travel often follows standard roads or paths, which may make this check unnecessary depending on the quality of the road.

Predict Weather: You can make a [difficulty value](#) 10 Survival check to predict the local weather for the next day.

Terrain Difficulty Values

These are general guidelines, not exact rules. The GM can tell you more about the specific landscape you are traversing.

Terrain	Navigation Value	Difficulty Value	Sustenance	Difficulty Value
Desert	10	20		
Forest	10	10		
Jungle	15	5		
Mountains	10	15		
Hills	5	10		
Plains	5	10		
Swamp	15	15		

Tracking

One of the key uses for the Survival skill is to follow tracks left by creatures. You can use the Awareness skill to notice signs of passage, but the Survival skill is necessary to follow tracks for any distance. Some suggestions for determining the difficulty of following a trail can be found in Table 7.6: Example Tracking Difficulty Values and Table 7.7: Example Tracking Difficulty Modifiers. The GM may also apply other circumstantial modifiers not listed here.

Table 7.6: Example Tracking Difficulty Values

Surface	Description	Difficulty Value
Very soft ground	Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.	0
Soft ground	Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints	5
Firm ground	Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors)	10
Hard ground	Any surface that doesn't hold footprints at all, such as bare rock or a streambed	15
Scent	Tracking using the scent ability instead of vision	5

Table 7.7: Example Tracking Difficulty Modifiers

Condition	Difficulty Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+20
Diminutive	+15
Tiny	+10
Small	+5
Medium	+0
Large	-5
Huge	-10
Gargantuan	-15
Colossal	-20
Every 24 hours since the trail was made	+1 ³
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category.

2 Apply only the largest modifier from this category.

3 With scent-based tracking, apply this modifier per hour since the trail was made. High winds can increase this modifier even more quickly.

Swim (Str)

The Swim skill represents your ability to swim. Moving with the Swim skill requires using the [swim forward](#) ability (see Movement Abilities, page 38). A creature that is in water without a swim speed takes a -2 penalty to its [accuracy](#) and Armor and Reflex defenses, even if it makes a successful Swim check. For details, see Fighting In Water, page 47.

Creatures that are native to water, such as fish and monsters with a swim speed but no walk speed, gain a +10 bonus to Swim checks.

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, it can swim with its [movement speed](#) as part of normal movement abilities rather than relying on the [swim forward](#) ability.

Swim Difficulty Values

Liquid	Difficulty Value
Calm water	5
Rough water	10
Viscous liquid, like a muddy swamp	10
Stormy water	15
Extremely stormy water	20

Chapter 8

Adventuring

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](#). The benefits of taking a short rest or long rest happen automatically after you spend enough time avoiding strenuous activity. You do not have to declare that you are using the “short rest” or “long rest” ability. 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 finish 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 50).

- You remove all [conditions](#) affecting you.
- Some other abilities have specific effects that last until you finish a short rest.

Long Rest

Resting for eight hours is considered a [long rest](#). When you finish a long rest, you gain the following benefits.

- You remove one of your vital wounds (see Removing Vital Wounds, page 35). The Medicine skill can increase this healing (see Accelerate Recovery, page 144).
- Your [fatigue level](#) becomes 0.
- Some other abilities have specific effects that last until you finish 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 141).

Overland Movement

This section provides rules governing overland movement speeds. Not every game should think about overland movement travel speed in a detailed way. It’s fine to just spend “a few days” walking around between various important locations. However, sometimes the details are important, such as when you are on a strict timetable. The GM can tell you when overland movement matters.

Standard Travel Days

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day normally represents 8 hours of actual travel time. However, sailing ships and other methods of travel that keep moving without requiring a rest are listed with a full 24 hours of travel time.

You can make an Endurance check to push beyond a standard 8-hour travel day. In addition, you can make an Endurance check to travel faster within a normal travel day. For details, see Endurance, page 404.

Standard travel distances on foot are listed in Table 8.1: Travel Distance By Movement Speed, page 153. When using mounts or ships, Table 8.2: Mounts and Vehicles, page 153 will be more convenient.

Table 8.1: Travel Distance By Movement Speed

Speed				
	15 feet	20 feet	30 feet	40 feet
One Hour (Overland)				
Walk	1-1/2 mile	2 miles	3 miles	4 miles
Hustle (Exertion)	3 miles	4 miles	6 miles	8 miles
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	30 miles
Hustle (Exertion)	—	—	—	—

Table 8.2: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or warhorse	5 miles	40 miles
Draft horse	4 miles	32 miles
Pony or war pony	4 miles	32 miles
Donkey or mule	3 miles	24 miles
Dog, riding	4 miles	32 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed) ¹	1/2 mile	4 miles
Keelboat (rowed) ¹	1 mile	8 miles
Rowboat (rowed) ¹	1-1/2 miles	12 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

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

Overland Terrain

Travelling over a flat, paved highway is much faster than trailblazing through a jungle. You can use Table 8.3: Terrain and Overland Movement, page 153 as a reference for common terrain.

A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no significant paths.

Table 8.3: Terrain and Overland Movement

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

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 8.4: Common Languages, below. Rare languages are summarized on Table 8.5: 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 in place of training a skill (see Skills, page 131). In addition, you can talk to your GM about knowing an additional language based on your character's personal background.

Table 8.4: 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

Common Magical Effects

Resurrection

Some abilities can return dead creatures to life. This is called resurrection.

When a living creature dies, its soul departs its body, travels through the Astral Plane, and goes to abide on the appropriate plane or Divine Realm. This process is enforced by the Nature, who guides souls to ensure they reach their intended destinations.

Table 8.5: 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

Bringing a creature back from the dead means retrieving their soul and returning it to their body.

A creature has no hit points or damage resistance when it returns to life. It is cured of all **vital wounds**, **conditions**, 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. Some resurrection abilities can restore more damaged corpses to life, as indicated in their descriptions.

Coming back from the dead is an ordeal. The creature's maximum **fatigue tolerance** is reduced by 2. This penalty stacks if the creature is resurrected multiple times. Every thirty days, and whenever the creature gains a level, this penalty is reduced by 1. If this penalty would reduce a creature's maximum fatigue tolerance below 0, the creature cannot be resurrected.

Resurrection is always voluntary. 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. If a dead creature's soul refuses to return to life, no effect can compel it to be resurrected. Similarly, if a dead creature's soul has been subsumed into the planar essence of its afterlife plane, it has already been resurrected, or the soul is otherwise inaccessible, resurrection is impossible.

Although you can resurrect creatures who have died of old age, it is usually pointless. They will die again before long from some malady resulting from their advanced age.

Limits of Resurrection

While dead, souls gradually lose their cohesion and independent sense of self. A typical creature can maintain its existence in the afterlife for a number of years equal to 5 times the sum of its level and Willpower. This can vary significantly for individual creatures, and being tormented in the afterlife can significantly reduce this time.

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 some part of the creature's 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.

Shapeshifting

When a creature shapeshifts, its physical body completely transforms into a different shape. It generally retains all of its original statistics and abilities, with the following exceptions. Some specific abilities that cause a creature to shapeshift have additional effects.

- The creature's size changes to match the new form. This can change the creature's **base speed**, **Reflex defense**, and other statistics as normal (see **Size Categories**, page 19).
- The creature's **mundane** movement modes and natural weapons are replaced with the movement modes and natural weapons of its new shape. If the new form does not specifically mention a walk speed, it has an average walk speed.
- 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.
- Any special properties that a creature had that were originally a result of its pure physical composition change to match its new form. For example, a ghost would stop being **incorporeal** if it shapeshifted.

All of a shapeshifted creature's equipment that is 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.

When a shapeshifted creature dies, it returns to its original form.

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.

Anything being teleported must have both **line of sight** and **line of effect** to its destination. In addition, the destination of the teleportation must be an unoccupied location on a stable surface. That surface must be able to support the weight of the teleporting creature or object. If any of these conditions is not met, the teleportation fails without effect. Some teleportation abilities are less restricted, as indicated in their description.

In general, you can teleport up slopes that are no more than 45 degrees. Steeper slopes prevent you from seeing stable ground to

teleport to it. The GM can provide guidance for individual slopes, which may be easier or harder to navigate with teleportation.

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 19). 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.

Astral Beacons

Some abilities allow long-distance teleportation, such as the overland teleportation ritual. This sort of teleportation is much easier if you are travelling to an [astral beacon](#). The specific effects of an astral beacon are defined in the teleportation ability being used. An astral beacon covers an area, rather than a single point in space.

Each astral beacon has a unique name. The name represents the beacon's precise location in the Astral Plane, so no two beacons can have identical names. For example, astral beacons created by rituals have their name defined by the precise color of ritual inks, details of drawn patterns, timing and inflection of ritual incantations, and similar subtleties.

It is possible, though unlikely, to find astral beacons simply by wandering in the Astral Plane. They are similar in size and shape to [scrying sensors](#), but their appearance is visually distinct (for creatures who can see [invisible](#) objects). Inspecting a beacon can reveal the location it points to, and destroying the beacon in the Astral Plane removes its effects.

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.

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, non-creature objects treat all damage they take as [environmental damage](#) (see Environmental Damage, page 34). That means that all damage they take is reduced by their [damage resistance](#) without subtracting from the remaining value of their damage resistance. Objects are not normally subject to [critical hits](#). When object lose enough hit points, they can become [broken](#) (see Broken and Destroyed Objects, page 156).

Sundering Objects

As a standard action, you can attempt to break an object with raw strength instead of damage. This requires two hands. When you sunder an object, make a Strength check. The difficulty value of the check is equal to the object's [damage resistance](#), +5 for each [weight category](#) above Tiny. Success means the object becomes [broken](#). Critical success means the object becomes [destroyed](#).

Object Statistics

An object's size primarily influences the number of [hit points](#) it has. The primary material it is constructed from determines its [damage resistance](#), and can modify the number of hit points it has. Details are given in Table 8.6: Object Statistics By Size, page 156 and Table 8.7: Object Statistics By Material, page 156.

For objects that have two large dimensions and one small dimension, treat their size as being one size category smaller than the bulk of their larger dimensions. For objects that have one large dimension and two smaller dimensions, just use the smaller dimensions. Consider these examples:

- A 20 foot cube would have the hit points of a Huge object.
- A stone pillar that is 20 feet wide, 20 feet long, and 100 feet tall would have the hit points of a Huge object.
- A 20 foot tall, 20 foot wide wall of typical thickness would have the hit points of a Large object.

These rules are more detailed than you should really need. During a typical game session, it's often best to just guess whether a character could plausibly sunder or smash an object rather than consulting these tables.

Broken and Destroyed Objects

Table 8.6: Object Statistics By Size

Size	Hit Points	Sunder DV Modifier
Fine	2	0
Diminutive	5	0
Tiny	10	0
Small	25	5
Medium	50	10
Large	100	15
Huge	250	20
Gargantuan	500	25
Colossal	1000	30

Table 8.7: Object Statistics By Material

Material	DR ¹	HP Multiplier ²
Adamantine	30	x3
Glass	5	x1/2
Ice	0	x1/2
Iron or steel	15	x2
Leather or hide	5	—
Mithral	20	x2
Packed earth	5	—
Paper or cloth	0	x1/2
Rope	5	—
Stone	10	x2
Wood	5	—

1. An object's damage resistance also increases the difficulty value of checks to sunder it with raw Strength.
2. Any value here modifies the number of hit points the object would normally have based on its size.

If an object would gain its first **vital wound**, typically by reaching negative hit points, it becomes **broken** instead. Unlike creatures, objects do not reset their negative hit points to 0 at the end of the round or when they are healed. Instead, it continues to track its negative hit points indefinitely. If its negative hit points reach ten times its maximum hit points, it becomes **destroyed**.

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 (see Craft, page 135).

Most magical effects that create temporary objects are fully destroyed when they become broken.

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. Destroyed objects can be rebuilt with the

Craft skill, but it requires significant time and investment.

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.

Breaking Equipment

Normally, a character's equipment cannot be damaged or otherwise affected by attacks. This includes worn items, anything held in your hands, and anything in a secure storage like a small backpack. Such items are considered **attended**. They are unaffected by damage caused by area effects, and cannot be targeted individually. Some abilities can specifically target **attended** objects, as indicated in their descriptions.

Loose Equipment

Some items are explicitly **loose equipment**. Loose equipment does not gain the protections listed above while worn as equipment. It can be individually targeted by attackers, and is affected by area effects just like any other object in the area.

Poison

Poisons are organic substances that are dangerous to living creatures. They can deal damage or inflict debilitating effects. Some effects which are not literally poisonous, such as animal venom or fungal spores, are considered poisons. Poisons are not **conditions**, and cannot be removed by abilities that remove conditions (see Conditions, page 50). Common poisons are listed in Table 9.16: Consumables, page 216. You can use the Craft (poison) skill to create poisons (see Crafting Items, page 136).

Poison Effects

When you come in contact with a poison, you become **poisoned**. As soon as you become poisoned, and at the end of each subsequent round, the poison makes an attack against your Fortitude defense. On a hit, the poison progresses to its next stage. On a critical hit, the poison progresses by two stages at once, to a maximum of the third stage. On a miss, you make progress towards removing the poison entirely. Once the poison misses you three times, you stop being poisoned.

If you become poisoned again by the same poison, it does not intensify the effects of the poison. However, it cancels any progress you had made towards removing the poison. A poison is considered the same if it has the same name. If you are affected by multiple different poisons with the same name, but different accuracy bonuses, use the highest accuracy bonus.

Poisons have no effect on non-living creatures.

Poison Stages

Poison effects are divided into stages. Becoming poisoned does not have any ill effects until the poison progresses to its first stage.

Many poisons have a Stage 1 effect. This effect happens as soon as the poison's attack first succeeds against you. Some poisons also have a Stage 3 effect.

Poison Accuracy

A poison's accuracy depends on the way it was applied. Item-based poisons have a specific accuracy listed in their description. This accuracy does not depend on the skill of the creature inflicting the poison.

Poisons inflicted by creature abilities use the creature's [accuracy](#). They may also have additional modifiers listed in the ability's description. For monsters, the poison's accuracy will be listed in the monster description.

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. This means you can avoid negative effects from ingestion poisons by holding your breath and avoiding eating or drinking.

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. If a poison can be thrown, throwing one dose of the poison requires a standard action.

Gas: Gaseous poisons are difficult to store, but easy to affect foes with. Unless otherwise noted, a gas poison can be thrown at a location within Short (30 ft.) range, and affects a Tiny (5 ft.) radius **zone**. Once active, gas poisons typically linger for one minute before dispersing, though high wind can clear them much more rapidly. Walking through the gas cloud will affect creatures with contact poisons, but generally not with ingestion poisons.

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. Unless otherwise noted, a liquid poison can be thrown at something within Short (30 ft.) range.

Pellet: Some rare poisons come in small, solid pellets or cubes. Typically, these pellets contain a powerful liquid poison that becomes inert quickly after being exposed. Pellet poisons 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 can be thrown at something within 10 foot range.

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 comes in contact with the poison. This removes one dose of the poison from the weapon. Coated poisons expire and lose their effectiveness after ten minutes.

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.

Poison Materials

Creating a poison requires special materials. The type of materials required, and how those materials can be acquired, depend on the type of poison:

- **Alchemical:** Alchemical poisons require alchemical materials. These normally can't be found in nature. In unusual circumstances, these components can be synthesized from natural chemicals or magical materials. This takes an hour of work, and requires a Craft (alchemy) check equal to $10 + \text{twice the poison's rank}$.
- **Plant:** Plant-based poisons can typically be harvested by making a Survival check to search in appropriate terrain. This usually takes an hour of work. The [difficulty](#) value of this check is usually equal to $10 + \text{twice the poison's rank}$.
- **Venom:** Venom requires an appropriate body part from a creature – often, poison it naturally produces. This usually takes a minute of work. Harvesting a body part from a creature requires a Medicine or Survival check equal to $5 + \text{twice the poison's rank}$.

Chapter 9

Items and Equipment

This chapter defines the items and equipment that exist in the universe of Rise, including both magical and nonmagical items.

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

Most common people would use the silver piece (sp) for daily usage, with copper pieces (cp) used for change and trivial matters. However, adventurers and nobility typically deal with the gold piece (gp). A gold piece is worth 100 silver pieces, and a silver piece is worth 100 copper pieces.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table 9.1: Coin Exchange Values

	CP	SP	GP
Copper piece (cp)	=	1	1/100
Silver piece (sp)	=	100	1
Gold piece (gp)	=	10,000	100

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 twice its rank. In general, five items of a given rank are worth the same as a single item that is one rank higher. These effects are summarized in Item Ranks, below.

Rank	Typical Item Price	Power
0	1 gp or less	0
1	4 gp	2
2	20 gp	4
3	100 gp	6
4	500 gp	8
5	2,500 gp	10
6	12,500 gp	12
7	62,500 gp	14
8	312,500 gp	16

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 a rank of 3 or less can be bought or sold in exchange for gold pieces. Items with a 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. It can be difficult to find a buyer for 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.

Some items have no listed price, such as arrows. They are not literally free in-universe, but the price of those items is typically not meaningful to track. If it's relevant, their price should generally be measured in silver pieces, at the GM's discretion.

Trade Goods

Some items are considered trade goods. Trade goods have a widely agreed upon value, but no intrinsic use. Gold pieces and gems are examples of trade goods. Trade goods differ from other items in that even adventurers can typically receive their full value when

selling them to established merchants. Some common trade goods are detailed in Table 9.2: Trade Goods, page 159.

Table 9.2: Trade Goods

Cost	Item
10 cp	One pound of wheat
20 cp	One pound of flour
1 sp	One pound of iron, or one chicken
5 sp	One pound of tobacco or copper
10 sp	One pound of cinnamon, or one goat
20 sp	One pound of ginger or pepper, or one sheep
30 sp	One pig
40 sp	One square yard of linen
50 sp	One pound of salt or silver
1 gp	One square yard of silk, or one cow
2 gp	One pound of saffron or cloves, or one ox

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 Items

Manipulating Objects

There are two ways to determine how difficult an object is to interact with: its weight, and how it is contained. Use the slowest action type from among the both methods. Some objects have special rules that indicate how much time they take to interact with, such as **Heavy** weapons. Those rules override these general guidelines.

- **Containment:** If the item is freely accessible, interacting with that item is a **free action**. Drawing or sheathing an item from a dedicated container for that item, such as a weapon

sheath, is normally a **minor action**. Withdrawing an item from a disorganized heap, such as a bag or backpack, requires a **standard action**.

- **Weight:** If an item's weight category is no heavier than your **carrying capacity**, interacting with that item is a **free action** (see Weight Limits, page 19). Pushing or dragging something that exceeds your carrying capacity requires a **standard action**.

Manipulating Objects as a Free Action

Some objects are light and accessible enough to interact with them as a **free action**. You can only use one free action **object manipulation** per round. However, you can use a minor action or a standard action in place of a free action for this purpose, allowing you to manipulate up to three objects per round.

The object manipulation rules are intended to cover interactions that take some amount of time and effort, such as drawing a weapon or opening a door. Simply dropping an object in your hands is so trivial that it does not count against your one free action object manipulation per round. Other similarly simple interactions may not count against that limit at the GM's discretion.

Moving Items Between Hands

In general, you can move weapons and similar handheld objects between your hands without using an action, as long as you are strong enough to hold their combined weight in one hand. For example, if you were holding two short swords, you could quickly hold them both in one hand to open a door or cast a spell, and then return to holding one in each hand. Likewise, you can reload a longbow without worrying about when you are holding the longbow (and string) with two hands or holding it in one hand while retrieving an arrow from a quiver with the other hand. Since shields are more cumbersome to don and remove, this does not allow you to use your shield hand as a free hand in the same way.

Storing Items

A character can only store a limited number of weapons in locations that are easy to access in combat. Generally, a humanoid creature can carry no more than five ordinary weapons or shields on their body. For each additional weapon or similar item stored in a convenient location, you increase your **encumbrance** by 1. Items carried outside of easy reach in combat, such as in a backpack, are ignored for this purpose.

A Heavy weapon takes up twice the space of an ordinary weapon, and a Light weapon takes up half that space. Compact weapons do not take up a meaningful amount of space, and can be ignored for this purpose. Ammunition is typically stored in a quiver or pouch. Treat ammunition storage as a separate Light item that can hold an unlimited quantity of any ammunition other than lances.

For example, you could carry up to ten Light weapons, four normal weapons and a standard shield, or two Heavy weapons plus a normal weapon.

Magic 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 a [standard action](#) to activate. 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.

Magic 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 an upgrade of another one.

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
Usage time: Standard action.	
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.

Magic 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, Brawn, and Reflex defenses 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](#) 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 Rise. You gain a bonus to your [weapon damage](#) equal to half your [power](#) (see [Weapon Damage](#), page 34).

Unless otherwise specified, a weapon must be held in a single [free hand](#). You can use two hands to hold a weapon if you want, but that provides no special benefit unless that weapon has the [Versatile Grip](#) tag (see [Weapon Tags](#), page 161).

Weapon Groups

Weapons are organized into thematically related categories called [weapon groups](#). They are described in [Table 9.3: 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. Although many characters are proficient with non-exotic weapons, proficiency with exotic weapons is rare. Some specific class abilities grant proficiency with exotic weapons.

Weapon Proficiency

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. In general, treat improvised weapons as being equivalent to the non-exotic manufactured weapon that seems most similar in shape and composition. However, since you are not proficient with the improvised weapon, you take a -2 accuracy penalty with it. If you become proficient with improvised weapons, this accuracy penalty is removed.

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 two punch/kick natural weapons.

Common natural weapons are listed in [Table 9.6: Natural Weapons](#), page 168. In addition, some monsters and effects have unique natural weapons, such as the [stonefist](#) spell.

Physical Size: Like all objects and creatures, weapons have a size category that represents how physically large they are. Most weapons are one size category smaller than their wielder, but **Heavy** weapons are the same size category as the wielder. All weapons are [lightweight](#) unless otherwise noted.

Inappropriately Sized Weapons: You can use weapons that are sized for creatures that are one size category larger or smaller than you. However, you take a -2 accuracy penalty on attacks using an inappropriately sized weapon.

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.

Weapon Tags

Some weapons found on [Table 9.4: Weapons](#) have tags that indicate that they have special abilities. The list of abilities that weapons can have is given below.

Ammunition: When you hit with a strike using this weapon, it becomes [broken](#). It cannot have magic weapon properties and cannot be made of special materials. However, whenever you buy or craft this weapon, you receive multiple copies, as indicated in the table below.

Bow: This weapon is a bow used to fire arrows. You need two hands to fire a bow. Drawing an arrow from a quiver and notching it into a bow requires one [free hand](#) while holding the bow in another hand. This is not considered an independent action, so you can fire a bow any number of times per round.

Table 9.3: Weapon Groups

Group	Weapons	Exotic Weapons
Armor weapons	Standard shield, spiked shield	Armlblade, spiked knee
Axes	Battleaxe, greataxe, handaxe, poleaxe, shepherd's axe, throwing axe	Dwarven throwing axe, dwarven waraxe, orcish greataxe
Blades	Broadsword, dagger, greatsword, rapier, scimitar, smallsword	Boot dagger, falchion, katana, kukri
Bows	Longbow, shortbow	Flatbow, heartseeker arrows, recurve bow, takedown bow, titanbow
Club-like weapons	Club, greatmace, mace, morning star, sap, torch	Culacula, gnomish trick mace, knobkerrie, totokia
Crossbows	Heavy crossbow, light crossbow, pellet crossbow	Arbalest, pistol crossbow, repeating crossbow
Flexible Weapons	Flail, heavy flail, nunchaku, two-section staff, 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, shuriken, two-section staff	Hook sword, sai, three-section staff, war fan
Polearms	Bardiche, glaive, halberd, longhammer, poleaxe, quarterstaff, scythe	Fauchard, war scythe
Simple weapons	Club, dagger, mace, quarterstaff	—
Spears	Greatspear, javelin, spear, spontoon	Cavalry lance, gnomish smallspear, partisan, pike
Thrown weapons	Dagger, dart, handaxe, javelin, light hammer, shuriken, sling, throwing axe	Dwarven throwing axe, dwarven waraxe, net

Clinch: You gain a +2 accuracy with melee strikes using this weapon against creatures who are grappled.

Compact: This weapon is unusually small. It is one size category smaller than normal (that is, two size categories smaller than the creature it is intended for). This makes it easier to conceal (see Sleight of Hand, page 148). In addition, you only take a -5 penalty to Stealth when trying to conceal strikes with a Compact weapon instead of the normal -10 or -20 penalty for concealing a strike (see Stealth, page 149).

Heavy: Heavy weapons are larger and heavier than other weapons. You normally need two hands to use a Heavy weapon, whether you are throwing it or using it in melee. Drawing a Heavy item from a sheath, or returning it to a sheath, requires a standard action.

If you have a Strength of 3 or higher, you draw or sheathe a Heavy item at the same speed as non-Heavy items. In addition, you can wield a Heavy weapon in one hand, but you take a -1 accuracy penalty with the weapon while doing so. This cannot be used if the weapon always requires two hands to fire, such as a titanbow. If your Strength is 6 or higher, this accuracy penalty is removed.

While holding a Heavy weapon in two hands, you gain a +1 bonus per 3 power to your weapon damage with the weapon. This bonus is in addition to the normal bonus that you gain from your power with weapons (see Weapon Damage, page 34).

Impact: You get a glancing blow with this weapon when you would miss by 5 or less (see Glancing Blows, page 33). This does not allow you to get glancing blows if that would normally be impossible for you.

Keen: You gain a +2 accuracy bonus with strikes using this weapon for the purpose of determining whether you get a critical hit.

Light: Light weapons are smaller and easier to handle than other weapons. Drawing a Light item from a sheath, or returning it to a sheath, is a free action rather than a minor action (see Manipulating Objects, page 159). Attacking with two weapons at once is more accurate with Light weapons (see Dual Strikes, page 41).

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.

Maneuverable: Whenever you use a Brawling ability that would normally require a free hand, you can use this weapon instead of a free hand. This has no benefit other than removing the requirement for a free hand. As a result, being grappled does not prevent you from making strikes using your hands that are holding Maneuverable weapons.

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 accuracy bonus 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 161). 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 riding a moving mount, you take a -4 accuracy penalty with Projectile weapons, and your range limits are halved.

Resonating: Whenever you damage a creature with a strike using this weapon, it briefly takes a -2 penalty to its Armor defense against your attacks. Unlike most non-damage effects, this penalty applies if you get a glancing blow with the strike as long as the creature takes damage.

Subdual: This weapon deals subdual damage (see Subdual Damage, page 34).

Sweeping: When you make a melee strike with this weapon, you may add additional targets to the strike. Each additional target must be a valid target for the strike, which typically means it must be adjacent to you. Sweeping weapons have a number that indicates the number of targets you can add, such as Sweeping (2).

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 161). Unless otherwise noted in a weapon's description, a throwing weapon can be used to attack in melee without penalty.

Versatile Grip: This weapon is designed to be held in either one hand or two hands. While holding a Versatile Grip weapon in two hands, you gain a +1 bonus per 3 power to your weapon damage with the weapon, with a minimum bonus of +1. This bonus is in addition to the normal bonus that you gain from your power with weapons (see Weapon Damage, page 34).

Weapon Table

Here is the format for weapon entries in the Weapons table, below.

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.

Item Rank (Cost): The first value indicates the item rank of the item (see Item Ranks, page 158). 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 161 for details.

Table 9.4: Weapons

Name	Accuracy	Damage	Item Rank (Cost) ¹	Tags
Armor weapons				
Standard shield	+0	1d6	0 (1 gp)	—
Spiked standard shield	+0	1d8	0 (1 gp)	—
Axes				
Battleaxe	+0	1d8	0 (1 gp)	Sweeping (1), Versatile Grip
Greataxe	+0	1d10	0 (1 gp)	Heavy, Sweeping (1)
Handaxe	+1	1d4	0 (1 gp)	Light, Thrown (30/60)
Poleaxe	+1	1d8	0 (1 gp)	Heavy, Maneuverable
Shepherd's axe	+0	1d8	0 (1 gp)	Long, Versatile Grip
Throwing axe	+0	1d8	0 (1 gp)	Thrown (30/60)
Blades				
Broadsword	+1	1d6	0 (1 gp)	Sweeping (1), Versatile Grip
Dagger	+1	1d3	0 (1 gp)	Compact, Light, Thrown (30/60)
Greatsword	+0	1d8	0 (1 gp)	Heavy, Sweeping (2)
Rapier	+1	1d4	0 (1 gp)	Keen, Light
Scimitar	+1	1d6	0 (1 gp)	Mounted
Smallsword	+2	1d4	0 (1 gp)	Light
Bows				
Longbow ²	+0	1d6	1 (4 gp)	Bow, Projectile (90/270)
Shortbow ²	+0	1d4	1 (4 gp)	Bow, Projectile (60/180)
Arrows (20)	+0	—	—	Ammunition
Blunted arrows (20)	-1	—	—	Ammunition, Subdual
Fire arrows (20) ²	—	—	1 (4 gp)	Ammunition, Fire
Lightning arrows (20) ²	—	—	2 (20 gp)	Ammunition, Electricity
Longflight arrows (20) ²	-1	—	4 (500 gp)	Ammunition
Club-like weapons				
Cavalry mace	+0	1d8	0 (1 gp)	Mounted, Versatile Grip
Club	+0	1d8	—	Versatile Grip
Greatmace	+0	1d10	0 (1 gp)	Heavy, Impact
Mace	+0	1d6	0 (1 gp)	Impact
Morning star	+0	1d10	0 (1 gp)	Versatile Grip
Sap	+1	1d3	0 (1 gp)	Compact, Light, Subdual
Torch ²	+0	1d6	—	Fire
Crossbows				
Heavy crossbow ²	+0	1d10	1 (4 gp)	Heavy, Projectile (90/270)
Light crossbow ²	+0	1d8	1 (4 gp)	Projectile (60/180)
Pellet crossbow ²	+2	1d3	1 (4 gp)	Projectile (60/180), Subdual
Bolts (20)	+0	—	—	Ammunition
Blunted bolts (20)	-1	—	—	Ammunition, Subdual
Round bullets (20)	—	—	—	Ammunition
Flexible weapons				
Flail	+0	1d8	0 (1 gp)	Maneuverable, Versatile Grip
Heavy flail	+0	1d10	0 (1 gp)	Heavy, Maneuverable
Two-section staff	+1	1d8	0 (1 gp)	Heavy, Long
Nunchaku	+1	1d4	0 (1 gp)	Light, Maneuverable
Whip ²	+1	1d4	0 (1 gp)	Long
Headed weapons				

Light hammer	+0	1d6	0 (1 gp)	Light, Resonating
Longhammer	+0	1d8	0 (1 gp)	Heavy, Long, Resonating
Pick	+0	1d8	0 (1 gp)	Impact, Versatile Grip
Sickle	+1	1d4	0 (1 gp)	Light, Sweeping (1)
Sledgehammer	-1	2d6	0 (1 gp)	Heavy, Resonating
Warhammer	+0	1d8	0 (1 gp)	Resonating, Versatile Grip
Monk weapons				
Jitte	+2	1d4	0 (1 gp)	Light
Kama	+1	1d4	0 (1 gp)	Light, Sweeping (1)
Kunai	+1	1d3	0 (1 gp)	Light, Thrown (60/120)
Nunchaku	+1	1d4	0 (1 gp)	Light, Maneuverable
Quarterstaff	+1	1d6	—	Heavy, Long
Shuriken (5)	+2	1d3	0 (1 gp)	Ammunition, Compact, Light, Thrown (30/60)
Two-section staff	+1	1d8	0 (1 gp)	Heavy, Long
Polearms				
Bardiche	+0	1d10	0 (1 gp)	Heavy, Sweeping (1)
Glaive	+0	1d8	0 (1 gp)	Heavy, Long, Sweeping (1)
Halberd	+0	1d10	0 (1 gp)	Heavy, Long
Longhammer	+0	1d8	0 (1 gp)	Heavy, Long, Resonating
Poleaxe	+1	1d8	0 (1 gp)	Heavy, Maneuverable
Quarterstaff	+1	1d6	—	Heavy, Long
Scythe	+1	1d6	0 (1 gp)	Heavy, Sweeping (2)
Simple weapons				
Claw sheath ²	—	—	0 (1 gp)	—
Club	+0	1d8	—	—
Dagger	+1	1d3	0 (1 gp)	Compact, Light, Thrown (30/60)
Mace	+0	1d6	0 (1 gp)	Impact
Quarterstaff	+1	1d6	—	Heavy, Long
Spears				
Greataxe	+0	1d10	0 (1 gp)	Heavy, Long
Javelin	+0	1d6	0 (1 gp)	Thrown (60/120)
Spear ²	+1	1d6	0 (1 gp)	Long, Thrown (30/60), Versatile Grip
Spontoon	+1	1d8	0 (1 gp)	Versatile Grip
Thrown weapons				
Dagger	+1	1d3	0 (1 gp)	Compact, Light, Thrown (30/60)
Dart (5)	+1	1d3	—	Ammunition, Compact, Light, Thrown (60/120)
Handaxe	+1	1d4	0 (1 gp)	Light, Thrown (30/60)
Light hammer	+0	1d6	0 (1 gp)	Thrown (30/60)
Javelin	+0	1d6	0 (1 gp)	Thrown (60/120)
Shuriken (5)	+2	1d3	—	Ammunition, Compact, Light, Thrown (30/60)
Sling ²	-1	1d6	0 (1 gp)	Projectile (90/270)
Round bullets (20)	—	—	—	Ammunition
Throwing axe	+0	1d8	0 (1 gp)	Thrown (30/60)

¹ See Item Ranks, page 158.² This weapon has special rules.

Table 9.5: Exotic Weapons

Exotic Weapons	Accuracy	Damage	Item Rank (Cost) ¹	Weapon Tags
Armor				
Armbblade ²	+1	1d4	1 (4 gp)	Clinch, Keen, Light
Spiked knee ²	+0	1d4	1 (4 gp)	Clinch, Impact, Light
Tower shield	+0	1d8	1 (4 gp)	Heavy, Resonating
Spiked tower shield	+0	1d10	1 (4 gp)	Heavy, Resonating
Axes				
Dwarven throwing axe	+0	1d8	1 (4 gp)	Thrown (60/120)
Dwarven waraxe	+0	1d10	1 (4 gp)	Thrown (30/60), Versatile Grip
Orcish greataxe	-1	2d6	1 (4 gp)	Heavy, Impact, Sweeping (1)
Blades				
Boot dagger ²	+1	1d4	1 (4 gp)	Compact, Light
Falchion	+1	1d6	1 (4 gp)	Sweeping (2), Versatile Grip
Katana	+1	1d8	1 (4 gp)	Heavy, Keen, Sweeping (1)
Kukri	+2	1d4	1 (4 gp)	Light, Sweeping (1)
Parrying dagger	+2	1d4	1 (4 gp)	Parrying, Light
Bows				
Flatbow ²	+1	1d6	2 (20 gp)	Bow, Projectile (90/270)
Heartseeker arrows (20)	+0	—	2 (20 gp)	Ammunition, Keen
Recurve bow ²	+0	1d8	2 (20 gp)	Bow, Projectile (90/270)
Takedown bow ²	+0	1d6/1d4	2 (20 gp)	Bow, Projectile (90/270 or 60/180)
Titanbow ²	-1	1d8	2 (20 gp)	Bow, Heavy, Projectile (60/180)
Club-like weapons				
Culacula	+0	1d10	1 (4 gp)	Heavy, Impact, Parrying
Gnomish trick mace	+1	1d6	1 (4 gp)	Light, Maneuverable
Knobkerrie	+1	1d6	1 (4 gp)	Impact, Throwing (30/60)
Totokia	+0	1d10	1 (4 gp)	Impact, Versatile Grip
Crossbows				
Arbalest ²	+1	1d10	2 (20 gp)	Heavy, Impact, Projectile (90/270)
Pistol crossbow ²	+1	1d4	1 (4 gp)	Light, Projectile (30/90)
Repeating crossbow ²	+0	1d8	2 (20 gp)	Projectile (90/270)
Repeating bolts (5)	+0	—	0 (1 gp)	Ammunition
Flexible weapons				
Bladed whip ²	+0	1d6	1 (4 gp)	Long, Sweeping (1)
Chain whip	+1	1d6	1 (4 gp)	Long, Maneuverable
Meteor hammer	+0	2d6	1 (4 gp)	Heavy, Long
Three-section staff	+2	1d6	1 (4 gp)	Heavy, Long, Maneuverable
Headed weapons				
Dwarven longhammer	+0	1d10	1 (4 gp)	Heavy, Long, Resonating
Dwarven shorthammer	+0	1d6	1 (4 gp)	Light, Thrown (60/120)
Heavy pick	+0	1d10	1 (4 gp)	Heavy, Keen, Impact
Obuch	+0	1d8	1 (4 gp)	Long, Maneuverable, Versatile Grip
Monk weapons				
Hook sword	+2	1d4	1 (4 gp)	Light, Maneuverable
Sai	+1	1d4	1 (4 gp)	Clinch, Light, Parrying
Three-section staff	+2	1d6	1 (4 gp)	Heavy, Long, Maneuverable
War fan ²	+1	1d4	1 (4 gp)	Light, Parrying
Polearms				

Fauchard	-1	2d6	1 (4 gp)	Heavy, Long, Sweeping (1)
War scythe	+0	1d10	1 (4 gp)	Heavy, Sweeping (2)
Simple weapons				
Spears				
Cavalry lance (5) ²	+0	2d6	0 (1 gp)	Ammunition, Long, Mounted
Gnomish smallspear	+2	1d4	1 (4 gp)	Light, Long
Partisan	+1	1d8	1 (4 gp)	Heavy, Long, Parrying
Pike ²	+0	1d10	1 (4 gp)	Heavy, Long
Thrown weapons				
Dwarven throwing axe	+0	1d8	1 (4 gp)	Thrown (60/120)
Dwarven waraxe	+0	1d10	1 (4 gp)	Thrown (30/60), Versatile Grip
Net ²	+0	—	1 (4 gp)	Thrown (5/15)

1 See Item Ranks, page 158.

2 This weapon has special rules.

Table 9.6: Natural Weapons

Natural Weapons	Accuracy	Damage	Weapon Tags
Bite	+0	1d8	Clinch
Claw ¹	+2	1d4	Light
Horn	+0	1d6	Impact
Punch/kick ^{1,2}	+0	1d3	Subdual
Ram	+0	1d6	Resonating
Stinger	+1	1d6	—
Talon ²	+2	1d4	Light
Tentacle	+0	1d6	Maneuverable

1 This natural weapon must normally be used with a [free hand](#).

2 This weapon has special rules.

Individual Weapon Descriptions

Some weapons in Table 9.4: Weapons have additional abilities which are described below.

Arbalest: You draw an arbalest back by turning a small winch. Reloading 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 use that arm to hold items, but not to maintain a grapple or perform similar actions. If you are not proficient with this weapon, you increase your [encumbrance](#) by 2 when wearing armor with an armblade.

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.

Cavalry Lance: A cavalry lance can only be used effectively while mounted. Using a cavalry lance on foot imposes a -2 accuracy penalty for not being [proficient](#) with the weapon.

Claw Sheath: A claw sheath is not a weapon on its own. Instead, it wraps around one of your natural weapons. This gives no intrinsic benefit, but claw sheaths can be imbued with magic weapon properties that apply to the wrapped natural weapon. Claw sheaths are made for claws, but an equivalent can be made for any natural weapon that requires a free hand to use, such as a slam. A claw sheath for a punch/kick natural weapon is made for one hand and only affects punches with that hand.

Flatbow: 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 shooting technique is different and less commonly known. A flatbow is the same size category as the creature it is sized for.

Fire Arrows: Attacks with these arrows have the [Fire](#) tag. These arrows are treated with alchemist's fire so they can be ignited before being shot. If you have access to an active flame that is at least as intense as a torch, you can ignite a fire arrow as part of drawing it from a quiver.

Heavy Crossbow: 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.

Light Crossbow: You draw a light crossbow back by turning a small winch. Loading a light crossbow is a [minor action](#) that requires one [free hand](#) while holding the crossbow in another hand.

Lightning Arrows: Attacks with these arrows have the [Electricity](#) tag. These arrows are treated with a reactive alchemical substance so they deal electricity damage on contact.

Longbow: A longbow is the same size category as the creature it is sized for.

Longflight Arrows: Attacks with these arrows reduce their [longshot penalty](#) by 2. The process requires thickening the arrow shaft, reducing the precision of the arrow.

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](#) (*-10 speed, -2 Armor and Ref*).

A netted creature can escape with a [difficulty value](#) 8 Flexibility check (normally a standard action). The net has 8 hit points and can be burst with a [difficulty value](#) 8 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.

Pellet Crossbow: You need two hands to fire a pellet crossbow. You draw a pellet crossbow back by turning a small winch. Loading a pellet crossbow is a [minor action](#) that requires one [free hand](#) while holding the crossbow in another hand. Unlike most crossbows, a pellet crossbow uses round bullets as ammunition instead of bolts.

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.

Pistol Crossbow: You can draw a pistol crossbow back by hand. Loading a pistol crossbow is a [minor action](#) that requires one [free hand](#) while holding the crossbow in another hand. You can hold two pistol crossbows in one hand for reloading purposes, and reload them both with a single minor action. This makes them easy to make [dual strikes](#) with (see Moving Items Between Hands, page 159).

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, have a Dexterity

of at least 3, or are currently flying or gliding, you can make it a kick instead. A kick does not require a free hand, but is not otherwise more powerful than a punch.

Recurve Bow: A recurve bow is the same size category as the creature it is sized for.

Repeating Crossbow: The repeating crossbow holds 5 crossbow bolts. As long as it holds bolts, you can fire it without reloading, allowing you to use it entirely one-handed. Loading a new case of 5 bolts is a **standard action** that requires one **free hand** while holding the crossbow in another hand.

Spear: This weapon only has the **Long** weapon tag while it is being held in two hands using its **Versatile Grip** weapon tag.

Shortbow: Unlike most **Projectile** weapons, your range limits are not penalized when shooting a shortbow while riding a moving mount, and the accuracy penalty is reduced to -2 instead of -4.

Sling: Loading a sling is a **minor action** that requires one **free hand** while holding the sling in another hand.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. You take a -1 accuracy penalty with ordinary stones.

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 178). If you are not proficient with this weapon, you increase your **encumbrance** by 2 when wearing armor with a spiked knee.

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 Compact weapon, making it easier to transport and conceal.

Talon: A talon is always attached to a foot. In order to attack with a talon, you must be trained in the Balance skill, have a Dexterity of at least 3, or be currently flying or gliding.

Titanbow: A titanbow is too unwieldy to use while you are mounted. It is the same size category as the creature it is sized for.

Torch: Attacks with a torch have the **Fire** tag while the torch is lit.

Tower Shield: Although you can hold a tower shield in one hand to defend yourself, you need to support it with your other hand to effectively smash it into an enemy. That makes it a **Heavy** weapon.

War Fan: A war fan grants you a +1 bonus to Armor defense while you wield it. If you wield two war fans at once, the bonus increases to +2. This bonus is treated as coming from a shield, and it does not stack with the benefits of using any other shield.

Whip: A whip can be used to attack targets within 15 feet instead of the normal 10 feet for a Long weapon.

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 9.7: Weapon Special Materials. Depending on

the construction of the weapon, it may be entirely composed of the special material, or it may only have its striking surface altered. For example, a dragonfang spear may have a wooden haft and still gain the full benefits of being a dragonfang weapon. An adamantine club 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. The benefits of ammunition made from special materials apply even when fired from magical Projectile weapons.

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.

Weapon Special Material Prices

Weapon special materials are listed as having a single rank and price in Table 9.11: Armor Special Materials. This is the price for an amount of the special material sufficient to forge a typical weapon, when combined with other normal weaponsmithing materials.

Adamantine: An adamantine weapon deals 2 **extra damage**. In addition, **strikes** with it deal double damage to objects that are not made of pure or ordinary adamantine. Unlike other weapons, adamantine weapons are not **lightweight**, so **Heavy** adamantine weapons typically require a minimum Strength of 2.

Adamantine, Pure: A pure adamantine weapon deals 1d8 **extra damage**. In addition, **strikes** with it deal double damage to objects that are not made of pure adamantine. Unlike other weapons, pure adamantine weapons are not **lightweight**, so **Heavy** adamantine weapons typically require a minimum Strength of 2.

Cold Iron: Many fey creatures and some demons are **vulnerable** (-4 **defenses**) 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 **accuracy** bonus with **strikes** using it for the purpose of determining whether you get a **critical hit**.

Dragonfang: Strikes with a dragonfang weapon have that dragon's associated tag (see Table 12.2: Dragon Types, page 354).

Dragonfang, Ancient: Strikes with an ancient dragonfang weapon deal 2 **extra damage** and have that dragon's associated tag (see Table 12.2: Dragon Types, page 354). You also gain the **dragonfang breath** ability while wielding an ancient dragonfang weapon.

Table 9.7: Weapon Special Materials

Material	Special Effect	Item Rank (Cost)
Adamantine	+2 extra damage, double damage to objects, extra weight	5 (2,500 gp)
Adamantine, pure	+1d8 extra damage, double damage to objects, extra weight	8 (312,500 gp)
Cold iron	Common vulnerabilities	2 (20 gp)
Diamondsteel	+1 accuracy with critical hits	3 (100 gp)
Diamondsteel, pure	+2 accuracy with critical hits	5 (2,500 gp)
Dragonfang	Deals energy damage	3 (100 gp)
Dragonfang, ancient	+2 extra damage, deals energy damage, grants breath attack	6 (12,500 gp)
Mithral	Lighter	4 (500 gp)
Mithral, pure	+1 accuracy, lighter	7 (12,500 gp)
Silvered	Common vulnerabilities	2 (20 gp)
Starmetal	+1 extra damage, -1 accuracy, extra weight	2 (20 gp)
Starmetal, pure	+1d4 extra damage, -1 accuracy, extra weight	4 (500 gp)

Dragonfang Breath

Usage time: Standard action.

Cost: You briefly cannot use this ability with this weapon again.

Make a [strike](#) that deals double damage using one ancient dragonfang weapon. It cannot be a [dual strike](#). 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. On a miss, you still deal half damage.

Mithral: A non-[Heavy](#) mithral weapon gains the [Light](#) weapon tag. A Heavy mithral weapon loses that tag and instead gains the [Versatile Grip](#) weapon tag.

Mithral, Pure: A pure mithral weapon has a +1 accuracy bonus. In addition, a non-[Heavy](#) mithral weapon gains the [Light](#) weapon tag. A Heavy mithral weapon loses that tag and instead gains the [Versatile Grip](#) weapon tag.

Silvered: Lycanthropes and some undead are [vulnerable](#) (-4 defenses) to silvered weapons.

Starmetal: A starmetal weapon deals 1 [extra damage](#). However, it also has a -1 accuracy penalty. Unlike other weapons, starmetal weapons are not [lightweight](#), so they typically require a minimum Strength of 2 to wield.

Pure Starmetal: A pure starmetal weapon deals 1d4 [extra damage](#). However, it also has a -1 accuracy penalty. Unlike other weapons, pure starmetal weapons are not [lightweight](#), so they typically require a minimum Strength of 2 to wield.

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 9.8: Magic Weapons

Name	Description	Rank (Cost)	Page
Aquatic ★	No accuracy penalty in water	1 (4 gp)	173
Merciful ★	Deals subdual damage	1 (4 gp)	175
Morphing ★	Can change into similar weapons	1 (4 gp)	175
Psionic Burst ★	Can attack Mental defense	1 (4 gp)	176
Returning ★	Flies back to you after being thrown	1 (4 gp)	176
Tireless ★	Ignore 2 fatigue with strikes	1 (4 gp)	177
Toxic Burst ★	Can attack Fortitude defense	1 (4 gp)	177
Anchoring Burst ★	Can prevent teleportation	2 (20 gp)	173
Composite Weapon, 1st ★	Has two rank 1 properties	2 (20 gp)	173
Freezing ★	+1 damage, is chilled	2 (20 gp)	175
Grounded ★	Grants +1 accuracy while stationary	2 (20 gp)	175
Longshot ★	Reduces longshot penalty by 1	2 (20 gp)	175
Lucky ★	Attack rolls explode on 8+	2 (20 gp)	175
Reckless ★	Grants +1 accuracy and -1 defenses in melee	2 (20 gp)	176
Routing ★	Grants +1d4 damage vs scared foes	2 (20 gp)	176
Seeking ★	Ignores cover and concealment	2 (20 gp)	176
Unbalanced ★	-1 accuracy, but +3 for criticals	2 (20 gp)	177
Vampiric ★	Steals HP	2 (20 gp)	177
Vibrating ★	+1 damage, -10 Stealth	2 (20 gp)	177
Bloodfrenzy ★	Grants +2 accuracy when you injure a foe	3 (100 gp)	173
Bloodfuel ★	Can spend 4 HP for +1d4 damage	3 (100 gp)	173
Boomerang ★	Hits an extra target while returning	3 (100 gp)	173
Brutish ★	Deals +1d6-2 damage if you have 3 Str	3 (100 gp)	173
Composite Weapon, 2nd ★	Has two rank 2 or lower properties	3 (100 gp)	174
Dimensional Trace ★	Can briefly teleport next to struck creature	3 (100 gp)	174
Eager ★	Can be drawn quickly, +1 accuracy when drawn	3 (100 gp)	174
Educated ★	Deals +1d6 damage if you have 3 Int	3 (100 gp)	174
Finesse ★	Grants +1 accuracy if you have 3 Dex	3 (100 gp)	175
Flaming ★	Is burning and ignites	3 (100 gp)	175
Perceptive ★	Grants +1 accuracy if you have 3 Per	3 (100 gp)	176
Phasing ★	Can pass through small obstacles	3 (100 gp)	176
Psionic ★	Is psychic, +1 damage	3 (100 gp)	176
Arcing ★	Is charged and chains	4 (500 gp)	173
Composite Weapon, 3rd ★	Has two rank 3 or lower properties	4 (500 gp)	174
Cursebite ★	Can inflict a curse	4 (500 gp)	174
Freezing+ ★	+1d4 damage, is chilled	4 (500 gp)	175
Prismatic ★	+1d4 damage, is energetic	4 (500 gp)	176

Tireless+ ⚡	Gain power while fatigued	4 (500 gp)	177
Toxic ⚡	Is poisonous, +1d4 damage	4 (500 gp)	177
Unbalanced+ ⚡	-2 accuracy, but +5 for criticals	4 (500 gp)	177
Vampiric+ ⚡	Deals +1 damage and steals HP	4 (500 gp)	177
Vibrating+ ⚡	+1d4 damage, -10 Stealth	4 (500 gp)	177
Anchoring ⚡	Prevent teleportation	5 (2,500 gp)	173
Bloodfrenzy+ ⚡	Grants +3 accuracy when you injure a foe	5 (2,500 gp)	173
Bloodfuel+ ⚡	Can spend 8 HP for +1d8 damage	5 (2,500 gp)	173
Boomerang+ ⚡	+1d4 damage, hits an extra target while returning	5 (2,500 gp)	173
Brutish+ ⚡	Deals +1d10-2 damage if you have 4 Str	5 (2,500 gp)	173
Composite Weapon, 4th ⚡	Has two rank 4 or lower properties	5 (2,500 gp)	174
Educated+ ⚡	Deals +1d8 damage if you have 4 Int	5 (2,500 gp)	174
Flaming+ ⚡	Is burning and ignites	5 (2,500 gp)	175
Jaunting ⚡	Teleports when thrown	5 (2,500 gp)	175
Longshot+ ⚡	Reduces longshot penalty by 2	5 (2,500 gp)	175
Lucky+ ⚡	Attack rolls explode on 5+	5 (2,500 gp)	175
Psionic+ ⚡	Is psychic, +1d6 damage	5 (2,500 gp)	176
Routing+ ⚡	Grants +1d10 damage vs scared foes	5 (2,500 gp)	176
Seeking+ ⚡	Ignores cover and miss chances	5 (2,500 gp)	176
Soulreaving ⚡	Deals delayed damage	5 (2,500 gp)	177
Composite Weapon, 5th ⚡	Has two rank 5 or lower properties	6 (12,500 gp)	174
Freezing++ ⚡	+1d8 damage, is chilled	6 (12,500 gp)	175
Grounded+ ⚡	Grants +2 accuracy while stationary	6 (12,500 gp)	175
Phasing+ ⚡	Can pass through obstacles	6 (12,500 gp)	176
Prismatic+ ⚡	+1d8 damage, is energetic	6 (12,500 gp)	176
Reckless+ ⚡	Grants +2 accuracy and -1 defenses in melee	6 (12,500 gp)	176
Toxic+ ⚡	Is poisonous, +1d8 damage	6 (12,500 gp)	177
Vampiric++ ⚡	Deals +1d6 damage and steals HP	6 (12,500 gp)	177
Vibrating++ ⚡	+1d8 damage, -10 Stealth	6 (12,500 gp)	177
Arcing+ ⚡	+1d4 damage, is charged and chains	7 (62,500 gp)	173
Bloodfrenzy++ ⚡	Grants +4 accuracy when you injure a foe	7 (62,500 gp)	173
Bloodfuel++ ⚡	Can spend 16 HP for +2d6 damage	7 (62,500 gp)	173
Boomerang++ ⚡	+1d8 damage, hits an extra target while returning	7 (62,500 gp)	173
Brutish++ ⚡	Deals +1d10 damage if you have 5 Str	7 (62,500 gp)	173
Composite Weapon, 6th ⚡	Has two rank 6 or lower properties	7 (62,500 gp)	174
Cursebite+ ⚡	Can inflict multiple curses	7 (62,500 gp)	174
Eager+ ⚡	Can be drawn quickly, +2 accuracy when drawn	7 (62,500 gp)	174
Educated++ ⚡	Deals +2d6 damage if you have 5 Int	7 (62,500 gp)	174
Fated ⚡	Rerolls missed attacks	7 (62,500 gp)	174
Finesse+ ⚡	Grants +2 accuracy if you have 5 Dex	7 (62,500 gp)	175
Flaming++ ⚡	Is burning and ignites	7 (62,500 gp)	175
Jaunting+ ⚡	Teleports long distances when thrown	7 (62,500 gp)	175
Perceptive+ ⚡	Grants +2 accuracy if you have 5 Per	7 (62,500 gp)	176
Psionic++ ⚡	Is psychic, +1d10 damage	7 (62,500 gp)	176
Unbalanced++ ⚡	-3 accuracy, but +8 for criticals	7 (62,500 gp)	177
Vorpal ⚡	+1d10 damage, can decapitate foes	7 (62,500 gp)	178
Composite Weapon, 7th ⚡	Has two rank 7 or lower properties	8 (312,500 gp)	174

Anchoring ★	Rank 5 (2,500 gp)
Craft (as base weapon)	Attune
<p>Whenever you get a damaging hit with this weapon, that target becomes dimensionally anchored. Creatures are anchored as a condition, and objects are anchored briefly. While dimensionally anchored, the target cannot be teleported. An object subject to this effect is left behind if it is carried by a creature that teleports.</p>	

Anchoring Burst ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune
<p>As a standard action, you can make a mundane strike using this weapon. On a damaging hit, the target briefly cannot be teleported. An object subject to this effect is left behind if it is carried by a creature that teleports.</p>	

Aquatic ★	Rank 1 (4 gp)
Craft (as base weapon)	Attune, Water
<p>You do not take an accuracy penalty with attacks using this weapon while submerged (<i>-2 accuracy, Armor, Ref</i>).</p>	

Arcing ★	Rank 4 (500 gp)
Craft (as base weapon)	Attune, Electricity
<p>This weapon continuously crackles with electricity. You can suppress or resume this charge as a free action. While the weapon is charged:</p> <ul style="list-style-type: none"> • All strikes with it have the Electricity tag. • Your strikes using it chain once. • It sheds yellow light in a 5 foot radius of bright illumination. 	

Rank 7 (62,500 gp): While the weapon is charged, it also deals 1d4 **extra damage**.

Bloodfrenzy ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune
<p>Whenever you cause a creature to lose hit points with a strike using this weapon, you briefly gain a +2 accuracy bonus with strikes against that creature. As normal, this bonus does not stack with itself, even if you make the same creature lose hit points multiple times.</p>	

Rank 5 (2,500 gp): The accuracy bonus increases to +3.

Rank 7 (62,500 gp): The accuracy bonus increases to +4.

Bloodfuel ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune
<p>Once per round, you can feed this weapon your blood as a free action. When you do, you lose 4 hit points. In exchange, you deal 1d4 extra damage with strikes using this weapon during the current round.</p>	

Rank 5 (2,500 gp): The HP loss increases to 8, and the extra damage increases to 1d8.

Rank 7 (62,500 gp): The HP loss increases to 16, and the extra damage increases to 2d6.

Boomerang ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune
<p>After being thrown, this weapon flies back into your hand immediately after attacking all targets. If you can't catch it, the weapon drops to the ground in the square from which it was thrown.</p>	

In addition, whenever you make a thrown **strike** with this weapon, choose one creature within a line between you and one target of the strike. The strike also targets that creature in addition to any other targets.

Rank 5 (2,500 gp): The weapon also deals 1d4 **extra damage** when thrown.

Rank 7 (62,500 gp): The extra damage increases to 1d8.

Brutish ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune
<p>If your Strength is at least 3, this weapon deals +1d6 damage, but the damage is also reduced by 2. This changes your weapon damage, and is not considered extra damage.</p>	

Rank 5 (2,500 gp): If your Strength is at least 4, the damage die increases to 1d10.

Rank 7 (62,500 gp): If your Strength is at least 5, the damage die increases to 1d10 and the damage penalty is removed.

Composite Weapon, 1st ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune (deep)
<p>This weapon has two different rank 1 magic weapon properties. Each property must not already require a deep attunement. You cannot choose a composite weapon as your legacy item (see <i>Legacy Items</i>, page 27).</p>	

Composite Weapon, 2nd ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune (deep)

This weapon has two different magic weapon properties that are rank 2 or lower. Each property must not already require a **deep attunement**. You cannot choose a composite weapon as your **legacy item** (see Legacy Items, page 27).

Composite Weapon, 3rd ★	Rank 4 (500 gp)
Craft (as base weapon)	Attune (deep)

This weapon has two different magic weapon properties that are rank 3 or lower. Each property must not already require a **deep attunement**. You cannot choose a composite weapon as your **legacy item** (see Legacy Items, page 27).

Composite Weapon, 4th ★	Rank 5 (2,500 gp)
Craft (as base weapon)	Attune (deep)

This weapon has two different magic weapon properties that are rank 2 or lower. Each property must not already require a **deep attunement**. You cannot choose a composite weapon as your **legacy item** (see Legacy Items, page 27).

Composite Weapon, 5th ★	Rank 6 (12,500 gp)
Craft (as base weapon)	Attune (deep)

This weapon has two different magic weapon properties that are rank 2 or lower. Each property must not already require a **deep attunement**. You cannot choose a composite weapon as your **legacy item** (see Legacy Items, page 27).

Composite Weapon, 6th ★	Rank 7 (62,500 gp)
Craft (as base weapon)	Attune (deep)

This weapon has two different magic weapon properties that are rank 2 or lower. Each property must not already require a **deep attunement**. You cannot choose a composite weapon as your **legacy item** (see Legacy Items, page 27).

Composite Weapon, 7th ★	Rank 8 (312,500 gp)
Craft (as base weapon)	Attune (deep)

This weapon has two different magic weapon properties that are rank 2 or lower. Each property must not already require a **deep attunement**. You cannot choose a composite weapon as your **legacy item** (see Legacy Items, page 27).

Cursebite ★	Rank 4 (500 gp)
Craft (as base weapon)	Attune

Whenever you would inflict a **condition** on a non-cursed creature with a strike using this weapon, that condition becomes a curse instead. The curse cannot be removed by effects that remove conditions, and lasts until the target takes a **short rest**. If the effect has a special method of being removed, such as the **entangle** spell, that removal method still functions normally.

Rank 7 (62,500 gp): The target does not have to be non-cursed, allowing you to apply multiple curses to the same creature.

Dimensional Trace ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune

As a standard action, you can make a **strike** using this weapon. Each creature you hit with the strike **briefly** has a dimensional trace applied to it. While the dimensional trace lasts, you can activate this weapon as a **minor action**. When you do, you **teleport** into the closest unoccupied square adjacent to a traced creature, if such a space exists within Medium (60 ft.) range.

Eager ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune

You can draw this weapon as a **free action** that does not count as an object manipulation (see Manipulating Objects, page 159). When you draw this weapon, if you did not also sheathe it this round, you gain a +1 **enhancement bonus** to **accuracy** with strikes using it this round.

Rank 7 (62,500 gp): The accuracy bonus increases to +2.

Educated ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune

If your Intelligence is at least 3, this weapon deals 1d4 **extra damage**.

Rank 5 (2,500 gp): If your Intelligence is at least 4, the extra damage increases to 1d8.

Rank 7 (62,500 gp): If your Intelligence is at least 5, the extra damage increases to 2d6.

Fated ★	Rank 7 (62,500 gp)
Craft (as base weapon)	Attune

Whenever you miss with an attack using this weapon, you can reroll the attack and keep the higher result. After you reroll an attack in this way, you **briefly** cannot do so again.

Finesse ★	Rank 3 (100 gp)		Jaunting ★	Rank 5 (2,500 gp)
Craft (as base weapon)	Attune		Craft (as base weapon)	Attune
If your Dexterity is at least 3, you gain a +1 enhancement bonus to accuracy with strikes using this weapon.				
Rank 7 (62,500 gp): The accuracy bonus increases to +2 if your Dexterity is at least 5.				
Flaming ★	Rank 3 (100 gp)		Longshot ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune, Fire		Craft (as base weapon)	Attune
This weapon constantly burns. You can suppress or resume this fire as a free action . While the weapon is burning:				
<ul style="list-style-type: none"> All strikes with it have the Fire tag. Whenever you hit a creature with a strike using it, the creature burns. It takes 1d6 damage during your next action. This damage is doubled by critical hits and attacks that deal double damage. It sheds red light in a 15 foot radius of bright illumination. 				
Rank 5 (2,500 gp): The damage increases to 1d10.				
Rank 7 (62,500 gp): The damage increases to 2d8.				
Freezing ★	Rank 2 (20 gp)		Lucky ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune, Cold		Craft (as base weapon)	Attune
This weapon is bitterly cold to the touch. You can suppress or resume this chill as a free action . While the weapon is chilled:				
<ul style="list-style-type: none"> All strikes with it have the Cold tag. Your strikes using it deal 1 extra damage. It sheds blue light in a 5 foot radius of bright illumination. 				
Rank 4 (500 gp): The extra damage increases to 1d4.				
Rank 6 (12,500 gp): The extra damage increases to 1d8.				
Grounded ★	Rank 2 (20 gp)		Merciful ★	Rank 1 (4 gp)
Craft (as base weapon)	Attune		Craft (as base weapon)	Attune
Whenever you make a strike , if you have not changed location since start of the round, you gain a +1 enhancement bonus to accuracy with that strike.				
Rank 6 (12,500 gp): The accuracy bonus increases to +2.				
This weapon deals subdual damage .				
Morphing ★	Rank 1 (4 gp)		Morphing ★	Rank 1 (4 gp)
Craft (as base weapon)	Attune		Craft (as base weapon)	Attune
You can activate this weapon as a minor action . When you do, it changes shape into a new weapon of your choice from the weapon's original weapon group. If the weapon's original form belongs to multiple weapon groups, the weapon can only change into weapons from one of those weapon groups. The new shape lasts until you activate the weapon again.				
When this effect ends for any reason, the weapon returns to its original form.				

Perceptive ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune
<p>If your Perception is at least 3, you gain a +1 enhancement bonus to accuracy with strikes using this weapon.</p>	
<p>Rank 7 (62,500 gp): The accuracy bonus increases to +2 if your Perception is at least 5.</p>	
Phasing ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune
<p>All strikes with this weapon, including projectiles fired by this weapon, can pass through a single solid unattended obstacle of up to one foot thick on the way to their target. This can allow you to ignore cover, or even attack without line of effect. It does not allow you to ignore any equipment used by the target of your attack.</p>	
<p>Rank 6 (12,500 gp): Your strikes can penetrate through any number of solid unattended objects with a combined thickness of five feet or less.</p>	
Prismatic ★	Rank 4 (500 gp)
Craft (as base weapon)	Attune, Cold, Electricity, Fire
<p>This weapon is infused with prismatic energy. You can suppress or resume this infusion as a free action. While the weapon is infused:</p> <ul style="list-style-type: none"> • All strikes with it have the Cold, Electricity, and Fire tags. • It deals 1d4 extra damage. • It sheds light in a 15 foot radius of bright illumination. 	
<p>Rank 6 (12,500 gp): The extra damage increases to 1d8.</p>	
Psionic ★	Rank 3 (100 gp)
Craft (as base weapon)	Attune, Compulsion
<p>This weapon's striking surface is ephemeral, and it echoes the thoughts of anyone touching it back into their head. You can suppress or resume its psionic nature as a free action. While the weapon is psionic:</p> <ul style="list-style-type: none"> • All strikes with it have the Compulsion tag. This means that it is unable to damage most objects. • It deals 1 extra damage. • Creatures take a -2 penalty to Mental defense against your strikes with it. 	
<p>Rank 5 (2,500 gp): The extra damage increases to 1d6.</p>	
<p>Rank 7 (62,500 gp): The extra damage increases to 1d10.</p>	

Psionic Burst ★	Rank 1 (4 gp)
Craft (as base weapon)	Attune
<p>As a standard action, you can make a mundane strike using this weapon that is imbued with psychic power. The strike is made against the target's Mental defense instead of its Armor defense, and it gains the Compulsion tag.</p>	
Reckless ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune
<p>You gain a +1 enhancement bonus to accuracy with melee strikes using this weapon. However, you also take a -1 penalty to all defenses against creatures adjacent to you.</p>	
<p>Rank 6 (12,500 gp): The bonus increases to +2.</p>	
Returning ★	Rank 1 (4 gp)
Craft (as base weapon)	Attune
<p>After being thrown, this weapon flies back into your hand at the end of the current round as long as it is still unattended. If you can't catch it, the weapon drops to the ground in the square from which it was thrown.</p>	
Routing ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune
<p>You deal 1d4 extra damage with strikes using this weapon against creatures that are suffering penalties for being frightened (-2 Mental, -2 accuracy vs. source) or panicked (-4 Mental, cannot attack source).</p>	
<p>Rank 5 (2,500 gp): The extra damage increases to 1d10.</p>	
Seeking ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune
<p>This weapon automatically veers towards its intended target. Your strikes with the weapon are unaffected by cover and 20% miss chances, such as from concealment.</p>	
<p>Rank 5 (2,500 gp): Your strikes with the weapon are also unaffected by 50% miss chances.</p>	

Soulreaving ★	Rank 5 (2,500 gp)
Craft (as base weapon)	Attune

This weapon is translucent and has no physical presence for anyone except you. It has no effect on anything without a soul, such as an object or construct. Creatures with a soul cannot be **impervious** or **immune** to damage from this weapon.

Attacks with this weapon deal no damage immediately. This means that any effects which trigger when you deal damage with the attack, such as conditions, do not happen. 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 hurt yourself with this weapon to activate it. This deals a single point of damage to you. When you do, each creature with delayed damage from this weapon takes 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.

Toxic Burst ★	Rank 1 (4 gp)
Craft (as base weapon)	Attune, Poison

As a standard action, you can make a mundane **strike** using this weapon that transforms the striking surface to poison. The strike is made against the target's Fortitude defense instead of its Armor defense, and it gains the **Poison** tag.

Unbalanced ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune

You take a -1 **accuracy** penalty to strikes using this weapon. However, you gain a +3 bonus to your **accuracy** with **strikes** using this weapon for the purpose of determining whether you get a **critical hit**.

- Rank 4 (500 gp): The accuracy penalty increases to -2, but the critical hit accuracy bonus increases to +6.
- Rank 7 (62,500 gp): The accuracy penalty increases to -3, but the critical hit accuracy bonus increases to +8.

Vampiric ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune (deep)

At the end of each round, if you caused a living creature other than yourself to lose **hit points** with a **strike** using this weapon that round, you regain 1d10 hit points.

- Rank 4 (500 gp): The weapon also deals 1 **extra damage** to living creatures, and the healing increases to 3d8.
- Rank 6 (12,500 gp): The **extra damage** increases to 1d6, and the healing increases to 5d10.

Vibrating ★	Rank 2 (20 gp)
Craft (as base weapon)	Attune

This weapon continuously emits a low-pitched rumbling noise and vibrates in the hand. Strikes with it deal 1 **extra damage**. However, you take a -10 penalty to Stealth checks.

- Rank 4 (500 gp): The extra damage increases to 1d4.
- Rank 6 (12,500 gp): The extra damage increases to 1d8.

Tireless ★	Rank 1 (4 gp)
Craft (as base weapon)	Attune

You reduce your **fatigue penalty** by 2 when determining your **accuracy** with **strikes** using this weapon.

Rank 4 (500 gp): You ignore your **fatigue penalty** when determining your **accuracy** with **strikes** using this weapon. In addition, you are **empowered** (*roll damage twice*) you have a **fatigue penalty**.

Toxic ★	Rank 4 (500 gp)
Craft (as base weapon)	Attune, Poison

This weapon's striking surface is liquified into a sinister poison. You can suppress or resume its poisonous nature as a **free action**. While the weapon is poisonous:

- All strikes with it have the **Poison** tag. This means that it is unable to damage most objects.
- It deals 1d4 **extra damage**.
- Poisons delivered with strikes using it gain a +2 accuracy bonus.

Rank 6 (12,500 gp): The extra damage increases to 1d8.

Vorpal ★	Rank 7 (62,500 gp)
Craft (as base weapon)	Attune
<p>Strikes with this weapon deal 1d10 extra damage.</p> <p>As a standard action, you can make a mundane melee strike. If the target has no remaining damage resistance and your attack result hits its Reflex defense, the strike deals quadruple damage. If the damage dealt by this strike is at least half the creature's maximum hit points, it immediately dies. Creatures that do not have a head are immune to this death effect.</p>	

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 and buff leather body armor have no encumbrance, you can use them without penalizing your attacks.

Getting Into And Out Of Armor

The time required to don armor depends on its type; see Table 9.9: Donning Armor. Donning and removing body armor and shields takes two hands.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.)

Remove: This column tells how long it takes to get the armor off.

Table 9.9: Donning Armor

Armor Type	Don	Remove
Buckler	1 standard action	1 standard action
Standard shield	1 standard action	1 standard action
Tower shield	1 standard action	1 standard action
Light body armor	1 minute	1 minute
Medium body armor	5 minutes	1 minute
Heavy body armor	5 minutes	5 minutes

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. This means that you must have a Strength of at least -1 to use body armor or a tower shield normally. Heavy body armor weighs so much that only creatures with a Strength of at least 2 can wear it (see Weight Limits, page 19).

Barding

Armor is normally designed for creatures with two arms and two legs, matching the normal humanoid shape. Creatures with more esoteric shapes can wear armor if they are proficient, but it is not as effective. This is called barding.

The Armor defense bonus provided by barding is reduced by 2. This penalty also applies to magical effects that mimic armor, such as [mage armor](#), if those bonuses do not stack with wearing regular armor. Barding must also be custom made for the creature's body type, so unusual creatures cannot simply wear armor designed for humanoid creatures.

Using Multiple Armors

You cannot benefit from multiple sets of body armor. If you wear more than one body armor, the encumbrance penalties from both armors stack, but only the outer layer gives you any benefit.

You can hold multiple shields. Any encumbrance penalties stack, and the Armor and Reflex bonuses do not stack, but you use the highest Armor and Reflex bonus from all of your shields. You also benefit from all special properties of all of your shields, including magic shield properties.

Armor Table

Here is the format for armor entries (given as column headings on Table 9.10: Armor and Shields, below).

Armor: This value indicates how much the armor increases your Armor defense.

Reflex: This value indicates how much the armor increases your Reflex defense.

DR: This value indicates how much the armor increases your damage resistance (see Damage Resistance, page 17). Note that magic armor and armor made from special materials provides significantly more damage resistance (see Magic Armor, page 183).

Vital Rolls: This value indicates how much the armor increases your vital rolls (see Vital Rolls, page 35).

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 17.

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. If you use multiple armor pieces that modify this bonus, use the lowest value from any single piece rather than multiplying them. For example, a creature using brigandine and a standard shield would still add half their Dexterity to their Armor defense.

Item Rank (Cost): The first value indicates the item rank of the item (see Item Ranks, page 158). 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 than Medium or smaller than Small, the item's rank increases by one, which increases its price.

Individual Armor Descriptions

Any special benefits or accessories to the types of armor found on Table 9.10: Armor and Shields are described below.

Buckler: This small metal shield is worn strapped to your forearm. At the start of each phase, you choose whether you treat the hand using a buckler as a [free hand](#). If you do, you can wield weapons or otherwise take actions using the arm bearing the buckler, but do not gain any benefits from the buckler during that phase.

You can't make [strikes](#) with a buckler.

Full Plate: Each suit of full plate must be individually fitted to its owner by an armorsmith. 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 and general body shape, such as humanoid, that the suit was originally designed for.

Reinforcement: Body armor can be reinforced to be more protective. The narrative cause of this reinforcement can be either [magical](#) ⚡ or mundane, but it never requires [attunement](#). Any individual suit of body armor can only have one type of reinforcement at a time. If a body armor's local damage resistance is modified, such as by special materials, that modifier applies before the multiplier from reinforcement. Body armor that is also a [legacy item](#) can be reinforced as normal.

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. You can use a standard shield as a weapon (see Table 9.4: Weapons, page 164). However, you cannot make [dual strikes](#) with a shield.

Table 9.10: Armor and Shields

Armor	Armor	Reflex	DR	Vital Rolls	Encumbrance	Speed	Dex Bonus	Material	Item Rank (Cost)
Light armor									
Buff leather	+2	—	+3	—	—	—	—	Leather	1 (4 gp)
Mail shirt	+2	—	+5	—	+1	—	—	Metal	2 (20 gp)
Rawhide	+1	—	+6	+1	+1	—	—	Leather	1 (4 gp)
Buckler	+1	+1	—	—	—	—	—	Metal or wood	0 (1 gp)
Medium armor									
Leather lamellar	+4	—	+4	+1	+1	—	x1/2	Leather	1 (4 gp)
Scale	+4	—	+5	+1	+2	—	x1/2	Metal	1 (4 gp)
Brigandine	+4	—	+7	+1	+2	—	x1/2	Metal	2 (20 gp)
Standard shield	+2	+2	—	—	— ¹	—	x1/2	Metal or wood	0 (1 gp)
Heavy armor									
Breastplate	+4	—	+10	+2	+2	-10 ft.	x1/2	Metal	1 (4 gp)
Half plate	+5	—	+10	+2	+3	-10 ft.	x1/2	Metal	2 (20 gp)
Full plate	+5	—	+12	+2	+3	-10 ft.	x1/2	Metal	3 (100 gp)
Tower shield	+3 ²	+3	—	—	+1 ¹	—	x1/2	Metal or wood	1 (4 gp)
Extras									
Shield spikes	—	—	—	—	+1	—	—	Metal	1 (4 gp)
x2 reinforcement	—	—	x2	—	—	—	—	Any	3 (100 gp)
x3 reinforcement	—	—	x3	—	—	—	—	Any	4 (500 gp)
x4 reinforcement	—	—	x4	—	—	—	—	Any	5 (2,500 gp)
x6 reinforcement	—	—	x6	—	—	—	—	Any	6 (12,500 gp)
x8 reinforcement	—	—	x8	—	—	—	—	Any	7 (62,500 gp)

1 The hand holding the shield is not free, which may limit your actions.

2 Tower shields improve your ability to use the *total defense* ability. See the description.

Shield, Tower: This massive shield is nearly as tall as an average human. When you use the [total defense](#) ability while wielding a tower shield, you treat the tower shield as [cover](#) (see Cover, page 46). This means that you gain a +2 bonus to your Armor and Reflex defenses, and attacks that would miss you or get a [glancing blow](#) against you affect the shield instead of you. A tower shield is so cumbersome that you can't use your shield hand for anything else. You can use a tower shield as an [exotic weapon](#) (see Table 9.5: Exotic Weapons, page 166). However, you cannot make dual strikes with a shield.

While wielding a tower shield, you take a -1 penalty to [accuracy](#) because of the shield's unwieldy nature.

Shield Spikes: These spikes improve the effectiveness of a standard shield or tower shield when used as a weapon. For details, see Table 9.4: Weapons, page 164. You can't put spikes on a buckler.

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.

Armor Special Materials



Nonmagical body armor can be made from special materials that can alter the properties of the item. These special materials are described in Table 9.11: Armor Special Materials.

The benefits of special materials 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 leggings with a mithral breastplate, 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. However, you can combine magic items that are not body armor with any set of body armor. For example, a set of full plate armor typically comes with gauntlets and heavy boots. However, you could wear magic boots and magic gauntlets without sacrificing the benefits of the body armor.

Armor Special Material Prices

Armor special materials are listed as having a single price in Table 9.11: Armor Special Materials. This is the price for an amount of the special material sufficient to forge light or medium armor, when combined with other normal armorsmithing materials. Heavy armor requires twice as much of the special material.

Adamantine: Adamantine body armor is heavier than other armor. Light and medium body armor weighs as much as a normal item of its size category. Heavy body armor is a heavyweight item of its size category. For Medium creatures, light and medium adamantine armor requires a minimum Strength of 2 to wear, and heavy adamantine requires a minimum Strength of 5. It also provides +2 damage resistance and increases your encumbrance by 2.

Adamantine, Pure: Pure adamantine body armor is heavier than other armor, as described by adamantine armor. It also provides +4 damage resistance and increases your encumbrance by 2.

Cold Iron: Cold iron armor grants you a +1 bonus to your defenses against magical ✨ abilities. However, its Armor defense bonus is reduced by 1.

Cold Iron, Pure: Pure cold iron armor grants you a +2 bonus to your defenses against magical ✨ abilities. However, its Armor defense bonus is reduced by 1.

Diamondsteel: Diamondsteel body armor grants you a +2 bonus to your defenses when determining whether a strike gets a critical hit against you instead of a normal hit.

Diamondsteel, Pure: Pure diamondsteel body armor grants you a +2 bonus to your defenses when determining whether any attack gets a critical hit against you instead of a normal hit.

Dragonhide: Each dragonhide body armor is made from the hide of a particular type of dragon. You are impervious to attacks with that dragon's ability tag (see Table 12.2: Dragon Types, page 354).

Dragonhide, Ancient: Each ancient dragonhide body armor is made from the hide of a particular type of dragon. You are immune to attacks with that dragon's ability tag (see Table 12.2: Dragon Types, page 354).

Dragonscale: Each dragonscale body armor is made from the scales of a particular type of dragon. You are impervious to attacks with that dragon's ability tag (see Table 12.2: Dragon Types, page 354). Dragonscale is not considered to be metal, which may affect

abilities like the heat metal spell.

Dragonscale, Ancient: Each ancient dragonscale body armor is made from the scales of a particular type of dragon. You are immune to attacks with that dragon's ability tag (see Table 12.2: Dragon Types, page 354). Dragonscale is not considered to be metal, which may affect abilities like the heat metal spell.

Shadeweave: Shadeweave body armor is exceptionally stealthy. It reduces the encumbrance and damage resistance from the armor by 1. In addition, you gain a +3 enhancement bonus to the Stealth skill while wearing it.

Shadeweave, Umbral: Umbral shadeweave body armor is exceptionally stealthy. It reduces the damage resistance from the armor by 1, and the encumbrance by 2. In addition, you gain a +5 enhancement bonus to the Stealth skill while wearing it.

Starmetal: Starmetal body armor is heavier than other armor, as described by adamantine armor. In addition, it provides +1 damage resistance and increases your encumbrance by 1.

Starmetal, Pure: Pure starmetal body armor is heavier than other armor, as described by adamantine armor. In addition, it provides +2 damage resistance and increases your encumbrance by 2.

Vineweave: Vineweave body armor provides +1 damage resistance. However, it makes you vulnerable (-4 defenses) to Fire attacks.

Vineweave, Braided: Braided vineweave body armor provides +2 damage resistance. However, it makes you vulnerable (-4 defenses) to Fire attacks.

Table 9.11: Armor Special Materials

Material	Damage Resistance	Encumbrance	Special Effect	Material	Item Rank (Cost)
Adamantine ¹	+3	+2	Very heavy	Metal	5 (2,500 gp)
Adamantine, pure ¹	+5	+2	Very heavy	Metal	8 (312,500 gp)
Cold iron ¹	—	—	-1 Armor, +1 defenses vs magic	Metal	2 (20 gp)
Cold iron, pure ¹	—	—	-1 Armor, +2 defenses vs magic	Metal	5 (2,500 gp)
Diamondsteel ¹	—	—	+2 defenses vs strike crits	Metal	3 (100 gp)
Diamondsteel, pure ¹	—	—	+2 defenses vs crits	Metal	5 (2,500 gp)
Dragonhide ¹	—	—	Impervious to specific energy type	Leather	4 (500 gp)
Dragonhide, ancient ¹	—	—	Immune to specific energy type	Leather	6 (12,500 gp)
Dragonscale ¹	—	—	Impervious to specific energy type	Metal	4 (500 gp)
Dragonscale, ancient ¹	—	—	Immune to specific energy type	Metal	6 (12,500 gp)
Elvenweave	—	-1	—	Leather	3 (100 gp)
Elvenweave, pure	—	-2	—	Leather	5 (2,500 gp)
Mithral	+1	-1	—	Metal	4 (500 gp)
Mithral, pure	+2	-2	—	Metal	7 (62,500 gp)
Shadeweave	-1	-1	+3 Stealth	Leather	4 (500 gp)
Shadeweave, umbral	-1	-2	+5 Stealth	Leather	6 (12,500 gp)
Starmetal ¹	+1	+1	Very heavy	Metal	2 (20 gp)
Starmetal, pure ¹	+2	+1	Very heavy	Metal	4 (500 gp)
Vineweave	+1	—	Fire vulnerability	Leather	3 (100 gp)
Vineweave, braided	+2	—	Fire vulnerability	Leather	5 (2,500 gp)

1. This armor has special rules explained below.

Magic Armor

Magic body armor must be worn to gain its effects, while magic shields must be wielded. You cannot imbue magic body armor effects on ordinary clothing, even if that clothing is worn on the body instead of armor.

Table 9.12: Magic Body Armor

Name	Type	Description	Rank (Cost)	Page
Evasive Armor ★	Body armor	Grants +2 Reflex	1 (4 gp)	185
Featherlight Armor ★	Body armor	Reduces encumbrance by 1	1 (4 gp)	185
Fortifying Armor ★	Body armor	Fortifies you if you have 3 Con	1 (4 gp)	185
Hefty Armor ★	Body armor	Grants +2 Brawn	1 (4 gp)	185
Hidden Armor ★	Body armor	Can look like normal clothing	1 (4 gp)	186
Lithe Armor ★	Body armor	Grants +1 AD if you have 3 Dex	1 (4 gp)	186
Armor of Scuttling ★	Body armor	Act normally while prone	2 (20 gp)	185
Grafted Armor ★	Body armor	Grants HP instead of DR	2 (20 gp)	185
Resistant Armor ★	Body armor	Grants +6 DR	2 (20 gp)	186
Stonebody Armor ★	Body armor	Grants +12 DR, but slower and heavier	2 (20 gp)	187
Armor of Transfusion ★	Body armor	Regain 2d8 HP per round	3 (100 gp)	185
Featherlight Armor+ ★	Body armor	Reduces encumbrance by 2	3 (100 gp)	185
Hidden Armor+ ★	Body armor	Can look and sound like normal clothing	3 (100 gp)	186
Lifeweave Armor ★	Body armor	Grants +16 DR, but -8 hit points	3 (100 gp)	186
Soulweave Armor ★	Body armor	Grants +12 DR, but -2 power	3 (100 gp)	187
Steeling Armor ★	Body armor	Immune to critical hits	3 (100 gp)	187
Evasive Armor+ ★	Body armor	Grants +3 Reflex	4 (500 gp)	185
Grafted Armor+ ★	Body armor	Grants bonus HP instead of DR	4 (500 gp)	185
Hefty Armor+ ★	Body armor	Grants +3 Brawn	4 (500 gp)	185

Resistant Armor+ ⭐	Body armor	Grants +12 DR	4 (500 gp)	186
Stonebody Armor+ ⭐	Body armor	Grants +24 DR, but slower and heavier	4 (500 gp)	187
Armor of Transfusion+ ⭐	Body armor	Regain 4d10 HP per round	5 (2,500 gp)	185
Featherlight Armor++ ⭐	Body armor	Reduces encumbrance by 3	5 (2,500 gp)	185
Lifeweave Armor+ ⭐	Body armor	Grants +32 DR, but -16 hit points	5 (2,500 gp)	186
Soulweave Armor+ ⭐	Body armor	Grants +24 DR, but -3 power	5 (2,500 gp)	187
Swiftstep Armor ⭐	Body armor	Removes armor speed penalty	5 (2,500 gp)	187
Trimmed Armor ⭐	Body armor	Reduces Dex penalty from non-light armor	5 (2,500 gp)	187
Voidsoul Armor ⭐	Body armor	Immune to conditions, but hit points are halved	5 (2,500 gp)	187
Grafted Armor++ ⭐	Body armor	Grants bonus HP instead of DR	6 (12,500 gp)	185
Lithe Armor+ ⭐	Body armor	Grants +2 AD if you have 5 Dex	6 (12,500 gp)	186
Resistant Armor++ ⭐	Body armor	Grants +24 DR	6 (12,500 gp)	186
Stonebody Armor++ ⭐	Body armor	Grants +48 DR, but slower and heavier	6 (12,500 gp)	187
Armor of Transfusion++ ⭐	Body armor	Regain 8d10 HP per round	7 (62,500 gp)	185
Evasive Armor++ ⭐	Body armor	Grants +4 Reflex	7 (62,500 gp)	185
Fortifying Armor+ ⭐	Body armor	Fortifies you if you have 5 Con	7 (62,500 gp)	185
Hefty Armor++ ⭐	Body armor	Grants +4 Brawn	7 (62,500 gp)	185
Lifeweave Armor++ ⭐	Body armor	Grants +64 DR, but -32 hit points	7 (62,500 gp)	186
Soulweave Armor++ ⭐	Body armor	Grants +48 DR, but -4 power	7 (62,500 gp)	187

Table 9.13: Magic Shields

Name	Type	Description	Rank (Cost)	Page
Covering Shield ⭐	Shield	Grants +2 Armor during total defense	1 (4 gp)	185
Defender's Shield ⭐	Shield	Grants +1 Armor defense	1 (4 gp)	185
Hardblock Shield ⭐	Shield	Imposes -1 Armor penalty when creatures strike you	1 (4 gp)	185
Psychic Shield ⭐	Shield	Grants +2 Mental defense	1 (4 gp)	186
Shield of Arrow Catching ⭐	Shield	Redirects nearby projectiles to hit you	1 (4 gp)	186
Shield of Arrow Deflection ⭐	Shield	Grants +2 defenses vs ranged strikes	1 (4 gp)	186
Shield of Shielding ⭐	Shield	Shields you	1 (4 gp)	187
Shield of Arrow Reflection ⭐	Shield	Reflects missed ranged strikes	2 (20 gp)	186
Shield of Arrow Catching+ ⭐	Shield	Redirects projectiles to hit you	3 (100 gp)	186
Shield of Medusa ⭐	Shield	Can slow viewers	3 (100 gp)	187
Hardblock Shield+ ⭐	Shield	Imposes -2 Armor penalty when creatures strike you	4 (500 gp)	185
Psychic Shield+ ⭐	Shield	Grants +3 Mental defense	4 (500 gp)	186
Shield of Arrow Deflection+ ⭐	Shield	Grants +3 defenses vs ranged strikes	4 (500 gp)	186
Shield of Mystic Reflection ⭐	Shield	Can reflect magical attacks	4 (500 gp)	187
Soulguard Shield ⭐	Shield	Grants 50% chance to avoid conditions	4 (500 gp)	187
Shield of Arrow Catching++ ⭐	Shield	Redirects projectiles to hit you	5 (2,500 gp)	186
Shield of Arrow Reflection+ ⭐	Shield	Precisely reflects missed ranged strikes	5 (2,500 gp)	186
Shield of Medusa+ ⭐	Shield	Can slow and stun viewers	6 (12,500 gp)	187
Defender's Shield+ ⭐	Shield	Grants +2 Armor defense	7 (62,500 gp)	185
Psychic Shield++ ⭐	Shield	Grants +4 Mental defense	7 (62,500 gp)	186
Shield of Arrow Deflection++ ⭐	Shield	Grants +4 defenses vs ranged strikes	7 (62,500 gp)	186
Shield of Shielding+ ⭐	Shield	Shields you	7 (62,500 gp)	187

Armor of Scuttling ★	Rank 2 (20 gp)	
Body armor – Craft (bone, leather, or metal)	Attune	
Being <i>prone</i> (<i>half speed, -2 Armor and Ref</i>) does not reduce your movement speed or defenses.		
Armor of Transfusion ★	Rank 3 (100 gp)	
Body armor – Craft (bone, leather, or metal)	Attune (deep)	
At the end of each round, you regain 2d8 hit points.		
Rank 5 (2,500 gp): The healing increases to 2d8.		
Rank 7 (62,500 gp): The healing increases to 8d10.		
Covering Shield ★	Rank 1 (4 gp)	
Shield – Craft (bone, metal, or wood)	Attune	
When you use the <i>total defense</i> ability, you gain a +2 bonus to Armor defense in addition to the normal bonuses from taking that action (see Total Defense, page 44). This property cannot be applied to tower shields.		
Defender's Shield ★	Rank 1 (4 gp)	
Shield – Craft (bone, metal, or wood)	Attune	
You gain a +1 enhancement bonus to your Armor defense.		
Rank 7 (62,500 gp): The bonus increases to +2.		
Evasive Armor ★	Rank 1 (4 gp)	
Body armor – Craft (bone, leather, or metal)	Attune	
You gain a +2 enhancement bonus to your Reflex defense.		
Rank 4 (500 gp): The bonus increases to +3.		
Rank 7 (62,500 gp): The bonus increases to +4.		
Featherlight Armor ★	Rank 1 (4 gp)	
Body armor – Craft (bone, leather, or metal)	Attune	
This armor's <i>encumbrance</i> is reduced by 1.		
Rank 3 (100 gp): The encumbrance reduction improves to 2.		
Rank 5 (2,500 gp): The encumbrance reduction improves to 3.		

Fortifying Armor ★	Rank 1 (4 gp)
Body armor – Craft (bone, leather, or metal)	Attune (deep)
If your Constitution is at least 3, you are fortified (+2 <i>Brawn, Fort, Ment</i>).	
Rank 7 (62,500 gp): This item does not require <i>deep attunement</i> , but it requires 5 Constitution.	
Grafted Armor ★	Rank 2 (20 gp)
Body armor – Craft (bone, leather, or metal)	Attune
This armor does not increase your maximum damage resistance. Instead, you gain a bonus to your maximum hit points equal to the damage resistance the armor would normally provide. In addition, the armor grants you a +6 enhancement bonus to your maximum hit points.	
Rank 4 (500 gp): The hit point bonus increases to +12.	
Rank 6 (12,500 gp): The hit point bonus increases to +24.	
Hardblock Shield ★	Rank 1 (4 gp)
Shield – Craft (bone, metal, or wood)	Attune (deep)
Whenever a creature makes a <i>melee strike</i> against you, it <i>briefly</i> takes a -1 penalty to its Armor defense. As normal, this bonus does not stack with itself, even if the same creature misses you with multiple melee attacks.	
Rank 4 (500 gp): The penalty increases to -2.	
Hefty Armor ★	Rank 1 (4 gp)
Body armor – Craft (bone, leather, or metal)	Attune
You gain a +2 enhancement bonus to your <i>Brawn</i> defense.	
Rank 4 (500 gp): The bonus increases to +3.	
Rank 7 (62,500 gp): The bonus increases to +4.	

Hidden Armor ★	Rank 1 (4 gp)
Body armor – Craft (bone, leather, or metal)	Attune

You can activate this armor as a standard action. 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. An observer can recognize the armor's true nature with a [difficulty value](#) 15 Awareness check.

You can suppress or resume this effect as a [free action](#) once per round.

Rank 3 (100 gp): The sound and texture of the armor are also appropriate to its disguised form while disguised, and the Awareness DV increases to 25.

Lifeweave Armor ★	Rank 3 (100 gp)
Body armor – Craft (bone, leather, or metal)	Attune

You gain a +16 [enhancement bonus](#) to your maximum damage resistance. However, you take a -8 penalty to your maximum hit points.

Rank 5 (2,500 gp): The damage resistance bonus increases to +32, but the hit point penalty increases to -16.

Rank 7 (62,500 gp): The damage resistance bonus increases to +64, but the hit point penalty increases to -32.

Lithe Armor ★	Rank 1 (4 gp)
Body armor – Craft (bone, leather, or metal)	Attune

If your Dexterity is at least 3, you gain a +1 [enhancement bonus](#) to your Armor defense.

Rank 6 (12,500 gp): The bonus increases to +2 if your Dexterity is at least 5.

Psychic Shield ★	Rank 1 (4 gp)
Shield – Craft (bone, metal, or wood)	Attune

You gain a +2 [enhancement bonus](#) to your Mental defense.

Rank 4 (500 gp): The bonus increases to +3.

Rank 7 (62,500 gp): The bonus increases to +4.

Resistant Armor ★	Rank 2 (20 gp)
Body armor – Craft (bone, leather, or metal)	Attune

You gain a +6 [enhancement bonus](#) to your damage resistance.

Rank 4 (500 gp): The bonus increases to +12.

Rank 6 (12,500 gp): The bonus increases to +24.

Shield of Arrow Catching ★	Rank 1 (4 gp)
Shield – Craft (bone, metal, or wood)	Attune

Whenever an [ally](#) adjacent to you is targeted 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 any [miss chance](#).

Rank 3 (100 gp): The redirection extends to your allies within a Small (15 ft.) radius [emanation](#) from you.

Rank 5 (2,500 gp): The redirection extends to your allies within a Large (60 ft.) radius [emanation](#) from you.

Shield of Arrow	Rank 1 (4 gp)
Deflection ★	Attune

You gain a +2 bonus to your defenses against ranged [strikes](#).

Rank 4 (500 gp): The bonus increases to +3.

Rank 7 (62,500 gp): The bonus increases to +4.

Shield of Arrow	Rank 2 (20 gp)
Reflection ★	Attune

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.

Rank 5 (2,500 gp): The attacker takes a -4 penalty to all defenses against attacks reflected in this way.

Shield of Medusa ★	Rank 3 (100 gp)
Shield – Craft (bone, metal, or wood)	Attune, Visual

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. If the cloth is prematurely pulled back, allowing creatures to see the shield without a dramatic reveal, the shield has no effect on them.

When you activate the shield, make an attack vs. Fortitude against all creatures within a Medium (*30 ft.*) cone. Your minimum accuracy is +5. After you use this ability, you briefly cannot use it again.

Hit: Each target is slowly turning to stone as a condition. While it is below its maximum hit points, it is slowed (*-10 speed, -2 Armor and Ref*). During this condition, if it takes a vital wound that leaves it unconscious, it immediately dies. When a creature dies in this way, its body is petrified in the form of a stone statue.

Critical hit: The condition must be removed an additional time before the effect ends.

Rank 6 (12,500 gp): Your minimum accuracy increases to +10, and the condition also causes each target to be stunned (*-2 defenses*) while it is below its maximum hit points.

Shield of Mystic Reflection ★	Rank 4 (500 gp)
Shield – Craft (bone, metal, or wood)	Attune

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 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.

Shield of Shielding ★	Rank 1 (4 gp)
Shield – Craft (bone, metal, or wood)	Attune (deep)

You are shielded (+2 Armor and Ref).

Rank 7 (62,500 gp): This item does not require deep attunement.

Soulguard Shield ★	Rank 4 (500 gp)
Shield – Craft (bone, metal, or wood)	Attune

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 ★	Rank 3 (100 gp)
Body armor – Craft (bone, leather, or metal)	Attune

You gain a +12 enhancement bonus to your damage resistance. However, you take a -2 penalty to your power with all abilities.

Rank 5 (2,500 gp): The damage resistance bonus increases to +24, but the power penalty increases to -3.

Rank 7 (62,500 gp): The damage resistance bonus increases to +48, but the power penalty increases to -4.

Steeling Armor ★	Rank 3 (100 gp)
Body armor – Craft (bone, leather, or metal)	Attune

You are steeled (*immune to crits*).

Stonebody Armor ★	Rank 2 (20 gp)
Body armor – Craft (bone, leather, or metal)	Attune

You gain a +12 enhancement bonus to your damage resistance. However, you take a -10 foot penalty to your speed with all movement modes. In addition, this armor's encumbrance is increased by 2.

Rank 4 (500 gp): The bonus increases to +24.

Rank 6 (12,500 gp): The bonus increases to +48.

Swiftstep Armor ★	Rank 5 (2,500 gp)
Body armor – Craft (bone, leather, or metal)	Attune

This armor does not penalize your movement speed for being heavy (see Armor Usage Classes, page 178). If the armor is not heavy armor, this has no effect.

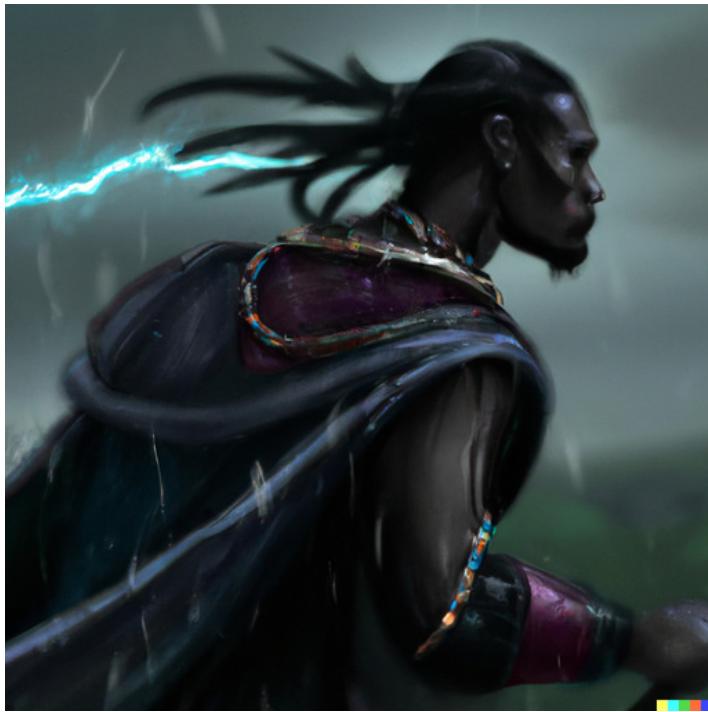
Trimmed Armor ★	Rank 5 (2,500 gp)
Body armor – Craft (bone, leather, or metal)	Attune

If your Dexterity bonus to your Armor is reduced by at least 2 due to your armor, you gain a +2 enhancement bonus to your Armor defense. This typically requires a Dexterity of 4.

Voidsoul Armor ★	Rank 5 (2,500 gp)
Body armor – Craft (bone, leather, or metal)	Attune

Your maximum hit points are halved. However, you are immune to conditions.

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 2
- Belt: Up to 2
- Boots: Up to 1
- Circlet: Up to 2
- Cloak: Up to 2
- Gauntlets: Up to 1 (separate from gloves)
- Gloves: Up to 1 (separate from gauntlets)
- Rings: Up to 5 per hand
- Tattoo: Any number, but only 1 per specific tattoo location

Table 9.14: Magic Apparel

Name	Type	Description	Rank (Cost)	Page
Haranguing Amulet ⭐	Amulet	Goad with <i>denounce the heathens</i>	1 (4 gp)	201
Healing Belt ⭐	Belt	Exert to heal 3d6 hit points	1 (4 gp)	201
Lifekeeping Belt ⭐	Belt	Grants +1 to vital rolls	1 (4 gp)	202
Boots of Desperate Retreat ⭐	Boots	Can move when you recover	1 (4 gp)	196
Boots of Reliable Motion ⭐	Boots	Can reroll 1s with movement-based skills	1 (4 gp)	197
Boots of the Desertlands ⭐	Boots	Eases travel in deserts	1 (4 gp)	197
Boots of the Winterlands ⭐	Boots	Eases travel in cold areas	1 (4 gp)	197
Charging Boots ⭐	Boots	Reduces penalties for charging by 1	1 (4 gp)	198
Bracers of Armor ⭐	Bracers	Grants encumbrance-free medium armor	1 (4 gp)	197

Bracers of Blessed Protection ✨	Bracers	Can protect against one critical hit	1 (4 gp)	198
Bracers of Repulsion ✨	Bracers	Can knock nearby creatures back	1 (4 gp)	198
Shieldburst Bracers ✨	Bracers	Can exert to gain instant +2 Armor defense	1 (4 gp)	204
Circlet of Reliable Intuition ✨	Circlet	Can reroll 1s with intuition-based skills	1 (4 gp)	198
Circlet of Reliable Observation ✨	Circlet	Can reroll 1s with observation-based skills	1 (4 gp)	198
Radiant Crown ✨	Crown	Sheds light as a torch	1 (4 gp)	203
Bladespawn Gloves ✨	Gloves	Can create daggers	1 (4 gp)	196
Gloves of Reliable Finesse ✨	Gloves	Can reroll 1s with finesse-based skills	1 (4 gp)	201
Ring of Desperate Breath ✨	Ring	Can exert to breathe briefly	1 (4 gp)	203
Tattoo of Imbuement (1) ✨	Tattoo	Grants a rank 1 weapon property to a natural weapon	1 (4 gp)	205
Amulet of Distant Stealth ✨	Amulet	Increases range with <i>sneak attack</i>	2 (20 gp)	194
Amulet of Divine Healing ✨	Amulet	Grants +1d8 healing with divine aid and <i>lay on hands</i>	2 (20 gp)	194
Amulet of Mystic Rage ✨	Amulet	Accuracy from <i>rage</i> affects magical attacks	2 (20 gp)	194
Amulet of Sturdy Companionship ✨	Amulet	Grants +8 damage resistance to animal allies	2 (20 gp)	194
Exemplar's Amulet ✨	Amulet	Increase skill <i>exemplar</i> bonus with untrained skills by 1	2 (20 gp)	200
Belt of Health ✨	Belt	Grants +4 hit points	2 (20 gp)	195
Poisonbane Belt ✨	Belt	Impervious to poisons	2 (20 gp)	203
Utility Belt ✨	Belt	Contains five large pockets	2 (20 gp)	206
Anchoring Boots ✨	Boots	Immune to most forced movement attacks	2 (20 gp)	195
Bonded Boots ✨	Boots	Can teleport next to nearby bonded ally	2 (20 gp)	196
Levitating Boots ✨	Boots	Can exert to levitate after jumping	2 (20 gp)	202
Phasestep Boots ✨	Boots	Can exert to move through creatures	2 (20 gp)	202
Bracers of Resistance ✨	Bracers	Grants +4 damage resistance	2 (20 gp)	198
Blind Seer's Circlet ✨	Circlet	Increases range of <i>blindsight</i> and <i>blindsense</i>	2 (20 gp)	196
Circlet of Desperate Visions ✨	Circlet	Grants lingering benefits from <i>desperate exertion</i>	2 (20 gp)	198
Ocular Circlet ✨	Circlet	Can allow you to see at distance	2 (20 gp)	202
Cloak of Elemental Endurance ✨	Cloak	Grants tolerance of temperature extremes	2 (20 gp)	199
Cloak of Nondetection ✨	Cloak	Impervious to magical detection	2 (20 gp)	199
Cloak of the Noble Rider ✨	Cloak	Can exert to save your mount from death	2 (20 gp)	199
Ghost Shroud ✨	Cloak	Grants limited ability to hit ghostly creatures	2 (20 gp)	200
Quilled Cloak ✨	Cloak	Deals 3d10 damage when grappled	2 (20 gp)	203
Gauntlets of Might ✨	Gauntlets	Grants +1 Strength for specific purposes	2 (20 gp)	200
Gauntlets of Telekinetic Propulsion ✨	Gauntlets	Reduces thrown longshot penalty by 1	2 (20 gp)	200
Slinging Gauntlets ✨	Gauntlets	Can deal 3d6 damage	2 (20 gp)	205
Ambidextrous Gloves ✨	Gloves	Make dual strikes without Dexterity	2 (20 gp)	194
Gloves of Improvisation ✨	Gloves	Grants proficiency with improvised weapons	2 (20 gp)	201
Thieving Gloves ✨	Gloves	Can absorb a small item	2 (20 gp)	206
Cleansing Ring ✨	Ring	Can exert to remove a condition	2 (20 gp)	199
Ring of Nourishment ✨	Ring	Provides food and water	2 (20 gp)	203
Ring of the True Form ✨	Ring	Impervious to form-altering attacks	2 (20 gp)	204
Tattoo of Imbuement (2) ✨	Tattoo	Grants a rank 2 weapon property to a natural weapon	2 (20 gp)	205
Amulet of Controlled Rage ✨	Amulet	Reduces penalties from <i>rage</i> with high Willpower	3 (100 gp)	194
Amulet of Mighty Stealth ✨	Amulet	Can <i>sneak attack</i> with non-Light weapons	3 (100 gp)	194
Amulet of Undead Control ✨	Amulet	Can control undead with <i>turn undead</i>	3 (100 gp)	195
Amulet of Wild Control ✨	Amulet	Reduces damage and chaos with wild magic	3 (100 gp)	195
Distant Protector's Amulet ✨	Amulet	Increases range of <i>protect</i>	3 (100 gp)	200

Holy Avenger's Amulet+★	Amulet	Grants +1 accuracy with smite when avenging allies	3 (100 gp)	201
Twinhunter Amulet+★	Amulet	Adds an additional target with quarry	3 (100 gp)	206
Wild Magic Amulet+★	Amulet	Increases damage and chaos with wild magic	3 (100 gp)	206
Belt of Constitution+★	Belt	Grants +1 constitution	3 (100 gp)	195
Belt of Regeneration+★	Belt	Regain 2d6 hit points per round	3 (100 gp)	196
Healing Belt+★	Belt	Exert to heal 5d8 hit points	3 (100 gp)	201
Lifekeeping Belt+★	Belt	Grants +2 to vital rolls	3 (100 gp)	202
Shrinking Belt+★	Belt	Reduces your size	3 (100 gp)	204
Blindfold of the Third Eye+★	Blindfold	Grants blindsight, blindsense, and blindness	3 (100 gp)	196
Boots of Elvenkind+★	Boots	Grants +3 Stealth	3 (100 gp)	196
Boots of Freedom+★	Boots	Grants immunity to common mobility restrictions	3 (100 gp)	197
Boots of Gravitation+★	Boots	Redirects personal gravity to adjacent objects	3 (100 gp)	197
Boots of Water Walking+★	Boots	Allows walking on liquids	3 (100 gp)	197
Boots of the Desertlands+★	Boots	Eases travel in warm deserts	3 (100 gp)	197
Boots of the Winterlands+★	Boots	Greatly eases travel in cold areas	3 (100 gp)	197
Charging Boots+★	Boots	Removes penalties for charging	3 (100 gp)	198
Skydancing Boots+★	Boots	Can very briefly walk on air	3 (100 gp)	205
Bracers of Armor+★	Bracers	Grants encumbrance-free medium armor	3 (100 gp)	197
Circlet of Perception+★	Circlet	Grants +1 perception	3 (100 gp)	198
Circlet of Willpower+★	Circlet	Grants +1 willpower	3 (100 gp)	199
Imperious Circlet+★	Circlet	Grants +3 Intimidate	3 (100 gp)	201
Ruler's Circlet+★	Circlet	Grants +3 Persuasion	3 (100 gp)	204
Avian Cloak+★	Cloak	Grants a glide speed	3 (100 gp)	195
Cloak of Death's Door+★	Cloak	Braced at low health	3 (100 gp)	199
Phoenixflame Cloak+★	Cloak	Deals 3d6 damage when you recover	3 (100 gp)	202
Challenger's Crown+★	Crown	Increases accuracy penalty on goaded foes by 1	3 (100 gp)	198
Crown of Flame+★	Crown	Can deal 3d6 damage around you	3 (100 gp)	200
Radiant Crown+★	Crown	Sheds great light	3 (100 gp)	203
Gauntlets of Strength+★	Gauntlets	Grants +1 strength	3 (100 gp)	200
Throwing Gauntlets+★	Gauntlets	Allows throwing objects up to 60 feet	3 (100 gp)	206
Gloves of Dexterity+★	Gloves	Grants +1 dexterity	3 (100 gp)	201
Locksmith Gloves+★	Gloves	Grants +3 Devices	3 (100 gp)	202
Pickpocket Gloves+★	Gloves	Grants +3 Sleight of Hand	3 (100 gp)	203
Baneswallow Ring+★	Ring	Can exert and remove a condition to gain power	3 (100 gp)	195
Liar's Ring+★	Ring	Grants +3 Deception	3 (100 gp)	202
Ring of Protection+★	Ring	Grants many small defensive bonuses	3 (100 gp)	203
Ring of Spell Investment+★	Ring	Can invest a spell to gain its effect later	3 (100 gp)	204
Ring of Water Breathing+★	Ring	Allows breathing water like air	3 (100 gp)	204
Tattoo of Imbuement (3)+★	Tattoo	Grants a rank 3 weapon property to a natural weapon	3 (100 gp)	205
Amulet of Divine Healing+★	Amulet	Grants +2d8 healing with divine aid and lay on hands	4 (500 gp)	194
Amulet of Shared Discipline+★	Amulet	Using cleansing discipline also helps an adjacent ally	4 (500 gp)	194
Amulet of Sturdy Companionship+★	Amulet	Grants +16 damage resistance to animal allies	4 (500 gp)	194
Belt of Health+★	Belt	Grants +8 hit points	4 (500 gp)	195
Enlarging Belt+★	Belt	Increases your size	4 (500 gp)	200
Bonded Boots+★	Boots	Can teleport next to distant bonded ally	4 (500 gp)	196
Boots of Desperate Retreat+★	Boots	Can sprint when you recover	4 (500 gp)	196
Boots of Reliable Motion+★	Boots	Can reroll 3 or less with movement-based skills	4 (500 gp)	197

Crater Boots ★	Boots	Deals your falling damage to enemies	4 (500 gp)	199
Phasestep Boots+ ★	Boots	Can sometimes move through creatures	4 (500 gp)	202
Seven League Boots ★	Boots	Can exert to teleport seven leagues	4 (500 gp)	204
Sprinting Boots ★	Boots	Can sprint without exertion	4 (500 gp)	205
Bracers of Blessed Protection+ ★	Bracers	Can protect against two critical hits	4 (500 gp)	198
Bracers of Resistance+ ★	Bracers	Grants +8 damage resistance	4 (500 gp)	198
Greatreach Bracers ★	Bracers	Allows striking non-adjacent foes	4 (500 gp)	201
Shieldburst Bracers+ ★	Bracers	Can exert to gain instant +4 Armor defense	4 (500 gp)	204
Blind Seer's Circlet+ ★	Circlet	Increases range of blindsense and blindsight	4 (500 gp)	196
Circlet of Desperate Visions+ ★	Circlet	Grants lingering benefits from <i>desperate exertion</i>	4 (500 gp)	198
Circlet of Reliable Intuition+ ★	Circlet	Can reroll 3 or less with intuition-based skills	4 (500 gp)	198
Circlet of Reliable Observation+ ★	Circlet	Can reroll 3 or less with observation-based skills	4 (500 gp)	198
Ocular Circlet+ ★	Circlet	Can allow you to quickly see at distance	4 (500 gp)	202
Cloak of Mist ★	Cloak	Fills nearby area with fog	4 (500 gp)	199
Cloak of the Noble Rider+ ★	Cloak	Can save your mount from death	4 (500 gp)	199
Solar Crown ★	Crown	Sheds brilliant light	4 (500 gp)	205
Slinging Gauntlets+ ★	Gauntlets	Can deal 5d8 bludgeoning damage	4 (500 gp)	205
Bladespawn Gloves+ ★	Gloves	Can create daggers with special materials	4 (500 gp)	196
Gloves of Reliable Finesse+ ★	Gloves	Can reroll 3 or less with finesse-based skills	4 (500 gp)	201
Thieving Gloves+ ★	Gloves	Can absorb an item	4 (500 gp)	206
Cleansing Ring+ ★	Ring	Can remove a condition	4 (500 gp)	199
Hexward Ring ★	Ring	Grants +1 defenses against targeted spells	4 (500 gp)	201
Ring of Nourishment+ ★	Ring	Provides food, water, and sleep	4 (500 gp)	203
Tattoo of Imbuement (4) ★	Tattoo	Grants a rank 4 weapon property to a natural weapon	4 (500 gp)	205
Amulet of Distant Stealth+ ★	Amulet	Increases range with <i>sneak attack</i>	5 (2,500 gp)	194
Amulet of Perfect Equality ★	Amulet	Improves <i>perfect body</i> on your lowest attribute	5 (2,500 gp)	194
Amulet of the Undead Horde ★	Amulet	Can control undead with <i>turn undead</i>	5 (2,500 gp)	195
Exemplar's Amulet+ ★	Amulet	Increase skill <i>exemplar</i> bonus with untrained skills by 3	5 (2,500 gp)	200
Belt of Regeneration+ ★	Belt	Regain 3d10 hit points per round	5 (2,500 gp)	196
Healing Belt++ ★	Belt	Exert to heal 8d10 hit points	5 (2,500 gp)	201
Lifekeeping Belt++ ★	Belt	Grants +3 to vital rolls	5 (2,500 gp)	202
Poisonbane Belt+ ★	Belt	Immune to poisons	5 (2,500 gp)	203
Utility Belt+ ★	Belt	Contains ten large pockets	5 (2,500 gp)	206
Blindfold of the Third Eye+ ★	Blindfold	Grants blindsight, blindsense, and blindness	5 (2,500 gp)	196
Anchoring Boots+ ★	Boots	Immune to most forced relocation attacks	5 (2,500 gp)	195
Boots of Gravitation+ ★	Boots	Redirects personal gravity to nearby objects	5 (2,500 gp)	197
Boots of Speed ★	Boots	Increases speed by 10 feet	5 (2,500 gp)	197
Levitating Boots+ ★	Boots	Can levitate after jumping	5 (2,500 gp)	202
Bracers of Armor++ ★	Bracers	Grants encumbrance-free medium armor	5 (2,500 gp)	197
Bracers of Repulsion+ ★	Bracers	Can knock nearby creatures back	5 (2,500 gp)	198
Assassin's Cloak ★	Cloak	Grants brief invisibility	5 (2,500 gp)	195
Cloak of Death's Door+ ★	Cloak	Braced and steeled at low health	5 (2,500 gp)	199
Cloak of Non-detection+ ★	Cloak	Immune to magical detection	5 (2,500 gp)	199
Cloak of Wings ★	Cloak	Grants flight up to 15 feet high	5 (2,500 gp)	199
Cloak of the Unseen Hunter ★	Cloak	Grants +1 accuracy while concealed	5 (2,500 gp)	199
Ghost Shroud+ ★	Cloak	Grants ability to hit intangible creatures	5 (2,500 gp)	200
Quilled Cloak+ ★	Cloak	Deals 8d10 damage when grappled	5 (2,500 gp)	203
Vanishing Cloak+ ★	Cloak	Can teleport silently	5 (2,500 gp)	206

Crown of Flame+ ★	Crown	Can deal 5d8 damage around you	5 (2,500 gp)	200
Crown of Thunder★	Crown	Continuously deafens nearby enemies	5 (2,500 gp)	200
Gauntlets of Might+ ★	Gauntlets	Grants +2 Strength for specific purposes	5 (2,500 gp)	200
Gauntlets of Telekinetic Propulsion+ ★	Gauntlets	Reduces thrown longshot penalty by 2	5 (2,500 gp)	200
Baneswallow Ring+ ★	Ring	Can remove a condition to gain power	5 (2,500 gp)	195
Quickcleanse Ring★	Ring	Can exert to quickly remove a condition	5 (2,500 gp)	203
Ring of Protection+ ★	Ring	Grants many defensive bonuses	5 (2,500 gp)	203
Ring of the True Form+ ★	Ring	Immune to form-altering attacks	5 (2,500 gp)	204
Tattoo of Imbuement (5)★	Tattoo	Grants a rank 5 weapon property to a natural weapon	5 (2,500 gp)	205
Amulet of Controlled Rage+ ★	Amulet	Reduces penalties from rage with high Willpower	6 (12,500 gp)	194
Amulet of Divine Healing++ ★	Amulet	Grants +4d8 healing with divine aid and lay on hands	6 (12,500 gp)	194
Amulet of Mighty Stealth+ ★	Amulet	Can sneak attack with any weapon	6 (12,500 gp)	194
Amulet of Sturdy Companionship++ ★	Amulet	Grants +32 damage resistance to animal allies	6 (12,500 gp)	194
Amulet of Undead Control+ ★	Amulet	Can permanently control undead with turn undead	6 (12,500 gp)	195
Amulet of Wild Control+ ★	Amulet	Reduces power and chaos with wild magic	6 (12,500 gp)	195
Distant Protector's Amulet+ ★	Amulet	Greatly increases range of protect	6 (12,500 gp)	200
Holy Avenger's Amulet+ ★	Amulet	Grants +2 accuracy with smite when avenging allies	6 (12,500 gp)	201
Wild Magic Amulet+ ★	Amulet	Increases damage and chaos with wild magic	6 (12,500 gp)	206
Belt of Health++ ★	Belt	Grants +16 hit points	6 (12,500 gp)	195
Belt of Vital Regeneration★	Belt	Automatically exert to remove vital wounds	6 (12,500 gp)	196
Astral Boots★	Boots	Allows teleporting instead of moving	6 (12,500 gp)	195
Boots of Elvenkind+ ★	Boots	Grants +5 Stealth	6 (12,500 gp)	196
Phasestep Boots++ ★	Boots	Allows moving through creatures	6 (12,500 gp)	202
Skydancing Boots+ ★	Boots	Can briefly walk on air	6 (12,500 gp)	205
Bracers of Resistance++ ★	Bracers	Grants +16 damage resistance	6 (12,500 gp)	198
Blind Seer's Circlet++ ★	Circlet	Increases range of blindsense and blindsight	6 (12,500 gp)	196
Imperious Circlet+ ★	Circlet	Grants +5 Intimidate	6 (12,500 gp)	201
Ruler's Circlet+ ★	Circlet	Grants +5 Persuasion	6 (12,500 gp)	204
Cloak of Mist+ ★	Cloak	Fills a large area with fog	6 (12,500 gp)	199
Phoenixflame Cloak+ ★	Cloak	Deals 7d8 damage when you recover	6 (12,500 gp)	202
Challenger's Crown+ ★	Crown	Increases accuracy penalty on goaded foes by 2	6 (12,500 gp)	198
Solar Crown+ ★	Crown	Sheds brilliant light	6 (12,500 gp)	205
Slinging Gauntlets++ ★	Gauntlets	Can deal 8d10 bludgeoning damage	6 (12,500 gp)	205
Throwing Gauntlets+ ★	Gauntlets	Allows throwing objects up to 120 feet	6 (12,500 gp)	206
Locksmith Gloves+ ★	Gloves	Grants +5 Devices	6 (12,500 gp)	202
Pickpocket Gloves+ ★	Gloves	Grants +5 Sleight of Hand	6 (12,500 gp)	203
Thieving Gloves++ ★	Gloves	Can absorb a large item	6 (12,500 gp)	206
Liar's Ring+ ★	Ring	Grants +5 Deception	6 (12,500 gp)	202
Ring of Spell Investment+ ★	Ring	Can invest spells to gain their effects later	6 (12,500 gp)	204
Tattoo of Imbuement (6)★	Tattoo	Grants a rank 6 weapon property to a natural weapon	6 (12,500 gp)	205
Amulet of Revivification★	Amulet	Reduces fatigue from revivify	7 (62,500 gp)	194
Amulet of Shared Discipline+ ★	Amulet	Using cleansing discipline also helps an ally	7 (62,500 gp)	194
Swarmhunter Amulet★	Amulet	Allows unlimited targets with quarry	7 (62,500 gp)	205
Belt of Constitution+ ★	Belt	Grants +2 constitution	7 (62,500 gp)	195
Belt of Regeneration++ ★	Belt	Regain 6d10 hit points per round	7 (62,500 gp)	196
Shrinking Belt+ ★	Belt	Greatly reduces your size	7 (62,500 gp)	204
Blindfold of the Third Eye++ ★	Blindfold	Grants blindsight, blindsense, and blindness	7 (62,500 gp)	196

Boots of Freedom+ ⭐	Boots	Grants immunity to almost all mobility restrictions	7 (62,500 gp)	197
Sprinting Boots+ ⭐	Boots	Can sprint without exertion	7 (62,500 gp)	205
Bracers of Armor+++ ⭐	Bracers	Grants encumbrance-free medium armor	7 (62,500 gp)	197
Circlet of Perception+ ⭐	Circlet	Grants +2 perception	7 (62,500 gp)	198
Circlet of Willpower+ ⭐	Circlet	Grants +2 willpower	7 (62,500 gp)	199
Cloak of Wings+ ⭐	Cloak	Grants flight up to 30 feet high	7 (62,500 gp)	199
Vanishing Cloak+ ⭐	Cloak	Can teleport a great distance silently	7 (62,500 gp)	206
Crown of Flame++ ⭐	Crown	Can deal 8d10 damage around you	7 (62,500 gp)	200
Gauntlets of Strength+ ⭐	Gauntlets	Grants +2 strength	7 (62,500 gp)	200
Ghoultouch Gloves ⭐	Gloves	Grants a paralyzing touch	7 (62,500 gp)	201
Gloves of Dexterity+ ⭐	Gloves	Grants +2 dexterity	7 (62,500 gp)	201
Hexward Ring+ ⭐	Ring	Grants +2 defenses against targeted spells	7 (62,500 gp)	201
Quickcleanse Ring+ ⭐	Ring	Can exert to quickly remove a condition	7 (62,500 gp)	203
Ring of Protection++ ⭐	Ring	Grants many large defensive bonuses	7 (62,500 gp)	203
Tattoo of Imbuement (7) ⭐	Tattoo	Grants a rank 7 weapon property to a natural weapon	7 (62,500 gp)	206

Magic Apparel Descriptions

Ambidextrous Gloves ★	Rank 2 (20 gp)
Gloves – Craft (leather or textiles)	Attune
You can make dual strikes even if your Dexterity is less than 2 (see Dual Strikes, page 41).	
Amulet of Controlled Rage ★	Rank 3 (100 gp)
Amulet – Craft (bone, metal, or wood)	Attune
If you have at least 2 Willpower, your penalties to Armor and Reflex defense from using the rage barbarian ability are reduced by 1.	
Rank 6 (12,500 gp): The penalty reduction increases to 2 if your Willpower is at least 4.	
Amulet of Distant Stealth ★	Rank 2 (20 gp)
Amulet – Craft (bone, metal, or wood)	Attune
When you use the sneak attack rogue ability, you may target a creature within Medium (60 ft.) range instead of Short (30 ft.) range.	
Rank 5 (2,500 gp): The range increases to Distant (120 ft.) range.	
Amulet of Divine Healing ★	Rank 2 (20 gp)
Amulet – Craft (bone, metal, or wood)	Attune
When you use the divine aid cleric ability or the lay on hands paladin ability, the target regains an additional 1d8 hit points. This is still limited by half the target's maximum hit points unless you increase your fatigue, as normal.	
Rank 4 (500 gp): The extra healing increases to 2d8.	
Rank 6 (12,500 gp): The extra healing increases to 4d8.	
Amulet of Mighty Stealth ★	Rank 3 (100 gp)
Amulet – Craft (bone, metal, or wood)	Attune
You can use the sneak attack rogue ability with any weapon that you use in one hand.	
Rank 6 (12,500 gp): You can sneak attack with any weapon, including Heavy weapons held in two hands.	

Amulet of Mystic Rage ★	Rank 2 (20 gp)
Amulet – Craft (bone, metal, or wood)	Attune
Your accuracy bonus from the rage barbarian ability also applies to magical ★ abilities.	
Amulet of Perfect Equality ★	Rank 5 (2,500 gp)
Amulet – Craft (bone, metal, or wood)	Attune
If you have the perfect body monk ability, you gain a +1 bonus to your lowest physical attribute. If your two lowest physical attributes are equal, this amulet has no effect.	
Amulet of Revivification ★	Rank 7 (62,500 gp)
Amulet – Craft (bone, metal, or wood)	Attune
When you use the revivify cleric ability, you only increase your fatigue level by three instead of four.	
Amulet of Shared Discipline ★	Rank 4 (500 gp)
Amulet – Craft (bone, metal, or wood)	Attune
Whenever you use the cleansing discipline fighter ability, one ally adjacent to you can also remove a condition .	
Rank 7 (62,500 gp): The ally can be within Medium (60 ft.) range instead of adjacent.	
Amulet of Sturdy Companionship ★	Rank 2 (20 gp)
Amulet – Craft (bone, metal, or wood)	Attune
Each creature you command with the natural servant druid ability or the animal companion ranger ability gains a +8 enhancement bonus to its damage resistance.	
Rank 4 (500 gp): The bonus increases to +16.	
Rank 6 (12,500 gp): The bonus increases to +32.	

Amulet of Undead Control ★	Rank 3 (100 gp)
Amulet – Craft (bone, metal, or wood)	Attune

Whenever you would instantly kill a non-elite undead creature with the *turn undead* cleric ability, you may activate this amulet. When you do, that creature becomes *dominated* (*must obey commands*) by you instead of dying.

This effect lasts for one hour. You can only control one undead at a time in this way. If you activate this amulet again, the effect ends on any previously dominated undead. Whenever this effect ends for any reason, the previously dominated creature immediately dies.

Rank 6 (12,500 gp): The effect is permanent. It is still removed if you dominate a different undead.

Amulet of Wild Control ★	Rank 3 (100 gp)
Amulet – Craft (bone, metal, or wood)	Attune

The extra damage you gain from the *wildspell* sorcerer ability is calculated as if your rank in that archetype was one lower, to a minimum of 1. However, you gain a +1 bonus to your wild magic rolls. A result of 11 or more is treated as a 10.

Rank 6 (12,500 gp): The rank penalty for calculating extra damage increases to two ranks, but the wild magic roll bonus increases to +2.

Amulet of the Undead Horde ★	Rank 5 (2,500 gp)
Amulet – Craft (bone, metal, or wood)	Attune

This item functions like a *amulet of undead control*, except that there is no limit to the number of undead you can control simultaneously.

Anchoring Boots ★	Rank 2 (20 gp)
Boots – Craft (bone, leather, or metal)	Attune

You are immune to *teleport*, *knockback*, and *push* effects from attacks, unless the effects come from an attack that scores a *critical hit*. This does not affect movement effects used by your allies.

Rank 5 (2,500 gp): You are also immune to knockback, push, and teleportation effects from attacks that are critical hits.

Assassin's Cloak ★	Rank 5 (2,500 gp)
Cloak – Craft (leather or textiles)	Attune

You can activate this cloak as a standard action. When you do, you *briefly* become *invisible* (see *Invisible*, page 505). After you activate this cloak, you *briefly* cannot do so again.

Astral Boots ★	Rank 6 (12,500 gp)
Boots – Craft (bone, leather, or metal)	Attune

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.

Avian Cloak ★	Rank 3 (100 gp)
Cloak – Craft (leather or textiles)	Attune

You gain an average *glide* speed (see *Aerial Movement*, page 40).

Baneswallow Ring ★	Rank 3 (100 gp)
Ring – Craft (bone, metal, or wood)	Attune

You can activate this ring as a standard action. When you do, you may remove a *condition* affecting you. If you remove a condition in this way, you are *briefly empowered* (*roll damage twice*).

After you activate this item, you increase your *fatigue* level by one.

Rank 5 (2,500 gp): Activating this ring does not increase your fatigue level.

Belt of Constitution ★	Rank 3 (100 gp)
Belt – Craft (leather or textiles)	Attune (deep)

You gain a +1 *enhancement* bonus to your Constitution.

Rank 7 (62,500 gp): The bonus increases to +2.

Belt of Health ★	Rank 2 (20 gp)
Belt – Craft (leather or textiles)	Attune

You gain a +4 *enhancement* bonus to your maximum *hit points*.

Rank 4 (500 gp): The bonus increases to +8.

Rank 6 (12,500 gp): The bonus increases to +16.

Belt of Regeneration ★	Rank 3 (100 gp)
Belt – Craft (leather or textiles)	Attune (deep)

At the end of each round, you regain 2d6 hit points.

Rank 5 (2,500 gp): The healing increases to 3d10.

Rank 7 (62,500 gp): The healing increases to 6d10.

Blindfold of the Third Eye ★	Rank 3 (100 gp)
Blindfold – Craft (textiles)	Attune

While you wear this blindfold covering your eyes, you gain blindsight with a 15 foot range and blindsense 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 requires a free hand (see Manipulating Objects, page 159).

Rank 5 (2,500 gp): The blindsense increases to 120 feet, and the blindsight increases to 30 feet.

Rank 7 (62,500 gp): The blindsense increases to 240 feet, and the blindsight increases to 60 feet.

Belt of Vital Regeneration ★	Rank 6 (12,500 gp)
Belt – Craft (leather or textiles)	Attune

At the end of each round, if your fatigue level does not exceed your fatigue tolerance, 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.

Bladespawn Gloves ★	Rank 1 (4 gp)
Gloves – Craft (leather or textiles)	Attune, Manifestation

Once per round, you can activate these gloves as a free action. When you do, a dagger briefly appears in each of your free hands. The daggers disappear when this effect ends.

Rank 4 (500 gp): The daggers be made from a special material of your choice. You can create an adamantine, pure diamondsteel, mithral, or silvered dagger (see Weapon Special Materials, page 169).

Bonded Boots ★	Rank 2 (20 gp)
Boots – Craft (bone, leather, or metal)	Attune

You can bond these boots to an ally you touch as a standard action. While the bond lasts, you can activate the boots as a standard action. When you do, you teleport into the closest unoccupied square adjacent to that ally, if such a space exists within Medium (60 ft.) range.

All bonds are removed if you remove or deattune from the boots and when you bond the boots to a new ally.

Rank 4 (500 gp): The teleportation range increases to Long (90 ft.) range.

Blind Seer's Circlet ★	Rank 2 (20 gp)
Circlet – Craft (bone or metal)	Attune

If you have blindsense, you increase its range by 30 feet. If you have blindsight, you increase its range by 15 feet.

Rank 4 (500 gp): Your blindsense increases by 60 feet, and your blindsight increases by 30 feet.

Rank 6 (12,500 gp): Your blindsense increases by 120 feet, and your blindsight increases by 60 feet.

Boots of Desperate Retreat ★	Rank 1 (4 gp)
Boots – Craft (bone, leather, or metal)	Attune

When you use the recover ability, you can also make a movement immediately afterward.

Rank 4 (500 gp): When you use the recover ability, you can also use the sprint ability immediately afterward.

Boots of Elvenkind ★	Rank 3 (100 gp)
Boots – Craft (bone, leather, or metal)	Attune

You gain a +3 enhancement bonus to the Stealth skill (see Stealth, page 149).

Rank 6 (12,500 gp): The bonus increases to +5.

Boots of Freedom ★	Rank 3 (100 gp)	Boots of Water Walking ★	Rank 3 (100 gp)
Boots – Craft (bone, leather, or metal)	Attune	Boots – Craft (bone, leather, or metal)	Attune, Water
You are immune to being <i>slowed</i> (-10 speed, -2 Armor and Ref) and <i>paralyzed</i> (<i>cannot move</i>).			
Rank 7 (62,500 gp): You are also unaffected by <i>difficult terrain</i> and cannot be knocked <i>prone</i> (<i>half speed, -2 Armor and Ref</i>). Enemy attacks cannot cause you to be <i>grappled</i> , but you can still be grappled if you initiate the grapple.			
Boots of Gravitation ★	Rank 3 (100 gp)	Boots of the Desertlands ★	Rank 1 (4 gp)
Boots – Craft (bone, leather, or metal)	Attune	Boots – Craft (bone, leather, or metal)	Attune
Once per round, while you are within 5 feet of an <i>unattended</i> object at least one size category larger than you, you can activate these boots as a <i>free action</i> . 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 <i>difficulty value 10 Balance check</i> to keep your feet. Failure means you fall <i>prone</i> (<i>half speed, -2 Armor and Ref</i>) and your movement for that phase ends.			
Rank 5 (2,500 gp): 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 Reliable Motion ★	Rank 1 (4 gp)	Boots of the Winterlands ★	Rank 1 (4 gp)
Boots – Craft (bone, leather, or metal)	Attune	Boots – Craft (bone, leather, or metal)	Attune, Cold
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. This does not affect bonus dice rolled for exploding attacks.			
Rank 4 (500 gp): You can also reroll when you roll a 2 or 3.			
Boots of Speed ★	Rank 5 (2,500 gp)	Bracers of Armor ★	Rank 1 (4 gp)
Boots – Craft (bone, leather, or metal)	Attune	Bracers – Craft (bone, metal, or wood)	Attune
You gain a +10 foot <i>enhancement bonus</i> to your <i>movement speed</i> .			
Rank 3 (100 gp): The damage resistance bonus increases to +14.			
Rank 5 (2,500 gp): The damage resistance bonus increases to +28.			
Rank 7 (62,500 gp): The damage resistance bonus increases to +56.			

Bracers of Blessed Protection ★	Rank 1 (4 gp)
Bracers – Craft (bone, metal, or wood)	Attune (deep)

Whenever you are hit by a **critical hit**, 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.

Rank 4 (500 gp): This item can activate twice before you stop being attuned to it.

Bracers of Repulsion ★	Rank 1 (4 gp)
Bracers – Craft (bone, metal, or wood)	Attune

You can activate these bracers as a standard action. When you do, they emit a telekinetic burst of force. Make an attack vs. Brawn against everything within a Small (15 ft.) radius burst from you. Your minimum accuracy is +1.

Hit: You knockback each target up to 10 feet away from you.

Critical hit: The knockback distance is doubled.

Rank 5 (2,500 gp): The minimum accuracy increases to +8 and the knockback distance increases to 30 feet.

Bracers of Resistance ★	Rank 2 (20 gp)
Bracers – Craft (bone, metal, or wood)	Attune

You gain a +4 enhancement bonus to your damage resistance.

Rank 4 (500 gp): The damage resistance bonus increases to +8.

Rank 6 (12,500 gp): The damage resistance bonus increases to +16.

Challenger's Crown ★	Rank 3 (100 gp)
Crown – Craft (bone or metal)	Attune, Compulsion

Each creature suffering penalties for being *goaded* (-2 accuracy vs. non-goading creatures) by you takes an additional -1 accuracy penalty against creatures other than you.

Rank 6 (12,500 gp): The penalty increases to -2.

Charging Boots ★	Rank 1 (4 gp)
Boots – Craft (bone, leather, or metal)	Attune

You reduce your defense penalties from using the **charge** ability by 1.

Rank 3 (100 gp): You do not take defense penalties from using the **charge** ability.

Circlet of Desperate Visions ★	Rank 2 (20 gp)
Circlet – Craft (bone or metal)	Attune

Whenever you use the **desperate exertion** ability, you become **briefly focused** (*roll attacks twice*). This does not affect the initial roll that you used **desperate exertion** to change.

Rank 4 (500 gp): You are also **briefly empowered** (*roll damage twice*).

Circlet of Perception ★	Rank 3 (100 gp)
Circlet – Craft (bone or metal)	Attune (deep)

You gain a +1 enhancement bonus to your Perception.

Rank 7 (62,500 gp): The bonus increases to +2.

Circlet of Reliable Intuition ★	Rank 1 (4 gp)
Circlet – Craft (bone or metal)	Attune

Whenever you roll a 1 on an attack or check using the Deduction, Knowledge, or Medicine skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. This does not affect bonus dice rolled for exploding attacks.

Rank 4 (500 gp): You can also reroll when you roll a 2 or 3.

Circlet of Reliable Observation ★	Rank 1 (4 gp)
Circlet – Craft (bone or metal)	Attune

Whenever you roll a 1 on an attack or check using the Awareness, Social Insight, or Survival skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. This does not affect bonus dice rolled for exploding attacks.

Rank 4 (500 gp): You can also reroll when you roll a 2 or 3.

Circlet of Willpower ★	Rank 3 (100 gp)
Circlet – Craft (bone or metal)	Attune (deep)
You gain a +1 enhancement bonus to your Willpower	
Rank 7 (62,500 gp): The bonus increases to +2.	

Cleansing Ring ★	Rank 2 (20 gp)
Ring – Craft (bone, metal, or wood)	Attune
You can activate this ring as a standard action. When you do, you remove one condition affecting you.	
After you activate this item, you increase your fatigue level by one.	
Rank 4 (500 gp): Activating this item does not increase your fatigue level.	

Cloak of Death's Door ★	Rank 3 (100 gp)
Cloak – Craft (leather or textiles)	Attune
While you are at or below half your maximum hit points, you are braced.	
Rank 5 (2,500 gp): While you are at or below half your maximum hit points, you are also steeled (immune to crits).	

Cloak of Elemental Endurance ★	Rank 2 (20 gp)
Cloak – Craft (leather or textiles)	Attune
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.	

Cloak of Mist ★	Rank 4 (500 gp)
Cloak – Craft (leather or textiles)	Attune
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.	
Rank 6 (12,500 gp): The fog's area increases to a Large (60 ft.) radius.	

Cloak of Nondetection ★	Rank 2 (20 gp)
Cloak – Craft (leather or textiles)	Attune

You are impervious (+4 defenses) to attacks with the Detection or Scrying tags.
Rank 5 (2,500 gp): You are immune instead of impervious. This does not help against abilities that do not make attacks, so you can still be seen in scrying sensors that are not targeted on you personally.

Cloak of Wings ★	Rank 5 (2,500 gp)
Cloak – Craft (leather or textiles)	Attune
You gain a slow fly speed with a maximum height of 15 feet (see Flight, page 41).	
Rank 7 (62,500 gp): The height limit increases to 30 feet.	

Cloak of the Noble Rider ★	Rank 2 (20 gp)
Cloak – Craft (leather or textiles)	Attune
Whenever a non-humanoid mount that you are riding would gain one or more vital wounds, this cloak automatically activates. When it does, you increase your fatigue level by one, and the mount does not make a vital roll for the vital wounds. Instead, each vital wound is treated as having a vital roll of 1, which prevents the mount from dying from its wounds.	

Rank 4 (500 gp): This cloak does not increase your fatigue level when it activates.

Cloak of the Unseen Hunter ★	Rank 5 (2,500 gp)
Cloak – Craft (leather or textiles)	Attune
You gain a +1 accuracy bonus against creatures and objects that you have concealment from.	

Crater Boots ★	Rank 4 (500 gp)
Boots – Craft (bone, leather, or metal)	Attune
Whenever you take falling damage, make an attack vs. Reflex against everything within a Small (15 ft.) radius from you.	
Hit: You deal each target bludgeoning damage equal to half the damage you took from falling. If you reduce or avoid the falling damage, that also affects you damage you deal with these boots.	

Critical hit: Each target is also knocked prone (half speed, -2 Armor and Ref). This attack does not deal extra damage on a critical hit.
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Crown of Flame ★	Rank 3 (100 gp)
Crown – Craft (bone or metal)	Attune, Fire

This crown constantly burns harmlessly, emitting **bright illumination** in a Small (15 ft.) radius. You can touch the crown as a standard action to activate it. When you do, a burst of flame erupts around you. Make an attack vs. Reflex against everything in a Small (15 ft.) radius from you. Your minimum accuracy is +5.

Hit: 3d6 damage.

Miss: Half damage.

Rank 5 (2,500 gp): The minimum accuracy increases to +8, and the damage increases to 5d8.

Rank 7 (62,500 gp): The minimum accuracy increases to +12, and the damage increases to 8d10.

Exemplar's Amulet ★	Rank 2 (20 gp)
Amulet – Craft (bone, metal, or wood)	Attune

If you have the skill **exemplar** rogue ability, you gain a +1 **enhancement bonus** to all untrained skills.

Rank 5 (2,500 gp): The bonus increases to +3.

Gauntlets of Might ★	Rank 2 (20 gp)
Gauntlets – Craft (bone, metal, or wood)	Attune

You gain a +1 **enhancement bonus** to Strength-based **checks**, and you gain a +1 **enhancement bonus** to Strength for the purpose of determining your **weight limits** (see Weight Limits, page 19). In addition, you reduce your **encumbrance** by 1.

Rank 5 (2,500 gp): The bonuses increase to +2, and the encumbrance reduction increases to 2.

Gauntlets of Strength ★	Rank 3 (100 gp)
Gauntlets – Craft (bone, metal, or wood)	Attune (deep)

You gain a +1 **enhancement bonus** to your Strength

Rank 7 (62,500 gp): The bonus increases to +2.

Gauntlets of Telekinetic Propulsion ★	Rank 2 (20 gp)
Gauntlets – Craft (bone, metal, or wood)	Attune

When you make a thrown **strike**, you reduce your **longshot penalty** by 1 (see Weapon Range Limits, page 161).

Rank 5 (2,500 gp): The penalty reduction increases to 2.

Ghost Shroud ★	Rank 2 (20 gp)
Cloak – Craft (leather or textiles)	Attune

Creatures that are **intangible** or **incorporeal** are only **impervious** (+4 **defenses**) to your **mundane** abilities rather than immune to them.

Rank 5 (2,500 gp): Intangible and incorporeal creatures are not impervious to your mundane abilities.

Crown of Thunder ★	Rank 5 (2,500 gp)
Crown – Craft (bone or metal)	Attune, Visual

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.

Distant Protector's Amulet ★	Rank 3 (100 gp)
Amulet – Craft (bone, metal, or wood)	Attune

When you use the **protect** fighter ability or the **divine protection** cleric ability, the ally can be within Short (30 ft.) range instead of adjacent.

Rank 6 (12,500 gp): The range increases to Long (90 ft.) range.

Enlarging Belt ★	Rank 4 (500 gp)
Belt – Craft (leather or textiles)	Attune

You can activate this belt as a standard action. When you do, your size increases by one **size category**, to a maximum of Huge. This effect lasts until you **dismiss** it.

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 19). 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**.

Ghoultouch Gloves ★	Rank 7 (62,500 gp)
Gloves – Craft (leather or textiles)	Attune

You can activate these gloves as a standard action using a free hand. When you do, make an attack vs. Fortitude against a creature you touch with either glove. Whether the attack hits or misses, the target is immune to this ability until it finishes a short rest.

Hit: If the target has no remaining damage resistance, it becomes **briefly paralyzed** (*cannot move*).

Gloves of Dexterity ★	Rank 3 (100 gp)
Gloves – Craft (leather or textiles)	Attune (deep)
You gain a +1 enhancement bonus to your Dexterity	
Rank 7 (62,500 gp): The bonus increases to +2.	

Gloves of Improvisation ★	Rank 2 (20 gp)
Gloves – Craft (leather or textiles)	Attune
You are proficient with improvised weapons (see Weapon Proficiency, page 161).	

Gloves of Reliable Finesse ★	Rank 1 (4 gp)
Gloves – Craft (leather or textiles)	Attune

Whenever you roll a 1 on an attack or check using the Craft, Devices, or Sleight of Hand skills, you may reroll and take the higher result. You can only reroll any individual roll once in this way. This does not affect bonus dice rolled for exploding attacks.

Rank 4 (500 gp): You can also reroll when you roll a 2 or 3.

Greatreach Bracers ★	Rank 4 (500 gp)
Bracers – Craft (bone, metal, or wood)	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 161).

Haranguing Amulet ★	Rank 1 (4 gp)
Amulet – Craft (bone, metal, or wood)	Attune, Emotion

You can use the Intimidate skill in place of the Persuasion skill for the **denounce the heathens** cleric ability. When you do, each target is goaded (-2 accuracy vs. non-gloating creatures) by you instead of stunned.

Healing Belt ★	Rank 1 (4 gp)
Belt – Craft (leather or textiles)	Attune, Swift

You can activate this belt as a standard action. When you do, you regain 3d6 hit points and increase your fatigue level by one.

Rank 3 (100 gp): The healing increases to 5d8.

Rank 5 (2,500 gp): The healing increases to 8d10.

Hexward Ring ★	Rank 4 (500 gp)
Ring – Craft (bone, metal, or wood)	Attune

You gain a +1 bonus to your defenses against **targeted spells**. This does not protect you from abilities that affect an area, or from magical abilities that are not spells.

Rank 7 (62,500 gp): The bonus increases to +2.

Holy Avenger's Amulet ★	Rank 3 (100 gp)
Amulet – Craft (bone, metal, or wood)	Attune

When you use the **smite** paladin ability, you gain a +1 accuracy bonus against creatures that dealt damage to one of your **allies** during the previous round. This accuracy bonus is doubled if the target caused one of your allies to gain a vital wound during the previous round.

Rank 6 (12,500 gp): The accuracy bonus increases to +2.

Imperious Circlet ★	Rank 3 (100 gp)
Circlet – Craft (bone or metal)	Attune

You gain a +3 enhancement bonus to the Intimidate skill (see Intimidate, page 404).

Rank 6 (12,500 gp): The bonus increases to +5.

Levitating Boots ★	Rank 2 (20 gp)	Ocular Circlet ★	Rank 2 (20 gp)
Boots – Craft (bone, leather, or metal)	Attune	Circlet – Craft (bone or metal)	Attune, Scrying
Whenever you jump, you can activate these boots (see Jumping, page 39). When you do, you increase your fatigue level by one. In exchange, your maximum jump height is equal to your maximum horizontal jump distance, and you can land in midair at any point during your jump this round. You can briefly levitate in that location as if you were standing on solid ground.			You can activate this item as a standard action. When you do, a scrying sensor appears floating in the air in an unoccupied square within Medium (60 ft.) range. As long as you sustain the effect as a standard action, you see through the sensor instead of from your body.
These boots cannot be activated again until you spend a full round on a solid surface capable of supporting your weight.			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).
Rank 5 (2,500 gp): Activating these boots does not increase your fatigue level.			Rank 4 (500 gp): You can activate the item and sustain its effect as a minor action .
Liar's Ring ★	Rank 3 (100 gp)	Phasestep Boots ★	Rank 2 (20 gp)
Ring – Craft (bone, metal, or wood)	Attune	Boots – Craft (bone, leather, or metal)	Attune
You gain a +3 enhancement bonus to the Deception skill (see Deception, page 138).			You can activate these boots as a free action. 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. You must still end your movement in an unoccupied space. If you are not able to move normally, such as if you are grappled , these boots do not help you.
Rank 6 (12,500 gp): The bonus increases to +5.			After you activate these boots, you briefly cannot do so again.
Lifekeeping Belt ★	Rank 1 (4 gp)	Rank 4 (500 gp): Activating the effect does not increase your fatigue level.	
Belt – Craft (leather or textiles)	Attune	Rank 6 (12,500 gp): The boots do not require activation. Instead, the effect is constantly active.	
You gain a +1 enhancement bonus to your vital rolls .			Phoenixflame Cloak ★
Rank 3 (100 gp): The bonus increases to +2.			Rank 3 (100 gp)
Rank 5 (2,500 gp): The bonus increases to +3.			Cloak – Craft (leather or textiles)
Locksmith Gloves ★	Rank 3 (100 gp)	When ever you use the recover ability, make an attack vs. Reflex against all enemies within a Small (15 ft.) radius from you. This attack is not Swift , even though the recover ability is Swift .	
Gloves – Craft (leather or textiles)	Attune	Hit: 2d10 damage. Miss: Half damage.	
You gain a +3 enhancement bonus to the Devices skill (see Devices, page 139).			Rank 6 (12,500 gp): The damage increases to 7d8, and the area increases to a Medium (30 ft.) radius.
Rank 6 (12,500 gp): The bonus increases to +5.			

Pickpocket Gloves ★	Rank 3 (100 gp)	Ring of Desperate Breath ★	Rank 1 (4 gp)
Gloves – Craft (leather or textiles)	Attune	Ring – Craft (bone, metal, or wood)	Air, Attune
You gain a +3 enhancement bonus to the Sleight of Hand skill (see Sleight of Hand, page 148).			You can activate this item as a minor action. When you do, you increase your fatigue level by one, and you can breathe in clean, fresh air regardless of your environment for one minute. This can be used in emergencies to save yourself from drowning or other perils.
Rank 6 (12,500 gp): The bonus increases to +5.			
Poisonbane Belt ★	Rank 2 (20 gp)	Ring of Nourishment ★	Rank 2 (20 gp)
Belt – Craft (leather or textiles)	Attune	Ring – Craft (bone, metal, or wood)	Attune, Creation
You are impervious (+4 defenses) to poisons and poison damage.			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.
Rank 5 (2,500 gp): You become immune instead of impervious.			Rank 4 (500 gp): You also need only a quarter of your normal amount of sleep (or similar activity, such as elven trance) each day.
Quickcleanse Ring ★	Rank 5 (2,500 gp)	Ring of Protection ★	Rank 3 (100 gp)
Ring – Craft (bone, metal, or wood)	Attune	Ring – Craft (bone, metal, or wood)	Attune (deep)
You can activate this ring as a minor action. When you do, you remove one condition affecting you.			You gain a +4 enhancement bonus to your maximum hit points and damage resistance. In addition, you gain a +1 enhancement bonus to vital rolls.
After you activate this item, you increase your fatigue level by two.			Rank 5 (2,500 gp): The bonuses to hit points and damage resistance increase to +8.
Rank 7 (62,500 gp): Activating this item only increases your fatigue level by one.			Rank 7 (62,500 gp): The bonuses to hit points and damage resistance increase to +16.
Quilled Cloak ★	Rank 2 (20 gp)		
Cloak – Craft (leather or textiles)	Attune		
Whenever a creature grapples you, you immediately deal it 3d10 piercing damage. This does not affect creatures that you initiate a grapple with.			
Rank 5 (2,500 gp): The damage increases to 8d10.			
Radiant Crown ★	Rank 1 (4 gp)		
Crown – Craft (bone or metal)	Attune, Visual		
This crown sheds bright illumination in a Small (15 ft.) radius. You can touch the crown as a minor action to suppress or resume the light.			
Rank 3 (100 gp): The area increases to a Large (60 ft.) radius.			

Ring of Spell Investment ★

Rank 3 (100 gp)
Ring – Craft (bone, metal, or wood)

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, except for targeting, must be made at the time that the spell is invested 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. Only one spell can be stored this way.

You can activate this ring as a standard action. When you do, you cause the effect of the last spell invested in the ring. You choose the area and targets affected by the spell at this time. This does not require verbal components or somatic 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.

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. Any lingering effects of spells activated through this ring automatically end after ten minutes, and whenever you invest a new spell into the ring.

Rank 6 (12,500 gp): You can invest up to two spells in the ring. When you activate the ring, you choose which spell to use.

Ring of Water Breathing ★

Rank 3 (100 gp)
Ring – Craft (bone, metal, or wood)

You can breathe water as easily as a human breathes air. This does not grant you the ability to breathe other liquids.

Ring of the True Form ★

Rank 2 (20 gp)
Ring – Craft (bone, metal, or wood)

You are impervious (+4 defenses) to attacks from the polymorph sphere. This bonus also applies against other attacks that significantly alter your physical form, such as an aboleth's slime.

Rank 5 (2,500 gp): You become immune instead of impervious.

Rank 3 (100 gp)
Attune

Ruler's Circlet ★

Circlet – Craft (bone or metal)

You gain a +3 enhancement bonus to the Persuasion skill (see Persuasion, page 146).

Rank 6 (12,500 gp): The bonus increases to +5.

Rank 3 (100 gp)
Attune

Seven League Boots ★

Rank 4 (500 gp)
Boots – Craft (bone, leather, or metal)

You can activate these boots as a standard action. 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 damage.

Shieldburst Bracers ★

Rank 1 (4 gp)
Bracers – Craft (bone, metal, or wood)

You can activate these bracers as a free action. When you do, you increase your fatigue level by one and gain a +2 bonus to your Armor defense this round. After you activate this item, you briefly cannot do so again.

Rank 4 (500 gp): The defense bonus increases to +4.

Rank 1 (4 gp)
Attune, Swift

Shrinking Belt ★

Rank 3 (100 gp)
Belt – Craft (leather or textiles)

You can activate this belt as a standard action. When you do, your size decreases by one size category, to a minimum of Tiny. This effect lasts until you dismiss it.

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 19).

Rank 7 (62,500 gp): You can choose to decrease your size by two size categories instead of one.

Skydancing Boots ★	Rank 3 (100 gp)
Boots – Craft (bone, leather, or metal)	Attune

You can activate these boots as a *free action*. 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.

Rank 6 (12,500 gp): The effect lasts *briefly* instead of only during the current phase.

Slinging Gauntlets ★	Rank 2 (20 gp)
Gauntlets – Craft (bone, metal, or wood)	Attune

You can activate these gauntlets as a standard action. When you do, a rock appears in one *free hand*, and you can immediately throw it at anything within Short (*30 ft.*) range. Make an attack against the target's Armor defense.

Hit: 3d6 bludgeoning damage.

Rank 4 (500 gp): The damage increases to 5d8.

Rank 6 (12,500 gp): The damage increases to 8d10.

Solar Crown ★	Rank 4 (500 gp)
Crown – Craft (bone or metal)	Attune, Visual

This crown sheds *brilliant illumination* in a Medium (*30 ft.*) radius. You can touch the crown as a *minor action* to suppress or resume the light.

Rank 6 (12,500 gp): The area increases to a Huge (*90 ft.*) radius.

Sprinting Boots ★	Rank 4 (500 gp)
Boots – Craft (bone, leather, or metal)	Attune

Whenever you use the *sprint* ability during the *movement phase*, you can activate these boots. When you do, you do not increase your *fatigue level* from using that *sprint* ability.

After you activate these boots, you cannot do so again until you spend a full round without making a *movement*.

Rank 7 (62,500 gp): You can activate the boots again after you spend a movement phase without making a movement, rather than a full round.

Swarmhunter Amulet ★	Rank 7 (62,500 gp)
Amulet – Craft (bone, metal, or wood)	Attune

When you use the *quarry* ranger ability, you may target any number of creatures.

Tattoo of Imbuement (1) ★	Rank 1 (4 gp)
Tattoo – Craft (manuscripts or textiles)	Attune

This tattoo must be applied to one of your *natural weapons* that do not require a free hand to use, such as a bite. It provides that natural weapon with a specific rank 1 magic weapon property which is not a *deep attunement*.

If that natural weapon would already be affected by a magic weapon property, this tattoo has no effect on it. Different versions of this item exist for each rank 1 magic weapon property.

Tattoo of Imbuement (2) ★	Rank 2 (20 gp)
Tattoo – Craft (manuscripts or textiles)	Attune

This item functions like a *tattoo of imbuement*, except that the magic weapon property is rank 2.

Tattoo of Imbuement (3) ★	Rank 3 (100 gp)
Tattoo – Craft (manuscripts or textiles)	Attune

This item functions like a *tattoo of imbuement*, except that the magic weapon property is rank 3.

Tattoo of Imbuement (4) ★	Rank 4 (500 gp)
Tattoo – Craft (manuscripts or textiles)	Attune

This item functions like a *tattoo of imbuement*, except that the magic weapon property is rank 4.

Tattoo of Imbuement (5) ★	Rank 5 (2,500 gp)
Tattoo – Craft (manuscripts or textiles)	Attune

This item functions like a *tattoo of imbuement*, except that the magic weapon property is rank 5.

Tattoo of Imbuement (6) ★	Rank 6 (12,500 gp)
Tattoo – Craft (manuscripts or textiles)	Attune

This item functions like a *tattoo of imbuement*, except that the magic weapon property is rank 6.

Tattoo of Imbuement (7) ✶	Rank 7 (62,500 gp)
Tattoo – Craft (manuscripts or textiles)	Attune

This item functions like a *tattoo of imbuement*, except that the magic weapon property is rank 7.

Thieving Gloves ✶	Rank 2 (20 gp)
Gloves – Craft (leather or textiles)	Attune

You can activate these gloves as a standard action. When you do, they absorbs one Small or smaller object you are touching with either glove.

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 this gloves or take them off.

Rank 4 (500 gp): The maximum size category increases to Medium.

Rank 6 (12,500 gp): The maximum size category increases to Large.

Throwing Gauntlets ✶	Rank 3 (100 gp)
Gauntlets – Craft (bone, metal, or wood)	Attune

You can throw creatures and objects as they had the **Thrown** (30/60) weapon tag (see Weapon Tags, page 161). They must be at least one size category smaller than you, and you must be able to pick them up within your weight limits.

Rank 6 (12,500 gp): The tag improves to Thrown (60/120).

Twinhunter Amulet ✶	Rank 3 (100 gp)
Amulet – Craft (bone, metal, or wood)	Attune

When you use the **quarry** ranger ability, you may target an additional creature.

Utility Belt ✶	Rank 2 (20 gp)
Belt – Craft (leather or textiles)	Attune

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.

Rank 5 (2,500 gp): The belt has ten pockets instead of five, and each pocket is a one foot cube instead of a six inch cube.

Vanishing Cloak ✶	Rank 5 (2,500 gp)
Cloak – Craft (leather or textiles)	Attune

You can activate this cloak as a standard action. 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 Stealth, page 149). Unlike most teleportation, this teleportation does not make any noise.

Rank 7 (62,500 gp): The range of the teleportation increases to Distant (120 ft.) range.

Wild Magic Amulet ✶	Rank 3 (100 gp)
Amulet – Craft (bone, metal, or wood)	Attune

The extra damage you gain from the **wildspell** sorcerer ability is calculated as if your rank in that archetype was one higher, to a maximum of 7. However, you take a -2 penalty to your wild magic rolls. If your result is 0 or less, you are the only target of the spell.

Rank 6 (12,500 gp): The extra damage is doubled, rather than calculated as if you were one rank higher.

Magic Implements



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 grant or enhance magical abilities.

There are three types of implements: staffs, rods, and wands. Staffs improve your existing magical abilities. Rods grant new magical abilities, even to those who cannot cast spells. Wands grant spellcasters the knowledge of specific spells.

Staffs are long and thin, with even short staffs measuring no less than four feet long. Rods are about three feet long, but sturdily constructed. Wands are only about a foot long and very thin.

Somatic Components: While wielding an implement, you may gesture with it to perform [somatic components](#). This means you do not need a separate [free hand](#) to perform those components.

Staff Types: There are two types of staffs that you can find. Long staffs function like a quarterstaff weapon, but they require two hands to wield, even when used to cast spells. Short staffs only require one hand, but they are not suitable for combat.

Table 9.15: Implements

Name	Type	Description	Rank (Cost)	Page
Contracting Staff★	Staff	Allows reshaping areas to become smaller	1 (4 gp)	211
Merciful Staff★	Staff	Converts damage to subdual damage	1 (4 gp)	212
Pinhole Staff★	Staff	Allows excluding a single square from an area	1 (4 gp)	212
Reaching Staff★	Staff	Can exert to use abilities from a short distance away	1 (4 gp)	212
Staff of Agonizing Fear★	Staff	Fear effects also penalize Fortitude	1 (4 gp)	213
Staff of Silence★	Staff	Can exert to cast spells without verbal components	1 (4 gp)	214
Staff of Stillness★	Staff	Can exert to cast spells without somatic components	1 (4 gp)	214
Spell Wand, 1st★	Wand	Grants knowledge of a rank 1 spell	1 (4 gp)	213
Radiant Rod★	Rod	Can deal 1d6+1d8 damage	2 (20 gp)	212
Rod of Flame★	Rod	Deals 1d6+1d8 damage in a cone	2 (20 gp)	212
Rod of Translocation★	Rod	Can teleport up to 30 feet	2 (20 gp)	212
Bushwalker's Staff★	Staff	Grants +1 accuracy in undergrowth	2 (20 gp)	210
Composite Staff, 1st★	Staff	Has two rank 1 properties	2 (20 gp)	210
Distant Staff★	Staff	Can exert to double range	2 (20 gp)	211
Extending Staff★	Staff	Grants +15 foot range	2 (20 gp)	211
Freezing Staff★	Staff	+1 damage, is chilled	2 (20 gp)	211
Lightbearer's Staff★	Staff	Grants +1 accuracy in brilliant light	2 (20 gp)	211
Splitting Staff★	Staff	Can exert to add an extra target	2 (20 gp)	213
Staff of Giants★	Staff	Increases maximum size or weight with abilities	2 (20 gp)	214
Staff of Shared Healing★	Staff	Heals you when you heal allies	2 (20 gp)	214
Widening Staff★	Staff	Can exert to double area	2 (20 gp)	215
Spell Wand, 2nd★	Wand	Grants knowledge of a rank 2 spell	2 (20 gp)	213
Bloodfrenzy Staff★	Staff	Grants +2 accuracy when you injure a foe	3 (100 gp)	210
Brutish Staff★	Staff	Grants +1d4 damage if you have 3 Str	3 (100 gp)	210
Composite Staff, 2nd★	Staff	Has two rank 2 or lower properties	3 (100 gp)	210
Educated Staff★	Staff	Grants +1d4 damage if you have 3 Int	3 (100 gp)	211
Flaming Staff★	Staff	Is burning and ignites	3 (100 gp)	211
Perceptive Staff★	Staff	Grants +1 accuracy if you have 3 Per	3 (100 gp)	212
Shattered Staff★	Staff	Grants +1d6 damage and -2 accuracy	3 (100 gp)	213
Staff of Elision★	Staff	Allows excluding something from an area	3 (100 gp)	214
Staff of Power★	Staff	Empowers you	3 (100 gp)	214
Staff of Silence+★	Staff	Can cast spells without verbal components	3 (100 gp)	214
Staff of Stillness+★	Staff	Can cast spells without somatic components	3 (100 gp)	214
Spell Wand, 3rd★	Wand	Grants knowledge of a rank 3 spell	3 (100 gp)	213
Radiant Rod+★	Rod	Can deal 3d10 damage	4 (500 gp)	212
Rod of Flame+★	Rod	Deals 3d10 damage in a cone	4 (500 gp)	212
Rod of Translocation+★	Rod	Can teleport up to 60 feet	4 (500 gp)	212
Arcing Staff★	Staff	Is charged and chains	4 (500 gp)	210
Composite Staff, 3rd★	Staff	Has two rank 3 or lower properties	4 (500 gp)	210
Contracting Staff+★	Staff	Allows reshaping areas to become multiple smaller areas	4 (500 gp)	211
Freezing Staff+★	Staff	+1d4 damage, is chilled	4 (500 gp)	211
Reaching Staff+★	Staff	Can sometimes use abilities from a short distance away	4 (500 gp)	212
Staff of Energy Conversion★	Staff	+1d4 damage, changes energy type	4 (500 gp)	214
Staff of Stored Attunement★	Staff	Change easily between two stored attunements	4 (500 gp)	214
Spell Wand, 4th★	Wand	Grants knowledge of a rank 4 spell	4 (500 gp)	213

Bloodfrenzy Staff+ ⚡	Staff	Grants +3 accuracy when you injure a foe	5 (2,500 gp)	210
Brutish Staff+ ⚡	Staff	Grants +1d8 damage if you have 4 Str	5 (2,500 gp)	210
Composite Staff, 4th ⚡	Staff	Has two rank 4 or lower properties	5 (2,500 gp)	210
Educated Staff+ ⚡	Staff	Grants +1d8 damage if you have 4 Int	5 (2,500 gp)	211
Flaming Staff+ ⚡	Staff	Is burning and ignites	5 (2,500 gp)	211
Selective Staff ⚡	Staff	Allows excluding creatures from an area	5 (2,500 gp)	213
Shattered Staff+ ⚡	Staff	Grants +1d10 damage and -2 accuracy	5 (2,500 gp)	213
Staff of Agonizing Fear+ ⚡	Staff	Fear effects penalize all defenses	5 (2,500 gp)	213
Staff of Tranquility ⚡	Staff	Can cast spells without components	5 (2,500 gp)	214
Spell Wand, 5th ⚡	Wand	Grants knowledge of a rank 5 spell	5 (2,500 gp)	213
Radiant Rod++ ⚡	Rod	Can deal 7d8 damage	6 (12,500 gp)	212
Rod of Dragonflame ⚡	Rod	Deals 5d8 damage in a large cone	6 (12,500 gp)	212
Rod of Translocation++ ⚡	Rod	Can teleport up to 90 feet	6 (12,500 gp)	212
Bushwalker's Staff+ ⚡	Staff	Grants +2 accuracy vs targets in undergrowth	6 (12,500 gp)	210
Composite Staff, 5th ⚡	Staff	Has two rank 5 or lower properties	6 (12,500 gp)	210
Distant Staff+ ⚡	Staff	Can sometimes double range	6 (12,500 gp)	211
Extending Staff+ ⚡	Staff	Grants +30 foot range	6 (12,500 gp)	211
Freezing Staff++ ⚡	Staff	+1d8 damage, is chilled	6 (12,500 gp)	211
Lightbearer's Staff+ ⚡	Staff	Grants +2 accuracy in brilliant light	6 (12,500 gp)	211
Splitting Staff+ ⚡	Staff	Can sometimes add an extra target	6 (12,500 gp)	213
Staff of Energy Conversion+ ⚡	Staff	+1d8 damage, changes energy type	6 (12,500 gp)	214
Staff of Giants+ ⚡	Staff	Greatly increases maximum size or weight with abilities	6 (12,500 gp)	214
Staff of Stored Attunement+ ⚡	Staff	Change easily between four stored attunements	6 (12,500 gp)	214
Widening Staff+ ⚡	Staff	Can sometimes double area	6 (12,500 gp)	215
Spell Wand, 6th ⚡	Wand	Grants knowledge of a rank 6 spell	6 (12,500 gp)	213
Arcing Staff+ ⚡	Staff	+1d4 damage, is charged and chains	7 (62,500 gp)	210
Bloodfrenzy Staff++ ⚡	Staff	Grants +4 accuracy when you injure a foe	7 (62,500 gp)	210
Brutish Staff++ ⚡	Staff	Grants +2d6 damage if you have 5 Str	7 (62,500 gp)	210
Composite Staff, 6th ⚡	Staff	Has two rank 6 or lower properties	7 (62,500 gp)	210
Echoing Staff ⚡	Staff	Can exert to repeat effect	7 (62,500 gp)	211
Educated Staff++ ⚡	Staff	Grants +2d6 damage if you have 5 Int	7 (62,500 gp)	211
Flaming Staff++ ⚡	Staff	Is burning and ignites	7 (62,500 gp)	211
Perceptive Staff+ ⚡	Staff	Grants +2 accuracy if you have 5 Per	7 (62,500 gp)	212
Reaching Staff++ ⚡	Staff	Can use abilities from a short distance away	7 (62,500 gp)	212
Shattered Staff++ ⚡	Staff	Grants +2d8 damage and -2 accuracy	7 (62,500 gp)	213
Staff of Discordance ⚡	Staff	Makes stunned creatures briefly confused	7 (62,500 gp)	213
Staff of Power+ ⚡	Staff	+1d4 damage, empowers you	7 (62,500 gp)	214
Spell Wand, 7th ⚡	Wand	Grants knowledge of a rank 7 spell	7 (62,500 gp)	213
Composite Staff, 7th ⚡	Staff	Has two rank 7 or lower properties	8 (312,500 gp)	211

Arcing Staff ★	Rank 4 (500 gp)
Staff – bone or wood	Attune, Fire
<p>This staff constantly crackles with electricity. You can suppress or resume this charge as a free action. While the staff is charged:</p> <ul style="list-style-type: none"> • All magical abilities you use have the Electricity tag. • All targeted damaging magical abilities you use chain once. This does not affect magical abilities that do not deal damage, even if they increase the damage dealt by the target. • It sheds light in a 5 foot radius of bright illumination. 	
<p>Rank 7 (62,500 gp): While the staff is charged, your damaging magical abilities also deal 1d4 extra damage.</p>	
Bloodfrenzy Staff ★	Rank 3 (100 gp)
Staff – bone or wood	Attune
<p>Whenever you cause a creature to lose hit points with a magical ability, you briefly gain a +2 accuracy bonus against that creature. As normal, this bonus does not stack with itself, even if you make the same creature lose hit points multiple times.</p>	
<p>Rank 5 (2,500 gp): The accuracy bonus increases to +3. Rank 7 (62,500 gp): The accuracy bonus increases to +4.</p>	
Brutish Staff ★	Rank 3 (100 gp)
Staff – bone or wood	Attune
<p>If your Strength is at least 3, you deal 1d4 extra damage with damaging magical abilities.</p>	
<p>Rank 5 (2,500 gp): The extra damage increases to 1d8 if your Strength is at least 4. Rank 7 (62,500 gp): The extra damage increases to 2d6 if your Strength is at least 5.</p>	
Bushwalker's Staff ★	Rank 2 (20 gp)
Staff – bone or wood	Attune
<p>You gain a +1 enhancement bonus to accuracy while you are in undergrowth. In addition, you can activate this staff as a standard action. When you do, you create a Medium (30 ft.) radius zone of light undergrowth from your location that lasts briefly.</p>	
<p>Rank 6 (12,500 gp): The accuracy bonus increases to +2, and the area increases to Medium (30 ft.).</p>	

Composite Staff, 1st ★	Rank 2 (20 gp)
Staff – bone or wood	Attune (deep)
<p>This staff has two different rank 1 magic implement properties. Each property must not already require a deep attunement. You cannot choose a composite staff as your legacy item (see Legacy Items, page 27).</p>	
<p>Rank 3 (100 gp) Attune (deep)</p>	
<p>This staff has two different magic implement properties that are rank 2 or lower. Each property must not already require a deep attunement. You cannot choose a composite staff as your legacy item (see Legacy Items, page 27).</p>	
Composite Staff, 3rd ★	Rank 4 (500 gp)
Staff – bone or wood	Attune (deep)
<p>This staff has two different magic implement properties that are rank 2 or lower. Each property must not already require a deep attunement. You cannot choose a composite staff as your legacy item (see Legacy Items, page 27).</p>	
Composite Staff, 4th ★	Rank 5 (2,500 gp)
Staff – bone or wood	Attune (deep)
<p>This staff has two different magic implement properties that are rank 2 or lower. Each property must not already require a deep attunement. You cannot choose a composite staff as your legacy item (see Legacy Items, page 27).</p>	
Composite Staff, 5th ★	Rank 6 (12,500 gp)
Staff – bone or wood	Attune (deep)
<p>This staff has two different magic implement properties that are rank 2 or lower. Each property must not already require a deep attunement. You cannot choose a composite staff as your legacy item (see Legacy Items, page 27).</p>	
Composite Staff, 6th ★	Rank 7 (62,500 gp)
Staff – bone or wood	Attune (deep)
<p>This staff has two different magic implement properties that are rank 2 or lower. Each property must not already require a deep attunement. You cannot choose a composite staff as your legacy item (see Legacy Items, page 27).</p>	

Composite Staff, 7th ⚡	Rank 8 (312,500 gp)
Staff – bone or wood	Attune (deep)

This staff has two different magic implement properties that are rank 2 or lower. Each property must not already require a deep attunement. You cannot choose a composite staff as your legacy item (see Legacy Items, page 27).

Contracting Staff ⚡	Rank 1 (4 gp)
Staff – bone or wood	Attune

Whenever you use a magical ⚡ ability that affects an area and does not have the Sustain or Attune tags, you can reshape its area. The new area must be a radius, line, or 90 degree cone, and it must be able to fit entirely within the ability's original area. For example, you could convert a radius into a cone, or a cone into a 5 foot wide line. However, you could not convert a line into a cone or radius. This cannot change the ability's point of origin.

Rank 4 (500 gp): You can create any number of new areas instead of only one. For example, you could convert a cone into a number of lines, or a radius into multiple cones.

Distant Staff ⚡	Rank 2 (20 gp)
Staff – bone or wood	Attune

Whenever you use a magical ⚡ ability with a range listed in feet, you may activate this staff. When you do, you double the ability's range. In addition, you increase your fatigue level by one, and you briefly cannot activate this effect again.

Rank 6 (12,500 gp): Activating the staff does not increase your fatigue level.

Echoing Staff ⚡	Rank 7 (62,500 gp)
Staff – bone or wood	Attune

Whenever you use a magical ⚡ ability that does not have the Sustain or Attune tags, you may activate this staff. When you do, the ability repeats during your next action. In addition, you increase your fatigue level by one, and you briefly cannot activate this effect again.

Educated Staff ⚡	Rank 3 (100 gp)
Staff – bone or wood	Attune

If your Intelligence is at least 3, you deal 1d4 extra damage with damaging magical ⚡ abilities.

Rank 5 (2,500 gp): The extra damage increases to 1d8 if your Intelligence is at least 4.

Rank 7 (62,500 gp): The extra damage increases to 2d6 if your Intelligence is at least 5.

Extending Staff ⚡	Rank 2 (20 gp)
Staff – bone or wood	Attune

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.

Rank 6 (12,500 gp): The bonus increases to +30 feet.

Flaming Staff ⚡	Rank 3 (100 gp)
Staff – bone or wood	Attune, Fire

This staff constantly burns. You can suppress or resume this fire as a free action. While the staff is burning:

- All magical ⚡ abilities you use have the Fire tag.
- Whenever you hit a creature with magical ⚡ ability, the creature burns. It takes 1d6 damage during your next action. This damage is doubled by critical hits and attacks that deal double damage.
- It sheds light in a 15 foot radius of bright illumination.

Rank 5 (2,500 gp): The damage increases to 1d10.

Rank 7 (62,500 gp): The damage increases to 2d8.

Freezing Staff ⚡	Rank 2 (20 gp)
Staff – bone or wood	Attune, Fire

This staff is bitterly cold to the touch. You can suppress or resume this chill as a free action. While the staff is chilled:

- All magical ⚡ abilities you use have the Cold tag.
- All damaging magical ⚡ abilities you use deal 1 extra damage.
- It sheds light in a 5 foot radius of bright illumination.

Rank 4 (500 gp): The extra damage increases to 1d4.

Rank 6 (12,500 gp): The extra damage increases to 1d8.

Lightbearer's Staff ⚡	Rank 2 (20 gp)
Staff – bone or wood	Attune

You gain a +1 enhancement bonus to accuracy while you are in brilliant illumination. In addition, you can activate this staff as a standard action. When you do, you create a Medium (30 ft.) radius emanation of brilliant illumination from you that lasts briefly.

Rank 6 (12,500 gp): The accuracy bonus increases to +2, and the area increases to a Huge (90 ft.).

Merciful Staff ★	Rank 1 (4 gp)	
Staff – bone or wood	Attune	
<p>Whenever you use a magical ★ ability that deals damage, you may activate this staff. If you do, that ability deals subdual damage.</p>		
Perceptive Staff ★	Rank 3 (100 gp)	
Staff – bone or wood	Attune	
<p>If your Perception is at least 3, you gain a +1 enhancement bonus to accuracy.</p>		
<p>Rank 7 (62,500 gp): The accuracy bonus increases to +2 if your Perception is at least 5.</p>		
Pinhole Staff ★	Rank 1 (4 gp)	
Staff – bone or wood	Attune	
<p>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 ability's effect. All squares in the final area of the ability must be contiguous. You cannot create split an ability's area into multiple completely separate areas.</p>		
Radiant Rod ★	Rank 2 (20 gp)	
Rod – bone, metal, or wood	Attune, Visual	
<p>This rod sheds bright illumination in a Small (15 ft.) radius. You can activate it as a standard action. When you do, it fires a ray of light at anything within Short (30 ft.) range. Make an attack against the target's Reflex defense. Your minimum accuracy is +3. Whether you hit or miss, bright illumination briefly fills a 30 foot radius around a 5 ft. wide straight line between you and the target.</p>		
<p>Hit: 1d6+1d8 damage. If this attack beats a creature's Fortitude defense, it deals maximum damage.</p>		
<p>Rank 4 (500 gp): The minimum accuracy increases to +7, and the damage increases to 3d10.</p>		
<p>Rank 6 (12,500 gp): The minimum accuracy increases to +10, and the damage increases to 7d8.</p>		
Reaching Staff ★	Rank 1 (4 gp)	
Staff – bone or wood	Attune	
<p>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 to act as a targeting proxy. This means the ability determines its targets as if you were in that location, which can allow you to affect targets outside your normal range. In addition, you increase your fatigue level by one, and you briefly cannot activate this staff again.</p>		
<p>Rank 4 (500 gp): Activating the staff does not increase your fatigue level.</p>		
<p>Rank 7 (62,500 gp): The staff no longer has a brief cooldown after being activated.</p>		
Rod of Dragonflame ★	Rank 6 (12,500 gp)	
Rod – bone, metal, or wood	Attune, Fire	
<p>You can activate this rod as a standard action. When you do, make an attack vs. Reflex against everything within a Large (60 ft.) cone. Your minimum accuracy is +10.</p>		
<p>Hit: 5d8 damage. Miss: Half damage.</p>		
Rod of Flame ★	Rank 2 (20 gp)	
Rod – bone, metal, or wood	Attune, Fire	
<p>You can activate this rod as a standard action. When you do, make an attack vs. Reflex against everything within a Small (15 ft.) cone. Your minimum accuracy is +3.</p>		
<p>Hit: 1d6+1d8 damage. Miss: Half damage.</p>		
<p>Rank 4 (500 gp): The minimum accuracy increases to +7 and the damage increases to 3d10.</p>		
Rod of Translocation ★	Rank 2 (20 gp)	
Rod – bone, metal, or wood	Attune	
<p>You can activate this rod as a standard action. When you do, you teleport to an unoccupied location within Short (30 ft.) range.</p>		
<p>Rank 4 (500 gp): The range increases to Medium (60 ft.) range. Rank 6 (12,500 gp): The range increases to Long (90 ft.) range.</p>		

Selective Staff ★	Rank 5 (2,500 gp)
Staff – bone or wood	Attune

Whenever you use a magical ★ ability that affects an area and does not have the Sustain or Attune tags, you can activate this staff. When you do, you choose to have the ability exclude your allies, your enemies, or everything that is neither an ally nor an enemy. Excluded creatures and objects are not targets of the ability.

Shattered Staff ★	Rank 3 (100 gp)
Staff – bone or wood	Attune

All damaging magical ★ abilities you use deal 1d6 extra damage, but have a -2 accuracy penalty.

Rank 5 (2,500 gp): The extra damage increases to 1d10.

Rank 7 (62,500 gp): The extra damage increases to 2d8.

Spell Wand, 1st ★	Rank 1 (4 gp)
Wand – bone or wood	Attune

This wand grants you knowledge of a single rank 1 spell. Each wand is associated with a specific spell. You must have the ability to cast spells that are no more than one rank lower than the wand's rank (minimum 1). In addition, your magic source must grant access to the mystic sphere that the spell belongs to. However, you do not need to have access to the mystic sphere that the spell belongs to.

If you can cast spells of a higher rank than the wand's rank, the spell from the wand gains any appropriate rank upgrades. If you stop wielding this wand, deactivate 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 ★	Rank 2 (20 gp)
Wand – bone or wood	Attune

This item functions like a spell wand, except that it grants knowledge of a single rank 2 spell.

Spell Wand, 3rd ★	Rank 3 (100 gp)
Wand – bone or wood	Attune

This item functions like a spell wand, except that it grants knowledge of a single rank 3 spell.

Spell Wand, 4th ★	Rank 4 (500 gp)
Wand – bone or wood	Attune

This item functions like a spell wand, except that it grants knowledge of a single rank 4 spell.

Spell Wand, 5th ★	Rank 5 (2,500 gp)
Wand – bone or wood	Attune

This item functions like a spell wand, except that it grants knowledge of a single rank 5 spell.

Spell Wand, 6th ★	Rank 6 (12,500 gp)
Wand – bone or wood	Attune

This item functions like a spell wand, except that it grants knowledge of a single rank 6 spell.

Spell Wand, 7th ★	Rank 7 (62,500 gp)
Wand – bone or wood	Attune

This item functions like a spell wand, except that it grants knowledge of a single rank 7 spell.

Splitting Staff ★	Rank 2 (20 gp)
Staff – bone or wood	Attune

Whenever you use a targeted magical ★ ability with a range listed in feet, 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, and you briefly cannot activate this effect again.

Rank 6 (12,500 gp): Activating the staff does not increase your fatigue level.

Staff of Agonizing Fear ★	Rank 1 (4 gp)
Staff – bone or wood	Attune, Emotion

Creatures that are frightened (-2 Mental, -2 accuracy vs. source) or panicked (-4 Mental, cannot attack source) by you suffer a penalty to their Fortitude defense equal to the penalty they suffer to their Mental defense.

Rank 5 (2,500 gp): The defense penalty applies to all non-Mental defenses, not just Fortitude.

Staff of Discordance ★	Rank 7 (62,500 gp)
Staff – bone or wood	Attune, Compulsion

Whenever you cause an enemy to be stunned (-2 defenses) as a condition, it is also briefly confused (-2 defenses, randomly attack or defend). Whenever you cause an enemy to be briefly stunned, it also briefly takes a -2 penalty to its Mental defense.

Staff of Elision ★	Rank 3 (100 gp)
Staff – bone or wood	Attune

Whenever you use a magical ★ ability that affects an area and does not have the Sustain or Attune tags, you can activate this staff. When you do, you choose to have the ability exclude up to two creatures or objects of your choice. The excluded creature or object is not a target of the ability.

Staff of Energy Conversion ★	Rank 4 (500 gp)
Staff – bone or wood	Attune, Cold, Electricity, Fire

Whenever you use a magical ★ ability that has a Cold, Electricity, or Fire tag, you can remove that tag. If you do, you must add a different one of those tags to the ability, and the ability deals 1d4 extra damage if it deals damage. All of the attack's effects are unchanged.

Rank 6 (12,500 gp): The extra damage increases to 1d8.

Staff of Giants ★	Rank 2 (20 gp)
Staff – bone or wood	Attune

Whenever you use a magical ★ ability that has a maximum size category or weight category for its targets or any objects it creates, you increase that maximum by one size category or weight category. This cannot increase the maximum size category or weight category above Gargantuan. This does not affect abilities that create creatures of a particular size.

If you use two Staffs of Giants, their effects stack.

Rank 6 (12,500 gp): The bonus increases to two size or weight categories, and this effect can increase the maximum size or weight category to Colossal.

Staff of Power ★	Rank 3 (100 gp)
Staff – bone or wood	Attune

You are empowered (*roll damage twice*).

Rank 7 (62,500 gp): Your damaging magical ★ abilities also deal 1d4 extra damage.

Staff of Shared Healing ★	Rank 2 (20 gp)
Staff – bone or wood	Attune

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. In addition, 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 ★	Rank 1 (4 gp)
Staff – bone or wood	Attune

You can activate this staff as a free action. When you do, you briefly gain the ability to cast spells without using verbal components. In addition, you increase your fatigue level by one.

Rank 3 (100 gp): The staff no longer needs to be activated. You can passively cast spells without using verbal components.

Staff of Stillness ★	Rank 1 (4 gp)
Staff – bone or wood	Attune

You can activate this staff as a free action. When you do, you briefly gain the ability to cast spells without using somatic components. In addition, you increase your fatigue level by one.

Rank 3 (100 gp): The staff no longer needs to be activated. You can passively cast spells without using somatic components.

Staff of Stored Attunement ★	Rank 4 (500 gp)
Staff – bone or wood	Attune

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.

You can activate this staff as a minor action. 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.

Rank 6 (12,500 gp): You can store up to four spells in the staff.

Staff of Tranquility ★	Rank 5 (2,500 gp)
Staff – bone or wood	Attune

You can cast spells without using verbal components or somatic components.

Widening Staff ★

Staff – bone or wood

Rank 2 (20 gp)

Attune

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 ability's area. In addition, you increase your fatigue level by one, and you briefly cannot activate this effect again.

Rank 6 (12,500 gp): Activating the staff does not increase your fatigue level.

Consumables

Potions

A potion is a magical liquid that is typically contained in a Fine vial. Drinking a potion, or administering a potion to an unconscious creature, requires a standard action. Potions cannot be safely mixed together without diluting their magic, so you cannot consume two potions with the same action.

Table 9.16: Consumables

Name	Type	Description	Rank (Cost)	Page
Alchemist's Fire	Alchemical	Throw to deal 1d6+1d8 damage	0 (1 gp)	218
Firebomb	Alchemical	Throw to deal 1d10 damage in an area	0 (1 gp)	218
Flash Powder	Alchemical	Emits burst of bright light	0 (1 gp)	219
Moonrod	Alchemical	Emits bright illumination	0 (1 gp)	219
Smokestick	Alchemical	Creates a cloud of smoke	0 (1 gp)	221
Tindertwig	Alchemical	Quickly activated flame	0 (1 gp)	222
Poison, Nightshade	Poison 	Inflicts 1d6+1d8 damage with each stage	0 (1 gp)	220
Antitoxin Elixir 	Potion 	Impervious to poison	0 (1 gp)	218
Invigorating Potion 	Potion 	Grants power and fortification	0 (1 gp)	219
Potion of Healing 	Potion 	Restores 3d6 hit points and mitigates vital wounds	0 (1 gp)	221
Acid Flask	Alchemical	Throw to deal 3d6 damage over time	1 (4 gp)	218
Mindbomb	Alchemical	Throw to deal 1d6+1d8 damage in an area	1 (4 gp)	219
Snowball	Alchemical	Throw to deal 1d6+1d8 damage and slow	1 (4 gp)	221
Tanglefoot Bag	Alchemical	Slows a foe, though it is easily removable	1 (4 gp)	222
Thunderstone	Alchemical	Throw to deal 1d6+1d8 damage and deafen in an area	1 (4 gp)	222
Poison, Asp Venom	Poison 	Stuns	1 (4 gp)	219
Poison, Jellyfish Extract	Poison 	Deals 1d6 damage per stage	1 (4 gp)	220
Poison, Sassone Leaf	Poison 	Deals 3d6 damage per stage	1 (4 gp)	220
Elixir of Hardiness 	Potion 	Grants +2 to vital rolls	1 (4 gp)	218
Elixir of Strength 	Potion 	Grants +1 bonus for weight limits	1 (4 gp)	218
Mind-Whetting Potion 	Potion 	Grants focus	1 (4 gp)	219
Potion of Regeneration 	Potion 	Remove vital wound after long rest	1 (4 gp)	221
Potion of Sharpened Steel 	Potion 	Grants critical benefits	1 (4 gp)	221
Alchemist's Fire+	Alchemical	Throw to deal 3d10 damage	2 (20 gp)	218
Firebomb+	Alchemical	Throw to deal 3d6 damage in an area	2 (20 gp)	218
Flash Powder+	Alchemical	Emits burst of brilliant light	2 (20 gp)	219
Moonrod+	Alchemical	Emits bright illumination for 8 hours	2 (20 gp)	219
Shockstone	Alchemical	Throw to deal 1d10 damage in an area	2 (20 gp)	221
Poison, Arsenic	Poison 	Deals 3d10 damage per stage	2 (20 gp)	219
Poison, Black Adder Venom	Poison 	Deals 3d10 damage endlessly	2 (20 gp)	219
Poison, Giant Wasp Venom	Poison 	Slows and eventually immobilizes	2 (20 gp)	220
Poison, Nitharit	Poison 	Stuns	2 (20 gp)	220
Fortifying Potion 	Potion 	Grants brief fortification	2 (20 gp)	219
Potion of Healing+ 	Potion 	Restores 5d8 hit points and mitigates vital wounds	2 (20 gp)	221
Shielding Potion 	Potion 	Grants brief shielding	2 (20 gp)	221
Acid Flask+	Alchemical	Throw to deal 5d8 damage over time	3 (100 gp)	218
Mindbomb+	Alchemical	Throw to deal 3d6 damage in an area	3 (100 gp)	219
Smokestick+	Alchemical	Creates a massive cloud of smoke	3 (100 gp)	221
Snowball+	Alchemical	Throw to deal 5d8 damage and slow	3 (100 gp)	221

Stunning Sphere	Alchemical	Throw to stun creatures in an area	3 (100 gp)	222
Sunrod	Alchemical	Emits brilliant illumination	3 (100 gp)	222
Tanglefoot Bag+	Alchemical	Slows a foe	3 (100 gp)	222
Thunderstone+	Alchemical	Throw to deal 3d10 damage and deafen in an area	3 (100 gp)	222
Poison, Bloodroot	Poison 	Slows	3 (100 gp)	220
Poison, Wyvern Venom	Poison 	Deals 5d8 damage	3 (100 gp)	220
Cleansing Potion+*	Potion 	Removes a condition	3 (100 gp)	218
Elixir of Hardiness+*	Potion 	Grants +3 vital rolls	3 (100 gp)	218
Potion of Overwhelming Power*	Potion 	Grants brief maximization	3 (100 gp)	221
Alchemist's Fire++	Alchemical	Throw to deal 7d8 damage	4 (500 gp)	218
Firebomb++	Alchemical	Throw to deal 5d8 damage in an area	4 (500 gp)	218
Shockstone+	Alchemical	Throw to deal 3d10 damage in an area	4 (500 gp)	221
Poison, Dragon Bile	Poison 	Deals 3d6 damage per stage	4 (500 gp)	220
Antitoxin Elixir+*	Potion 	Immune to poison	4 (500 gp)	218
Elixir of Strength+*	Potion 	Grants +2 bonus for weight limits	4 (500 gp)	218
Potion of Healing++*	Potion 	Restores 8d10 hit points and mitigates vital wounds	4 (500 gp)	221
Potion of Impending Violence*	Potion 	Grants priming	4 (500 gp)	221
Potion of Regeneration+*	Potion 	Removes two vital wounds after a long rest	4 (500 gp)	221
Acid Flask++	Alchemical	Throw to deal 8d10 damage over time	5 (2,500 gp)	218
Avalanchestone	Alchemical	Throw to deal 7d8 damage and deafen in an area	5 (2,500 gp)	218
Iceball	Alchemical	Throw to deal 7d8 damage and slow	5 (2,500 gp)	219
Mindbomb++	Alchemical	Throw to deal 5d8 damage in an area	5 (2,500 gp)	219
Sunrod+	Alchemical	Emits brilliant illumination for 8 hours	5 (2,500 gp)	222
Poison, Blood Leech Venom	Poison 	Inflicts damage vulnerability	5 (2,500 gp)	220
Poison, Mind Fog	Poison 	Stuns and eventually confuses	5 (2,500 gp)	220
Poison, Purple Worm Venom	Poison 	Deals 8d10 damage	5 (2,500 gp)	220
Cleansing Potion+*	Potion 	Removes two conditions	5 (2,500 gp)	218
Elixir of Hardiness++*	Potion 	Grants +4 vital rolls	5 (2,500 gp)	218
Bottled Hellfire	Alchemical	Throw to deal 11d10 damage	6 (12,500 gp)	218
Shockstone++	Alchemical	Throw to deal 5d8 damage in an area	6 (12,500 gp)	221
Stunning Sphere+	Alchemical	Throw to stun creatures in a large area	6 (12,500 gp)	222
Poison, Black Lotus	Poison 	Deals 5d8 damage endlessly	6 (12,500 gp)	219
Poison, Insanity Mist	Poison 	Stuns and eventually confuses	6 (12,500 gp)	220
Invigorating Potion+*	Potion 	Grants brief power and fortification	6 (12,500 gp)	219
Potion of Healing+++*	Potion 	Restores 16d10 hit points and mitigates vital wounds	6 (12,500 gp)	221
Potion of Supremacy*	Potion 	Grants many benefits and confusion	6 (12,500 gp)	221
Poison, Cockatrice Venom	Poison 	Slows and stuns, eventually petrifies	7 (62,500 gp)	220

Acid Flask	Rank 1 (4 gp)
Craft (alchemy)	Acid

You can throw this item as a standard action. When you do, make an attack vs. Reflex and Fortitude against something within Short (30 ft.) range.

Hit: 3d6 damage immediately, and again during your next action.

Rank 3 (100 gp): The damage increases to 5d8.

Rank 5 (2,500 gp): The damage increases to 8d10.

Cleansing Potion ⭐	Rank 3 (100 gp)
Potion  – Craft (alchemy)	

When you drink this potion, you remove a condition affecting you and increase your fatigue level by one.

Rank 5 (2,500 gp): You remove two conditions instead of only one. You increase your fatigue level by one for each condition that you remove in this way.

Alchemist's Fire	Rank 0 (1 gp)
Craft (alchemy)	Fire

You can throw this item as a standard action. When you do, make an attack vs. Reflex against something within Short (30 ft.) range.

Hit: 1d6+1d8 damage.

Rank 2 (20 gp): The damage increases to 3d10.

Rank 4 (500 gp): The damage increases to 7d8.

Elixir of Hardiness ⭐	Rank 1 (4 gp)
Potion  – Craft (alchemy)	Attune

When you drink this potion, if you attune to its effects, you gain a +2 enhancement bonus to your vital rolls. This effect expires after 10 minutes.

Rank 3 (100 gp): The bonus increases to +3.

Rank 5 (2,500 gp): The bonus increases to +4.

Antitoxin Elixir ⭐	Rank 0 (1 gp)
Potion  – Craft (alchemy)	Attune

When you drink this potion, if you attune to its effects, you become impervious (+4 defenses) to poisons. This effect expires after 10 minutes.

Rank 4 (500 gp): You become immune instead of impervious.

Elixir of Strength ⭐	Rank 1 (4 gp)
Potion  – Craft (alchemy)	Attune

When you drink this potion, if you attune to its effects, you gain a +1 enhancement bonus to your Strength for the purpose of determining your weight limits (see Weight Limits, page 19). This effect expires after 8 hours.

Rank 4 (500 gp): The bonus increases to +2.

Avalanchestone	Rank 5 (2,500 gp)
Craft (alchemy)	Auditory

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against everything in a Small (15 ft.) radius within Short (30 ft.) range. Your minimum accuracy is +10.

Hit: 7d8 damage. Each creature that takes damage is deafened (20% verbal spell failure) as a condition.

Miss: Half damage, and creatures are not deafened.

Firebomb	Rank 0 (1 gp)
Craft (alchemy)	Fire

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. Your minimum accuracy is +3.

Hit: 1d10 damage.

Miss: Half damage.

Rank 2 (20 gp): The minimum accuracy increases to +5, and the damage increases to 3d6.

Rank 4 (500 gp): The minimum accuracy increases to +9, and the damage increases to 5d8.

Bottled Hellfire	Rank 6 (12,500 gp)
Craft (alchemy)	Fire

You can throw this item as a standard action. When you do, make an attack vs. Reflex against something within Short (30 ft.) range.

Hit: 11d10 damage.

Flash Powder	Rank 0 (1 gp)
Craft (alchemy)	Visual

You can throw this powder in the air in your location as a standard action. When you do, it briefly emits bright illumination in a Large (60 ft.) radius.

Rank 2 (20 gp): The light is brilliant illumination, which banishes shadows completely, instead of bright illumination.

Fortifying Potion ★	Rank 2 (20 gp)
Potion 🥃 – Craft (alchemy)	Swift

When you drink this potion, you are briefly fortified (+2 Brawn, Fort, Ment). This has the Swift tag, so it protects you against attacks during the current phase.

Iceball	Rank 5 (2,500 gp)
Craft (alchemy)	Cold

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against something within Short (30 ft.) range.

Hit: 7d8 damage. If the target takes damage, it becomes slowed (-10 speed, -2 Armor and Ref) as a condition.

Invigorating Potion ★	Rank 0 (1 gp)
Potion 🥃 – Craft (alchemy)	

When you drink this potion, you are briefly empowered (roll damage twice) and fortified (+2 Brawn, Fort, Ment).

Rank 6 (12,500 gp): This gains the Swift tag, so it protects you against attacks during the current phase.

Mind-Whetting Potion ★	Rank 1 (4 gp)
Potion 🥃 – Craft (alchemy)	

When you drink this potion, you are briefly empowered (roll damage twice) and focused (roll attacks twice).

Mindbomb	Rank 1 (4 gp)
Craft (alchemy)	Compulsion

You can throw this item as a standard action. When you do, make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Short (30 ft.) range. Your minimum accuracy is +3.

Hit: 1d6+1d8 subdual damage.

Miss: Half damage.

Rank 3 (100 gp): The minimum accuracy increases to +7, and the damage increases to 3d6.

Rank 5 (2,500 gp): The minimum accuracy increases to +10, and the damage increases to 5d8.

Moonrod	Rank 0 (1 gp)
Craft (alchemy)	Visual

You can activate this item as a standard action. When you do, it creates bright illumination in a 60 foot radius for 10 minutes.

Rank 2 (20 gp): The effect lasts for 8 hours.

Poison, Arsenic	Rank 2 (20 gp)
Poison 🧫 – Craft (poison)	Poison

This is an ingestion-based powder poison (see Poison, page 156).

The poison's accuracy is +5. It inflicts 3d10 damage per poison stage. Its stage 3 effect also ends the poison.

Poison, Asp Venom	Rank 1 (4 gp)
Poison 🧫 – Craft (poison)	Poison

This is an injury-based liquid poison (see Poison, page 156).

The poison's accuracy is +3. Its stage 1 effect makes the target stunned (-2 defenses) while the poison lasts.

Poison, Black Adder Venom	Rank 2 (20 gp)
Poison 🧫 – Craft (poison)	Poison

This is an injury-based liquid poison (see Poison, page 156).

The poison's accuracy is +5. It inflicts 3d10 damage per poison stage.

Poison, Black Lotus	Rank 6 (12,500 gp)
Poison 🧫 – Craft (poison)	Poison

This is a contact-based liquid poison (see Poison, page 156).

The poison's accuracy is +12. It inflicts 5d8 damage per poison stage.

Poison, Blood Leech Venom Poison – Craft (poison)	Rank 5 (2,500 gp) Poison	Poison, Jellyfish Extract Poison – Craft (poison)	Rank 1 (4 gp) Poison
This is an injury-based liquid poison (see Poison, page 156). The poison's accuracy is +10. Its stage 1 effect makes the target vulnerable (<i>-4 defenses</i>) to all damage while the poison lasts.			This is a contact-based liquid poison (see Poison, page 156). The poison's accuracy is +3. It inflicts 1d6 damage per poison stage . Its stage 3 effect also ends the poison.
Poison, Bloodroot Poison – Craft (poison)	Rank 3 (100 gp) Poison	Poison, Mind Fog Poison – Craft (poison)	Rank 5 (2,500 gp) Poison
This is a contact-based powder poison (see Poison, page 156). The poison's accuracy is +8. Its stage 1 effect makes the target slowed (<i>-10 speed, -2 Armor and Ref</i>) while the poison lasts.			This is an ingestion-based gas poison (see Poison, page 156). The poison's accuracy is +10. Its stage 1 effect makes the target stunned (<i>-2 defenses</i>) while the poison lasts.
Poison, Cockatrice Venom Poison – Craft (poison)	Rank 7 (62,500 gp) Poison	Poison, Nightshade Poison – Craft (poison)	Rank 0 (1 gp) Poison
This is an injury-based liquid poison (see Poison, page 156). The poison's accuracy is +15. Its stage 1 effect makes the target slowed (<i>-10 speed, -2 Armor and Ref</i>) and stunned (<i>-2 defenses</i>) while the poison lasts. Its stage 3 effect makes the target petrified while the poison lasts. This makes the target paralyzed (<i>cannot move</i>), except that they remain standing in the form of a statue.			This is a contact-based powder poison (see Poison, page 156). The poison's accuracy is +3. It inflicts 1d6+1d8 damage per poison stage . Its stage 3 effect also ends the poison.
Poison, Dragon Bile Poison – Craft (poison)	Rank 4 (500 gp) Poison	Poison, Nitharit Poison – Craft (poison)	Rank 2 (20 gp) Poison
This is a contact-based liquid poison (see Poison, page 156). The poison's accuracy is +9. It inflicts 3d6 damage per poison stage . Its stage 3 effect also ends the poison.			This is a contact-based powder poison (see Poison, page 156). The poison's accuracy is +5. Its stage 1 effect makes the target stunned (<i>-2 defenses</i>) while the poison lasts.
Poison, Giant Wasp Venom Poison – Craft (poison)	Rank 2 (20 gp) Poison	Poison, Purple Worm Poison – Craft (poison)	Rank 5 (2,500 gp) Poison
This is an injury-based liquid poison (see Poison, page 156). The poison's accuracy is +5. Its stage 1 effect makes the target slowed (<i>-10 speed, -2 Armor and Ref</i>) while the poison lasts. Its stage 3 effect also deals 2d10 damage.			This is an injury-based liquid poison (see Poison, page 156). The poison's accuracy is +10. It inflicts 8d10 damage per poison stage .
Poison, Insanity Mist Poison – Craft (poison)	Rank 6 (12,500 gp) Poison	Poison, Sassone Leaf Poison – Craft (poison)	Rank 1 (4 gp) Poison
This is an ingestion-based gas poison (see Poison, page 156). The poison's accuracy is +12. Its stage 1 effect makes the target stunned (<i>-2 defenses</i>) while the poison lasts. Its stage 3 effect makes the target confused (<i>-2 defenses, randomly attack or defend</i>) while the poison lasts.			This is a contact-based powder poison (see Poison, page 156). The poison's accuracy is +3. It inflicts 3d6 damage per poison stage . Its stage 3 effect also ends the poison.
Poison, Wyvern Venom Poison – Craft (poison)	Rank 3 (100 gp) Poison	Poison, Wyvern Venom Poison – Craft (poison)	Rank 3 (100 gp) Poison
This is an injury-based liquid poison (see Poison, page 156). The poison's accuracy is +8. It inflicts 5d8 damage per poison stage . Its stage 3 effect also ends the poison.			This is an injury-based liquid poison (see Poison, page 156). The poison's accuracy is +8. It inflicts 5d8 damage per poison stage . Its stage 3 effect also ends the poison.

Potion of Healing ★	Rank 0 (1 gp)
Potion – Craft (alchemy)	Swift

When you drink this potion, you regain 3d6 hit points and increase your fatigue level by one. In addition, if you have a vital wound with a vital roll of 0 or -1, you treat that vital roll as a 1 instead (see Vital Wounds, page 35).

Rank 2 (20 gp): The healing increases to 5d8, and the minimum vital roll affected improves to -2.

Rank 4 (500 gp): The healing increases to 8d10, and the minimum vital roll affected improves to -3.

Rank 6 (12,500 gp): The healing increases to 16d10, and the minimum vital roll affected improves to -4.

Shielding Potion ★	Rank 2 (20 gp)
Potion – Craft (alchemy)	Swift

When you drink this potion, you are briefly shielded (+2 Armor and Ref). This has the Swift tag, so it protects you against attacks during the current phase.

Shockstone	Rank 2 (20 gp)
Craft (alchemy)	Electricity

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against everything in a Small (15 ft.) radius within Short (30 ft.) range. Your minimum accuracy is +5.

Hit: 1d10 damage. Each creature that loses hit points is stunned (-2 defenses) as a condition.

Miss: Half damage, and creatures are not stunned.

Rank 4 (500 gp): The minimum accuracy increases to +9, and the damage increases to 3d10.

Rank 6 (12,500 gp): The minimum accuracy increases to +12, and the damage increases to 5d8. In addition, each creature that takes damage from the hit is stunned, even if it does not lose hit points.

Potion of Impending Violence ★	Rank 4 (500 gp)
Potion – Craft (alchemy)	

When you drink this potion, you are briefly primed (always explode) and enraged (must attack).

Potion of Overwhelming Power ★	Rank 3 (100 gp)
Potion – Craft (alchemy)	

When you drink this potion, you are briefly maximized (deal max damage).

Potion of Regeneration ★	Rank 1 (4 gp)
Potion – Craft (alchemy)	

When you drink this potion, your body's natural healing process is accelerated. The next time you finish a long rest, you can remove an additional vital wound. If you drink multiple potions of regeneration, their effects do not stack.

Rank 4 (500 gp): You remove two additional vital wounds instead of only one.

Potion of Sharpened Steel ★	Rank 1 (4 gp)
Potion – Craft (alchemy)	

When you drink this potion, you are briefly honed (+4 accuracy with crits) and steeled (immune to crits).

Potion of Supremacy ★	Rank 6 (12,500 gp)
Potion – Craft (alchemy)	

When you drink this potion, you are briefly empowered (roll damage twice), primed (always explode), braced (+2 defenses), and confused (-2 defenses, randomly attack or defend).

Smokestick	Rank 0 (1 gp)
Craft (alchemy)	

You can activate this item as a standard action. As part of that action, you can optionally throw it anywhere within Short (30 ft.) range. When you activate this item, it immediately creates a cloud of smoke in a Medium (30 ft.) radius from its location. The smoke provides concealment for everything in the area.

This item continues emitting smoke for one minute. After that time, the smoke dissipates normally, which generally takes about a minute.

Rank 3 (100 gp): The area increases to a Huge (90 ft.) radius.

Snowball	Rank 1 (4 gp)
Craft (alchemy)	Cold

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against something within Short (30 ft.) range.

Hit: 1d6+1d8 damage. If the target loses hit points, it becomes slowed (-10 speed, -2 Armor and Ref) as a condition.

Rank 3 (100 gp): The damage increases to 5d8.

Stunning Sphere	Rank 3 (100 gp)
Craft (alchemy)	Electricity

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against everything in a Small (15 ft.) radius within Short (30 ft.) range. Your minimum accuracy is +7.

Hit: Each creature with no remaining damage resistance is **stunned** (-2 defenses) as a condition.

Rank 6 (12,500 gp): The minimum accuracy increases to +12, and the area increases to a Large (60 ft.) radius.

Tindertwig	Rank 0 (1 gp)
Craft (alchemy)	Fire

You can activate this small, wooden stick by striking it against any hard surface as a minor action. When you do, it bursts into flame, allowing you to light other fires with it. A tindertwig burns for one minute.

Sunrod	Rank 3 (100 gp)
Craft (alchemy)	Visual

You can activate this item as a standard action. When you do, it creates **brilliant illumination** in a 60 foot radius for 10 minutes.

Rank 5 (2,500 gp): The effect lasts for 8 hours.

Tanglefoot Bag	Rank 1 (4 gp)
Craft (alchemy)	

You can throw this item as a standard action. When you do, make an attack vs. Reflex against one Large or smaller creature within Short (30 ft.) range. On a hit, the target is **slowed** (-10 speed, -2 Armor and Ref) as a condition.

This condition can be removed if the target makes a difficulty value 8 Strength check as a move action to break the entangling glue. If the target makes this check as a standard action, it gains a +5 bonus. In addition, this condition is removed if the target takes damage from a Acid or Fire ability.

Rank 3 (100 gp): The condition cannot be removed with a Strength check. It is still removed if the target takes damage from a Acid or Fire ability.

Thunderstone	Rank 1 (4 gp)
Craft (alchemy)	Auditory

You can throw this item as a standard action. When you do, make an attack vs. Fortitude against all creatures in a Small (15 ft.) radius within Short (30 ft.) range. Your minimum accuracy is +3.

Hit: 1d6+1d8 damage. Each creature that loses hit points is **deafened** (20% verbal spell failure) as a condition.

Miss: Half damage, and creatures are not deafened.

Rank 3 (100 gp): The minimum accuracy increases to +7, and the damage increases to 3d10.

Tools, Goods, and Mounts

The world of Rise has a wide range of minor items like backpacks, blankets, and ten-foot poles. In general, the cost of those items is so insignificant from the perspective of an adventuring party that it's not worth the effort to track their cost in detail. A subset of particularly expensive items is included in Table 9.17: Permanent Tools, Goods, and Mounts, page 223.

Standard Adventuring Kit

A standard adventuring kit costs 10 gp, weighs 50 pounds, and contains the following items:

- Backpack
- Bedroll
- Flint and steel
- Rations, trail (8 days)
- Rope, hempen (60 ft.)
- Sack (empty)
- Tent
- Torch
- Waterskin

Table 9.17: Permanent Tools, Goods, and Mounts

Name	Type	Description	Rank (Cost)	Page
Torch	Object	Emits light	— (5 sp)	228
Artisan's Tools	Kit	Required for some Craft checks	0 (1 gp)	225
Battering Ram	Object	Grants +3 bonus when breaking objects	0 (1 gp)	225
Lock	Object	Devices 12 to unlock	0 (1 gp)	227
Manacles	Object	Flexibility 12 to escape	0 (1 gp)	227
Disguise Kit	Kit	Required for some Disguise checks	1 (4 gp)	226
Medical Kit	Kit	Required for some Medicine checks	1 (4 gp)	227
Thieves' Tools	Kit	Required for some Devices checks	1 (4 gp)	228
Horse, Draft	Mount	Large horse trained for labor	1 (4 gp)	226
Horse, Light	Mount	Large horse trained for riding	1 (4 gp)	226
Pony	Mount	Medium pony trained for riding	1 (4 gp)	227
Riding Dog	Mount	Medium dog trained for battle or riding	1 (4 gp)	228
Bag of Shrinking	Object	Shrinks items by one size category	1 (4 gp)	225
Belt Lantern	Object	Emits light without being held	1 (4 gp)	225
Lock+	Object	Devices 15 to unlock	1 (4 gp)	227
Manacles+	Object	Flexibility 15 to escape	1 (4 gp)	227
Outfit, Courtier's	Object	Typical attire for courtiers in noble society	1 (4 gp)	227
Rowboat	Object	Simple boat for short journeys	1 (4 gp)	228
Torch+	Object	Emits light for one week	1 (4 gp)	228
Wagon	Object	Simple wagon for transporting heavy loads	1 (4 gp)	228
Foothold Trap	Trap	Temporarily immobilizes	1 (4 gp)	226
Alchemist's Lab	Kit	Required for some Craft (alchemy) checks	2 (20 gp)	225
Artisan's Tools+	Kit	Useful for many Craft checks	2 (20 gp)	225
War Pony	Mount	Medium pony trained for battle	2 (20 gp)	228
Warhorse	Mount	Large horse trained for battle	2 (20 gp)	228
Carriage	Object	Fancy carriage that carries up to four people	2 (20 gp)	226
Lock++	Object	Devices 20 to unlock	2 (20 gp)	227
Manacles++	Object	Flexibility 20 to escape	2 (20 gp)	227

Outfit, Noble's	Object	Typical attire for nobility	2 (20 gp)	227
Bear Trap	Trap	Deals 3d10 damage and immobilizes	2 (20 gp)	225
Caltrops	Trap	Deals 1d10 damage when stepped on	2 (20 gp)	226
Fireburst Trap	Trap	Deals 3d6 damage in a small area	2 (20 gp)	226
Bag of Shrinking+	Object	Shrinks items by two size categories	3 (100 gp)	225
Belt Lantern+	Object	Emits light without being held	3 (100 gp)	225
Keelboat	Object	Slow-moving, seaworthy ship with 15 crew	3 (100 gp)	227
Sending Stones	Object	Allows distant communication	3 (100 gp)	228
Foothold Trap+	Trap	Temporarily immobilizes	3 (100 gp)	226
Bag of Holding	Object	Shrinks items by one size and weight category	4 (500 gp)	225
Lock, Mystic ✨	Object	Devices 25 to unlock	4 (500 gp)	227
Longship	Object	Long, seaworthy ship with 50 crew	4 (500 gp)	227
Manacles, Mystic ✨	Object	Flexibility 25 to escape	4 (500 gp)	227
Outfit, Royal	Object	Typical attire for royalty	4 (500 gp)	227
Bear Trap+	Trap	Deals 7d8 damage and immobilizes	4 (500 gp)	225
Fireburst Trap+	Trap	Deals 7d8 damage in a small area	4 (500 gp)	226
Galley	Object	Massive, fast-moving boat with 200 crew	5 (2,500 gp)	226
Bag of Holding+	Object	Shrinks items by two size and weight categories	6 (12,500 gp)	225
Fireburst Trap++	Trap	Deals 11d10 damage in a small area	6 (12,500 gp)	226

Alchemist's Lab	Rank 2 (20 gp)
Kit – Craft (alchemy)	
<p>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 135).</p>	

Artisan's Tools	Rank 0 (1 gp)
Kit – Craft (metal)	
<p>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 135).</p> <p>Rank 2 (20 gp): The tools are incredibly versatile, making them suitable for any Craft skill other than Craft (alchemy).</p>	

Bag of Holding	Rank 4 (500 gp)
Craft (textiles)	
<p>This bag appears to be a bulky Medium cloth sack. However, it reduces the size and weight of any unattended, nonmagical objects placed inside of it by one size category and weight category. This allows it to hold items of up to Large size as long as they can fit inside the bag's opening, which is five feet in diameter.</p> <p>If this bag is destroyed, the items within it return to their original size.</p> <p>Rank 6 (12,500 gp): The bag reduces the size and weight of contained objects by two size and weight categories instead of one.</p>	

Bag of Shrinking	Rank 1 (4 gp)
Craft (textiles)	
<p>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. This allows it to hold items of up to Medium size as long as they can fit inside the bag's opening, which is two feet in diameter. This reduction does not affect the weight of those objects.</p> <p>If this bag is destroyed, the items within it return to their original size.</p> <p>Rank 3 (100 gp): The bag reduces the size of contained objects by two size categories instead of one.</p>	

Battering Ram	Rank 0 (1 gp)
Craft (wood)	

If you use this portable battering ram with two hands while trying to break down a door or similar object, you gain a +3 bonus to your Strength check.

Bear Trap	Rank 2 (20 gp)
Trap – Craft (metal)	
<p>You can deploy this trap on a space on the ground adjacent to you as a standard action. While this trap is deployed, a creature can notice it with a difficulty value 13 Awareness check. A creature that notices the trap can avoid triggering it while moving. The first time something enters the trap's space without avoiding the trap, the trap activates.</p> <p>When the trap is activated, it makes a +3 reactive attack vs. Armor and Reflex against the source of that activation. After the trap triggers, it must be manually deployed again.</p> <p>Hit: 3d10 piercing damage. If the target takes damage, it is slowed (-10 speed, -2 Armor and Ref) until it breaks free of the trap. Breaking free of the trap requires making a DV 10 Strength or Devices check as a standard action.</p> <p>Rank 4 (500 gp): The accuracy increases to +7, the Awareness DV increases to 19, and the damage increases to 7d8.</p>	

Belt Lantern	Rank 1 (4 gp)
Craft (metal)	
<p>This is a belt with an attached lantern. As a standard action, you can light the lantern 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.</p> <p>The lantern burns for one hour before it must be refueled with oil. You can extinguish the lantern to preserve its remaining oil.</p> <p>The lantern is loose equipment, making it vulnerable to damage and being attacked directly. It has 10 hit points and 2 damage resistance. It treats all damage as environmental damage, but it takes double damage from Cold abilities (see Environmental Damage, page 34). For details about repairing a damaged or broken belt lantern, see Common Craft Tasks, page 135.</p> <p>Rank 3 (100 gp): The lantern's hit points increase to 15, and its damage resistance increases to 5.</p>	

Caltrops	Rank 2 (20 gp)
Trap – Craft (alchemy, metal)	

A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. As a standard action, you can 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 half speed to avoid the danger, the caltrops make a +3 reactive attack vs. Armor against the creature.

Hit: 1d10 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.

Foothold Trap	Rank 1 (4 gp)
Trap – Craft (metal)	

You can deploy this trap on a space on the ground adjacent to you as a standard action. While this trap is deployed, a creature can notice it with a difficulty value 10 Awareness check. A creature that notices the trap can avoid triggering it while moving. The first time something enters the trap's space without avoiding the trap, the trap activates.

When the trap is activated, it makes a +1 reactive attack vs. Reflex against the source of that activation. After the trap triggers, it must be manually deployed again.

Hit: The target is slowed (-10 speed, -2 Armor and Ref) until it breaks free of the trap. Breaking free of the trap requires making a DV 10 Strength or Devices check as a standard action.

Rank 3 (100 gp): The accuracy increases to +5, and the Awareness DV increases to 16.

Carriage	Rank 2 (20 gp)
Craft (textiles and wood)	

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.

Disguise Kit	Rank 1 (4 gp)
Kit – Craft (alchemy, textiles)	

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 140).

Galley	Rank 5 (2,500 gp)
Craft (metal, textiles, and wood)	

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.

Fireburst Trap	Rank 2 (20 gp)
Trap – Craft (alchemy, metal)	Fire

You can deploy this trap on a space on the ground adjacent to you as a standard action. While this trap is deployed, a creature can notice it with a difficulty value 13 Awareness check. A creature that notices the trap can avoid triggering it while moving. The first time something enters the trap's space without avoiding the trap, the trap activates.

When the trap is activated, it makes a +3 reactive attack vs. Reflex against everything in a Small (15 ft.) radius of it. After the trap triggers, it must be repaired with a DV 13 Devices check before it can be deployed again.

Hit: 3d6 damage.

Rank 4 (500 gp): The accuracy increases to +7, the damage increases to 7d8, and the Awareness and Devices DVs each increase to 19.

Rank 6 (12,500 gp): The accuracy increases to +10, the damage increases to 11d10, and the Awareness and Devices DVs each increase to 25.

Horse, Draft	Rank 1 (4 gp)
Mount	

This is a Large draft horse intended for working a farm or similar labor. It is not trained to be effectively ridden in battle. It has 16 hit points and 2 damage resistance.

Horse, Light	Rank 1 (4 gp)
Mount	

This is a Large light horse intended for riding. It is not trained to be effectively ridden in battle. It has 9 hit points and 6 damage resistance.

Keelboat Craft (metal, textiles, and wood)	Rank 3 (100 gp)	Manacles, Mystic ★ Craft (metal)	Rank 4 (500 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.				
Lock Craft (metal)	Rank 0 (1 gp)	Medical Kit Kit – Craft (textiles)	Rank 1 (4 gp)	
This is a lock. Opening the lock without the appropriate key requires a difficulty value 12 Devices check (see Devices, page 139).			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 144).	
Rank 1 (4 gp): The Devices DV increases to 15. Rank 2 (20 gp): The Devices DV increases to 20.				
Lock, Mystic ★ Craft (metal)	Rank 4 (500 gp)	Outfit, Courtier's Craft (textiles)	Rank 1 (4 gp)	
This is a magical lock. Opening the lock without the appropriate key requires a difficulty value 25 Devices check (see Devices, page 139).			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.	
Longship Craft (metal, textiles, and wood)	Rank 4 (500 gp)	Outfit, Noble's Craft (metal and textiles)	Rank 2 (20 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.			This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing.	
Manacles Craft (metal)	Rank 0 (1 gp)	Outfit, Royal Craft (leather, metal, and textiles)	Rank 4 (500 gp)	
This is a set of manacles designed for Medium humanoid creatures. Equivalent manacles might exist for creatures of different sizes or shapes. Escaping the manacles while they are being worn requires a difficulty value 12 Flexibility check or a difficulty value 15 Strength check (see Flexibility, page 142).			Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.	
Rank 1 (4 gp): The Devices DV increases to 15. Rank 2 (20 gp): The Flexibility DV increases to 20.				
Pony Mount	Rank 1 (4 gp)	This is a Medium pony. It is not trained to be effectively ridden in battle. However, it is an appropriate mount outside of battle for creatures with the <i>short stature</i> ability, such as gnomes and halflings.		

Riding Dog	Rank 1 (4 gp)
Mount	
This is a Medium dog that knows the Guard and Heel tricks (see Creature Handling, page 137). It is trained to be effective in battle, and is a suitable mount for creatures with the <i>short stature</i> ability, such as gnomes and halflings.	

Rowboat	Rank 1 (4 gp)
Craft (wood)	
This 8- to 12 foot long boat holds two or three Medium passengers. It moves about one and a half miles per hour. A rowboat comes with oars to row it.	

Sending Stones	Rank 3 (100 gp)
Craft (stone)	Scrying
This is a set of two paired stones. Each stone is about six inches in diameter and perfectly smooth. Whenever a creature touches one of the stones, they can magically channel their voice through it. If they do, their voice is also audible from the other stone, as long as both stones are on the same plane.	

Thieves' Tools	Rank 1 (4 gp)
Kit – Craft (metal, textiles)	
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 139).	

Torch	Rank — (5 sp)
Craft (wood)	
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. A torch burns for one hour before it is destroyed. You can extinguish the torch to preserve its remaining usable time.	
Rank 1 (4 gp): The torch burns for up to one week.	

Wagon	Rank 1 (4 gp)
Craft (wood)	
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.	

War Pony	Rank 2 (20 gp)
Mount	
This is a Medium horse. It is trained to be effectively ridden in battle, and it is an appropriate mount for creatures with the <i>short stature</i> ability, such as gnomes and halflings.	

Warhorse	Rank 2 (20 gp)
Mount	
This is a Large warhorse. It is trained to be effectively ridden in battle. It has 12 hit points and 8 damage resistance.	

Chapter 10

Combat Styles

Combat Style List

Brute Force: Smash foes with 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 too rapidly for your foes to react.

Herald of War: Demoralize foes and inspire allies with battlecries and a commanding presence.

Mobile Hunter: Move around the battlefield with ease to avoid threats or hunt weak foes.

Perfect Precision: Stab foes with careful aim.

Rip and Tear: Rip foes apart.

Unbreakable Defense: Guard yourself and your allies with careful attacks and recovery abilities.

Maneuver Lists

Brute Force

Rank 1: earsplitting bonedrum, forceful retreat, forceful smash, ground slam, ground stomp, ostentatious flex, press forward, pure power, steady slam

Rank 3: armorcrusher, concussion, desperate smash, erupting bonedrum, gutshot, knockdown+, leap slam, mighty stomp, muscle burst, overhand smash, rejuvenating flex, ricochet, shrapnel blast, steady flex, wild swing

Rank 5: boneshatter, forceful retreat+, forceful smash+, ground slam+, ground stomp+, press forward+, pure power+, steady slam+

Rank 7: brain scrambler, desperate muscle burst, desperate smash+, devastating flex, gutshot+, leap slam+, ostentatious flex+, overhand smash+, ricochet+, shrapnel blast+, wild swing+

Dirty Fighting

Rank 1: disappearing act, eye poke, piledriver, stunning fist

Rank 3: alchemical admixture, battering ram, body bludgeon, disarm, eye gouge, fake out, fling, muzzling grapple, stay down, strangle, takedown

Rank 5: backbreaker, disappearing act+, eyebite, piledriver+, quivering palm, steal weapon, sweep and slam

Rank 7: anklebreaker, battering ram+, body bludgeon+, fake out+, fling+, muzzling grapple+, pin, quivering palm+

Ebb and Flow

Rank 1: all-in, counterstrike, guardbreaker, punish inattention, redeeming followup, sharpening kata, tag-team followup

Rank 3: back into the fray, begin the hunt, counter sweep, dance of death, tranquil kata, two-weapon rhythm, victorious followup

Rank 5: all-in+, begin the hunt+, counter flurry, guardbreaker+, redeeming followup+, sharpening kata+, tag-team followup+

Rank 7: dance of death+

Flurry of Blows

Rank 1: building storm, dazzling kata, fragmentary burst, quickdraw, quickfire, whirlwind

Rank 3: barrage, building frenzy, dazzling speed, deathseeking flurry, desperate double flurry, guardweave, heavy quickdraw, rain of arrows, rapid quaff, static shock

Rank 5: building storm+, desperate triple flurry, double flurry, fragmentary burst+, quickfire flurry, whirlwind+

Rank 7: blinding flurry, building frenzy+, dazzling speed+, deathseeking flurry+, guardweave flurry, rain of arrows+, static shock+, triple flurry, whirlwind flurry

Herald of War

Rank 1: challenge, cry of rage, deafening shout, fearsome roar, mighty roar, stunning shout, thunderous shout

Rank 3: empowering roar, encouraging battlecry, fearsome blow, goading shout, rally the troops

Rank 5: cry of rage+, deafening shout+, faltering roar, fearsome roar+, inspire awe, mighty roar+, stunning shout+, thunderous shout+

Rank 7: challenge+, empowering roar+, encouraging battlecry+, fearsome blow+, goading shout+

Mobile Hunter

Rank 1: adrenaline, carve the air, fall back, prepared sprint, push through, rushdown, sprinting charge, unbalancing backstep

Rank 3: fall back+, flash charge, momentous impact, reaping harvest

Rank 5: adrenaline+, fearsome pounce, flash sweep, frenzied charge

Rank 7: eyeflash pounce, flash flurry, leaping impact, reaping harvest+

Perfect Precision

Rank 1: arrowguide, called shot, chargebreaker, desperate pierce, heartpiercer, injection, lunge, maintain focus, penetrating shot

Rank 3: armorpiercer, distant shot, full-body thrust, pure precision, the sharpest blade

Rank 5: called shot+, focusing lunge, heartpiercer+, injection+, maintain edge, penetrating shot+

Rank 7: full-body thrust+, pinning shot, pressure point puncture, pure precision+, the sharpest blade+

Rip and Tear

Rank 1: bloodletter, bloodreap, desperate bloodwhirl, rebounding throw, wide sweep

Rank 3: blood trance, brow gash, flintspark, rend the hide, ricochet, spinning steel, strip the flesh, tear exposed flesh, two-weapon rend

Rank 5: bloodletter+, bloodreap+, desperate bloodwhirl+, hamstring, slash and return, two-weapon rend+

Rank 7: flintspark+, painful brow gash, rend the hide+, ricochet+, spinning steel+, tear exposed flesh+

Unbreakable Defense

Rank 1: defensive stance, i am your opponent, parry, shield bash, weather the storm

Rank 3: cleansing blow, prepared defense, redirecting parry, revitalizing blow, sinews of steel, stunning shield bash

Rank 5: brace for impact, cleanse, flamboyant parry, i am your opponent+

Rank 7: prepared defense+, reflective parry, revitalizing blow+, sinews of steel+

Brute Force

Smash foes with raw power.

Maneuvers

Earsplitting Bonedrum

Rank 1

Usage time: Standard action.

Auditory

Make a melee **strike**. On a hit, you and the target are **briefly deafened** (20% verbal spell failure).

Forceful Retreat

Rank 1

Usage time: Standard action.

Make a melee **strike**. If you hit, you **push** yourself up to 10 feet in a straight line away from the target.

Forceful Smash

Rank 1

Usage time: Standard action.

Make a melee **strike**.

Hit: If the target loses **hit points** and your attack result also hits its Brawn defense, you **knockback** it 15 feet. If you are **empowered** (*roll damage twice*), this knockback distance is doubled. This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than you.

Ground Slam

Rank 1

Usage time: Standard action.

Earth

Make a melee **strike** with a -1 accuracy penalty against a stable surface. The strike targets everything supported by that surface in a Small (15 ft.) cone from one corner of the target space.

Ground Stomp Usage time: Standard action.	Rank 1 Earth	Concussion Usage time: Standard action.	Rank 3
Make an attack vs. Reflex against all enemies adjacent to you that are grounded on the same stable surface as you. Hit: 1d4 damage + power. Miss: Half damage.		Make a melee strike . Hit: If the target loses hit points, it becomes stunned (-2 defenses) as a condition.	
Ostentatious Flex Usage time: Standard action.	Rank 1	Desperate Smash Usage time: Standard action. Cost: One fatigue level (see text).	Rank 3
Make an attack vs. Mental against all enemies adjacent to you. Then, you are briefly empowered (<i>roll damage twice</i>). Hit: Each target is briefly goaded (-2 accuracy vs. non-gloating creatures) by you.		Make a strike that deals double damage. You cannot use the desperate exertion ability to affect this strike. This ability only increases your fatigue level if the strike hits.	
Press Forward Usage time: Standard action.	Rank 1	Erupting Bonedrum Usage time: Standard action.	Rank 3
Make a melee strike . After you make the strike, you can move up to 10 feet. During this movement, you can move into space occupied by creatures that you hit with the strike. When you do, you push that creature up to 5 feet away from you into an unoccupied space. This push is a Size-Based effect, so it does not affect creatures more than one size category larger than you.		Make a melee strike . Hit: Compare your attack result to the Fortitude defense of all other enemies within a Medium (30 ft.) radius of the target of your strike. This is an Auditory effect. On a hit against a secondary target, you deal damage equal to the damage you dealt with the strike, ignoring any damage increase from critical hits with the strike.	
Pure Power Usage time: Standard action.	Rank 1	Gutshot Usage time: Standard action.	Rank 3
You become empowered (<i>roll damage twice</i>) this round. Make a strike with a -2 accuracy penalty.		Make a melee strike. If you are empowered (<i>roll damage twice</i>) and the strike hits, the target is briefly stunned (-2 defenses).	
Steady Slam Usage time: Standard action.	Rank 1	Knockdown+ Usage time: Standard action.	Rank 3
Make a melee strike . If you get a glancing blow , it deals full damage instead of half damage. However, you cannot get a critical hit .		Make a melee strike . Hit: If your attack result also hits the target's Brawn defense, it falls prone (<i>half speed, -2 Armor and Ref</i>). This is a Size-Based effect, so it does not affect creatures more than one size category larger than you.	
Armorcrusher Usage time: Standard action.	Rank 3	Leap Slam Usage time: Standard action. Earth	Rank 3
Make a strike . The attack is made against the target's Fortitude defense instead of its Armor defense. Hit: The target briefly takes a -2 penalty to its Armor defense.		You jump and move as normal for the jump (see Jumping, page 39). 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 all enemies adjacent to you that are on the same stable surface as you. Hit: 1d4 damage + power. Miss: Half damage.	

Mighty Stomp	Rank 3
Usage time: Standard action.	Earth

Make an attack vs. Reflex against all **enemies** adjacent to you that are **grounded** on the same stable surface as you. Then, you are **briefly empowered** (*roll damage twice*).

Hit: 1d8 damage + power.

Miss: Half damage.

Shrapnel Blast	Rank 3
Usage time: Standard action.	Earth

Make a melee **strike** against a stable surface and no other targets. Then, make an attack vs. Armor against everything in a 10 ft. wide line from one corner of the target space. The length of the line is equal to one foot per point of damage you dealt to the surface, rounded to the nearest 5 foot increment.

Hit: Each target takes 1d8 damage + power. If your attack result also hits a target's Reflex defense, it is **briefly dazzled** (*20% miss chance, no special vision*).

Miss: Half damage.

Muscle Burst	Rank 3
Usage time: Standard action.	

You are **briefly empowered** (*roll damage twice*). Then, make a **strike**.

Overhand Smash	Rank 3
Usage time: Standard action.	

Make a melee **strike**. It deals double damage, but you cannot get a **critical hit**. After making the strike, you **briefly** take a -2 penalty to your Armor and Reflex defenses. This penalty does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Rejuvenating Flex	Rank 3
Usage time: Standard action.	Swift

Cost: One fatigue level.

You are **briefly** empowered. In addition, you regain 1d6 hit points per 2 power.

Steady Flex	Rank 3
Usage time: Standard action.	

You are **briefly fortified** (+2 Brawn, Fort, Ment) and **maximized** (*deal max damage*).

Ricochet	Rank 3
Usage time: Standard action.	

Make a thrown **strike** against up to three creatures or objects in a Small (15 ft.) radius within Medium (60 ft.) range of you. Each target must be within your maximum **range limit** with your weapon, and you take the normal longshot penalty for attacking a creature at long range (see Weapon Range Limits, page 161). If you choose yourself as one of the targets, you can catch the weapon instead of taking damage from it.

Boneshatter	Rank 5
Usage time: Standard action.	

Make a **strike**. If your attack result hits the target's Fortitude defense, the strike deals triple damage.

Forceful Retreat+	Rank 5
Usage time: Standard action.	

Make a melee **strike** that deals double damage. If you hit, you **push** yourself up to 20 feet in a straight line away from the target.

Forceful Smash+	Rank 5
Usage time: Standard action.	

Make a melee **strike** that deals double damage.

Hit: If the target loses **hit points** and your attack result also hits its Brawn defense, you **knockback** it 30 feet. If you are **empowered** (*roll damage twice*), this knockback distance is doubled. This is a **Size-Based** effect, so it does not affect creatures more than one size category larger than you.

Ground Slam+ Usage time: Standard action.	Rank 5 Earth	Desperate Smash+ Usage time: Standard action. Cost: One fatigue level.	Rank 7
Make a melee strike with a -1 accuracy penalty against a stable surface. It targets everything supported by that surface in a Medium (30 ft.) cone from one corner of the target space. The strike deals double damage.		Make a strike that deals extra damage equal to half your power . The strike deals triple damage. You cannot use the <i>desperate exertion</i> ability to affect this strike.	
Ground Stomp+ Usage time: Standard action.	Rank 5 Earth	Devastating Flex Usage time: Standard action.	Rank 7
Make an attack vs. Reflex against all enemies adjacent to you that are grounded on the same stable surface as you. Hit: 1d8 damage plus 1d8 per 2 power. Miss: Half damage.		You briefly are maximized (<i>deal max damage</i>) and deal 1d8 extra damage with strikes .	
Press Forward+ Usage time: Standard action.	Rank 5	Gutshot+ Usage time: Standard action.	Rank 7
This maneuver functions like the press forward maneuver, except that the strike deals double damage, and you can move up to half your movement speed instead of only 10 feet.		Make a melee strike that deals triple damage. If you are empowered (<i>roll damage twice</i>) and the strike hits, the target is stunned (-2 defenses) as a condition .	
Pure Power+ Usage time: Standard action.	Rank 5	Leap Slam+ Usage time: Standard action.	Rank 7 Earth
You become maximized (<i>deal max damage</i>) this round. Make a strike with a -2 accuracy penalty that deals double damage.		This maneuver functions like the leap slam maneuver, except that the damage increases to 1d8 damage plus 1d8 per 2 power.	
Steady Slam+ Usage time: Standard action.	Rank 5	Ostentatious Flex+ Usage time: Standard action.	Rank 7
Make a melee strike that deals double damage using a single weapon. If you get a glancing blow , it deals full damage instead of half damage.		Make an attack vs. Mental against all enemies in a Medium (30 ft.) radius from you. Then, you are briefly empowered (<i>roll damage twice</i>). Hit: Each target is goaded (-2 accuracy vs. non-goading creatures) by you as a condition . Critical hit: The condition must be removed an additional time before the effect ends.	
Brain Scrambler Usage time: Standard action.	Rank 7	Overhand Smash+ Usage time: Standard action.	Rank 7
Make a melee strike that deals triple damage. Hit: If the target loses hit points and your attack result also hits its Fortitude and Mental defenses, it becomes confused (-2 defenses, randomly attack or defend) as a condition .		Make a melee strike that deals extra damage equal to half your power . It deals triple damage, but you cannot get a critical hit . After making the strike, you briefly take a -2 penalty to your Armor and Reflex defenses. This penalty does not have the Swift tag, so it does not affect attacks made against you during the current phase.	
Desperate Muscle Burst Usage time: Standard action. Cost: One fatigue level.	Rank 7		
Make a strike with that deals double damage. Then, you are briefly maximized (<i>deal max damage</i>).			

Ricochet+

Rank 7

Usage time: Standard action.

Make a thrown **strike** against up to six creatures or objects in a Small (15 ft.) radius within Medium (60 ft.) range of you. You can choose the same target multiple times, but not twice in a row, and no more than three times total. Choosing the same target twice means it takes double damage, and three times means it takes triple damage.

Each target must be within your maximum **range limit** with your weapon, and you take the normal longshot penalty for attacking a creature at long range (see Weapon Range Limits, page 161). If you choose yourself as one of the targets, you can catch the weapon instead of taking damage from it.

Shrapnel Blast+

Rank 7

Usage time: Standard action.

Earth

Make a melee **strike** against a stable surface and no other targets. Then, make an attack vs. Armor against everything in a 10 ft. wide line from one corner of the target space. The length of the line is equal to one foot per point of damage you dealt to the surface, rounded to the nearest 5 foot increment.

Hit: each target takes 1d10 damage plus 1d10 per 2 power. If your attack result also hits a target's Reflex defense, it is **dazzled** (20% miss chance, no special vision) as a **condition**.

Miss: Half damage.

Wild Swing+

Rank 7

Usage time: Standard action.

Make a **strike** with a 50% miss chance that deals **extra damage** equal to half your **power**. The strike deals triple damage.

Dirty Fighting

Disable foes using freehanded attacks and tricks.

Maneuvers

Disappearing Act

Rank 1

Usage time: Standard action.

Make an attack vs. Reflex against all enemies adjacent to you.

Hit: Each target **briefly** treats you as if you were **invisible**.

Eye Poke

Rank 1

Usage time: Standard action.

Make a melee **strike**.

Hit: If your attack result also hits the target's Fortitude defense, it is **briefly dazzled** (20% miss chance, no special vision).

Piledriver

Rank 1

Usage time: Standard action.

Brawling

Make a **brawling attack** vs. Brawn using a **free hand** against a creature you are **grappling**.

Hit: The target takes 1d8 damage + power.

Stunning Fist

Rank 1

Usage time: Standard action.

Make a strike using the punch/kick **natural weapon** (see Natural Weapons, page 161).

Hit: If the target loses hit points, it becomes **stunned** (-2 defenses) as a **condition**.

Alchemical Admixture

Rank 3

Usage time: Standard action.

Make a melee **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.

Battering Ram

Rank 3

Usage time: Standard action.

Brawling

This maneuver functions like the **overrun** ability, except that it requires a standard action to use and does not increase your **fatigue level**. In addition, creatures cannot choose to avoid you. Whenever you beat a creature's defense with this ability, you deal it 1d4 damage + power.

Body Bludgeon Usage time: Standard action.	Rank 3 Brawling	Muzzling Grapple Usage time: Standard action.	Rank 3 Brawling
Make an brawling attack against the Brawn defense of a Medium or larger creature you are grappling . If you hit, you can make a strike with your normal accuracy using that creature as a weapon. Treat the creature as a Heavy weapon that deals 2d6 damage per size category by which the creature is above Small. You must also be strong enough to carry the weapon creature normally (see Weight Limits , page 19).			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.
The weapon creature takes damage equal to the damage dealt by the strike, ignoring any damage increase from critical hits.			
Disarm Usage time: Standard action.	Rank 3	Stay Down Usage time: Standard action.	Rank 3 Brawling
Make a strike . Hit: If the target loses hit points and your attack also hits its Brawn defense, it drops one item of your choice that it is holding in a single hand. This is a Size-Based effect, so it does not affect creatures that are two or more size categories larger than you.			This maneuver functions like the trip ability, except that the target is also unable to stand up during the next movement phase.
Eye Gouge Usage time: Standard action.	Rank 3	Strangle Usage time: Standard action.	Rank 3 Brawling
Make a strike . Hit: If the target loses hit points, it is dazzled (20% miss chance, no special vision) as a condition .			This maneuver functions like the grapple ability, except that the target also takes 1d4 damage + power damage. You cannot get a glancing blow with this attack.
Fake Out Usage time: Standard action.	Rank 3	Takedown Usage time: Standard action.	Rank 3 Brawling
Make a melee strike . If your attack result hits the target's Reflex defense, the strike deals extra damage equal to half your power. Otherwise, you briefly take a -2 accuracy penalty against the target.			This maneuver functions like the grapple ability, except that the target also falls prone (<i>half speed, -2 Armor and Ref</i>).
Fling Usage time: Standard action.	Rank 3 Brawling	Backbreaker Usage time: Standard action.	Rank 5 Brawling
Make an brawling attack vs. Brawn using a free hand against a creature you touch . The target's weight category must be below the maximum weight category you can lift normally (see Weight Categories , page 19). Hit: If the target has no remaining damage resistance , you knockback it up to 30 feet.			Make a brawling attack vs. Brawn using a free hand against a creature you are grappling . Hit: The target takes 1d8 damage plus 1d8 per 2 power. If it loses hit points from this damage, it becomes slowed (-10 speed, -2 Armor and Ref) as a condition .
Disappearing Act+ Usage time: Standard action.	Rank 5	Disappearing Act+ Usage time: Standard action.	Rank 5
Make an attack vs. Reflex against all enemies within a Medium (30 ft.) radius from you. Then, you are briefly focused (<i>roll attacks twice</i>). Hit: Each target briefly treats you as if you were invisible .			
Eyebite Usage time: Standard action.	Rank 5	Eyebite Usage time: Standard action.	Rank 5
Make a melee strike that deals double damage. Hit: If the target loses hit points and your attack also hits its Reflex defense, it treats you as being invisible as a condition (see Invisible , page 505).			

Piledriver+	Rank 5
Usage time: Standard action.	Brawling

Make a [brawling attack](#) vs. Brawn using a free hand against a creature you are [grappling](#).

Hit: The target takes 1d10 damage plus 1d10 per 2 power.

Quivering Palm	Rank 5
Usage time: Standard action.	

Make a [strike](#) using the punch/kick [natural weapon](#) (see [Natural Weapons](#), page 161).

Hit: If the target loses hit points, it takes 1d6 damage plus 1d6 per 2 power. On a critical hit, this damage is doubled.

Steal Weapon	Rank 5
Usage time: Standard action.	

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. If you take a weapon in this way, you can make a [strike](#) with it.

Sweep and Slam	Rank 5
Usage time: Standard action.	Brawling

This maneuver functions like the [trip](#) ability, except that the target also takes 1d6 damage per 2 power. You cannot get a [glancing blow](#) with this attack.

Anklebreaker	Rank 7
Usage time: Standard action.	

Make a [strike](#) that deals triple damage. If you get a [critical hit](#), the target is [briefly slowed](#) (-10 speed, -2 Armor and Ref).

Battering Ram+	Rank 7
Usage time: Standard action.	

This maneuver functions like the [battering ram](#) maneuver, except that the damage increases to 1d8 damage plus 1d8 per 2 power.

Body Bludgeon+	Rank 7
Usage time: Standard action.	Brawling

This maneuver functions like the [body bludgeon](#) maneuver, except that the strike deals triple damage.

Fake Out+	Rank 7
Usage time: Standard action.	

Make a melee [strike](#) that deals double damage. If your attack result hits the target's [Reflex defense](#), the strike deals 1d6 [extra damage](#) per 2 power. This extra damage is not doubled by the base double damage of the strike. Otherwise, you [briefly](#) take a -2 accuracy penalty against the target.

Fling+	Rank 7
Usage time: Standard action.	Brawling

Make an [brawling attack](#) vs. Brawn using a [free hand](#) against a creature you [touch](#). The target's [weight category](#) must be below the maximum weight category you can lift normally (see [Weight Categories](#), page 19).

Hit: 1d6 damage plus 1d6 per power. If the target loses [hit points](#), you [knockback](#) it up to 30 feet.

Muzzling Grapple+	Rank 7
Usage time: Standard action.	Brawling

This maneuver functions like the [grapple](#) 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.

Pin	Rank 7
Usage time: Standard action.	Brawling

Make a [brawling attack](#) vs. Brawn using a [free hand](#) against a creature you are [grappling](#).

Hit: The defense penalties the target suffers from being [grappled](#) are doubled as long as the grapple continues. In addition, it takes a -2 penalty to the [escape grapple](#) ability. These penalties do not stack if you use this ability multiple times.

Quivering Palm+	Rank 7
Usage time: Standard action.	

Make a [strike](#) that deals double damage using the punch/kick [natural weapon](#) (see [Natural Weapons](#), page 161).

Hit: If the target loses hit points, it takes 1d10 damage plus 1d10 per 2 power. On a critical hit, this damage is doubled.

Ebb and Flow

Fight reactively, shifting your style with the flow of combat.

Maneuvers

All-In

Rank 1

Usage time: Standard action.

Make a melee **strike** with a +1 accuracy bonus. However, you **briefly** take a -2 penalty to all defenses against each target of the strike. This penalty does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Counterstrike

Rank 1

Usage time: Standard action.

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.

Guardbreaker

Rank 1

Usage time: Standard action.

Choose an **ally**, then make a melee **strike**.

Hit: The target takes a -2 penalty to its Armor and Reflex defenses against that ally's attacks this round.

Punish Inattention

Rank 1

Usage time: Standard action.

Swift

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.

Redeeming Followup

Rank 1

Usage time: Standard action.

Make a **strike**. You gain a +2 accuracy bonus with the strike against all creatures that you missed with a **strike** last round.

Sharpening Kata

Rank 1

Usage time: Standard action.

If you did not attack last round, you are **briefly focused** (*roll attacks twice*) and **honed** (+4 accuracy with crits).

Tag-Team Followup

Rank 1

Usage time: Standard action.

Make a **strike**. You get a +1 accuracy bonus with the strike if the target already took damage from one of your **allies** during the current round.

Back Into the Fray

Rank 3

Usage time: Standard action.

Make a **strike**. It deals double damage if you did not make any attacks last round and regained either **hit points** or **damage resistance** last round.

Begin the Hunt

Rank 3

Usage time: Standard action.

Make a strike with a -1 accuracy penalty. Then, you gain a +1 accuracy bonus against one creature targeted by the strike. If the strike had multiple targets, you choose which target you gain the bonus against. It lasts until you finish a **short rest** or make an attack that does not include that creature as a target.

Counter Sweep

Rank 3

Usage time: Standard action.

Swift

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 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.

Dance of Death

Rank 3

Usage time: Standard action.

If you both dealt damage to a creature and took damage from a creature last round, you are **briefly maximized** (*deal max damage*) and **shielded** (+2 Armor and Ref).

Tranquil Kata

Rank 3

Usage time: Standard action.

You are **briefly braced** (+2 defenses). If your location did not change since the start of the round, you are also briefly **focused** (*roll attacks twice*).

Two-Weapon Rhythm Usage time: Standard action.	Rank 3	Redeeming Followup+ Usage time: Standard action.	Rank 5
Make a dual strike using two weapons (see Dual Strikes, page 41). Hit: You are briefly focused (<i>roll attacks twice</i>).		Make a strike that deals double damage. You gain a +2 accuracy bonus with the strike against all creatures that you missed with a strike last round.	
Victorious Followup Usage time: Standard action.	Rank 3	Sharpening Kata+ Usage time: Standard action.	Rank 5
Make a strike with a -2 accuracy penalty. The strike deals extra damage equal to your power against all creatures that you dealt damage to with a strike last round.		If you did not attack last round, you are briefly primed (<i>always explode</i>) and honed (+4 accuracy with crits).	
All-In+ Usage time: Standard action.	Rank 5	Tag-Team Followup+ Usage time: Standard action.	Rank 5
Make a melee strike with a +2 accuracy bonus that deals double damage. However, you briefly take a -2 penalty to all defenses against each target of either strike. This penalty does not have the Swift tag, so it does not affect attacks made against you during the current phase.		Make a strike that deals double damage. You get a +1 accuracy bonus with the strike if the target already took damage from one of your allies during the current round.	
Begin the Hunt+ Usage time: Standard action.	Rank 5	Dance of Death+ Usage time: Standard action.	Rank 7 Swift
This maneuver functions like the begin the hunt maneuver, except that the accuracy bonus stacks with itself, up to a maximum of a +4 bonus. This accuracy bonus does not stack with the accuracy bonus from begin the hunt .		If you both dealt damage to a creature and took damage from a creature last round, you are briefly maximized (<i>deal max damage</i>) and shielded (+2 Armor and Ref). Since this ability has the Swift tag, it protects you from attacks during the current phase.	
Counter Flurry Usage time: Standard action.	Rank 5 Swift		
Choose a creature you can see. If that creature attacks you this round, you immediately make two melee strikes against them as a reactive attack if possible. These attacks resolve before the creature's attack, so if you incapacitate it with either strike, its attack does not affect you. You can only respond once in this way, even if the creature attacks you multiple times.			
Guardbreaker+ Usage time: Standard action.	Rank 5		
Choose an ally , then make a melee strike that deals double damage. Hit: The target takes a -4 penalty to its Armor and Reflex defenses against that ally's attacks this round.			

Flurry of Blows

Attack too rapidly for your foes to react.

Maneuvers

Building Storm

Rank 1

Usage time: Standard action.

If you hit with a strike last round, you are briefly primed (*always explode*).

Dazzling Kata

Rank 1

Usage time: Standard action.

Make an attack vs. Reflex against all **enemies** adjacent to you. Then, you are briefly focused (*roll attacks twice*).

Hit: Each target is briefly dazzled (20% miss chance, no special vision).

Miss: Half damage.

Fragmentary Burst

Rank 1

Usage time: Standard action.

Make a ranged **strike** using a **Projectile** weapon against everything in a Small (15 ft.) cone from you. Each target must be within your maximum **range limit** with your weapon, and you take the normal longshot penalty for attacking a creature at long range (see **Weapon Range Limits**, page 161). You also still take the normal -4 accuracy penalty for attacking an adjacent creature with a **Projectile** weapon (see **Weapon Tags**, page 161).

Quickdraw

Rank 1

Usage time: Standard action.

You can sheathe any non-**Heavy** weapons you wield, then draw one or two non-**Heavy** weapons into your **free hands**. Then, you can make a **strike** with a -1 accuracy penalty.

Quickfire

Rank 1

Usage time: Standard action.

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.

Whirlwind

Rank 1

Usage time: Standard action.

Make a melee **strike** with a -1 accuracy penalty. The strike targets all **enemies** adjacent to you.

Barrage

Rank 3

Usage time: Standard action.

Make two ranged **strikes** using **Projectile** weapons. You take a -5 accuracy penalty with both strikes, and any **longshot** penalty that applies to the strikes is doubled. For each previous consecutive round that you used this ability in the same location, you reduce this accuracy penalty by 1.

Building Frenzy

Rank 3

Usage time: Standard action.

Make a **strike** with a -1 accuracy penalty. Then, you are briefly focused (*roll attacks twice*).

Dazzling Speed

Rank 3

Usage time: Standard action.

Make a **strike**.

Hit: The target is briefly dazzled (20% miss chance, no special vision).

Deathseeking Flurry

Rank 3

Usage time: Standard action.

Make a **strike**.

Hit: Make an additional strike against all creatures that lost hit points from the first strike. The second strike cannot target any other creatures.

Desperate Double Flurry

Rank 3

Usage time: Standard action.

Cost: One **fatigue** level.

Make two **strikes** with a -2 accuracy penalty. You cannot use the *desperate exertion* ability to affect these strikes.

Guardweave

Rank 3

Usage time: Standard action.

Swift (see text)

You are **shielded** (+2 **Armor** and **Ref**) this round. Make a **strike**. The shielding is a **Swift** effect, but the strike is not.

Heavy Quickdraw

Rank 3

Usage time: Standard action.

You can sheathe any weapons you wield, then draw one or two weapons into your **free hands**. Then, you can make a **strike**.

Rain of Arrows Usage time: Standard action.	Rank 3	Fragmentary Burst+ Usage time: Standard action.	Rank 5
Choose a Small (<i>15 ft.</i>) radius within Long (<i>90 ft.</i>) range. You shoot a volley of projectiles into their air that arc towards that area. This requires shooting a Projectile weapon five times to cover the full area. Creature can generally recognize the area that the arrows will land in with a DV 15 Awareness check. During your next action, the arrows land, and you make a strike with your weapon from last round against all creatures in the area. On a miss, you still deal half damage. Each target must be within your maximum range limit with your weapon, and you take the normal longshot penalty for attacking a creature at long range (see <i>Weapon Range Limits</i> , page 161).		Make a ranged strike using a Projectile weapon against everything in a Large (<i>60 ft.</i>) cone from you. You take a -1 accuracy penalty with the strike, but it deals double damage. Each target must be within your maximum range limit with your weapon, and you take the normal longshot penalty for attacking a creature at long range (see <i>Weapon Range Limits</i> , page 161). You also still take the normal -4 accuracy penalty for attacking an adjacent creature with a Projectile weapon (see <i>Weapon Tags</i> , page 161).	
Rapid Quaff Usage time: Standard action.	Rank 3	Quickfire Flurry Usage time: Standard action.	Rank 5
Make a 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.		Make two ranged strikes 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.	
Static Shock Usage time: Standard action.	Rank 3 Electricity	Whirlwind+ Usage time: Standard action.	Rank 5
Make a strike . Hit: If the target loses hit points and your attack result hits its Fortitude defense, it becomes stunned (-2 defenses) as a condition.		Make a melee strike that deals double damage. The strike targets all enemies adjacent to you.	
Building Storm+ Usage time: Standard action.	Rank 5	Blinding Flurry Usage time: Standard action.	Rank 7
You are briefly primed (<i>always explode</i>). If you hit with at least two strikes last round, you are also briefly focused (<i>roll attacks twice</i>).		Make three melee strikes with a -1 accuracy penalty. If all three strikes deal damage and also hit the target's Fortitude defense, it is briefly blinded (50% miss chance, -2 Armor and Ref).	
Desperate Triple Flurry Usage time: Standard action. Cost: One fatigue level.	Rank 5	Building Frenzy+ Usage time: Standard action.	Rank 7
Make three strikes with a -2 accuracy penalty. You cannot use the <i>desperate exertion</i> ability to affect these strikes.		You are briefly focused (<i>roll attacks twice</i>). Then, make a strike with a -1 accuracy penalty that deals double damage.	
Double Flurry Usage time: Standard action.	Rank 5	Dazzling Speed+ Usage time: Standard action.	Rank 7
Make two strikes .		Make a strike that deals triple damage. Hit: The target is dazzled (20% miss chance, no special vision) as a condition.	

Deathseeking Flurry+

Rank 7

Usage time: Standard action.

Make a **strike** that deals double damage.

Hit: Make an additional strike against all creatures that lost hit points from the first strike. The second strike deals double damage, and cannot target any other creatures.

Guardweave Flurry

Rank 7

Usage time: Standard action.

Swift (see text)

You are **shielded** (+2 Armor and Ref) this round. Make three **strikes** with a -2 accuracy penalty. The shielding is a Swift effect, but the strikes are not.

Rain of Arrows+

Rank 7

Usage time: Standard action.

This maneuver functions like the **rain of arrows** maneuver, except that the area increases to a Medium (30 ft.) radius, and the strike deals triple damage.

Static Shock+

Rank 7

Usage time: Standard action.

Electricity

Make a **strike** that deals triple damage.

Hit: The target is briefly stunned (-2 defenses).

Triple Flurry

Rank 7

Usage time: Standard action.

Make three **strikes**.**Whirlwind Flurry**

Rank 7

Usage time: Standard action.

Make three melee **strikes** with a -1 accuracy penalty. The strikes target all **enemies** adjacent to you.

Herald of War

Demoralize foes and inspire allies with battlecries and a commanding presence.

Maneuvers

Challenge

Rank 1

Usage time: Standard action.

Emotion

Make an attack vs. Mental against up to two creatures in Short (30 ft.) range. Then, you are **briefly shielded**.

Hit: Each target is briefly goaded (-2 accuracy vs. non-goading creatures) by you.

Cry of Rage

Rank 1

Usage time: Standard action.

Auditory

You are **briefly primed** (*always explode*) and **enraged** (*must attack*).

Deafening Shout

Rank 1

Usage time: Standard action.

Auditory

Make an attack vs. Fortitude against a creature within Short (30 ft.) range of you.

Hit: 1d6 damage + half power, and the target is **briefly deafened** (20% verbal spell failure).

Fearsome Roar

Rank 1

Usage time: Standard action.

Auditory, Emotion

Make an attack vs. Mental against all **enemies** in a Medium (30 ft.) radius from you.

Hit: Each target is **briefly frightened** (-2 Mental, -2 accuracy vs. source) by you. Each target with no remaining **damage resistance** also becomes frightened of you as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

Mighty Roar

Rank 1

Usage time: Standard action.

Auditory

Make an attack vs. Fortitude against all **enemies** in a Medium (30 ft.) radius from you. Then, you are **briefly fortified** (+2 Brawn, Fort, Ment) and **empowered** (*roll damage twice*).

Hit: Each target is **briefly deafened** (20% verbal spell failure).

Stunning Shout	Rank 1
Usage time: Standard action.	Auditory, Compulsion
Make an attack vs. Mental against everything in a Medium (30 ft.) cone from you.	
Hit: Each target is briefly stunned (-2 defenses).	

Thunderous Shout	Rank 1
Usage time: Standard action.	Auditory
Make an attack vs. Fortitude against all creatures in a Medium (30 ft.) cone from you.	
Hit: 1d6 damage + half power. Miss: Half damage.	

Empowering Roar	Rank 3
Usage time: Standard action.	Auditory
Your allies within a Large (60 ft.) radius from you are empowered (roll damage twice) this round.	

Encouraging Battlecry	Rank 3
Usage time: Standard action.	Auditory, Emotion, Swift
Cost: One fatigue level.	

You and each ally in a Medium (30 ft.) radius from you each regain damage resistance equal to 1d6 + your power.

Fearsome Blow	Rank 3
Usage time: Standard action.	Emotion
Make a strike.	
Hit: If your attack result also hits the target's Mental defense, it becomes briefly frightened (-2 Mental, -2 accuracy vs. source) by you.	

Goading Shout	Rank 3
Usage time: Standard action.	Auditory, Emotion
Make an attack vs. Mental against all enemies in a Medium (30 ft.) cone from you.	
Hit: Each target is briefly goaded (-2 accuracy vs. non-goading creatures) by you. If it has no remaining hit points, it is also goaded by you as a condition.	

Critical hit: The condition must be removed an additional time before the effect ends.

Rally the Troops	Rank 3
Usage time: Standard action.	Auditory, Swift
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.	

Cry of Rage+	Rank 5
Usage time: Standard action.	Auditory
You are briefly primed (always explode), empowered (roll damage twice), and enraged (must attack).	

Deafening Shout+	Rank 5
Usage time: Standard action.	Auditory
Make an attack vs. Fortitude against a creature within Short (30 ft.) range of you.	
Hit: 1d6 damage plus 1d6 per 2 power. Hit: The target becomes deafened (20% verbal spell failure) as a condition.	

Faltering Roar	Rank 5
Usage time: Standard action.	Auditory
Make an attack vs. Brawn against all enemies in a Large (60 ft.) radius from you.	
Hit: Each target is briefly slowed (-10 speed, -2 Armor and Ref).	

Fearsome Roar+	Rank 5
Usage time: Standard action.	Auditory, Emotion
Make an attack vs. Mental against all enemies in a Large (60 ft.) radius from you.	
Hit: Each target is frightened (-2 Mental, -2 accuracy vs. source) by you as a condition.	

Critical hit: The condition must be removed an additional time before the effect ends.

Inspire Awe	Rank 5
Usage time: Standard action.	Emotion
Make a strike that deals double damage.	
Hit: Compare your attack result to the Mental defense of each enemy other than the target of that strike within a Small (15 ft.) radius from the target. On a hit, each secondary target is briefly frightened (-2 Mental, -2 accuracy vs. source) by you.	

Mighty Roar+	Rank 5
Usage time: Standard action.	Auditory

Make an attack vs. Fortitude against all **enemies** in a Medium (30 ft.) radius from you. Then, you are **briefly fortified** (+2 *Brawn, Fort, Ment*) and **empowered** (*roll damage twice*).

Hit: Each target is **deafened** (20% *verbal spell failure*) as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

Stunning Shout+	Rank 5
Usage time: Standard action.	Auditory, Compulsion

Make an attack vs. Mental against all **enemies** in a Large (60 ft.) cone from you.

Hit: Each target is **briefly stunned** (-2 *defenses*). If it has no remaining **damage resistance**, it is stunned as a condition instead.

Critical hit: The condition must be removed an additional time before the effect ends.

Thunderous Shout+	Rank 5
Usage time: Standard action.	Auditory

Make an attack vs. Fortitude against all creatures in a Medium (30 ft.) cone from you.

Hit: 1d6 damage plus 1d6 per 2 power.

Miss: Half damage.

Challenge+	Rank 7
Usage time: Standard action.	Emotion

Make an attack vs. Mental against up to four creatures in Short (30 ft.) range. Then, you are **briefly braced** (+2 *defenses*).

Hit: Each target is **briefly goaded** (-2 *accuracy vs. non-goaded creatures*) by you. Each target with no remaining **damage resistance** is also goaded as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

Empowering Roar+	Rank 7
Usage time: Standard action.	Auditory

You and your **allies** within a Large (60 ft.) radius from you are **briefly empowered** (*roll damage twice*).

Encouraging Battlecry+	Rank 7
Usage time: Standard action.	Auditory, Emotion, Swift

Cost: One **fatigue level**. You and each **ally** in a Medium (30 ft.) radius from you each regain 1d8 per 2 power **damage resistance**.

Fearsome Blow+	Rank 7
Usage time: Standard action.	Emotion

Make a melee **strike** that deals triple damage.

Hit: If your attack result also hits the target's Mental defense, it becomes **frightened** (-2 *Mental, -2 accuracy vs. source*) by you as a condition.

Gloating Shout+	Rank 7
Usage time: Standard action.	Auditory, Emotion

Make an attack vs. Mental against all **enemies** in a Large (60 ft.) cone from you.

Hit: Each target is **goaded** (-2 *accuracy vs. non-goaded creatures*) by you as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

Mobile Hunter

Move around the battlefield with ease to avoid threats or hunt weak foes.

Maneuvers

Adrenaline

Rank 1

Usage time: Standard action.

Cost: One fatigue level (see text).

You briefly gain a +10 foot bonus to your movement speed and are primed (*always explode*). If you have a vital wound, this ability does not increase your fatigue level.

Carve the Air

Rank 1

Usage time: Standard action.

You jump and move as normal for the jump (see Jumping, page 39). You can make a melee strike with a -2 accuracy penalty from any location you occupy during the motion. This includes both your initial leap and any fall afterwards that happens during the current round.

Fall Back

Rank 1

Usage time: Standard action.

Make a melee strike. Then, you can move up to half your movement speed.

Prepared Sprint

Rank 1

Usage time: Standard action.

Your movement speed is briefly doubled. However, you cannot use the sprint ability during that time.

Push Through

Rank 1

Usage time: Standard action.

Make a melee strike.

Hit: If the target is a creature, you briefly do not consider it to be an obstacle when moving through its space. You still cannot end your movement in its space.

Rushdown

Rank 1

Usage time: Standard action.

You can move up to half your speed, then make a melee strike.

Sprinting Charge

Rank 1

Usage time: Standard action.

Cost: One fatigue level.

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.

Unbalancing Backstep

Rank 1

Usage time: Standard action.

Swift (see text)

You are braced (+2 defenses) this round. In addition, choose a creature you can see. You can move up to 5 feet away from that creature. 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 penalty trigger are Swift effects, but not the movement.

Fall Back+

Rank 3

Usage time: Standard action.

Make a melee strike. Then, you can move up to your movement speed.

Flash Charge

Rank 3

Usage time: Standard action.

You can move in a straight line up to your movement speed. During this movement, you move too quickly to be seen. This makes you invisible and allows you to move through space occupied by enemies, treating those spaces as difficult terrain. You become visible at your destination, and you can then make a melee strike there.

You cannot use this ability if you have any encumbrance.

Momentous Impact

Rank 3

Usage time: Standard action.

Make a melee strike. If your movement during the movement phase of this round consisted entirely of moving at least 20 feet in a straight line towards your target, the strike deals extra damage equal to half your power.

Reaping Harvest

Rank 3

Usage time: Standard action.

Move up to your movement speed in a straight line. You can also make a melee strike. The strike targets all enemies adjacent to you at any point during your movement.

Adrenaline+	Rank 5
Usage time: Standard action.	
Cost: One fatigue level.	

You briefly gain a +20 foot bonus to your movement speed and are primed (*always explode*). If you have a vital wound, this ability does not increase your fatigue level.

Fearsome Pounce	Rank 5
Usage time: Standard action.	Emotion
Move up to half your movement speed and make a melee strike that deals double damage.	
Hit: If your attack result also hits the target's Mental defense, it is briefly frightened (-2 Mental, -2 accuracy vs. source) by you.	

Flash Sweep	Rank 5
Usage time: Standard action.	
You can move in a straight line up to your movement speed. During this movement, you move too quickly to be seen. This makes you invisible and allows you to move through space occupied by enemies, treating those spaces as difficult terrain. While still invisible, you can make a melee strike. The strike targets all enemies adjacent to you at any point during your movement. After making the strike, you become visible at your destination.	

You cannot use this ability if you have any encumbrance.

Frenzied Charge	Rank 5
Usage time: Standard action.	
This maneuver functions like the charge ability, except that the strike deals double damage, and 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.	

Eyeflash Pounce	Rank 7
Usage time: Standard action.	Emotion
Move up to half your movement speed and make a melee strike that deals triple damage.	

Hit: The target briefly treats you as being invisible.

Flash Flurry	Rank 7
Usage time: Standard action.	
You can move in a straight line up to your movement speed. During this movement, you move too quickly to be seen. This makes you invisible and allows you to move through space occupied by enemies, treating those spaces as difficult terrain. While still invisible, you can make two melee strikes at any point during your movement. After making the strikes, you become visible at your destination.	

You cannot use this ability if you have any encumbrance.

Leaping Impact	Rank 7
Usage time: Standard action.	
You jump and move as normal for the jump (see Jumping, page 39). You can make a melee strike that deals double damage from your final location after jumping. 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.	

Reaping Harvest+	Rank 7
Usage time: Standard action.	
Move up to your movement speed in a straight line. You can also make a melee strike that deals triple damage. The strike targets all enemies adjacent to you at any point during your movement.	

Perfect Precision

Stab foes with careful aim.

Maneuvers

Arrowguide

Rank 1

Usage time: Standard action.

Make a ranged **strike** with a -2 accuracy penalty. Then, you **briefly** gain a +2 accuracy bonus with ranged **strikes** against the target.

Called Shot

Rank 1

Usage time: Standard action.

Choose a number from 1–10, then make a **strike**. If you roll that number on your attack roll, you gain a +5 accuracy bonus. Any die rolled as part of an attack that **explodes** counts for this purpose, and you use your final die result after applying any rerolls. Effects which would replace your attack roll with a fixed value, such as a law paladin’s **aligned aura** ability, do not apply to this strike.

Chargebreaker

Rank 1

Usage time: Standard action.

You ready a reactive melee strike (see Ready Reaction, page 43). The strike triggers against any **enemy** that you couldn’t already hit with a melee strike at the start of the phase, such as enemies already adjacent to you. You gain a +2 accuracy bonus with the reactive strike.

Desperate Pierce

Rank 1

Usage time: Standard action.

Cost: See text.

Make a **strike**. You can increase your **fatigue level** by one to reroll the attack roll with a +4 accuracy bonus. You cannot use the **desperate exertion** ability to affect this strike.

Heartpiercer

Rank 1

Usage time: Standard action.

Make a **strike**. You gain a +3 accuracy bonus with the strike for the purpose of determining whether you get a **critical hit**. However, you cannot get a **glancing blow** with this strike.

You strike directly for your foe’s heart.

Injection

Rank 1

Usage time: Standard action.

Make a **strike**.

Hit: If it target loses hit points, you gain a +4 accuracy bonus with contact-based and injury-based poisons delivered with the strike.

Lunge

Rank 1

Usage time: Standard action.

Make a melee **strike** 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.

Maintain Focus

Rank 1

Usage time: Standard action.

You become **briefly focused** (*roll attacks twice*). During the next round, if you hit with a **strike**, you become **briefly focused** again.

Penetrating Shot

Rank 1

Usage time: Standard action.

Make a ranged **strike** against everything in a Medium (30 ft. long), 5 ft. wide line from you. Each target must be within your maximum **range limit** with your weapon, and you take the normal longshot penalty for attacking a creature at long range (see Weapon Range Limits, page 161). You also still take the normal -4 accuracy penalty for attacking an adjacent creature with a Projectile weapon (see Weapon Tags, page 161).

Armorpiercer

Rank 3

Usage time: Standard action.

Make a **strike**. The attack is made against the target’s **Reflex defense** instead of its **Armor defense**.

Distant Shot

Rank 3

Usage time: Standard action.

Make a ranged **strike**. You reduce your **longshot penalty** with the strike by 4, which generally removes the penalty entirely.

Full-Body Thrust

Rank 3

Usage time: Standard action.

Make a melee **strike** with extra damage equal to 1d4 plus half your **power**. However, you **briefly** take a -2 penalty to your accuracy and defenses after making the strike.

Pure Precision	Rank 3
Usage time: Standard action.	
Make a strike with a +3 accuracy bonus.	

The Sharpest Blade	Rank 3
Usage time: Standard action.	
Make a strike . Hit: You become briefly honed (+4 accuracy with crits).	

Called Shot+	Rank 5
Usage time: Standard action.	
Choose a number from 1–10, then make a strike that deals double damage. If you roll that number on your attack roll, you gain a +5 accuracy bonus. Any die rolled as part of an attack that explodes counts for this purpose, and you use your final die result after applying any rerolls. Effects which would replace your attack result with a fixed value, such as a law paladin's aligned aura ability, do not apply to this strike.	

Focusing Lunge	Rank 5
Usage time: Standard action.	
Make a melee strike with a -1 accuracy penalty 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, and only one of the spaces in the line can be adjacent to you. The strike deals double damage. If you deal damage to two creatures in this way, you briefly become focused (<i>roll attacks twice</i>).	

Heartpiercer+	Rank 5
Usage time: Standard action.	
Make a strike . You gain a +15 accuracy bonus with the strike for the purpose of determining whether you get a critical hit . However, you cannot get a glancing blow with this strike. <i>You strike directly for your foe's heart.</i>	

Injection+	Rank 5
Usage time: Standard action.	
Make a strike that deals double damage. Hit: You gain a +4 accuracy bonus with contact-based and injury-based poisons delivered with the strike.	

Maintain Edge	Rank 5
Usage time: Standard action.	
You become briefly focused (<i>roll attacks twice</i>) and honed (+4 accuracy with crits). During the next round, if you get a critical hit with a strike , you become briefly honed again.	

Penetrating Shot+	Rank 5
Usage time: Standard action.	
Make a ranged strike against everything in a Large (60 ft. long), 5 ft. wide line from you. The strike deals double damage. Each target must be within your maximum range limit with your weapon, and you take the normal longshot penalty for attacking a creature at long range (see <i>Weapon Range Limits</i> , page 161). You also still take the normal -4 accuracy penalty for attacking an adjacent creature with a Projectile weapon (see <i>Weapon Tags</i> , page 161).	

Full-Body Thrust+	Rank 7
Usage time: Standard action.	
Make a melee strike with 1d10 damage plus 1d10 per 2 power extra damage . However, you briefly take a -2 penalty to your accuracy and defenses after making the strike.	

Pinning Shot	Rank 7
Usage time: Standard action.	
Make a strike that deals triple damage. If you get a critical hit and the target loses hit points , it becomes slowed (-10 speed, -2 Armor and Ref) as a condition .	

Pressure Point Puncture	Rank 7
Usage time: Standard action.	
Make a melee strike that deals triple damage. Hit: If your attack result also hits the target's Fortitude defense, it takes a -1 penalty to all defenses as a condition . A creature can have up to four instances of this condition on it at once, and the penalty from each instance stacks. Any individual creature can only gain one instance of this condition per round, even if multiple creatures use this ability on it.	

Pure Precision+	Rank 7
Usage time: Standard action.	
Make a strike with a +15 accuracy bonus.	

The Sharpest Blade+

Usage time: Standard action.

Make a **strike** that deals triple damage.**Hit:** You become **briefly honed** (*+4 accuracy with crits*).

Rank 7

Rip and Tear*Rip foes apart.***Maneuvers****Bloodletter**

Rank 1

Usage time: Standard action.

Make a **strike**.**Hit:** If the target loses hit points, it bleeds. A bleeding creature takes damage equal to $1d4 + \text{half your power}$ during your next action. On a critical hit, this bleeding damage is doubled.**Bloodreap**

Rank 1

Usage time: Standard action.

Make a melee **strike**. If a creature loses **hit points** from the strike, you are **briefly empowered** (*roll damage twice*).**Desperate Bloodwhirl**

Rank 1

Usage time: Standard action.

Cost: One **fatigue level**.Make a melee **strike**. The strike targets all **enemies** adjacent to you. You cannot use the *desperate exertion* ability to affect this strike. Each creature hit by the strike bleeds. A bleeding creature takes damage equal to half your **power** during your next action. On a critical hit, this bleeding damage is doubled.**Rebounding Throw**

Rank 1

Usage time: Standard action.

Make a thrown **strike**. The strike also targets an additional creature or object within 10 feet of the strike's primary target.**Wide Sweep**

Rank 1

Usage time: Standard action.

Make a melee **strike**. The strike gains the **Sweeping** (1) tag, or you gain a +1 bonus to the Sweeping value if it already had that tag. This allows the strike to hit an additional target (see Weapon Tags, page 161).**Blood Trance**

Rank 3

Usage time: Standard action.

You may choose to lose a quarter of your maximum hit points. Then, if you are below your maximum **hit points**, you become **briefly primed** (*always explode*) and **empowered** (*roll damage twice*).

Brow Gash Usage time: Standard action. Make a strike . Hit: If the target loses hit points, it becomes dazzled (<i>20% miss chance, no special vision</i>) as a condition.	Rank 3	Tear Exposed Flesh Usage time: Standard action. Make a strike with a -1 accuracy penalty. If the target has no remaining damage resistance , the strike deals double damage.	Rank 3
Flintspark Usage time: Standard action. Make a strike . Hit: The target burns. A burning creature takes damage equal to half your power during your next action. On a critical hit, this burning damage is doubled.	Rank 3 Fire	Two-Weapon Rend Usage time: Standard action. Make a dual strike (see Dual Strikes, page 41). You reroll the attack roll once and keep the lower result. Hit: The target bleeds. A bleeding creature takes damage equal to the damage it took from the strike during your next action.	Rank 3
Rend the Hide Usage time: Standard action. Make a strike . Hit: If the target is not wearing metal body armor, it bleeds. A bleeding creature takes damage equal to half your power during your next action. On a critical hit, this bleeding damage is doubled.	Rank 3	Bloodletter+ Usage time: Standard action. Make a strike that deals double damage. Hit: If the target loses hit points, it bleeds profusely. A bleeding creature takes damage equal to $2d6 + \text{your power}$ during your next two actions. On a critical hit, this bleeding damage is doubled.	Rank 5
Ricochet Usage time: Standard action. Make a thrown strike against up to four creatures or objects in a Small (15 ft.) radius within Medium (60 ft.) range of you. Each target must be within your maximum range limit with your weapon, and you take the normal longshot penalty for attacking a creature at long range (see Weapon Range Limits, page 161). If you choose yourself as one of the targets, you can catch the weapon instead of taking damage from it.	Rank 3	Bloodreap+ Usage time: Standard action. Make a melee strike that deals double damage. If a creature loses hit points from the strike, or if you are below your maximum hit points, you are briefly empowered (<i>roll damage twice</i>).	Rank 5
Spinning Steel Usage time: Standard action. You are stealed (<i>immune to crits</i>) this round. Make a melee strike . The strike targets all enemies adjacent to you. The steel is a Swift effect, but the strike is not.	Rank 3 Swift (see text)	Desperate Bloodwhirl+ Usage time: Standard action. Cost: One fatigue level . Make a melee strike that deals double damage. The strike targets all enemies adjacent to you. You cannot use the desperate exertion ability to affect this strike. Each creature hit by the strike bleeds. A bleeding creature takes damage equal to your power during your next action. On a critical hit, this bleeding damage is doubled.	Rank 5
Strip the Flesh Usage time: Standard action. Make a strike . Hit: If the target loses hit points and is not wearing metal body armor, it becomes stunned (-2 defenses) as a condition.	Rank 3	Hamstring Usage time: Standard action. Make a melee strike that deals double damage. Hit: If the target loses hit points, it becomes slowed (-10 speed , -2 Armor and Ref) as a condition.	Rank 5

Slash and Return Usage time: Standard action.	Rank 5	Spinning Steel+ Usage time: Standard action. You are stealed (<i>immune to crits</i>) this round. Make a melee strike that deals triple damage. The strike targets all enemies adjacent to you. The steel is a Swift effect, but the strike is not.	Rank 7 Swift (see text)
Two-Weapon Rend+ Usage time: Standard action.	Rank 5	Tear Exposed Flesh+ Usage time: Standard action. Make a strike that deals extra damage equal to half your power . If the target has no remaining damage resistance , the strike deals triple damage.	Rank 7
Flintspark+ Usage time: Standard action.	Rank 7 Fire	Make a strike that deals double damage. Hit: The target burns. A burning creature takes damage equal to $2d6 + \text{your power}$ during your next action. On a critical hit, this burning damage is doubled.	
Painful Brow Gash Usage time: Standard action.	Rank 7	Make a strike that deals triple damage. Hit: If the target loses hit points, it becomes dazzled (20% miss chance, no special vision) and stunned (-2 defenses) as a single condition.	
Rend the Hide+ Usage time: Standard action.	Rank 7	Make a strike that deals double damage. If the target is not wearing metal body armor, it bleeds. A bleeding creature takes $1d6$ damage per 2 power during your next action. On a critical hit, this bleeding damage is doubled.	
Ricochet+ Usage time: Standard action.	Rank 7	Make a thrown strike against up to six creatures or objects in a Small (15 ft.) radius within Medium (60 ft.) range of you. You can choose the same target multiple times, but not twice in a row, and no more than three times total. Choosing the same target twice means it takes double damage, and three times means it takes triple damage. Each target must be within your maximum range limit with your weapon, and you take the normal longshot penalty for attacking a creature at long range (see Weapon Range Limits, page 161). If you choose yourself as one of the targets, you can catch the weapon instead of taking damage from it.	

Unbreakable Defense

Guard yourself and your allies with careful attacks and recovery abilities.

Maneuvers

Defensive Stance

Usage time: Standard action.

Rank 1

Swift

You become **briefly shielded** (+2 Armor and Ref). At the end of next round, if you took damage that round, you are **briefly shielded** (+2 Armor and Ref) again. This ability has the **Swift** tag, so it affects attacks made against you during the current phase.

I Am Your Opponent

Usage time: Standard action.

Rank 1

Emotion

Make an attack vs. Mental against all **enemies** adjacent to you.

Hit: Each target is **briefly goaded** (-2 accuracy vs. non-goaded creatures) by you. If it has no remaining **hit points**, it is also goaded by you as a **condition**.

Critical hit: The condition must be removed an additional time before the effect ends.

Parry

Usage time: Standard action.

Rank 1

Swift (see text)

This maneuver functions like the **total defense** ability, except that you gain an additional +2 bonus to your Armor defense if you are using a melee weapon. This bonus is considered to come from a shield, and does not stack with the benefits of 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**.

Shield Bash

Usage time: Standard action.

Rank 1

Swift (see text)

You are **shielded** (+2 Armor and Ref) this round. Make a melee **strike** with a -2 accuracy penalty using a shield. The shielding is a **Swift** effect, but the strike is not.

Weather the Storm

Rank 1

Usage time: Standard action.

Swift

You take half damage from all sources this round. Because this is a **Swift** ability, it affects attacks against you during the current phase.

Cleansing Blow

Rank 3

Usage time: Standard action.

Cost: One **fatigue** level.

Remove a **condition** affecting you. Then, make a **strike**.

Prepared Defense

Rank 3

Usage time: Standard action.

Make a **strike**. Then, you can choose to either be **briefly fortified** (+2 Brawn, Fort, Ment) or **briefly shielded** (+2 Armor and Ref). This ability does not have the **Swift** tag, so it does not affect attacks made against you during the current phase.

Redirecting Parry

Rank 3

Usage time: Standard action.

Swift

This maneuver functions like the **total defense** ability, except that you gain an additional +2 bonus to your Armor defense if you are using a melee weapon. This bonus is considered to come from a shield, and does not stack with the benefits of 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 Blow

Rank 3

Usage time: Standard action.

Cost: One **fatigue** level.

Make a **strike**. In addition, you regain hit points equal to 1d6 + your **power** at the end of the round.

Sinews of Steel

Rank 3

Usage time: Standard action.

Swift

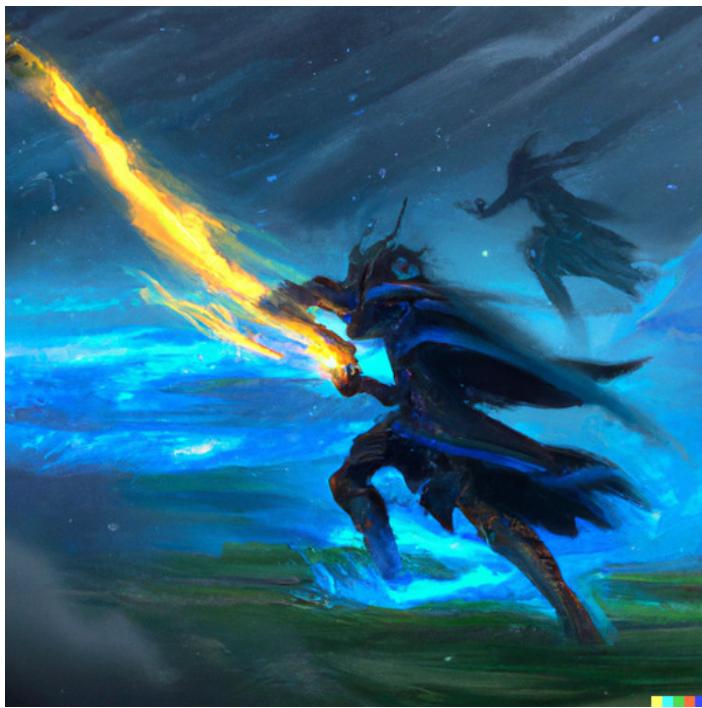
You are **briefly fortified** (+2 Brawn, Fort, Ment) and **stealed** (immune to crits). This ability has the **Swift** tag, so it affects attacks made against you during the current phase.

Stunning Shield Bash Usage time: Standard action.	Rank 3	Reflective Parry Usage time: Standard action.	Rank 7 Swift
Make a melee strike using a shield. Hit: The target is briefly stunned (-2 defenses).		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 one 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.	
Brace for Impact Usage time: Standard action.	Rank 5 Swift	Revitalizing Blow+ Usage time: Standard action. Cost: One fatigue level.	Rank 7
You are impervious to all damage this round. Because this is a Swift ability, it affects attacks against you during the current phase.		Make a strike that deals double damage. In addition, you regain 1d10 hit points plus 1d10 per 2 power at the end of the round.	
Cleanse Usage time: Standard action.	Rank 5	Sinews of Steel+ Usage time: Standard action.	Rank 7
You remove a condition affecting you.		You are briefly empowered (<i>roll damage twice</i>), fortified (+2 <i>Brawn, Fort, Ment</i>), and stealed (<i>immune to crits</i>). This ability has the Swift tag, so it affects attacks made against you during the current phase.	
Flamboyant Parry Usage time: Standard action.	Rank 5 Swift (see text)	I Am Your Opponent+ Usage time: Standard action.	Rank 5 Emotion
This maneuver functions like the total defense ability, except that you gain an additional +2 bonus to your Armor defense if you are using a melee weapon. This bonus is considered to come from a shield, and does not stack with the benefits of 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.		Make an attack vs. Mental against all enemies adjacent to you. Hit: Each target is goaded (-2 accuracy vs. non-goaded creatures) by you as a condition . Critical hit: The condition must be removed an additional time before the effect ends.	
Prepared Defense+ Usage time: Standard action.	Rank 7	Prepared Defense+ Usage time: Standard action.	Rank 7
Make a strike with a -1 accuracy penalty that deals triple damage. Then, you can choose to either be briefly fortified (+2 <i>Brawn, Fort, Ment</i>) or briefly shielded (+2 <i>Armor and Ref</i>). This ability does not have the Swift tag, so it does not affect attacks made against you during the current phase.			

Chapter 11

Mystic Spheres

Spell and Ritual Mechanics



Spells and rituals are common types of magical ✨ abilities with some special rules. Every spell and ritual belongs to a thematically related grouping called a [mystic sphere](#). To learn a spell or lead a ritual, you must have access to the mystic sphere that it belongs to.

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 votives). Each magic source has a set of associated [mystic spheres](#).

Characters with Multiple Magic Sources: Multiclass characters can have access to multiple magic sources. Their [mystic spheres](#), spells, and rituals are tracked separately for each source of magic they have access to.

Casting Components

All rituals require both verbal components and somatic components (see Ability Usage Components, page 48). Unless otherwise noted, all spells require verbal components. In addition, spells from the arcane and pact mystic sources require somatic components.

Rituals



Some characters have the ability to lead rituals. Like spells, rituals are magical ✨ abilities that are grouped into mystic spheres.

Ritual Requirements

Every ritual has three requirements to perform:

- Fatigue: Every ritual takes at least one [fatigue level](#), and some require much more. Once per minute, the ritual leader can allocate one fatigue level to a creature who participated during that full minute. Non-leading ritual participants that are suffering a [fatigue penalty](#) cannot have any additional fatigue levels allocated to them from a ritual.
- Leader: The ritual must be led by a spellcasting creature with access to one of the ritual's mystic spheres. They must also be able to cast a spell of the ritual's rank or higher. Finally, they must have knowledge of the ritual, either because they have it memorized or because they have a ritual book for the ritual. If at any time a ritual does not have a participating leader, it ends with no effect.
- Time: Every ritual takes at least one minute to perform, and some can take much longer.

Ritual Books

Unlike spells, you cannot learn additional rituals with [insight points](#). Instead, you must acquire ritual books to learn additional rituals. A ritual book contains the instructions for how to perform one or more rituals. A typical ritual book is Tiny, and can contain rituals with a maximum combined rank of 10.

The act of inscribing such potent magical instructions imbues the books with intrinsic magic. That magic tends to escape or fade over time, so ritual books made of ordinary ink quickly become unreadable. Scribing a ritual book that can last requires expensive magical ink and thick, sturdy pages. The cost to scribe a ritual book of a given rank is equal to an item of the ritual's rank (see Item Ranks, page 158). High rank ritual books tend to be made of exotic materials, like dragonhide or mithral.

Ritual Participation

While a ritual is being performed, creatures can participate in the ritual. Participating in a ritual involves spending a standard action each round, which requires both [verbal components](#) and [somatic components](#). Creatures must be able to speak at least one language to participate in a ritual. They must also be able to receive instruction about the appropriate actions to take during the ritual.

Only the ritual leader needs to know how to perform the ritual, either by having it memorized or with a ritual book. Non-leading ritual participants must be given instructions by the leader on the steps they should perform during the ritual. Creatures can freely start or stop participating in rituals. The ritual can even change leaders, as long as it always has at least one ritual leader.

Ritual Mystic Spheres

Each ritual belongs to multiple mystic spheres. You can only lead rituals from [mystic spheres](#) that you have access to. Some rituals have special effects based on which mystic sphere is used to access it. If you have access to a ritual through multiple different mystic spheres, you choose which mystic sphere you are using to perform the ritual when the ritual starts.

Magic Sources

Arcane Mystic Spheres

Chronomancy: Manipulate the passage of time to inhibit foes and aid allies.

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.

Umbramancy: Manipulate shadows to conceal allies and inhibit foes.

Universal: Spells and rituals that can be accessed by any spell-caster.

Divine Mystic Spheres

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.

Universal: Spells and rituals that can be accessed by any spell-caster.

Domain-Exclusive Spheres

Aeromancy: Command air to protect allies and blast foes.

Pyromancy: Create fire to incinerate foes.

Terramancy: Manipulate earth to crush foes.

Nature Mystic Spheres

Aeromancy: Command air to protect allies and blast 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.

Terramancy: Manipulate earth to crush foes.

Umbramancy: Manipulate shadows to conceal allies and inhibit foes.

Universal: Spells and rituals that can be accessed by any spell-caster.

Pact Mystic Spheres

Chronomancy: Manipulate the passage of time to inhibit foes and aid allies.

Photomancy: Create and manipulate light to hinder foes and conceal allies.

Pyromancy: Create fire to incinerate foes.

Summoning: Summon creatures to fight with you.

Telekinesis: Manipulate kinetic energy at a distance.

Universal: Spells and rituals that can be accessed by any spell-caster.

Soulkeeper-Exclusive Spheres

Polymorph: Change the physical shape or outward form of objects and creatures.

Revelation: Share visions of the present and future, granting insight or combat prowess.

Spell Lists

Aeromancy Spells

Cantrips: feather fall, manipulate air

Rank 1: guiding winds, propulsion, updraft, wall of wind, wind screen, windblast, zephyr shield

Rank 2: air walk, buffet, shielding windblast

Rank 3: call dust devil, cushion of air, dust cloud, mass wind screen, wind tunnel, windblade, windslash, zephyr guide

Rank 4: control weather, flight, hurricane, intense guiding winds, mighty windblast, mistform, misty step, windseal, windsnipe

Rank 5: call tornado, dust storm, mighty shielding windblast, retributive winds, windtheft

Rank 6: agile flight, intense buffet, intense propulsion, massive hurricane, massive windblast, mighty windslash, skyward

Rank 7: call massive tornado, empowered wind screen, intense wind tunnel, rapid flight

Chronomancy Spells

Cantrips: instant reversal – attack, timeseal

Rank 1: accelerated dodge, accelerated draw, accelerated legerdemain, burst of speed, instant reversal – movement, time lock – location, unstable aging

Rank 2: accelerated evasion, pour time sideways, quickchange, quicksilver slash, quicksilver sweep, rewind damage, slowing grasp, stutterstop, time hop, wave of senescence

Rank 3: haste, instant analysis, minor timetheft, quicksilver ambush

Rank 4: accelerated expiration, distant accelerated dodge, hostile timeseal, mighty unstable aging, quicksilver blitz, temporal stasis, time lock – health, time lock – mind, weapon haste

Rank 5: efficient time lock – location, empowered rewind damage, greater accelerated evasion, instant reversal – decision, quicksilver flurry, slow, slowtime field

Rank 6: quicksilver assassination, quicksilver perfection

Rank 7: efficient slowing grasp, greater haste, massive wave of senescence, mighty weapon haste, temporal duplicate, time lock – vitality, time stop

Photomancy Spells

Cantrips: beautify, illuminate

Rank 1: beacon of light, color spray, disguise image, mirror image, radiant aura, searing light, wall of light

Rank 2: borrow vision, chromatic orb, faerie fire, flash, illusory twin

Rank 3: army of twins, blur, lightbeam dash, mass disguise image, prismatic spray, radiant field, reflective lightbeam, sudden mirrorswarm

Rank 4: malleable disguise image, massive flash, pillars of light, solar ray

Rank 5: chromatic sphere, greater mirror image, kaleidoscopic pattern, massive wall of light, solar flare

Rank 6: distant lightbeam dash, invisibility, mighty reflective lightbeam

Rank 7: massive radiant field, mighty solar ray

Polymorph Spells

Cantrips: alter appearance, alter object, natural weapon

Rank 1: armblude, bleed, camouflage, eyes of darksight, fleshspike, minor bodymorph, power claw

Rank 2: alter self, climber, duplicate organ, extended claw, form of the snake, mending, physical enhancement, shrink, spikeform, swimmer

Rank 3: absorb object, bloody fleshspike, brief regeneration, cripple, dragon breath, enlarge, flesh-rending claw, form of the wolf, malleable body, regeneration, scent, twisting claw

Rank 4: cleansing bodymorph, disintegrate, draconic senses, extruding spikes, mass physical enhancement, mass shrink, mighty bleed, runner

Rank 5: empowered mending, empowered regeneration, form of the raven, impaling fleshspike, mass enlarge, mighty power claw, mighty spikeform, vital regeneration

Rank 6: efficient cripple, empowered brief regeneration, greater shrink, massive claw

Rank 7: baleful polymorph, efficient regeneration, flense, greater enlarge

Prayer Spells

Cantrips: fortifying boon

Rank 1: blessing of perseverance, blessing of precision, blessing of proficiency, boon of aggression, boon of living steel, boon of protection, consecrated blow, curse of blurred vision

Rank 2: blessing of endurance, blessing of resilience, boon of shielding, exalted excision, indomitable blessing

Rank 3: blessing of mental clarity, blessing of physical prowess, blessing of recovery, blessing of the purified body, boon of deadly fortune, boon of tempered steel

Rank 4: blessing of freedom, boon of cleansing, boon of invulnerability, boon of precision, curse of anxiety, efficient curse of blurred vision

Rank 5: blessing of divine warning, blessing of vitality, boon of annihilation, curse of selective sight, empowered boon of shielding, mass boon of protection, mighty consecrated blow

Rank 6: cleansing benediction, curse of sloth, mighty exalted excision, nemesis curse

Rank 7: blessing of cleansing renewal

Pyromancy Spells

Cantrips: heat air, personal torch

Rank 1: building flame, channel flame, eyes of flame, pyrohemia, unstable heat

Rank 2: burning grasp, combustion, consume flame, desperate fireburst, fan of flames, ignition, kindled fireburst, wall of fire

Rank 3: desperate kindling, fireball, flame blade, flame breath, flame dash, personal ignition, pyroclasm

Rank 4: delayed fireball, flame aura, mighty ignition, mighty pyrohemia, mighty unstable heat

Rank 5: blinding eyes of flame, flame serpent, intense building flame, mighty burning grasp, mighty combustion, mighty fan of flames, mighty personal ignition, mighty wall of fire, split fireball

Rank 6: consume bonfire, desperate pyre, distant flame dash, inescapable ignition, massive flame breath, mighty flame blade, mighty kindled fireburst, mighty pyroclasm, wings of the phoenix

Rank 7: immolating fireball, massive pyrohemia, mighty flame aura, soul of the phoenix

Revelation Spells

Cantrips: reveal sensation, reveal truth

Rank 1: enhanced senses, foresee safety, foresee victory, precognitive defense, precognitive offense, reveal proficiency, reveal victory, reveal vulnerability, social intuition, visions of weakness

Rank 2: animal's sight, blindsense, learn from failure, myriad visions, mystic eye, purge invisibility, visions of certain doom

Rank 3: discern lies, field of visions, precognitive competence, precognitive precision, reverse scrying

Rank 4: blindsight, foresee distant safety, foresee distant victory, foresight, gift of knowledge, mass blindsense, sensory chain

Rank 5: clairvoyance, intense visions of weakness, mass precognitive offense

Rank 6: empowered reveal victory, greater precognitive competence, mass blindsight

Rank 7: empowered precognitive precision, visions of omnipresent doom

Summoning Spells

Cantrips: summon distraction

Rank 1: colony of bees, drop bear, ramming summon, summon familiar, summon monster

Rank 2: plague of rats, summon defensive monster, summon offensive monster, summon water elemental

Rank 3: pack of wolves, summon bear, summon fire elemental, summon weapon

Rank 4: mighty drop bear, ramming horde, summon air elemental, summon asp, summon ballista

Rank 5: aerial weapon, mighty rushing horde, murder of crows,

summon earth elemental, summon pegasus

Rank 6: empowered summon defensive monster,
empowered summon offensive monster

Rank 7: quiver of cobras

Telekinesis Spells

Cantrips: distant hand

Rank 1: animated weapon, desperate levitation, fling object, floating armament, kinetic ablation, kinetic shield, mental reload, mind fling, telekinetic lift, wall of force

Rank 2: blastwave, compression, interposing force, kinetic impedance, kinetic redirection, mighty mage hand, mind arrow, mind shove

Rank 3: force extension, heavy floating armament, kinetic discharge, sturdy wall of force

Rank 4: empowered kinetic ablation, empowered telekinetic lift, intense mind fling, levitate, mighty blastwave, mighty compression, mighty fling object, repulsion field

Rank 5: intense interposing force, intense mind shove, neck snap

Rank 6: implosion, massive blastwave, massive wall of force, mighty kinetic discharge, versatile mind shove

Terramancy Spells

Cantrips: shape earth

Rank 1: desperate stoneskin, earthcraft, earthen anchor, rock throw, rockshard blast, steelskin, stonefist, stoneskin

Rank 2: boulder heave, earthbind, personal gravitation, rippling earthwave, stoneward, tremor, tremorsense, wall of stone

Rank 3: crushing gravity, earthglide, earthspike, mass stonefist, meld into stone, volcano

Rank 4: earthen fortification, fall to earth, mass earthen anchor, meteor, mighty rock throw, mighty rockshard blast, tremorsight

Rank 5: draw upon the deepest earth, mighty tremor, solid earthglide

Rank 6: distant personal gravitation, massive wall of stone, mighty crushing gravity, mighty earthspike, mighty stonefist, mighty volcano, rapid earthglide

Rank 7: earthquake, gravity well, intense earthbind, meteor swarm, swallowed by earth

Umbramancy Spells

Cantrips: darklantern, shadowcloak

Rank 1: conceal, my shadow looms large, shadowgrasp, shadowstep, shared shadow cloak

Rank 2: fearsome shadow cloak, shadowstrike, wall of darkness

Rank 3: enduring shadow cloak, my shadow hungers, nyctophobia, shadowform, shadowstep slice, still the dancing shadows

Rank 4: dark shroud, my mighty shadow looms large, suppress light

Rank 5: efficient shadowgrasp, mighty shadowstrike

Rank 6: become one with shadow, my growing shadow hungers, shadow mantle, shadowstep flurry

Rank 7: shadow puppet

Universal Spells

Rank 1: mystic blast, mystic bolt

Rank 3: chaotic bolt, massive mystic blast

Rank 5: mighty mystic bolt

Aeromancy



Command air to protect allies and blast foes.

Cantrips

Feather Fall

Usage time: Standard action.

Air

Choose yourself or an ally within Long (90 ft.) range. The target 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

Usage time: Standard action.

Air, Sustain (minor)

You change the wind speed within a Large (60 ft.) radius emanation from you by up to 10 miles per hour. If you decrease the wind's speed to 0, you can increase it again with the remainder of your speed change and choose any direction for it to travel. You choose the speed change and direction when you cast this spell, and that choice persists for the duration of this effect.

Rank 2: The maximum speed change increases to 15 miles per hour.

Rank 4: The maximum speed change increases to 20 miles per hour.

Rank 6: The maximum speed change increases to 30 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.

Rank 1 Spells**Guiding Winds**

Rank 1

Usage time: Standard action.

Air

Make an attack vs. Reflex against up to two creatures within Distant (120 ft.) range.

Hit: Each target briefly takes a -2 penalty to defenses against **Air** abilities and projectile **strikes**.

The attack's accuracy increases by +1 for each rank beyond 1.

The air around your foe ripples with hidden air currents that seem to guide the flight of arrows.

Propulsion

Rank 1

Usage time: Standard action.

Air

Cost: One optional fatigue level. If you pay this cost, the spell becomes **Swift**, and you can only target yourself with it.

Choose yourself, one ally, or one unattended object within Medium (60 ft.) range. The target must have a weight category of Medium or less.

You **knockback** the target up to 60 feet in any direction, to a maximum of a 60 foot **height limit**. You cannot change the direction of the movement partway through. Moving the target upwards costs twice the normal movement cost.

If you leave the target midair, it normally suffers a -4 penalty to its Armor and Reflex defenses until it lands. It normally falls at the end of the round, causing it to take **falling damage** (see Falling Damage, page 19).

Updraft

Rank 1

Usage time: Standard action.

Air, Attune

Whenever you **knockback** or **push** a creature or object, you can increase the distance of that knockback or push by up to ten feet. In addition, you gain a +10 foot **enhancement bonus** to your maximum horizontal jump distance (see Jumping, page 39). This increases your maximum vertical jump distance normally.

The air rises beneath you and pushes you up, propelling you farther when you leap.

Wall of Wind

Rank 1

Usage time: Standard action.

Air, Barrier, Sustain
(attuneable, minor)

Cost: After you use this ability, you briefly cannot use it or any other **Barrier** ability.

You create a Medium (30 ft.) **wall** of wind within Long (90 ft.) range. It does not block passage or significantly obstruct sight. However, ranged **strikes** that pass through the wall take a -4 accuracy penalty.

Wind Screen

Rank 1

Usage time: Standard action.

Air, Attune

You gain a +2 bonus to your defenses against ranged **strikes**.

Windblast

Rank 1

Usage time: Standard action.

Air

Make an attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from you.

Hit: 1d4 damage + power.

Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 1.

Zephyr Shield

Rank 1

Usage time: Standard action.

Air, Swift

Choose yourself or one ally within Distant (120 ft.) range. This round, the target is **shielded** (+2 Armor and Ref) and gains a +2 bonus to all defenses against **ranged strikes**. Because this is a **Swift** ability, it affects attacks against the target during the current phase.

Rank 2 Spells

Air Walk	Rank 2
Usage time: Standard action.	Air, Attune

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 insufficient to change your space in battle.

Buffet	Rank 2
Usage time: Standard action.	Air

Make an attack vs. Brawn against up to two creatures within Medium (60 ft.) range that each have a weight category of Medium or lighter.

Hit: You knockback each target that has no remaining damage resistance up to 15 feet upwards or horizontally (see Knockback Effects, page 40). Moving the target upwards costs twice the normal movement cost. Each target must be knocked back in the same direction.

You can leave the target midair (*-4 Armor, Brawn, Ref*) after the knockback. It normally falls at the end of the round, potentially causing it to take falling damage (see Falling Damage, page 19).

The attack's accuracy increases by +1 for each rank beyond 2.

Shielding Windblast	Rank 2
Usage time: Standard action.	Air

Make an attack vs. Brawn and Reflex against all enemies adjacent to you. Then, you are briefly shielded (+2 Armor and Ref).

Hit: 1d6 damage + half power.

Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 2.

Call Dust Devil	Rank 3
Usage time: Standard action.	Air

When you cast this spell, you choose a Small (15 ft.) radius within Short (30 ft.) range. A dust devil begins forming in that area. Creatures can generally identify what area the dust devil will form in with a DV 10 Awareness check.

During your next action, the dust devil forms in your chosen area, and you make an attack vs. Brawn and Reflex against everything in the area. If there is not at least thirty feet of open space above your chosen area, this spell fails with no effect.

Hit: 1d6 damage per 2 power.

Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 3.

Cushion of Air	Rank 3
Usage time: Standard action.	Air, Attune

You gain an average glide speed. In addition, you become immune to falling damage.

Dust Cloud	Rank 3
Usage time: Standard action.	Air

Make an attack vs. Reflex against each creature in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: Each target is dazzled (20% miss chance, no special vision) as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's accuracy increases by +1 for each rank beyond 3.

Mass Wind Screen	Rank 3
Usage time: Standard action.	Air, Attune (target)

This spell functions like the wind screen spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.

Rank 3 Spells

Wind Tunnel

Usage time: Standard action.

Rank 3

Air, Sustain (minor)

You create a continuous blast of wind in a Large (*60 ft. long*, 10 ft. wide line-shaped **zone**) from you. The wind blows either towards you or away from you. You choose the direction when you cast the spell. When you cast this spell, and during each of your subsequent actions, make an attack vs. Brawn against everything in the area.

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.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Windblade

Usage time: Standard action.

Rank 3

Air, Attune

Your melee **strikes** gain the **Air** tag and the **Long** weapon tag, allowing you to attack targets up to 10 feet away from you (see **Weapon Tags**, page 161).

Windslash

Usage time: Standard action.

Rank 3

Air

Make an attack vs. Armor against up to two targets within Long (*90 ft.*) range. If you choose two targets, they must be adjacent to each other.

Hit: 1d4 damage + power.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Zephyr Guide

Usage time: Standard action.

Rank 3

Air

Choose yourself or one **ally** within Distant (*120 ft.*) range. This round, the target is **focused** (*roll attacks twice*) and gains a +2 bonus accuracy bonus with ranged **strikes**. If you choose yourself, the effect lasts **briefly**.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Rank 4 Spells**Control Weather**

Usage time: Standard action.

Rank 4

Air, Attune (deep)

When you cast this spell, you choose a new weather pattern. You can only choose weather which would be reasonably probable in the climate and season of the area you are in. For example, you can normally create a thunderstorm, but not if you are in a desert.

When you complete the spell, the weather begins to take effect in a two mile radius cylinder-shaped **zone** from your location. After five minutes, your chosen weather pattern fully takes effect. You cannot change the intensity of the weather beyond what would be possible without magic during this time frame. For example, you can change a clear sky into a light thunderstorm, but you cannot create a hurricane or tornado from untroubled air.

At any time during this spell's effect, you can choose a new weather pattern as a **standard action**. When you do, the weather transitions from your original pattern to your new pattern over a five minute period.

You can control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather, such as the location of lightning strikes. Contradictory weather conditions are not possible simultaneously.

After the spell's effect ends, the weather continues on its natural course, which typically causes 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.

Flight

Usage time: Standard action.

Rank 4

Air, Attune

You gain a slow **fly** speed with a maximum height of 15 feet (see **Flight**, page 41).

Hurricane

Usage time: Standard action.

Rank 4

Air

Make an attack vs. Brawn and Reflex against all **enemies** in a Medium (*30 ft.*) radius from you. Then, you are **briefly empowered** (*roll damage twice*).

Hit: 1d4 damage + power. In addition, each target is **pushed** 15 feet clockwise around you. Each target's final position should be the same distance from you as its starting position.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Intense Guiding Winds	Rank 4
Usage time: Standard action.	Air

Make an attack vs. Reflex against up to two creatures within Distant (120 ft.) range.

Hit: Each target takes a -2 penalty to defenses against Air abilities and projectile **strikes** as a **condition**.

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 4.

The air around your foe ripples with hidden air currents that seem to guide the flight of arrows.

Windseal	Rank 4
Usage time: Standard action.	Air

Make an attack vs. Brawn against up to three creatures within Medium (60 ft.) range.

Hit: Each target is briefly slowed (-10 speed, -2 Armor and Ref).

The attack's **accuracy** increases by +1 for each rank beyond 4.

Windsnipe	Rank 4
Usage time: Standard action.	Air

Make an attack vs. Armor against something within Distant (120 ft.) range.

Hit: 1d4 damage + power.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Mighty Windblast	Rank 4
Usage time: Standard action.	Air

Make an attack vs. Brawn and Reflex against everything in a Medium (30 ft.) cone from you.

Hit: 1d6 damage plus 1d6 per 2 power.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Call Tornado	Rank 5
Usage time: Standard action.	Air

When you cast this spell, you choose a Medium (30 ft.) radius within Medium (60 ft.) range. A tornado begins forming in that area. Creatures can generally identify what area the tornado will form in with a DV 10 Awareness check.

During your next action, the tornado forms in your chosen area, and you make an attack vs. Brawn and Reflex against everything in the area. If there is not at least sixty feet of open space above your chosen area, this spell fails with no effect.

Hit: 1d6 damage plus 1d6 per 2 power.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Mistform	Rank 4
Usage time: Standard action.	Air, Sustain (attuneable, standard)

You shapeshift into a cloud of mist. This makes you **floating**, **intangible**, and **legless**. You cannot speak and you have no free hands. All of your normal movement modes are replaced with a slow **fly** speed with a 30 foot **height limit** (see Flight, page 41). Since you have no **walk speed**, flying in this way does not penalize your defenses for being **midair** (-4 Armor, Brawn, Ref). You are unable to take any standard actions other than sustaining this effect, but you can still take **move** actions in place of standard actions.

Misty Step	Rank 4
Usage time: Standard action.	Air, Attune

You can move through creatures freely. This does not allow you to move through inanimate objects. In addition, you gain an average **glide speed**.

Your body is partially transformed into mist. This allows you to drift through enemies and even the air with ease.

Dust Storm

Rank 5

Usage time: Standard action.

Air, Sustain (standard)

You create a dust storm in a [zone](#) around you. The area affected by the storm increases over time. It affects a Large (60 ft.) radius in the first round, a Huge (90 ft.) radius in the second round, and a Gargantuan (120 ft.) radius in all subsequent rounds. Any effect which increases or changes this spell's area affects all of its areas equally, not just the area in the first round.

When you cast this spell, and during each of your subsequent actions, make an attack vs. Reflex against all [enemies](#) in the area.

Hit: Each target is [dazzled](#) (20% miss chance, no special vision) as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's [accuracy](#) increases by +1 for each rank beyond 5.

Mighty Shielding Windblast

Rank 5

Usage time: Standard action.

Air

Make an attack vs. Brawn and Reflex against all [enemies](#) adjacent to you. Then, you are [briefly shielded](#) (+2 Armor and Ref).

Hit: 1d6 damage per 2 power.

Miss: Half damage.

The attack's [accuracy](#) increases by +1 for each rank beyond 5.

Retributive Winds

Rank 5

Usage time: Standard action.

Air, Attune (deep)

Whenever a creature within Medium (60 ft.) 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.

Hit: 1d8 damage + power.

The attack's [accuracy](#) increases by +1 for each rank beyond 5.

Windtheft

Rank 5

Usage time: Standard action.

Air

Make an attack vs. Reflex against one object within Medium (60 ft.) range. The object must have a [weight category](#) of Small or less. If the object is attended by a creature, the attack must also beat the attending creature's Brawn and Reflex defenses. If it is held in two hands or well secured, this attack automatically fails.

Hit: You [knockback](#) the object up to 60 feet towards you. You can use a [free hand](#) to catch the object if it reaches you.

The attack's [accuracy](#) increases by +1 for each rank beyond 5.

Rank 6 Spells**Agile Flight**

Rank 6

Usage time: Standard action.

Air, Attune

You gain a slow [fly speed](#) with a maximum height of 15 feet (see [Flight](#), page 41). Flying with this fly speed does not cause you to suffer penalties for being midair.

Intense Buffet

Rank 6

Usage time: Standard action.

Air

Make an attack vs. Brawn against up to three creatures within Medium (60 ft.) range that each have a [weight category](#) of Large or lighter.

Hit: You [knockback](#) each target that has no remaining [damage resistance](#) up to 30 feet upwards or horizontally (see [Knockback Effects](#), page 40). Moving the target upwards costs twice the normal movement cost. Each target must be knocked back in the same direction.

You can leave the target [midair](#) (-4 Armor, Brawn, Ref) after the knockback. It normally falls at the end of the round, potentially causing it to take [falling damage](#) (see [Falling Damage](#), page 19).

The attack's [accuracy](#) increases by +1 for each rank beyond 6.

Intense Propulsion

Rank 6

Usage time: Standard action.

Air

Cost: One optional [fatigue level](#). If you pay this cost, the spell becomes [Swift](#), and you can only target yourself with it.

This spell functions like the [propulsion](#) spell, except that the maximum distance increases to 120 feet.

Massive Hurricane	Rank 6
Usage time: Standard action.	Air

This spell functions like the [hurricane](#) spell, except that the damage increases to 1d6 damage per 2 power, and it affects all [enemies](#) in a Large (60 ft.) radius from you.

The attack's [accuracy](#) increases by +1 for each rank beyond 6.

Massive Windblast	Rank 6
Usage time: Standard action.	Air

Make an attack vs. Brawn and Reflex against everything in a Large (60 ft.) cone from you.

Hit: 1d8 damage plus 1d8 per 2 power.

Miss: Half damage.

The attack's [accuracy](#) increases by +1 for each rank beyond 6.

Mighty Windslash	Rank 6
Usage time: Standard action.	Air

Make an attack vs. Armor against up to two targets within Long (90 ft.) range. If you choose two targets, they must be adjacent to each other.

Hit: 1d6 damage plus 1d6 per 2 power.

The attack's [accuracy](#) increases by +1 for each rank beyond 6.

Skyward	Rank 6
Usage time: Standard action.	Air

Make an attack vs. Brawn against all Huge or smaller grounded [enemies](#) in a Large (60 ft.) radius from you.

Hit: Each target is [briefly](#) borne aloft by heavy winds. It floats five feet above the ground in [midair](#), which normally means it suffers a -4 penalty to its Armor, Brawn, and Reflex defenses. Although it cannot use a [walk speed](#) or most other normal movement modes while midair, it gains an average [fly speed](#) with a 5 foot height limit that it intuitively knows how to use. Although it can move around in the air with this fly speed, it cannot get lower than 5 feet above the ground.

The attack's [accuracy](#) increases by +1 for each rank beyond 6.

Call Massive Tornado	Rank 7
Usage time: Standard action.	Air

When you cast this spell, you choose a Large (60 ft.) radius within Medium (60 ft.) range. A tornado begins forming in that area. Creatures can generally identify what area the tornado will form in with a DV 10 Awareness check.

During your next action, the tornado forms in your chosen area, and you make an attack vs. Brawn and Reflex against everything in the area. If there is not at least sixty feet of open space above your chosen area, this spell fails with no effect.

Hit: 1d8 damage plus 1d8 per 2 power.

Miss: Half damage.

Empowered Wind Screen	Rank 7
Usage time: Standard action.	Air, Attune

You gain a +4 bonus to your defenses against ranged [strikes](#).

Intense Wind Tunnel	Rank 7
Usage time: Standard action.	Air, Sustain (minor)

This spell functions like the [wind tunnel](#) spell, except that the push distance increases to 30 feet.

Rapid Flight	Rank 7
Usage time: Standard action.	Air, Attune

You gain an average [fly speed](#) with a maximum height of 15 feet (see [Flight](#), page 41).

Rank 7 Spells

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

Instant Reversal – Attack

Usage time: Standard action.

[Attune \(deep\)](#)

Whenever you make an [attack](#) or [check](#), you can [reroll](#) it. After you do, this ability is [dismissed](#).

You can decide to activate this effect 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 using any other abilities or ending your turn.

Rank 2: You gain a +1 bonus to the reroll.

Rank 4: The bonus increases to +2.

Rank 6: This ability becomes a regular attunement instead of a [deep attunement](#)

Timeseal

Usage time: Standard action.

Choose yourself or one Medium or smaller [ally](#) within Medium (60 ft.) range. The target becomes [briefly](#) frozen in time. It becomes completely immune to all damage, attacks, and effects of any kind. In addition, it cannot act in any way, and the duration of other effects on it does not expire. At the end of the next round, it returns to normal, with no awareness of the intervening time. After it returns to normal, it [briefly](#) becomes immune to this effect.

Rank 2: The maximum size increases to Large.

Rank 4: The maximum size increases to Huge.

Rank 6: The maximum size increases to Gargantuan.

Rank 1 Spells

Accelerated Dodge

Rank 1

Usage time: Standard action.

[Swift](#) (see text)

Cost: You [briefly](#) cannot use this ability again.

You are [braced](#) (+2 defenses) this round. In addition, you can move up to half your [movement speed](#). This defense bonus is [Swift](#), so it protects you against attacks during the current phase, but the movement is not Swift.

Accelerated Draw	Rank 1
Usage time: Standard action.	

This spell has no [somatic components](#).

You draw one or two weapons into your free hands. Then, you can make a [mundane strike](#).

The attack's [accuracy](#) increases by +1 for each rank beyond 1.

This spell seeks to mimic with time-altering magic what some skilled warriors can do naturally.

Time Lock – Location	Rank 1
Usage time: Standard action.	Sustain (minor)

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.

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.

Accelerated Legerdemain	Rank 1
Usage time: Standard action.	Attune

If you have Sleight of Hand as a [trained skill](#), you gain a +3 [enhancement 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.

Unstable Aging	Rank 1
Usage time: Standard action.	

Make an attack vs. Fortitude with a -4 accuracy penalty against one living 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: 1d8 damage + power.

The attack's [accuracy](#) increases by +1 for each rank beyond 1.

Burst of Speed	Rank 1
Usage time: Standard action.	Attune

When you use the [sprint](#) ability as a [move action](#), you can choose not to increase your [fatigue](#) level. After you sprint in this way, this ability is dismissed.

Accelerated Evasion	Rank 2
Usage time: Standard action.	Attune

You take no damage from [glancing blows](#) or misses caused by 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.

Instant Reversal – Movement	Rank 1
Usage time: Standard action.	Attune

At the end of each movement phase, you can use this ability to rewind time to the start of the movement phase. All other creatures make the same movements, but you can change your movement based on your knowledge of their previous movements. After you rewind time in this way, this ability is dismissed.

Pour Time Sideways	Rank 2
Usage time: Standard action.	

You skip the next standard action you could take. Then, in the following round, you can take two standard actions.

Quickchange Usage time: Standard action.	Rank 2	Rewind Damage Usage time: Standard action. Cost: One fatigue level from the target.	Rank 2 Swift
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: <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 <i>change appearance</i> ability to affect yourself with a -2 penalty (see Change Appearance, page 140). 	Rank 4: You can perform any two of the listed actions. Rank 6: You can perform any combination of the listed actions.	Chose yourself or one ally within Short (30 ft.) range. The target regains 1d8 damage resistance +1 per power. This recovery is doubled for each consecutive round that you have cast this spell on the same target. The recovery increases by +2 for each rank beyond 2.	
Quicksilver Slash Usage time: Standard action.	Rank 2	Slowing Grasp Usage time: Standard action.	Rank 2
This spell has no somatic components. Make a mundane strike with a -1 accuracy penalty using a single weapon. You may reroll the accuracy roll and take the highest result. The attack's accuracy increases by +1 for each rank beyond 2.		You must have a free hand to cast this spell. Make an attack vs. Mental against one creature you touch. Hit: The target briefly slowed (-10 speed, -2 Armor and Ref). If it has no remaining damage resistance, is also slowed as a condition. Critical hit: The condition must be removed an additional time before the effect ends. The attack's accuracy increases by +1 for each rank beyond 2.	
Quicksilver Sweep Usage time: Standard action.	Rank 2	Stutterstop Usage time: Standard action.	Rank 2
This spell has no somatic components. Make a mundane melee strike. The strike gains the Sweeping (8) weapon tag, allowing you to hit up to 8 additional targets (see Weapon Tags, page 161). The attack's accuracy increases by +1 for each rank beyond 2.		Make an attack vs. Mental against up to two creatures in Short (30 ft.) range. Hit: As a condition, each target randomly slows down. At the start of each round, if it is below its maximum hit points, it has a 50% chance to be slowed (-10 speed, -2 Armor and Ref) during that round. Critical hit: The condition must be removed an additional time before the effect ends. The attack's accuracy increases by +1 for each rank beyond 2.	

Time Hop	Rank 2
Casting time: Minor action.	
<p>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.</p> <p>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.</p>	
<p>Rank 4: The maximum size of the target increases to Large. Rank 6: The maximum size of the target increases to Huge.</p>	

Wave of Senescence	Rank 2
Usage time: Standard action.	Auditory, Visual
<p>Make an attack vs. Fortitude against each enemy in a Medium (30 ft.) cone. You gain a +2 accuracy bonus against creatures that are too young or too old to be ordinary adults.</p> <p>Hit: Each target is briefly deafened (20% verbal spell failure) and dazzled (20% miss chance, no special vision). If it is below its maximum hit points, it is also deafened and dazzled as a single condition.</p> <p>Critical hit: The condition must be removed an additional time before the effect ends.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 2.</p>	

Rank 3 Spells

Haste	Rank 3
Usage time: Standard action.	Attune
<p>You gain a +10 foot enhancement bonus to your movement speed.</p>	

Instant Analysis	Rank 3
Casting time: Minor action.	
<p>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.</p> <p>After casting this spell, you cannot cast it again until you finish a short rest.</p>	
<p>Rank 4: The maximum size of the target increases to Large. Rank 6: The maximum size of the target increases to Huge.</p>	

The attack's accuracy increases by +1 for each rank beyond 3.

Minor Timetheft	Rank 3
Casting time: One glossterm free action.	
<p>Cost: You briefly cannot use this ability again.</p>	
<p>You can take an additional minor action this round. Then, in subsequent rounds, you skip the next two minor actions you could take. You can choose whether to convert a standard action to a minor action for this purpose.</p> <p>This ritual requires one fatigue level from its participants.</p>	

Quicksilver Ambush	Rank 3
Usage time: Standard action.	
<p>This spell has no somatic components.</p>	
<p>Move up to your speed, then make a mundane melee strike. If the target was partially unaware (50% miss chance, -2 defenses) or unaware (-5 defenses) of you before your movement, they remain so until after your strike. From an observer's perspective, the movement and the strike happen simultaneously in a blur of motion.</p>	

The attack's accuracy increases by +1 for each rank beyond 3.	
<p>The attack's accuracy increases by +1 for each rank beyond 3.</p>	

Rank 4 Spells	
<p>Accelerated Expiration</p>	
<p>Usage time: Standard action.</p>	
<p>You remove a condition of your choice.</p>	

Distant Accelerated Dodge	Rank 4
Usage time: Standard action.	Swift (see text)
<p>You are braced (+2 defenses) this round. In addition, you can move up to your movement speed. This defense bonus is Swift, so it protects you against attacks during the current phase, but the movement is not Swift.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 3.</p>	

Rank 4 Spells	
<p>Accelerated Expiration</p>	
<p>Usage time: Standard action.</p>	
<p>You remove a condition of your choice.</p>	

Hostile Timeseal	Rank 4
Usage time: Standard action.	

Make an attack vs. Mental against all [enemies](#) in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: If the target has no remaining damage resistance, it becomes [briefly](#) frozen in time. It becomes completely immune to all damage, attacks, and effects of any kind. In addition, it cannot act in any way, and the duration of other effects on it does not expire. At the end of the next round, it returns to normal, with no awareness of the intervening time. After it returns to normal, it [briefly](#) becomes immune to this effect.

The attack's [accuracy](#) increases by +1 for each rank beyond 4.

Mighty Unstable Aging	Rank 4
Usage time: Standard action.	

Make an attack vs. Fortitude with a -4 accuracy penalty against one living 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: 1d8 damage plus 1d8 per 2 power.

The attack's [accuracy](#) increases by +1 for each rank beyond 4.

Quicksilver Blitz	Rank 4
Usage time: Standard action.	

This spell has no [somatic components](#).

Move up to your speed. At the end of your movement, you can make a [mundane strike](#). If the strike is a melee strike, you gain a +2 accuracy bonus. Otherwise, you take a -2 accuracy penalty.

The attack's [accuracy](#) increases by +1 for each rank beyond 4.

Temporal Stasis	Rank 4
Casting time: Minor action.	Sustain (minor)

Choose yourself or one Large or smaller [ally](#) within Medium (60 ft.) range. The target is placed into stasis, rendering it unconscious. While in stasis, it cannot take any actions and cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way.

This effect normally lasts as long as you [sustain](#) it. Since releasing sustained effects is [Swift](#), it can attack and be attacked during the action phase when you release it from stasis. If you use this ability on yourself, it instead lasts for a number of rounds you choose when you cast the spell, up to a maximum of five rounds.

Time Lock – Health	Rank 4
Usage time: Standard action.	Sustain (minor)

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.

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 one.

Time Lock – Mind	Rank 4
Usage time: Standard action.	Sustain (minor)

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.

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. In addition, the creature increases its [fatigue level](#) by one.

Weapon Haste	Rank 4
Usage time: Standard action.	Attune (deep)

As a [minor action](#), you can make a [mundane strike](#) with a -2 accuracy penalty.

The attack's [accuracy](#) increases by +1 for each rank beyond 4.

Rank 5 Spells

Efficient Time Lock – Location	Rank 5
Usage time: Standard action.	Attune (target)

This spell functions like the [time lock – location](#) spell, except that the target attunes to the effect, so you don't have to sustain it. When you cast this spell, you can choose whether the lock unseals automatically when the target ends its attunement. If you do, you can still [dismiss](#) the effect to end it without unsealing the lock.

Empowered Rewind Damage	Rank 5
Usage time: Standard action.	Swift

This spell functions like the [rewind damage](#) spell, except that the recovery increases to 1d8 plus 1d8 per 3 power.

The recovery increases by 1d8 for each rank beyond 5.

Greater Accelerated Evasion	Rank 5
Usage time: Standard action.	Attune
You take no damage from glancing blows or misses caused by abilities that affect an area. This does not protect you from any non-damaging effects of those abilities, or from abilities that affect multiple specific targets without affecting an area.	

Instant Reversal – Decision	Rank 5
Usage time: Standard action.	Attune
Whenever you make an attack during your action and learn whether you hit or missed, you can use this ability to rewind time to the start of your action. You must use this ability before determining any damage dealt or any other effects of the attack. All effects of your action are undone, except that you keep any fatigue levels you gained during your original action. You can use an different ability on your new action, or simply make a new attack roll with the same ability and hope it succeeds this time. After you rewind time in this way, this ability is dismissed.	

Quicksilver Flurry	Rank 5
Usage time: Standard action.	
This spell has no somatic components . Make two mundane strikes.	
The attack's accuracy increases by +1 for each rank beyond 5.	

Slow	Rank 5
Usage time: Standard action.	
Make an attack vs. Mental against all enemies in a Small (15 ft.) radius within Short (30 ft.) range. Hit: Each target with no remaining damage resistance is slowed (-10 speed, -2 Armor and Ref) as a condition. Critical hit: The condition must be removed an additional time before the effect ends.	
The attack's accuracy increases by +1 for each rank beyond 5.	

Slowtime Field	Rank 5
Usage time: Standard action.	Sustain (minor)
You create a field of slowed time in a Small (15 ft.) radius zone within Short (30 ft.) range. All creatures with no remaining damage resistance are slowed (-10 speed, -2 Armor and Ref) while they are in the area.	

Quicksilver Assassination	Rank 6
Usage time: Standard action. This spell functions like the quicksilver ambush spell, except that the strike deals double damage.	

Quicksilver Perfection	Rank 6
Usage time: Standard action. Cost: You briefly cannot use this ability again.	
This spell has no somatic components . Make a mundane melee strike using a single weapon. You can reroll the attack roll up to five times, keeping the highest result. Before rerolling, you can learn whether your result would be a hit or critical hit, but not the damage you would deal. When you finish rolling, you gain an accuracy bonus with the strike equal to the number of unused rerolls.	

Rank 7: You can reroll six times instead of five.

Rank 7 Spells

Efficient Slowing Grasp	Rank 7
Usage time: Standard action.	
You must have a free hand to cast this spell. Make an attack vs. Mental against one creature you touch .	
Hit: The target is slowed (-10 speed, -2 Armor and Ref) as a condition. Critical hit: The condition must be removed an additional time before the effect ends.	

Greater Haste	Rank 7
Usage time: Standard action.	Attune (deep)
You gain a +10 foot enhancement bonus to your movement speed . In addition, you can take two minor actions each round instead of one.	

Massive Wave of Senescence	Rank 7
Usage time: Standard action.	Auditory, Visual
Make an attack vs. Fortitude against each creature in a Large (60 ft.) cone. You gain a +2 accuracy bonus against creatures that are too young or too old to be ordinary adults. Hit: Each target is dazzled (20% miss chance, no special vision) and deafened (20% verbal spell failure) as a single condition. Critical hit: The condition must be removed an additional time before the effect ends.	

Rank 6 Spells

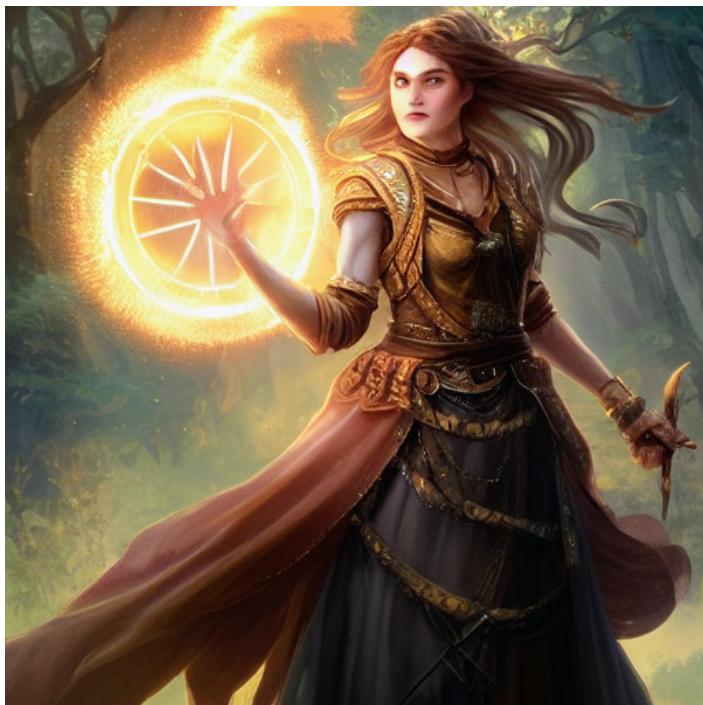
Mighty Weapon Haste	Rank 7
Usage time: Standard action.	Attune (deep)
As a minor action , you can make a mundane strike that deals double weapon damage .	

Temporal Duplicate	Rank 7
Casting time: Minor action .	
Cost: One fatigue level , and you briefly cannot cast this spell again.	
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.	
<p>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.</p> <p>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.</p>	

Time Lock – Vitality	Rank 7
Usage time: Standard action.	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 reapplies any missing vital wounds. The creature increases its fatigue level by three for each vital wound removed in this way.	

Time Stop	Rank 7
Usage time: Standard action.	
Cost: One fatigue level , and you are stunned (-2 defenses) as a condition . You also cannot cast this spell again until you finish a short rest .	
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 finish a short rest .	

Photomancy



Create and manipulate light to hinder foes and conceal allies.

Cantrips

Beautify

Usage time: Standard action.

Visual

This spell functions like the [change appearance](#) ability, except that you gain a +4 bonus to the Disguise check, but you can only accomplish changes that would be possible with makeup, paint, and dye. You cannot make significant changes to your facial structure, equipment, and so on. This ability is commonly used to hide blemishes or to appear younger or older than one's true age.

This ability lasts until you [dismiss](#) it or until you use it again.

Illuminate

Usage time: Standard action.

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 ability lasts until you [dismiss](#) it or until you use it again.

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.

Rank 1 Spells

Beacon of Light

Usage time: Standard action.

Rank 1

[Visual](#), [Sustain](#) (attuneable, free)

All of your abilities and equipment that create light have their light radius doubled. This includes mundane equipment you carry, such as torches.

Color Spray

Usage time: Standard action.

Rank 1

Visual

Make an attack vs. Reflex and Mental against each creature within a Small (15 ft.) cone from you.

Hit: Each target is [dazzled](#) (20% miss chance, no special vision) as a [condition](#).

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's [accuracy](#) increases by +1 for each rank beyond 1.

Disguise Image

Usage time: Standard action.

Rank 1

[Attune](#), [Visual](#)

You make a Disguise check to alter your appearance (see [Change Appearance](#), page 140). 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.

Mirror Image

Rank 1

Usage time: Standard action.

Visual, Attune (deep)

Three illusory duplicates appear around you that mirror your every move. The duplicates shift chaotically in your space, making it difficult to hit you.

All **targeted** attacks against you have a 50% **miss chance**. Like other miss chances, this miss chance is rolled before determining whether the attack beats your defenses. When an attack misses in this way, it affects an image, destroying it. When the last image is destroyed, this ability provides no further benefit. This ability provides no defensive benefit against creatures immune to **Visual** abilities.

Radiant Aura

Rank 1

Usage time: Standard action.

Visual, Attune (deep)

You are surrounded by a Medium (30 ft.) radius **emanation** of **brilliant illumination**. Whenever an **enemy** enters that area, make a **reactive attack** vs. Fortitude against them. After you attack a creature this way, it becomes immune to this attack from you until it finishes a **short rest**.

Hit: The target is **briefly dazzled** (20% **miss chance**, **no special vision**).

The attack's **accuracy** increases by +1 for each rank beyond 1.

Searing Light

Rank 1

Usage time: Standard action.

Make an attack vs. Reflex and Fortitude against something within Short (30 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.

Hit: 1d8+1d6 damage.

The damage increases by 1d6 per rank above 1.

Wall of Light

Rank 1

Usage time: Standard action.

Barrier, Visual, Sustain
(attuneable, minor)

Cost: After you use this ability, you **briefly** cannot use it or any other **Barrier** ability.

You create a Medium (30 ft. long) **wall** of light within Medium (60 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.

Borrow Vision

Rank 2

Usage time: Standard action.

Subtle, Sustain (minor),
Visual

Make an attack vs. Mental against one creature within Medium (60 ft.) range. If you target an **ally**, this attack automatically succeeds.

Hit: This spell has no **verbal components**.

You see out of the target's eyes instead of your own. This does not inhibit the target's vision. Whenever you sustain this spell, you can change between seeing out of your eyes and seeing out of the target's eyes. If you cannot see yourself, you are **blinded** (50% **miss chance**, -2 **Armor** and **Ref**) for combat purposes.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Chromatic Orb

Rank 2

Usage time: Standard action.

Visual

Make an attack vs. Reflex against up to two creatures within Short (30 ft.) range.

Hit: 1d6 damage + half power, and each target **briefly** suffers one of the following effects, chosen randomly: **dazzled** (20% **miss chance**, **no special vision**), **frightened** (-2 **Mental**, -2 **accuracy** vs. source) by you, **goaded** (-2 **accuracy** vs. non-goaded creatures) by you, or -2 **Reflex** defense.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Faerie Fire

Rank 2

Usage time: Standard action.

Make an attack vs. Mental against all **enemies** in a Medium (30 ft.) radius within Medium (60 ft.) range.

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 being **invisible**. Other miss chances, such as the miss chance from attacking it while **dazzled**, are unaffected.

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Rank 2 Spells

Flash Usage time: Standard action.	Rank 2 Visual	Blur Usage time: Standard action.	Rank 3 Attune, Visual
Make an attack vs. Fortitude against all creatures in a Medium (30 ft.) cone from you. In addition, brilliant illumination briefly fills a 60 foot radius around you.			All targeted attacks against you have a 20% miss chance. This ability provides no defensive benefit against creatures immune to Visual abilities.
Hit: Each target is dazzled (20% miss chance, no special vision) as a condition. Critical hit: The condition must be removed an additional time before the effect ends.			<i>Your physical outline is distorted so it appears blurred, shifting, and wavering.</i>
The attack's accuracy increases by +1 for each rank beyond 2.			
Illusory Twin Usage time: Standard action.	Rank 2 Sustain (minor)	Lightbeam Dash Usage time: Standard action.	Rank 3
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 must make a DV 20 Awareness check to identify 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 you have no duplicate remaining.			Cost: One optional fatigue level. If you pay this cost, the spell becomes Swift.
Rank 4: The maximum range increases to Long (90 ft.) range. Rank 6: The maximum range increases to Distant (120 ft.) range.			You teleport into an unoccupied destination on a stable surface within Short (30 ft.) range. A blast of brilliant illumination fills a 60 foot radius around both your starting location and your ending location. In addition, make an attack vs. Reflex against everything in a 5 ft. wide line between your starting location and your ending location.
			Hit: 1d6 damage + half power. Miss: Half damage.
The attack's accuracy increases by +1 for each rank beyond 3.			
Mass Disguise Image Usage time: Standard action.	Rank 3 Attune (target)	Prismatic Spray Usage time: Standard action.	Rank 3 Visual
			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.
			Make an attack vs. Reflex and Mental against each enemy within a Medium (30 ft.) cone from you.
			Hit: Each target is briefly dazzled (20% miss chance, no special vision) and stunned (-2 defenses).
The attack's accuracy increases by +1 for each rank beyond 3.			

Radiant Field	Rank 3
Usage time: Standard action.	
<p>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.</p> <p>Hit: 1d10 damage. Miss: Half damage.</p>	
The damage increases by 2 for each rank beyond 3.	

Massive Flash	Rank 4
Usage time: Standard action.	Visual
<p>Make an attack vs. Fortitude against all enemies in a Large (60 ft.) radius from you. In addition, brilliant illumination briefly fills a 60 foot radius around the area.</p> <p>Hit: Each target is dazzled (<i>20% miss chance, no special vision</i>) as a condition. Critical hit: The condition must be removed an additional time before the effect ends.</p>	
The attack's accuracy increases by +1 for each rank beyond 4.	

Reflective Lightbeam	Rank 3
Usage time: Standard action.	
<p>Make an attack vs. Reflex against everything in a Large (60 ft. long), 5 ft. wide line from you. You can make the line bend at a 90 degree angle once during its length. This can allow it to include areas that you do not have line of sight or line of effect to.</p> <p>Hit: 1d8+1d6 damage. Miss: Half damage.</p>	
The damage increases by 1d6 for each rank beyond 3.	

Pillars of Light	Rank 4
Usage time: Standard action.	
<p>Choose up to five Tiny (5 ft.) radius cylinder-shaped areas within Medium (60 ft.) range of you. Each cylinder is 30 feet high. Make an attack vs. Reflex 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.</p> <p>Hit: 2d10 damage. Miss: Half damage.</p>	
The damage increases by 1d10 per rank above 4.	

Sudden Mirrorswarm	Rank 3
Usage time: Standard action.	Attune, Visual
<p>You can activate this spell as a free action. When you do, a burst of illusory duplicates appear from your body, each appearing to performing a different action. All targeted attacks against you briefly have a 50% miss chance. After that time, this ability is dismissed.</p> <p>This is a Swift effect, so it protects you from attacks during the current phase. It provides no defensive benefit against creatures immune to Visual abilities.</p>	
Rank 4 Spells	

Solar Ray	Rank 4
Usage time: Standard action.	
<p>Make an attack vs. Reflex and Fortitude against something within Short (30 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: 5d8 damage, and any extra damage is doubled. If the target loses hit points, it suffers consequences as if it had been struck by a beam of natural sunlight. This can be deadly for some creatures.</p>	
The damage increases by 1d10 for each rank beyond 4.	

Malleable Disguise Image	Rank 4
Usage time: Standard action.	Attune
This spell functions like the disguise image spell, except that you can change the nature of the disguise as a minor action .	

Rank 5 Spells

Chromatic Sphere	Rank 5
Usage time: Standard action.	Visual

Make an attack vs. Reflex against all **enemies** in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d4 damage + power, and each target **briefly** suffers one of the following effects, chosen randomly: **dazzled** (20% miss chance, no special vision), **frightened** (-2 Mental, -2 accuracy vs. source) by you, **goaded** (-2 accuracy vs. non-goaded creatures) by you, or -2 Reflex defense.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Solar Flare	Rank 5
Usage time: Standard action.	

When you cast this spell, **brilliant illumination briefly** fills a 60 foot radius **emanation** around you. During your next action, make an attack vs. Fortitude and Reflex against all **enemies** within that area, and **brilliant illumination briefly** fills a 60 foot radius around that area.

Hit: 5d8 damage. 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.

Miss: Half damage.

The damage increases by 2d8 for each rank beyond 5.

Greater Mirror Image	Rank 5
Usage time: Standard action.	Visual, Attune (deep)

This spell functions like the **mirror image** spell, except that the images are recreated immediately after being destroyed, so they never run out.

Kaleidoscopic Pattern	Rank 5
Usage time: Standard action.	Compulsion, Sustain (minor), Visual

You create a Medium (30 ft.) radius **zone** of multicolored patterns within Short (30 ft.) range. This has no immediate effect other than creating **bright illumination** in the area. During each of your subsequent actions, make an attack vs. Mental against all **enemies** in the area.

Hit: Each target is **briefly stunned** (-2 defenses).

The attack's **accuracy** increases by +1 for each rank beyond 5.

Distant Lightbeam Dash	Rank 6
Usage time: Standard action.	

Cost: One optional **fatigue level**. If you pay this cost, the spell becomes **Swift**.

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: 1d6 damage per 2 power.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Invisibility	Rank 6
Usage time: Standard action.	Attune (deep)

This spell has no **verbal components**.

You become invisible. This invisibility ends if you attack or take damage. If you spend one minute without attacking or taking damage, this invisibility is reapplied.

Mighty Reflective Lightbeam	Rank 6
Usage time: Standard action.	

This spell functions like the **reflective lightbeam** spell, except that the damage increases to 5d8 damage, and it only targets **enemies** in the area.

The damage increases by 2d8 for each rank beyond 6.

Rank 7 Spells

Massive Wall of Light	Rank 5
Usage time: Standard action.	Barrier, Visual, Sustain (attuneable, minor)

Cost: After you use this ability, you **briefly** cannot use it or any other **Barrier** ability.

This spell functions like the **wall of light** spell, except that it creates a Large (60 ft. long) wall of light within Long (90 ft.) range.

Massive Radiant Field

Rank 7

Usage time: Standard action.

This spell functions like the [radiant field](#) spell, except that the area increases to a Huge (90 ft.) radius [zone](#), and the damage increases to 3d10 damage.

Mighty Solar Ray

Rank 7

Usage time: Standard action.

Make an attack vs. Reflex and Fortitude against something within Short (30 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.

Hit: 11d10 damage, and any [extra damage](#) is tripled. If the target loses [hit points](#), it suffers consequences as if it had been struck by a beam of natural sunlight. This can be deadly for some creatures.

Polymorph

Change the physical shape or outward form of objects and creatures.

Special Rules: This mystic sphere manipulates the physical bodies of creatures, objects, or both. Anything that does not have a physical body, such as an [intangible](#) creature, is immune to all abilities from this mystic sphere.

Cantrips

Alter Appearance

Usage time: Standard action.

This spell functions like the [disguise creature](#) ability, except that that you gain a +4 bonus and you cannot change the appearance of your equipment, species, creature type, or number of limbs (see Change Appearance, page 140). 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.

Alter Object

Usage time: Standard action.

Choose one [unattended](#), nonmagical object you [touch](#). You make a Craft check to alter it (see Craft, page 135), 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 one round with a normal Craft check.

Rank 2: The amount of work you accomplish with the spell increases to two rounds.

Rank 4: The amount of work you accomplish with the spell increases to three rounds.

Rank 6: The amount of work you accomplish with the spell increases to five rounds.

Natural Weapon

Usage time: Standard action.

[Sustain](#) (attuneable, minor)

You gain either one bite [natural weapon](#) or two claws. For details, see Table 9.6: Natural Weapons, page 168.

Rank 1 Spells

Armbblade	Rank 1
Usage time: Standard action.	Attune
When you cast this spell, you choose a weapon you are proficient with. One of your free hands shapeshifts into that weapon.	
The weapon functions like an ordinary manufactured weapon, with two exceptions. First, it cannot leave your body, so you cannot throw it or drop it. Second, you can treat it as a natural weapon , a manufactured weapon , or both, depending on what is more beneficial for you.	
Rank 2: The weapon can be made of any special material other than cold iron and silver (see Weapon Special Materials , page 169). The rank of the special material cannot exceed your spellcasting rank with this spell.	

Bleed	Rank 1
Usage time: Standard action.	
Make an attack vs. Fortitude against one living creature within Short (30 ft.) range.	
Hit: 1d6 damage + half power. If the target loses hit points , it takes 1d6 damage + half power during your next action.	
Critical hit: All instances of damage are doubled, not just the initial damage.	
The attack's accuracy increases by +1 for each rank beyond 1.	

Camouflage	Rank 1
Usage time: Standard action.	Attune
If you have Stealth as a trained skill , you gain a +3 enhancement 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.	

Eyes of Darksight	Rank 1
Usage time: Standard action.	Attune
You gain darkvision with a 30 foot radius, allowing you to see in complete darkness (see Darkvision , page 504). If you already have darkvision, the range of that ability increases by this amount instead.	

Fleshspike	Rank 1
Usage time: Standard action.	
You must have a free hand to cast this spell.	
Make an attack vs. Armor against an adjacent creature.	

Minor Bodymorph	Rank 1
Usage time: Standard action.	Attune
If you have Flexibility as a trained skill , you gain a +3 enhancement 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.	

Power Claw	Rank 1
Usage time: Standard action.	
This spell has no somatic components.	
You become empowered (<i>roll damage twice</i>) this round.	

Alter Self	Rank 2
Usage time: Standard action.	Sustain (attuneable, minor)
This spell functions like the disguise creature ability, except that you gain a +4 bonus and you cannot change the appearance of your equipment (see Change Appearance , page 140). 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.	
Climber	Rank 2
Usage time: Standard action.	Attune
You gain a slow climb speed (see Climbing , page ??). If you already have a slow climb speed, you gain an average climb speed instead.	

Duplicate Organ	Rank 2
Usage time: Standard action.	Sustain (attuneable, minor)

When you cast this spell, you choose your eyes, nose, mouth, or ears. You gain a duplicate copy of that organ anywhere on your body. You can only use one of them at a time, but you can change which one is active once per round as a [free action](#).

You can sustain or attune to this spell multiple times. Each time, you must choose a different organ to copy.

Shrink	Rank 2
Usage time: Standard action.	Attune

Your size decreases by one [size category](#), to a minimum of Tiny. Reducing your size gives you a -1 Brown defense penalty, -1 penalty to Strength for the purpose of determining your [weight limits](#), a +1 Reflex defense bonus, and a +5 bonus to Stealth. It also reduces your [base speed](#) (see Size Categories, page 19).

Extended Claw	Rank 2
Usage time: Standard action.	

This spell has no [somatic components](#).

Make a [mundane](#) melee [strike](#) using [natural weapons](#). The strike gains the [Long](#) and [Sweeping](#) (1) weapon tags (see [Weapon Tags](#), page 161).

The attack's [accuracy](#) increases by +1 for each rank beyond 2.

Spikeform	Rank 2
Usage time: Standard action.	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: 1d6 damage + half power.

The attack's [accuracy](#) increases by +1 for each rank beyond 2.

Form of the Snake	Rank 2
Usage time: Standard action.	Sustain (attuneable, minor)

You [shapeshift](#) into a Small snake. This reduces your [base speed](#) to 20 feet, among other effects (see [Size Categories](#), page 19). As a snake, you have an average climb speed and a bite natural weapon. You cannot speak and have no [free hands](#), but you do not need hands to climb.

Swimmer	Rank 2
Usage time: Standard action.	Attune

You gain a slow [swim speed](#) (see [Swimming](#), page ??). If you already have a slow swim speed, you gain an average swim speed instead.

Mending	Rank 2
Usage time: Standard action.	Swift

Cost: One [fatigue level](#) from the target if it is a creature.

Chose yourself, one [ally](#), or one [unattended](#) object within Short (30 ft.) range. The target regains 1d8 [damage resistance](#) +1 per [power](#) if it is a creature, or that many hit points if it is an object.

The recovery increases by +2 for each rank beyond 2.

Absorb Object	Rank 3
Usage time: Standard action.	Sustain (attuneable, minor)

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.

When this effect ends, the object appears in a free hand, if you have one available, or drops to the floor.

Physical Enhancement	Rank 2
Usage time: Standard action.	Attune

When you cast this spell, choose a physical attribute: Strength, Dexterity, or Constitution. You gain a +2 [enhancement bonus](#) to checks using the chosen attribute. In addition, if you choose Strength, you gain a +1 [enhancement bonus](#) to Strength for the purpose of determining your weight limits (see [Weight Limits](#), page 19).

Rank 4: The bonus to checks increases to +3.

Rank 6: The bonus to checks increases to +4.

Rank 5: The maximum size of the object increases to Large.
Rank 7: The maximum size of the object increases to Huge.

Bloody Fleshspike	Rank 3
Usage time: Standard action.	

You must have a **free hand** to cast this spell.
Make an attack vs. Armor against an adjacent creature.
Hit: 1d6 damage per 2 power. If the target loses hit points, it takes this damage again during your next action.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Brief Regeneration	Rank 3
Usage time: Standard action.	

Cost: One **fatigue level** from the target.

Choose yourself or one living **ally** within Short (30 ft.) range. The target **briefly** regains 1d8 **hit points** +1 per **power** at the end of each round.

The healing increases by +2 for each rank beyond 3.

Cripple	Rank 3
Usage time: Standard action.	

Make an attack vs. Fortitude against all **enemies** in a Small (15 ft.) radius in Short (30 ft.) range.

Hit: Each target's body deteriorates as a **condition**. While it is below its maximum **hit points**, it is **slowed** (-10 speed, -2 Armor and Ref.).

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Dragon Breath	Rank 3
Usage time: Standard action.	Sustain (attuneable, minor)

Choose one of the following tags: **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 breathe energy, you **briefly** cannot do so again.

Hit: 1d4 damage + power. The damage is of the chosen type.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Enlarge	Rank 3
Usage time: Standard action.	Attune

Your size increases by one **size category**, to a maximum of Huge. Increasing your size gives you a +1 Brawn defense bonus, a +1 bonus to Strength for the purpose of determining your **weight limits**, a -1 Reflex defense penalty, and a -5 penalty to Stealth. It also increases your **base speed** (see Size Categories, page 19).

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**.

Flesh-Rending Claw	Rank 3
Usage time: Standard action.	

This spell has no **somatic components**.

Make a **mundane** melee strike using **natural weapons**. If the target takes damage and is living, it bleeds. A bleeding creature takes damage equal to half your power during your next action. This bleeding damage is doubled on a critical hit.

The attack's **accuracy** increases by +1 for each rank beyond 3.

Form of the Wolf	Rank 3
Usage time: Standard action.	Sustain (attuneable, minor)

You **shapeshift** into a Medium wolf. As a wolf, you are **multipedal** and have a bite natural weapon. You cannot speak and have no **free hands**. You also gain the **scent** ability.

Malleable Body	Rank 3
Usage time: Standard action.	Attune (deep)

Your body and equipment becomes highly flexible and malleable, allowing you to compress your body or contort yourself into odd shapes. This has the following effects:

- You gain a slow **climb speed** (see Climbing, page ??). If you already have a slow climb speed, your climb speed becomes average instead.
- You do not need hands to climb.
- You gain a +8 **enhancement 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 cannot receive **critical hits** from **strikes**.

You can suppress or resume this effect as a **free action** once per round.

Regeneration	Rank 3
Usage time: Standard action.	Attune (deep)
At the end of each round, you regain hit points equal to your power.	
The healing increases by +2 for each rank beyond 3.	

Draconic Senses	Rank 4
Usage time: Standard action.	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 blindsense, the range of that ability increases by the given amount instead.	

Scent	Rank 3
Usage time: Standard action.	Attune
You gain the scent trait, which reduces the difficulty value of scent-based Awareness checks by 10 (see Awareness, page 132).	

Extruding Spikes	Rank 4
Usage time: Standard action.	Attune (deep)
As a minor action, you can extend spikes to make an attack vs. Armor against all enemies adjacent to you.	
Hit: 1d6 damage + half power. Miss: Half damage.	
The attack's accuracy increases by +1 for each rank beyond 4.	
<i>Your body grows small spikes that you can consciously extrude to impale nearby foes.</i>	

Twisting Claw	Rank 3
Usage time: Standard action.	
This spell has no somatic components . Make a mundane melee strike using natural weapons . The attack is made against the target's Reflex defense instead of its Armor defense .	
The attack's accuracy increases by +1 for each rank beyond 3.	

Mass Physical Enhancement	Rank 4
Usage time: Standard action.	Attune (target)
This spell functions like the physical enhancement spell, except that it affects up to five creatures of your choice from among yourself and your allies within Medium (60 ft.) range.	
Rank 6: The bonus to checks increases to +3.	

Cleansing Bodymorph	Rank 4
Usage time: Standard action.	
You remove a condition of your choice. This cannot remove conditions caused by Compulsion or Emotion abilities.	
Disintegrate	

Mass Shrink	Rank 4
Usage time: Standard action.	Attune (target)
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.	

Disintegrate	Rank 4
Usage time: Standard action.	
Make an attack vs. Fortitude with a -4 accuracy penalty against something within Short (30 ft.) range.	
Hit: 1d10 damage plus 1d10 per 2 power, and any extra damage is doubled. This damage is maximized (<i>deal max damage</i>) if the target is an object. If this damage reduces an object to zero hit points, or gives a creature a vital wound that knocks it unconscious, the target is completely disintegrated. Only a fine dust remains. A disintegrated creature's equipment is unaffected.	
The attack's accuracy increases by +1 for each rank beyond 4.	

Mighty Bleed	Rank 4
Usage time: Standard action.	
This spell functions like the bleed spell, except that both damage instances increase to 1d6 damage plus 1d6 per 2 power.	
The attack's accuracy increases by +1 for each rank beyond 4.	

Runner	Rank 4
Usage time: Standard action.	Attune
You gain a +10 foot enhancement bonus to your movement speed .	

Rank 5 Spells

Empowered Mending	Rank 5
Usage time: Standard action.	Swift

This spell functions like the [mending](#) spell, except that the recovery increases to 2d8 plus 1d8 per 3 power.

The recovery increases by 1d8 for each rank beyond 5.

Empowered Regeneration	Rank 5
Usage time: Standard action.	Attune (deep)

At the end of each round, you regain [hit points](#) equal to 1d6 add your [power](#). If you gained a vital wound this round, this healing is doubled.

The healing increases by 1d6 for each rank beyond 5.

Form of the Raven	Rank 5
Usage time: Standard action.	Sustain (attuneable, minor)

You [shapeshift](#) into a Small raven. As a raven, you have a 30 foot [fly speed](#) with a [height limit](#) of 60 feet (see [Flight](#), page 41). You cannot speak and have no [free hands](#). You are also unable to take any standard action other than [movement](#).

Impaling Fleshspike	Rank 5
Usage time: Standard action.	

You must have a [free hand](#) to cast this spell.

Make an attack vs. Armor against an adjacent creature.

Hit: 1d8 damage plus 1d8 per 2 power, and any [extra damage](#) is doubled. If the target loses hit points, it becomes [slowed](#) (-10 speed, -2 Armor and Ref) as a [condition](#).

The attack's [accuracy](#) increases by +1 for each rank beyond 5.

Mass Enlarge	Rank 5
Usage time: Standard action.	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.

Mighty Power Claw	Rank 5
Usage time: Standard action.	

This spell has no [somatic components](#).

You become [maximized](#) (*deal max damage*) this round. Make a [mundane](#) melee strike with a -2 accuracy penalty using [natural weapons](#). The strike deals double damage.

The attack's [accuracy](#) increases by +1 for each rank beyond 5.

Mighty Spikeform	Rank 5
Usage time: Standard action.	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: 1d6 damage plus 1d6 per 2 power.

The attack's [accuracy](#) increases by +1 for each rank beyond 5.

Your body grows large spikes that impale creatures who attack you.

Vital Regeneration	Rank 5
Usage time: Standard action.	Attune (target)

At the end of each round, if the target's [fatigue level](#) does not exceed its [fatigue tolerance](#), it automatically removes one of its [vital wounds](#). It can choose to stop this regeneration if it is conscious, but the regeneration happens automatically if it is unconscious due to vital wounds. For each vital wound removed in this way, it increases its [fatigue level](#) by three.

Rank 6 Spells

Efficient Cripple	Rank 6
Usage time: Standard action.	

Make an attack vs. Fortitude against all [enemies](#) in a Medium (30 ft.) radius within [Long](#) (90 ft.) range.

Hit: Each target is [briefly slowed](#) (-10 speed, -2 Armor and Ref). In addition, its body deteriorates as a [condition](#). While it is below its maximum [hit points](#), it is [slowed](#) (-10 speed, -2 Armor and Ref).

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's [accuracy](#) increases by +1 for each rank beyond 6.

Empowered Brief Regeneration	Rank 6
Usage time: Standard action.	

Cost: One [fatigue level](#) from the target.

Choose yourself or one living [ally](#) within Short (30 ft.) range. The target [briefly](#) regains [hit points](#) equal to 1d10 per 2 power at the end of each round.

The healing increases by 2d8 for each rank beyond 6.

Greater Shrink	Rank 6
Usage time: Standard action.	Attune
<p>Your size decreases by two size categories, to a minimum of Tiny. This gives you a -2 Brawn defense penalty, a -2 penalty to Strength for the purpose of determining your weight limits, a +2 Reflex defense bonus, and a +10 bonus to Stealth. It also reduces your base speed (see Size Categories, page 19).</p>	

Flene	Rank 7
Usage time: Standard action.	
<p>Make an attack vs. Fortitude and Reflex against all creatures in a Small (15 ft.) radius within Medium (60 ft.) range.</p> <p>Hit: 1d6 damage plus 1d6 per 2 power, and any extra damage is doubled. If the target loses hit points, it becomes vulnerable (-4 defenses) to all damage as a condition.</p> <p>Miss: Half damage.</p>	

Massive Claw	Rank 6
Usage time: Standard action.	
<p>This spell has no somatic components.</p> <p>Make a mundane melee strike that deals double damage using natural weapons. The strike targets everything in a 10 ft. long, 10 ft. wide line from you. If all spaces in that area are occupied by a single creature, you gain a +3 accuracy bonus against that creature.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 6.</p>	

Greater Enlarge	Rank 7
Usage time: Standard action.	Attune
<p>Your size increases by two size categories. This gives you a +2 Brawn defense bonus, a +2 bonus to Strength for the purpose of determining your weight limits, a -2 Reflex defense penalty, and a -10 penalty to Stealth. It also increases your base speed (see Size Categories, page 19).</p> <p>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.</p>	

Rank 7 Spells

Baleful Polymorph	Rank 7
Usage time: Standard action.	
<p>Make an attack vs. Fortitude and Mental against all Huge or smaller enemies in a Small (15 ft.) radius in Short (30 ft.) range.</p> <p>Hit: Each target is briefly confused (-2 defenses, randomly attack or defend). If it has no remaining damage resistance and was already confused by this ability, it also shapeshifts into a Tiny squirrel as a condition. Squirrels have a 30 foot movement speed, an average climb speed, and a bite natural weapon. They cannot speak and have no free hands. If the target takes damage, this condition is removed.</p> <p>Critical hit: The condition must be removed an additional time before the effect ends.</p>	

Efficient Regeneration	Rank 7
Usage time: Standard action.	Attune (deep)
<p>At the end of each round, you regain hit points equal to 1d10 add 1d10 per 2 power.</p>	

Prayer

Grant divine blessings to aid allies and improve combat prowess.

Cantrips

Fortifying Boon

Usage time: Standard action.

Swift

Choose two **allies** within Short (30 ft.) range. Each target is **fortified** (+2 *Brawn, Fort, Ment*) this round. Because this ability has the **Swift** tag, this protects the target from attacks during the current phase.

Rank 2: The range increases to Medium (60 ft.) range.

Rank 4: The range increases to Long (90 ft.) range.

Rank 6: You can choose a third target within range.

Boon of Living Steel

Rank 1

Usage time: Standard action.

Swift

Choose one **ally** within Medium (60 ft.) range. The target is **fortified** (+2 *Brawn, Fort, Ment*) and **stealed** (*immune to crits*) this round. Because this ability has the **Swift** tag, this protects the target from attacks during the current phase.

Boon of Protection

Rank 1

Usage time: Standard action.

Swift

Choose up to two **allies** within Medium (60 ft.) range. Each target is either **fortified** (+2 *Brawn, Fort, Ment*) or **shielded** (+2 *Armor and Ref*) this round. You must make the same choice for each target. Because this ability has the **Swift** tag, this protects each target from attacks during the current phase.

Rank 1 Spells

Blessing of Perseverance

Rank 1

Usage time: Standard action.

Attune (target)

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Whenever each target would gain a **condition**, that condition is automatically removed, and this ability is **dismissed** for that creature.

Consecrated Blow

Rank 1

Usage time: Standard action.

Make a **strike**. You use the higher of your **magical power** and your **mundane power** to determine your damage with the strike (see Power, page 18). Then, you **briefly** gain a +2 bonus to your Mental defense.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Blessing of Precision

Rank 1

Usage time: Standard action.

Attune (target)

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Whenever a target misses or gets a **glancing blow** with an **attack**, it can **reroll** that attack and keep the higher result. If it hits or critically hits with the reroll, this ability is **dismissed** for that creature.

Curse of Blurred Vision

Rank 1

Usage time: Standard action.

Curse, Visual

Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: Each target has difficulty seeing until it finishes a short rest. While a target is below its maximum **hit points**, it is **dazzled** (20% miss chance, no special vision).

Critical hit: The effect lasts until the curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Blessing of Proficiency

Rank 1

Usage time: Standard action.

Attune (target)

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target becomes proficient with all armor and non-exotic weapons.

Boon of Aggression

Rank 1

Usage time: Standard action.

Choose one **ally** within Medium (60 ft.) range. The target is **focused** (*roll attacks twice*), **empowered** (*roll damage twice*), and **enraged** (*must attack*) this round.

Blessing of Endurance

Rank 2

Usage time: Standard action.

Attune (target)

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target gains a +4 **enhancement bonus** to its maximum **hit points**.

Rank 4: The bonus increases to +8.

Rank 6: The bonus increases to +16.

Blessing of Resilience	Rank 2
Usage time: Standard action.	Attune (target)

Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Each target gains a +4 enhancement bonus to its maximum damage resistance.

Rank 4: The bonus increases to +8.
Rank 6: The bonus increases to +16.

Blessing of Mental Clarity	Rank 3
Usage time: Standard action.	Attune (target)

Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Each target is impervious (+4 defenses) 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.

Boon of Shielding	Rank 2
Usage time: Standard action.	Swift

Cost: One fatigue level.

Choose two allies within Medium (60 ft.) range. Each target is shielded (+2 Armor and Ref) this round and regains 1d4 damage resistance +1 per power.

The recovery increases by +2 for each rank beyond 2.

Blessing of Physical Prowess	Rank 3
Usage time: Standard action.	Attune (target)

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 enhancement bonus to checks using the chosen attribute. In addition, if you choose Strength, each target gains a +1 enhancement bonus to Strength for the purpose of determining its weight limits (see Weight Limits, page 19).

Exalted Excision	Rank 2
Usage time: Standard action.	

Make a strike. You use the higher of your magical power and your mundane power to determine your damage with the strike (see Power, page 18). You gain a +1 accuracy bonus with the strike for each spell from the channel divinity and prayer mystic spheres that you are attuned to.

The attack's accuracy increases by +1 for each rank beyond 2.

Blessing of Recovery	Rank 3
Usage time: Standard action.	Attune (target)

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 35).

Indomitable Blessing	Rank 2
Usage time: Standard action.	Attune (deep, target)

Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Each target gains a +4 enhancement bonus to its maximum hit points and damage resistance. In addition, each target gains a +1 enhancement bonus to vital rolls.

Rank 4: The bonuses to hit points and damage resistance increase to +8.

Rank 6: The bonuses to hit points and damage resistance increase to +16.

Blessing of the Purified Body	Rank 3
Usage time: Standard action.	Attune (target)

Choose up to five creatures from among yourself and your allies within Medium (60 ft.) range. Each target is impervious (+4 defenses) 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 3 Spells

Boon of Deadly Fortune	Rank 3
Usage time: Standard action.	

Choose two allies within Medium (60 ft.) range. Each target is honed (+4 accuracy with crits) this round.

Boon of Tempered Steel	Rank 3
Usage time: Standard action.	Swift

Choose up to two **allies** within Medium (60 ft.) range. Each target is **empowered** (*roll damage twice*) and **stealed** (*immune to crits*) this round. Because this ability has the **Swift** tag, this protects each target from attacks during the current phase.

Rank 4 Spells

Blessing of Freedom	Rank 4
Usage time: Standard action.	Attune (target)

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target is immune to being **slowed** (-10 speed, -2 Armor and Ref) and **paralyzed** (*cannot move*).

Boon of Cleansing	Rank 4
Usage time: Standard action.	
Cost: One fatigue level from each target.	

Two allies within Medium (60 ft.) range can each remove a condition.

Boon of Invulnerability	Rank 4
Usage time: Standard action.	Swift

Choose one **ally** within Medium (60 ft.) range. The target 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.

Boon of Precision	Rank 4
Usage time: Standard action.	

Choose up to two **allies** within Medium (60 ft.) range. Each target is **focused** (*roll attacks twice*) this round.

Curse of Anxiety	Rank 4
Usage time: Standard action.	Curse, Emotion

Make an attack vs. Mental against up to two creatures within Short (30 ft.) range.

Hit: Each target becomes anxious until it finishes a **short rest**. Whenever a creature causes a target to lose **hit points**, it becomes **frightened** (-2 Mental, -2 accuracy vs. source) by that creature until this effect ends. As normal, it stops being frightened if the source of its fear is **defeated**, but this does not remove the anxiety.

Critical hit: The effect lasts until the curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Efficient Curse of Blurred Vision	Rank 4
Usage time: Standard action.	Curse, Visual

Make an attack vs. Mental against all **enemies** in a Small (15 ft.) radius within Short (30 ft.) range.

Hit: Each target is **dazzled** (20% miss chance, no special vision) until it finishes a **short rest**.

Critical hit: The effect lasts until the curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Rank 5 Spells

Blessing of Divine Warning	Rank 5
Usage time: Standard action.	Attune (target)

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Each target is never **unaware** (-5 defenses) or **partially unaware** (50% miss chance, -2 defenses).

Blessing of Vitality	Rank 5
Usage time: Standard action.	Attune (deep, target)

Choose up to five creatures from among yourself and your **allies** within Medium (60 ft.) range. Whenever each target would gain a **vital wound**, that vital wound is automatically negated. After negating a vital wound for a creature in this way, this ability is **dismissed** for that creature.

Boon of Annihilation	Rank 5
Usage time: Standard action.	

Choose one **ally** within Medium (60 ft.) range. The target is **focused** (*roll attacks twice*) and **maximized** (*deal max damage*) this round. After this round, it must spend its next available standard action doing nothing.

Curse of Selective Sight	Rank 5
Usage time: Standard action.	Curse, Visual

Make an attack vs. Mental against all **enemies** in a Large (60 ft.) radius from you.

Hit: Each target has difficulty looking at you until it finishes a **short rest**. While a target is below its maximum **hit points**, it treats you as being **invisible**.

Critical hit: The effect lasts until the curse is removed.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Empowered Boon of Shielding	Rank 5
Usage time: Standard action.	Swift
This spell functions like the boon of shielding spell, except that the recovery increases to 1d6 plus 1d6 per 2 power.	
The recovery increases by 2d8 for each rank beyond 5.	

Mighty Exalted Excision	Rank 6
Usage time: Standard action.	
This spell functions like the exalted excision spell, except that the strike deals double damage.	
The attack's accuracy increases by +1 for each rank beyond 6.	

Mass Boon of Protection	Rank 5
Usage time: Standard action.	Swift
This spell functions like the boon of protection spell, except that you can target up to five allies .	

Nemesis Curse	Rank 6
Usage time: Standard action.	Curse, Emotion
Make an attack vs. Mental against up to two creatures in Medium (60 ft.) range.	
<p>Hit: Each target perceives you as its nemesis until it finishes a short rest. While it is below its maximum hit points, it is goaded (-2 accuracy vs. non-goading creatures) by you and frightened (-2 Mental, -2 accuracy vs. source) by you.</p> <p>Critical hit: The effect lasts until the curse is removed.</p>	
The attack's accuracy increases by +1 for each rank beyond 6.	

Rank 6 Spells

Cleansing Benediction	Rank 6
Usage time: Standard action.	
Cost: See text.	

Blessing of Cleansing Renewal	Rank 7
Usage time: Standard action.	Attune (target)
Cost: See text.	

Curse of Sloth	Rank 6
Usage time: Standard action.	Curse
Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Short (30 ft.) range.	
<p>Hit: Each target becomes slothful until it finishes a short rest. While a slothful creature is below its maximum hit points, it is slowed (-10 speed, -2 Armor and Ref).</p> <p>Critical hit: The effect lasts until the curse is removed.</p>	

The attack's [accuracy](#) increases by +1 for each rank beyond 6.

Pyromancy

Create fire to incinerate foes.

Cantrips

Heat Air

Usage time: Standard action.

Attune, Fire

The temperature of the air within a Large (60 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.

Rank 2: The maximum temperature change increases to 25 degrees.

Rank 4: The area increases to a Huge (90 ft.) radius.

Rank 6: The maximum temperature change increases to 30 degrees.

Personal Torch

Usage time: Standard action.

Fire, Sustain (attuneable, minor)

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, you deal the target damage equal to your power. If the target is highly flammable, such as a torch or campfire, it ignites.

Rank 1 Spells

Building Flame

Rank 1

Usage time: Standard action.

Fire

Make an attack vs. Reflex against all enemies adjacent to you. Then, you are briefly empowered (*roll damage twice*).

Hit: 1d6 damage + half power.

Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 1.

Channel Flame

Rank 1

Usage time: Standard action.

Attune, Fire

Whenever you use a Fire ability, you can draw power from one Small or larger mundane fire within Medium (60 ft.) range. When you do, you gain a +2 accuracy bonus with that ability this round. For each size category above Small that you siphon in this way, this accuracy bonus increases by 2, to a maximum of a +10 bonus from a Gargantuan flame. Then, if that fire was Medium or smaller, it is extinguished. After you enhance an ability in this way, this ability is dismissed.

As normal, eight objects of one size category are equivalent to one object of a larger size category, so you could siphon eight Tiny torch flames instead of a Small campfire. When you combine sources of fire in this way, they use their true size for determining whether they are extinguished.

Eyes of Flame

Rank 1

Usage time: Standard action.

Attune, Fire, Visual

You can set creatures on fire simply by staring at them as a standard action. When you do, make an attack vs. Reflex against a creature within Short (30 ft.) range of you. After you stare at a creature in this way, you briefly cannot do so again.

Hit: 1d6 damage + half power, and the target is briefly dazzled (20% miss chance, no special vision).

The attack's accuracy increases by +1 for each rank beyond 1.

Pyrohemia

Rank 1

Usage time: Standard action.

Fire

Make an attack vs. Fortitude and Reflex against everything in a Medium (30 ft.) cone.

Hit: 1d6 damage + half power. Each target that loses hit points takes this damage again during your next action.

Critical hit: All instances of damage are doubled, not just the initial damage.

Miss: Half damage immediately, and no damage during your next action.

The attack's accuracy increases by +1 for each rank beyond 1.

Unstable Heat

Rank 1

Usage time: Standard action.

Attune, Fire

Whenever you hit a creature with a Brawling attack or a creature hits you with a Brawling attack, make an attack vs. Reflex against that creature. After you make this attack, this ability is dismissed.

Hit: 1d4 damage + half power.

The attack's accuracy increases by +1 for each rank beyond 1.

Rank 2 Spells

Burning Grasp	Rank 2
Usage time: Standard action.	Fire
You must have a free hand to cast this spell.	
Make an attack vs. Reflex against something you touch .	
Hit: 1d6 damage + half power. During your next action, the target takes 1d6 damage + half power again. Critical hit: All instances of damage are doubled, not just the initial damage.	
The attack's accuracy increases by +1 for each rank beyond 2.	

Combustion	Rank 2
Usage time: Standard action.	Fire
Make an attack vs. Reflex with a -4 accuracy penalty against something you touch .	
Hit: 1d6 damage plus 1d6 per 2 power, and any extra damage is doubled.	
The attack's accuracy increases by +1 for each rank beyond 2.	

Consume Flame	Rank 2
Usage time: Standard action.	Fire
Choose a Small or larger mundane fire within Medium (60 ft.) range. You draw power from the fire, causing you to be briefly maximized (<i>deal max damage</i>). Then, if that fire is Medium or smaller, it is extinguished.	
As normal, eight objects of one size category are equivalent to one object of a larger size category, so you could siphon eight Tiny torch flames instead of a Small campfire. When you combine sources of fire in this way, they use their true size for determining whether they are extinguished.	
The attack's accuracy increases by +1 for each rank beyond 2.	

Desperate Fireburst	Rank 2
Usage time: Standard action.	Attune, Fire
Whenever you use the total defense or recover ability, you can activate this ability. If you do, make an attack vs. Reflex against everything within a Small (15 ft.) radius from you. Then, this ability is dismissed . Unlike the total defense and recover abilities, this attack is not Swift , so it takes effect during your normal action in the action phase.	
Hit: 1d8 damage + power. Miss: Half damage.	
The attack's accuracy increases by +1 for each rank beyond 2.	

Fan of Flames	Rank 2
Usage time: Standard action.	Fire
Make an attack vs. Reflex against everything in a Small (15 ft.) cone from you.	
Hit: 1d6 damage + half power immediately, and again during your next action. Critical hit: All instances of damage are doubled, not just the initial damage.	
Miss: Half damage immediately, and no damage during your next action.	
The attack's accuracy increases by +1 for each rank beyond 2.	

Ignition	Rank 2
Usage time: Standard action.	Fire
Make an attack vs. Reflex against one creature within Short (30 ft.) range.	
Hit: The target catches on fire as a condition . It takes 1d6 damage + half power 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 move action to put out the flames. Dropping prone (<i>half speed, -2 Armor and Ref</i>) as part of this action gives a +5 bonus to this check. This condition is automatically removed if the target takes damage from a Cold or Water ability.	
Critical hit: All damage from the condition is doubled, not just the initial damage.	
The attack's accuracy increases by +1 for each rank beyond 2.	

Kindled Fireburst	Rank 2
Usage time: Standard action.	Fire
Choose one Tiny or larger active fire within Short (30 ft.) range. Make an attack vs. Reflex against everything within an Small (15 ft.) radius from it. You gain a +1 accuracy bonus for each size category by which the fire is larger than Tiny. This extinguishes the fire if it was Medium or smaller.	
Hit: 1d6 damage + half power. Miss: Half damage.	
The attack's accuracy increases by +1 for each rank beyond 2.	
<i>A small source of fire, such as a torch, erupts into a much larger burst of flame.</i>	

Wall of Fire

Rank 2

Usage time: Standard action.

Barrier, Fire, Sustain
(attuneable, minor)Cost: After you use this ability, you **briefly** cannot use it or any other **Barrier** ability.

You create a Medium (*30 ft. long*) **wall** of fire within Medium (*60 ft.*) range. When you cast this spell, and during each of your subsequent actions, make an attack vs. Reflex against any creature sharing space with it. Generally, this is only possible for Large or larger creatures. In addition, whenever something passes through the the wall, you make a **reactive attack** vs. Reflex against it. You can only attack a given target with this spell once per **phase**.

Hit: 1d6 damage + half power.**Miss:** Half damage.The attack's **accuracy** increases by +1 for each rank beyond 2.**Flame Breath**

Rank 3

Usage time: Standard action.

Attune, Fire

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 Medium (*30 ft.*) cone from you.

After you breathe fire, you **briefly** cannot do so again.**Hit:** 1d6 damage per 2 power.**Miss:** Half damage.The attack's **accuracy** increases by +1 for each rank beyond 3.**Flame Dash**

Rank 3

Usage time: Standard action.

Fire

Cost: One optional **fatigue level**. If you pay this cost, the teleportation becomes **Swift**, though the attack is not.

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: 1d4 damage + power.**Miss:** Half damage.The attack's **accuracy** increases by +1 for each rank beyond 3.**Desperate Kindling**

Rank 3

Usage time: Standard action.

Fire

Cost: One **fatigue level**.

Make an attack vs. Reflex against yourself and all **enemies** adjacent to you. Then, you are **briefly maximized** (*deal max damage*).

Hit: 1d4 damage + power.**Miss:** Half damage.The attack's **accuracy** increases by +1 for each rank beyond 3.The attack's **accuracy** increases by +1 for each rank beyond 3.**Personal Ignition**

Rank 3

Usage time: Standard action.

Fire, Attune (deep)

When you cast this spell, and during each of your subsequent actions, make an attack vs. Reflex against any creature that you are either grappled or are **grappled by**. In addition, whenever a creature makes a **melee** attack against you using a free hand or natural weapon, make a **reactive attack** vs. Reflex against them. You can only attack a given target with this spell once per **phase**.

Hit: 1d4 damage + half power.The attack's **accuracy** increases by +1 for each rank beyond 3.

You catch on fire. This does not cause you any harm, as the flames burn around your body without burning you.

Fireball

Rank 3

Usage time: Standard action.

Fire

Make an attack vs. Reflex against everything in a Small (*15 ft.*) radius within Short (*30 ft.*) range.

Hit: 1d6 damage + half power.**Miss:** Half damage.The attack's **accuracy** increases by +1 for each rank beyond 3.The attack's **accuracy** increases by +1 for each rank beyond 3.**Flame Blade**

Rank 3

Usage time: Standard action.

Fire, Attune (target)

Choose up to five creatures from among yourself and your **allies** within Medium (*60 ft.*) range. Each target's **manufactured weapons** shed light like a torch. Their strikes with those weapons gain the **Fire** tag and deal 1 **extra damage**.

Pyroclasm

Usage time: Standard action.

Rank 3

Fire

Fire consumes a Medium (30 ft.) radius **zone** from your location. When you cast this spell, and during your next action, make an attack vs. Reflex against everything in the area. This typically means you include yourself as a target.

Hit: 1d4 damage + power.**Miss:** Half damage.The attack's **accuracy** increases by +1 for each rank beyond 3.**Rank 4 Spells****Delayed Fireball**

Usage time: Standard action.

Rank 4

Fire

When you cast this spell, you create a Fine bead of fire in midair at a location in Short (30 ft.) range. The bead sheds light like a torch. It is immune to most forms of damage, but if it takes damage from a **Cold** ability, it is destroyed and this spell has no further effect. At the end of the next round, the bead explodes, and you make an attack vs. Reflex against everything in a Medium (30 ft.) radius of it.

Hit: 1d6 damage per 2 power.**Miss:** Half damage.The attack's **accuracy** increases by +1 for each rank beyond 4.**Flame Aura**

Usage time: Standard action.

Rank 4

Fire, 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. Reflex against everything in the area.

Hit: 1d4 damage + half power.**Miss:** Half damage.The attack's **accuracy** increases by +1 for each rank beyond 4.**Mighty Ignition**

Usage time: Standard action.

Rank 4

Fire

This spell functions like the **ignition** spell, except that the damage increases to 1d6 damage per 2 power.

The attack's **accuracy** increases by +1 for each rank beyond 4.**Mighty Pyrohemia**

Usage time: Standard action.

Rank 4

Fire

This spell functions like the **pyrohemia** spell, except that the damage increases to 1d6 damage per 2 power.

The attack's **accuracy** increases by +1 for each rank beyond 4.**Mighty Unstable Heat**

Usage time: Standard action.

Rank 4

Attune, Fire

This spell functions like the **unstable heat** spell, except that the damage increases to 1d6 damage per 2 power.

The attack's **accuracy** increases by +1 for each rank beyond 4.**Rank 5 Spells****Blinding Eyes of Flame**

Usage time: Standard action.

Rank 5

Attune, Fire, Visual

This spell functions like the **eyes of flame** spell, except that the damage increases to 1d8 damage plus 1d8 per 2 power, and any **extra damage** is doubled. On a hit, the target also **briefly** treats you as being **invisible**.

The attack's **accuracy** increases by +1 for each rank beyond 5.**Flame Serpent**

Usage time: Standard action.

Rank 5

Fire, Sustain (minor)

When you cast this spell, an attack vs. Reflex against everything in a Medium (30 ft. long), 5 ft. wide shapeable line that is entirely within Medium (60 ft.) range of you. The line cannot intersect itself, and you must designate one end of the line as the head of the flame serpent and the other end as the tail of the flame serpent.

Whenever you sustain this spell, you can repeat this attack in a new line. The tail of the new line must be adjacent to the head of the old line, and it cannot intersect any space occupied by the line in the previous round.

Hit: 1d4 damage + power.**Miss:** Half damage.The attack's **accuracy** increases by +1 for each rank beyond 5.

Intense Building Flame	Rank 5
Usage time: Standard action.	Fire

You are **briefly empowered** (*roll damage twice*). Then, make an attack vs. Reflex against all **enemies** adjacent to you.

Hit: 1d6 damage per 2 power.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Mighty Personal Ignition	Rank 5
Usage time: Standard action.	Fire, Attune (deep)

This spell functions like the **personal ignition** spell, except that the damage increases to 1d8 damage + power.

The attack's **accuracy** increases by +1 for each rank beyond 5.

You catch on fire. This does not cause you any harm, as the flames burn around your body without burning you.

Mighty Burning Grasp	Rank 5
Usage time: Standard action.	Fire

You must have a **free hand** to cast this spell.

Make an attack vs. Reflex against something you **touch**.

Hit: 1d6 damage per 2 power, and any **extra damage** is doubled. During your next action, the target takes 1d6 damage per 2 power again.

Critical hit: All instances of damage are doubled, not just the initial damage.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Mighty Wall of Fire	Rank 5
Usage time: Standard action.	Barrier, Fire, Sustain (attuneable, minor)

Cost: After you use this ability, you **briefly** cannot use it or any other **Barrier** ability.

This spell functions like the **wall of fire** spell, except that the damage increases to 1d6 damage per 2 power. In addition, the area increases to a Large (60 ft. long) **wall**.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Mighty Combustion	Rank 5
Usage time: Standard action.	Fire

Make an attack vs. Reflex with a -4 accuracy penalty against something you **touch**.

Hit: 1d6 damage plus 1d6 per power, and any **extra damage** is doubled.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Split Fireball	Rank 5
Usage time: Standard action.	Fire

Make an attack vs. Reflex against everything in each of two separate Small (15 ft.) radius areas within Short (30 ft.) range. If the areas overlap, you still only make one attack against creatures in the overlapping area.

Hit: 1d8 damage + power.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Mighty Fan of Flames	Rank 5
Usage time: Standard action.	Fire

Make an attack vs. Reflex against everything in a Medium (30 ft.) cone from you.

Hit: 1d8 damage + power immediately, and again during your next action.

Critical hit: All instances of damage are doubled, not just the initial damage.

Miss: Half damage immediately, and no damage during your next action.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Rank 6 Spells

Consume Bonfire	Rank 6
Usage time: Standard action.	Fire

This spell functions like the **consume flame** spell, except that if the fire was Large or larger, your damaging attacks also **briefly** deal 2d8 **extra damage**.

Desperate Pyre	Rank 6
Usage time: Standard action.	Fire
Cost: One fatigue level.	
Make an attack vs. Reflex against yourself and all enemies adjacent to you. Then, you are briefly maximized (<i>deal max damage</i>).	
Hit: 1d6 damage plus 1d6 per 2 power. Miss: Half damage.	
The attack's accuracy increases by +1 for each rank beyond 6.	

Mighty Kindled Fireburst	Rank 6
Usage time: Standard action.	Fire
This spell functions like the kindled fireburst spell, except that the damage increases to 1d6 damage plus 1d6 per 2 power.	
The attack's accuracy increases by +1 for each rank beyond 6.	

Distant Flame Dash	Rank 6
Usage time: Standard action.	Fire
Cost: One optional fatigue level. If you pay this cost, the teleportation becomes Swift, though the attack is not.	
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: 1d6 damage per 2 power. Miss: Half damage.	
The attack's accuracy increases by +1 for each rank beyond 6.	

Mighty Pyroclasm	Rank 6
Usage time: Standard action.	Fire
Fire consumes a Large (60 ft.) radius zone from your location. When you cast this spell, and during your next action, make an attack vs. Reflex against everything in the area. This typically means you include yourself as a target.	
Hit: 1d6 damage per 2 power. Miss: Half damage.	
The attack's accuracy increases by +1 for each rank beyond 6.	

Inescapable Ignition	Rank 6
Usage time: Standard action.	Fire
This spell functions like the ignition spell, except that the damage increases to 1d6 damage plus 1d6 per 2 power, and the difficulty value of the Dexterity check to put out the flames increases to 15.	
The attack's accuracy increases by +1 for each rank beyond 6.	

Wings of the Phoenix	Rank 6
Usage time: Standard action.	Attune, Fire
You gain a slow fly speed with a maximum height of 15 feet (see Flight, page 41).	

Massive Flame Breath	Rank 6
Usage time: Standard action.	Attune, Fire
This spell functions like the flame breath spell, except that the damage increases to 1d10 damage plus 1d10 per 2 power and the area increases to a Large (60 ft.) cone from you.	
The attack's accuracy increases by +1 for each rank beyond 6.	

Immolating Fireball	Rank 7
Usage time: Standard action.	Fire
Make an attack vs. Reflex against everything in a Small (15 ft.) radius within Medium (60 ft.) range.	
Hit: 1d6 damage per 2 power. If a creature takes a vital wound from this damage that leaves it unconscious, its body is completely destroyed by flame. Only a pile of ashes remains. An immolated creature's equipment is unaffected. Miss: Half damage.	

Mighty Flame Blade	Rank 6
Usage time: Standard action.	Fire, Attune (target)
This spell functions like the flame blade spell, except that the extra damage increases to 1d6.	

Massive Pyrohemia	Rank 7
Usage time: Standard action.	Fire
This spell functions like the pyrohemia spell, except that the damage increases to 1d8 damage plus 1d8 per 2 power, and the area increases to a Large (60 ft.) cone.	

Mighty Flame Aura

Usage time: Standard action.

Rank 7

Fire, Attune (deep)

This spell functions like the [flame aura](#) spell, except that the damage increases to 1d6 damage plus 1d6 per 2 power.

Soul of the Phoenix

Usage time: Standard action.

Rank 7

Fire, 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, with three exceptions:

- You return at full [hit points](#) and [damage resistance](#), with all of your conditions removed.
- All of your [vital rolls](#) for your vital rolls that were 0 or lower become 1, preventing you from dying again immediately.
- You increase your [fatigue level](#) by three.

After you are restored to life in this way, this ability is dismissed.

Revelation

Share visions of the present and future, granting insight or combat prowess.

Cantrips**Reveal Sensation**

Usage time: Standard action.

You [briefly](#) gain a +3 [enhancement 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

Usage time: Standard action.

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 [enhancement bonus](#) to the Knowledge check.

Rank 4: The bonus increases to +3.

Rank 6: The bonus increases to +4.

Rank 1 Spells**Enhanced Senses**

Usage time: Standard action.

Rank 1

Attune

If you have Awareness as a [trained skill](#), you gain a +3 [enhancement 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.

Foresee Safety

Usage time: Standard action.

Rank 1

Subtle, Swift

You become [briefly braced](#) (+2 defenses). Since this ability has the [Swift](#) tag, it protects you from attacks during the current phase.

Foresee Victory

Usage time: Standard action.

Rank 1

Subtle

You become [briefly primed](#) (*always explode*).

Precognitive Defense	Rank 1	
Usage time: Standard action.	Attune	
You gain a +4 enhancement bonus to your maximum 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	
Usage time: Standard action.	Attune	
At the start of each phase, you can choose to become focused (<i>roll attacks twice</i>) and honed (+4 accuracy with crits) during that phase. At the end of that phase, this ability is dismissed.		
<i>You can intuitively perceive your foes' weaknesses.</i>		
Reveal Proficiency	Rank 1	
Usage time: Standard action.	Attune	
You become proficient with all armor and weapons, including exotic weapons.		
Reveal Victory	Rank 1	
Usage time: Standard action.		
Choose one ally within Medium (60 ft.) range. The target becomes focused (<i>roll attacks twice</i>) and gains a +1 accuracy bonus this round.		
Reveal Vulnerability	Rank 1	
Usage time: Standard action.		
Cost: One optional fatigue level. If you pay this cost, using spell only requires a minor action.		
Make an attack vs. Mental with a +4 accuracy bonus against one creature or object within Long (90 ft.) range. This attack automatically succeeds against unattended objects.		
Hit: As a condition, the target's vulnerabilities become clear for all to see. Anyone looking at it intuitively knows everything that it is vulnerable (-4 defenses), impervious (+4 defenses), and immune to.		
Critical hit: The condition must be removed an additional time before the effect ends.		
The attack's accuracy increases by +2 for each rank beyond 1.		

Social Intuition	Rank 1
Usage time: Standard action.	Attune
If you have Social Insight as a trained skill, you gain a +3 enhancement 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.	

Visions of Weakness	Rank 1
Usage time: Standard action.	
Choose one of the five defenses: Armor, Brawn, Fortitude, Reflex, or Mental. Make an attack vs. Mental against up to two creatures within Short (30 ft.) range. Then, you briefly gain a +2 bonus to that defense. Since this ability does not have the Swift tag, it does not protect you from attacks during the current phase.	
Hit: Each target briefly takes a -2 penalty to the chosen defense.	
The attack's accuracy increases by +1 for each rank beyond 1.	
<i>You expose your enemy's weaknesses, revealing openings in its defenses moments before they exist. This insight helps you bolster your own defenses.</i>	

Rank 2 Spells

Animal's Sight	Rank 2
Usage time: Standard action.	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. If you cannot see yourself, you are blinded (50% miss chance, -2 Armor and Ref) for combat purposes.	
Critical hit: The condition must be removed an additional time before the effect ends.	
The attack's accuracy increases by +1 for each rank beyond 2.	
Blindsight	Rank 2
Usage time: Standard action.	Attune
You gain blindsight with a 60 foot range, allowing you to sense your surroundings without light (see Blindsight, page 504). If you already have blindsight, the range of your blindsight increases by 30 feet.	

Learn from Failure Rank 2
Usage time: Standard action.

Choose up to two creatures from among yourself and your allies within Medium (60 ft.) range. Each target that missed a creature with an attack becomes focused (*roll attacks twice*) this round. If you target yourself, this effect lasts briefly on you instead of only this round.

Myriad Visions Rank 2
Usage time: Standard action. Visual

Make an attack vs. Mental against up to two creatures within Medium (60 ft.) range.

Hit: Each target is dazzled (20% miss chance, no special vision) as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's accuracy increases by +1 for each rank beyond 2.

Your foes see visions of possible futures that confuse their ability to determine reality.

Mystic Eye Rank 2
Usage time: Standard action. 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.

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. 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 120 feet from you, it is destroyed. This distance check ignores line of sight and line of effect.

Purge Invisibility Rank 2
Usage time: Standard action. Sustain (attuneable, minor)
Cost: One optional fatigue level. If you pay this cost, using spell only requires a minor action.

Creatures or objects within a Large (60 ft.) radius emanation from you cannot be invisible. Any effects that would cause them to be invisible are suppressed.

Visions of Certain Doom Rank 2
Usage time: Standard action. Emotion, Visual

Make an attack vs. Mental against all enemies in a Medium (30 ft.) radius from you. Then, you are briefly focused (*roll attacks twice*).

Hit: Each target is briefly frightened (-2 Mental, -2 accuracy vs. source) of you.

The attack's accuracy increases by +1 for each rank beyond 2.

The same visions that terrify your foes inspire you to victory.

Rank 3 Spells

Discern Lies Rank 3
Usage time: Standard action. Subtle, Sustain (attuneable, minor)

This spell has no verbal components.

Make an attack vs. Mental against one creature within Medium (60 ft.) range. Whether you hit or miss, the target becomes immune to this effect until it takes a short rest.

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.

Field of Visions Rank 3
Usage time: Standard action. Sustain (attuneable, minor), Visual

You create a field of hallucinatory visions in a Small (15 ft.) radius zone within Short (30 ft.) range. When you cast this spell, and during each of your subsequent actions, make an attack vs. Mental against all enemies in the area.

Hit: Each target is briefly dazzled (20% miss chance, no special vision).

The attack's accuracy increases by +1 for each rank beyond 3.

Precognitive Competence Rank 3
Usage time: Standard action. Attune

You gain a +2 enhancement bonus to all skills.

Precognitive Precision Rank 3
Usage time: Standard action. Attune

You gain a +1 enhancement bonus to accuracy.

Reverse Scrying

Rank 3

Usage time: Standard action.

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.

Mass Blindsight

Rank 4

Usage time: Standard action.

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.

Sensory Chain

Rank 4

Usage time: Standard action.

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. If you cannot see yourself, you are [blinded](#) (50% miss chance, -2 Armor and Ref) for combat purposes.

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](#) vs. Mental 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.

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's [accuracy](#) increases by +1 for each rank beyond 4.

Rank 4 Spells**Blindsight**

Rank 4

Usage time: Standard action.

Attune

You gain [blindsight](#) with a 30 foot range, allowing you to see without light (see [Blindsight](#), page 504). If you already have blindsight, the range of your blindsight increases by 30 feet.

Foresee Distant Safety

Rank 4

Usage time: Standard action.

Subtle

At the start of the next round, you become briefly braced (+2 defenses).

Foresee Distant Victory

Rank 4

Usage time: Standard action.

Subtle

At the end of the next round, you become primed (*always explode*) during the following round.

Foresight

Rank 4

Usage time: Standard action.

Attune

You are never [unaware](#) (-5 defenses) or partially unaware (50% miss chance, -2 defenses).

Gift of Knowledge

Rank 4

Usage time: Standard action.

Attune

You gain a +3 [enhancement bonus](#) to all Knowledge skills (see [Knowledge](#), page 405). In addition, once per hour you may reroll one Knowledge check you make and take the higher result.

Rank 5 Spells**Clairvoyance**

Rank 5

Usage time: Standard action.

Scrying, Sustain (attuneable, standard)

A [scrying sensor](#) appears floating in the air in any unoccupied square within Medium (60 ft.) range. You do not need [line of sight](#) or [line of effect](#) to target a location. You must specify a distance and direction to target a location you cannot see. This can allow you to cast the spell beyond walls and similar obstacles.

At the start of each round, you choose whether you see and hear from this sensor or from your body. While viewing through the sensor, your observation ability is the same as your normal body, except that it does not share the benefits of any [magical](#) ✨ effects that improve your vision. You otherwise act normally, though you may have difficulty moving or taking actions if the sensor cannot see your body or your intended targets, effectively making you [blinded](#) (50% miss chance, -2 Armor and Ref).

If undisturbed, the sensor floats in the air in its position.

Intense Visions of Weakness

Rank 5

Usage time: Standard action.

Make an attack vs. Mental against up to two creatures within Short (30 ft.) range. Then, you are **briefly braced** (+2 defenses). Since this ability does not have the **Swift** tag, it does not protect you from attacks during the current phase.

Hit: Each target is **briefly stunned** (-2 defenses).

The attack's accuracy increases by +1 for each rank beyond 5.

Mass Precognitive Offense

Rank 5

Usage time: Standard action.

Attune (target)

This spell functions like the **precognitive offense** spell, except that it affects up to five creatures of your choice from among yourself and your **allies** within Medium (60 ft.) range.

Visions of Omnipresent Doom

Rank 7

Usage time: Standard action.

Emotion, Visual

This spell functions like the **visions of certain doom** spell, except that each target is frightened of all creatures, not just you.

Rank 6 Spells**Empowered Reveal Victory**

Rank 6

Usage time: Standard action.

Choose one **ally** within Medium (60 ft.) range. The target becomes **focused** (*roll attacks twice*) and gains a +2 accuracy bonus this round.

Greater Precognitive Competence

Rank 6

Usage time: Standard action.

Attune

You gain a +3 **enhancement bonus** to all skills.

Mass Blindsight

Rank 6

Usage time: Standard action.

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 Spells**Empowered Precognitive Precision**

Rank 7

Usage time: Standard action.

Attune

You gain a +2 **enhancement bonus** to accuracy.

Summoning

Summon creatures to fight with you.

Cantrips

Summon Distraction

Usage time: Standard action.

Manifestation, Sustain
(standard)

This spell functions like the [summon monster](#) spell, except that the summoned creature is destroyed if it takes any damage. In addition, this has the [Sustain \(standard\)](#) tag instead of the [Attune \(deep\)](#) tag.

The attack's [accuracy](#) increases by +1 for each rank beyond 1.

Ramming Summon

Rank 1

Usage time: Standard action.

Manifestation

Make an attack vs. Brawn against something that is [grounded](#) within Short (30 ft.) range.

Hit: 1d6 damage + half power. If the target loses [hit points](#), this effect [pushes](#) it up to 15 feet horizontally away from you. If this push is blocked by an obstacle, the target takes 1d6 damage.

The attack's [accuracy](#) increases by +1 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.

Rank 1 Spells

Colony of Bees

Rank 1

Usage time: Standard action.

Manifestation, Sustain
(standard)

A swarm of bees appears in a Small (15 ft.) cone-shaped [zone](#) from you. 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.

When you cast this spell, and during each of your subsequent actions, make an attack vs. Armor and Fortitude against all creatures in the area. You gain a stacking +1 accuracy bonus with this spell each time that you sustain it, to a maximum of +4.

Hit: 1d6 damage + half power. Each creature that loses [hit points](#) is [stunned](#) (-2 [defenses](#)) as a [condition](#).

Miss: Half damage.

The attack's [accuracy](#) increases by +1 for each rank beyond 1.

Summon Familiar

Rank 1

Usage time: Standard action.

Manifestation, Sustain
(attuneable, standard)

This spell functions like the [summon monster](#) spell, except that the summoned creature cannot attack, and it is destroyed if it takes any damage. However, it is able to interact with loose objects. You can command it to can pick up and carry one Tiny or smaller item. It still lacks the capacity to interact with devices of any complexity, such as doorknobs. This spell has the [Sustain \(attuneable, standard\)](#) tag instead of the [Attune \(deep\)](#) tag.

Drop Bear

Rank 1

Usage time: Standard action.

Manifestation

Make an attack vs. Armor with a -4 accuracy penalty against something in Short (30 ft.) range.

Hit: 1d6 damage per 2 power.

The attack's [accuracy](#) increases by +1 for each rank beyond 1.

You summon a bear in midair that crashes down on your foe.

Summon Monster

Rank 1

Usage time: Standard action.

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.

- It has no *resources*, and it cannot use abilities that would cause it to increase its *fatigue level*.
- Its maximum *hit points* are equal to the standard value for a cleric of your level.
- Its maximum *damage resistance* is equal to half its maximum hit points, ignoring any *enhancement bonuses* to hit points.
- Each of its *defenses* is equal to $4 + \text{half your level}$.
- Its *accuracy* is equal to your accuracy, but it makes its own attack rolls.
- Its *movement speed* is 30 feet, regardless of the number of legs it appears to have.
- 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: movement and attacking. It moves as you direct, and can *sprint* during the *action phase*. As a standard action, it can make a melee *strike* against a creature adjacent to it. If it hits, it deals $1d4$ damage + half power.

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 attack's *accuracy* increases by +1 for each rank beyond 1.

Rank 2 Spells**Plague of Rats**

Rank 2

Usage time: Standard action.

Manifestation

You summon a swarm of rats that run through and bite everything in a Medium (*30 ft. long*), 10 ft. wide line from you before disappearing. Make an attack vs. Armor against everything in the area. The length of this spell's area is affected by *difficult terrain* and similar movement impediments.

Hit: $1d8$ damage + power.

Miss: Half damage.

The attack's *accuracy* increases by +1 for each rank beyond 2.

Summon Defensive Monster

Rank 2

Usage time: Standard action.

Manifestation, Attune (deep)

This spell functions like the *summon monster* spell, except that the summoned creature is more defensively inclined. It gains a +2 bonus to all defenses.

The attack's *accuracy* increases by +1 for each rank beyond 2.

Summon Offensive Monster

Rank 2

Usage time: Standard action.

Manifestation, Attune (deep)

This spell functions like the *summon monster* spell, except that the summoned creature is more offensively inclined. Its strikes deal $1d4$ damage + power. However, its *hit points* are halved, which also halves its damage resistance.

The attack's *accuracy* increases by +1 for each rank beyond 2.

Summon Water Elemental

Rank 2

Usage time: Standard action.

Manifestation, Attune (deep)

This spell functions like the *summon monster* spell, except that the summoned creature appears to be a water elemental. Its attacks deal $1d6$ damage + half power, and have the *Water* tag. It has a 30 foot *swim speed*. In addition, it is immune to *Water* attacks. However, it is *vulnerable* (-4 *defenses*) to *Electricity* attacks.

The attack's *accuracy* increases by +1 for each rank beyond 2.

Rank 3 Spells**Pack of Wolves**

Rank 3

Usage time: Standard action.

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 and trip your enemies.

When you cast this spell, and during each of your subsequent actions, make an attack vs. Armor and Brawn against all *grounded enemies* in the area. You gain a stacking +1 accuracy bonus with this spell each time that you sustain it, to a maximum of +4.

Hit: $1d6$ damage + half power. If the target is Large or smaller, it is knocked *prone* (*half speed*, -2 *Armor and Ref*).

Miss: Half damage.

The attack's *accuracy* increases by +1 for each rank beyond 3.

Summon Bear

Rank 3

Usage time: Standard action.

Manifestation, Attune (deep)

This spell functions like the [summon monster](#) spell, except that the creature appears to be a Medium bear. Its attacks deal 1d4 damage + power. As a standard action, it can use the [grapple](#) ability against a creature adjacent to it (see [Grapple](#), page 42). While grappling, the manifested creature will automatically use the [maintain grapple](#) ability (see [Maintain Grapple](#), page 43).

The attack's accuracy increases by +1 for each rank beyond 3.

Summon Fire Elemental

Rank 3

Usage time: Standard action.

Fire, 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 1d4 damage + power, and have the [Fire](#) tag. In addition, it is immune to [Fire](#) attacks.

The attack's accuracy increases by +1 for each rank beyond 3.

Summon Weapon

Rank 3

Usage time: Standard action.

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.

- It has no [resources](#), and it cannot use abilities that would cause it to increase its [fatigue level](#).
- Its [hit points](#) are equal to the standard value for a wizard of your level.
- It has no [damage resistance](#).
- Each of its [defenses](#) is equal to 4 + half your level.
- Its [accuracy](#) is equal to your accuracy, but it makes its own attack rolls.
- It has an average [fly speed](#) with a maximum height of 5 feet and no [walk speed](#).
- Its [movement speed](#) is 30 feet normally, or 20 feet if the weapon is [Heavy](#).
- 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.

When the weapon hits, it deals damage appropriate for your chosen weapon. This damage is improved by your [magical power](#) as normal for [magical](#) ✨ attacks. You decide whether the weapon functions as if it was being held in either one or two hands.

The attack's accuracy increases by +1 for each rank beyond 3.

Rank 4 Spells**Mighty Drop Bear**

Rank 4

Usage time: Standard action.

Manifestation

Make an attack vs. Armor with a -4 accuracy penalty against something in Short (30 ft.) range.

Hit: 1d10 damage plus 1d10 per 2 power, and any [extra damage](#) is doubled.

The attack's accuracy increases by +1 for each rank beyond 4.

Ramming Horde	Rank 4
Usage time: Standard action.	Manifestation

Make an attack vs. Brawn against everything that is grounded in a Medium (*30 ft. long*), 10 ft. wide line from you.

Hit: 1d8 damage + power. You **push** each target that takes damage up to 15 feet horizontally away from you.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 4.

You summon a large creature with a large horn or horns, such as a rhinoceros, that rams into the target with great force before disappearing.

Summon Air Elemental	Rank 4
Usage time: Standard action.	Air, 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 1d8 damage + power, and have the **Air** tag. It has a 30 foot **fly speed** with a 30 foot **height limit**. In addition, it is immune to **Air** attacks.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Summon Asp	Rank 4
Usage time: Standard action.	Manifestation, Attune (deep)

This spell functions like the **summon monster** spell, except that the summoned creature appears to be a snake. Its attacks deal 1d8 damage + power. Whenever its strike causes a living creature to lose **hit points**, the damaged creature becomes poisoned with asp venom. 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.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Summon Ballista	Rank 4
Usage time: Standard action.	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 cannot move, and it makes projectile **strikes** instead of melee strikes. Its attacks deal 1d4 damage + power 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 penalty** unless there are no valid targets within close range.

The attack's **accuracy** increases by +1 for each rank beyond 4.

Rank 5 Spells

Aerial Weapon	Rank 5
Usage time: Standard action.	Manifestation, Sustain (minor)

This spell functions like the **summon weapon** spell, except that the weapon's maximum height above the ground is increased to 120 feet, and you can initially summon it in midair. This allows the weapon to fly up to fight airborne foes.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Mighty Rushing Horde	Rank 5
Usage time: Standard action.	Manifestation

This spell functions like the **rushing horde** spell, except that the damage increases to 1d8 damage plus 1d8 per 2 power.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Murder of Crows	Rank 5
Usage time: Standard action.	Manifestation, Sustain (standard)
A swarm of crows appears in a Large (<i>60 ft.</i>) radius zone from your location. The crows disappear shortly after they reappear, so they do not block movement and attacking them is pointless, but they last long enough to peck your enemies.	
When you cast this spell, and during each of your subsequent actions, make an attack vs. Armor and Reflex against all enemies in the area. You gain a stacking +1 accuracy bonus with this spell each time that you sustain it, to a maximum of +4.	
Hit: 1d8 damage + power, and each target is dazzled (20% miss chance, no special vision) as a condition .	
Miss: Half damage.	
The attack's accuracy increases by +1 for each rank beyond 5.	

Summon Earth Elemental	Rank 5
Usage time: Standard action.	Earth, 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 1d6 damage per 2 power, and have the Earth tag. Its damage resistance is equal to its maximum hit points , ignoring enhancement bonuses to hit points. In addition, it is immune to Earth attacks.	
The attack's accuracy increases by +1 for each rank beyond 5.	

Summon Pegasus	Rank 5
Usage time: Standard action.	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 30 feet, and is trained as a mount (see Flight, page 41).	

Rank 7: The creature gains a +1 bonus to its defenses.

Rank 6 Spells

Empowered Summon Defensive Monster	Rank 6
Usage time: Standard action.	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 maximum hit points are doubled, which also doubles its maximum damage resistance.	
The attack's accuracy increases by +1 for each rank beyond 6.	

Empowered Summon Offensive Monster	Rank 6
Usage time: Standard action.	Manifestation, Attune (deep)
This spell functions like the summon monster spell, except that the summoned creature is more offensively inclined. Its strikes deal 1d8 damage plus 1d8 per 2 power. However, its hit points are halved, which also halves its damage resistance.	
The attack's accuracy increases by +1 for each rank beyond 6.	

Rank 7 Spells

Quiver of Cobras	Rank 7
Usage time: Standard action.	Manifestation, Sustain (standard)
A swarm of cobras appears in a Large (<i>60 ft.</i>) long, 10 ft. wide line-shaped zone from you. The cobras 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 and Fortitude against all grounded enemies in the area. You gain a stacking +1 accuracy bonus with this spell each time that you sustain it, to a maximum of +4.	
Hit: 1d8 damage plus 1d8 per 2 power, and each target is briefly slowed (-10 speed, -2 Armor and Ref). Each target that loses hit points is also slowed as a condition .	
Miss: Half damage.	

Telekinesis

Manipulate kinetic energy at a distance.

Special Rules: All **Barrier** effects from this mystic sphere are made of telekinetic force, not physical objects. They can still be destroyed normally, but this makes them especially effective against **incorporeal** creatures. Incorporeal creatures cannot enter or pass through the barriers, and must move around them in the same way that any other creature does. This allows a telekinetic barrier to completely block passage in a hallway for an incorporeal creature as long as the surrounding walls are too thick for it to pass through.

Cantrips

Distant Hand

Usage time: Standard action.

Sustain (minor)

Choose one Medium or smaller **unattended** object within Medium (60 ft.) range. You can telekinetically control the target object as if you were holding it in a single extra hand. Your maximum modifier to **accuracy** and checks using the object is equal to your rank with this cantrip.

During the movement phase, you can move the target up to 10 feet in any direction, to a maximum **height limit** of 5 feet. Your **weight limits** are calculated as if your Strength was -1, so you can carry a Small object normally or push a Medium object at half speed. At the end of each round, if the target is outside of this ability's range, this ability is **dismissed**.

Although you can control the object's motion, you do not have it equipped. This means that you cannot gain a defense bonus from shields, magic apparel items do not grant their benefits to you, and so on.

Rank 2: The maximum distance moved increases to 15 feet.

Rank 4: The maximum distance moved increases to 20 feet.

Rank 6: The maximum distance moved increases to 30 feet.

Rank 1 Spells

Animated Weapon

Rank 1

Usage time: Standard action.

This spell has no **somatic components**.

Make a melee **strike** using one weapon you hold in a single hand. You use your **magical power** to determine your damage with the strike (see Power, page 18). The weapon flies out of your hand to strike at range, granting this strike the **Long** tag (see Weapon Tags, page 161). It flies back into your hand after making the strike.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Desperate Levitation

Rank 1

Usage time: Standard action.

Attune

Whenever you use the **total defense** or **recover** ability, you can activate this ability. If you do, you move 20 feet up into the air and levitate there. This movement is **Swift**, so it can help you avoid attacks during the current phase. While levitating in this way, your telekinesis provides you with a stable platform to maneuver, so you do not suffer penalties for being **midaire**. At the end of the round, you descend 20 feet without taking **falling damage**, then this ability is **dismissed**.

Fling Object

Rank 1

Usage time: Standard action.

Choose a Tiny or Small **unattended** object within Short (30 ft.) range of you. You fling that object at another creature or object within Short (30 ft.) range of you. When you do, make an attack vs. Armor against the target. You gain a +2 accuracy bonus if you fling a Tiny object.

Hit: The target and the thrown object each take 1d6 damage + half power. If you fling a Small object, you deal **extra damage** equal to half your power.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Floating Armament

Rank 1

Usage time: Standard action.

Attune (deep)

You can hold a non-**Heavy** 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.

Kinetic Ablation

Rank 1

Usage time: Standard action.

Swift

You take half damage from all sources this round. Because this is a **Swift** ability, it affects attacks against you during the current phase.

Kinetic Shield

Rank 1

Usage time: Standard action.

Attune

You gain a +4 **enhancement bonus** to your maximum **damage resistance**.

Rank 3: The bonus increases to +8.

Rank 5: The bonus increases to +16.

Rank 7: The bonus increases to +32.

Mental Reload	Rank 1
Usage time: Standard action.	Attune
You can reload projectile weapons without requiring any free hands.	

Mind Fling	Rank 1
Usage time: Standard action.	
Make an attack vs. Brawn against up to two Large or smaller creatures within Medium (60 ft.) range.	
Hit: If each target has no remaining damage resistance, you knockback it up to 15 feet upwards or horizontally. Moving a target upwards costs twice the normal movement cost.	

The attack's accuracy increases by +1 for each rank beyond 1.

Telekinetic Lift	Rank 1
Usage time: Standard action.	Sustain (attuneable, minor)
Choose yourself or one Medium or smaller unattended object within Medium (60 ft.) range. The target's weight is reduced by one weight category, which makes it easier to lift and move. It also gains a +10 foot bonus to its maximum horizontal jump distance, if applicable (see Jumping, page 39). This increases the target's maximum vertical jump distance normally.	

Wall of Force	Rank 1
Usage time: Standard action.	Barrier, Manifestation, Sustain (attuneable, minor)
Cost: After you use this ability, you briefly cannot use it or any other Barrier ability.	
You create a Small (15 ft. long) wall of magical energy within Short (30 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. It has hit points equal to twice your power, and is destroyed when its hit points become negative.	
Rank 3: The wall's hit points increase to three times your power.	
Rank 5: The wall's hit points increase to four times your power.	
Rank 7: The wall's hit points increase to five times your power.	

Rank 2 Spells

Blastwave	Rank 2
Usage time: Standard action.	
Make an attack vs. Reflex and Brawn against everything in a Small (15 ft.) cone from you.	

Hit: 1d8 damage + power. You knockback each Large or smaller target that loses hit points up to 15 feet away from you.
Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 2.

Compression	Rank 2
Usage time: Standard action.	
Make an attack vs. Brawn against something within Short (30 ft.) range.	

Hit: 1d6 damage + half power. During your next action, the target takes 1d6 damage + half power again.
Critical hit: All instances of damage are doubled, not just the initial damage.

The attack's accuracy increases by +1 for each rank beyond 2.

Interposing Force	Rank 2
Usage time: Standard action.	
Make an attack vs. Brawn against one creature within Medium (60 ft.) range.	

Hit: The target is briefly 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 6. If it succeeds, its movement towards you costs double the normal movement speed. Otherwise, it is unable to move towards you, and that part of its movement is wasted.

The attack's accuracy increases by +1 for each rank beyond 2.

Kinetic Impedance	Rank 2
Usage time: Standard action.	
Make an attack vs. Brawn against up to two creatures within Short (30 ft.) range.	

Hit: Each target is impeded as a condition. While it is within Short (30 ft.) range of you, it is slowed (-10 speed, -2 Armor and Ref). It suffers no ill effects beyond that range.
Critical hit: The condition must be removed an additional time before the effect ends.

The attack's accuracy increases by +1 for each rank beyond 2.

Kinetic Redirection Usage time: Standard action.	Rank 2 Swift	Force Extension Usage time: Standard action.	Rank 3 Attune
You are shielded (+2 Armor and Ref) this round. In addition, 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.			
Mighty Mage Hand Usage time: Standard action.	Rank 2 Sustain (minor)	Heavy Floating Armament Usage time: Standard action.	Rank 3 Attune (deep)
This spell functions like the mage hand spell, except that the weight limits of the hand are calculated as if your Strength was equal to 2.			You can hold any weapon or 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.
For each rank beyond 2, the hand's effective Strength increases by 1.		Kinetic Discharge Usage time: Standard action.	Rank 3 Sustain (minor), Swift (see text)
Mind Arrow Usage time: Standard action.	Rank 2	This spell has no immediate effect. Whenever you take damage during this spell's effect, you gain a kinetic charge. This is a Swift effect, so you build up kinetic charges during the first round that you cast this spell. During your next action after you stop sustaining this spell, make an attack vs. Brawn against all enemies in a Medium (30 ft.) radius from you. You gain an accuracy bonus with this attack equal to the number of kinetic charges you built up, to a maximum of +4.	
Make a strike using an arrow as if you were shooting it from a longbow. As normal for a longbow, the strike's weapon damage is 1d6 + half your power , and your range limits with this strike are 90/270. You use your magical power to determine your damage with the strike (see Power, page 18).			If you build up 8 kinetic charges, you immediately stop sustaining this spell, and the attack targets you and all creatures in a Medium (30 ft.) radius from you.
The arrow must be easily accessible on your person, such as in a quiver. You do not have to be proficient with bows, and you do not have to manually draw the arrow.			Hit: 1d6 damage + half power. Miss: Half damage.
The attack's accuracy increases by +1 for each rank beyond 2.			The attack's accuracy increases by +1 for each rank beyond 3.
Mind Shove Usage time: Standard action.	Rank 2	Sturdy Wall of Force Usage time: Standard action.	Rank 3 Barrier, Manifestation, Sustain (attuneable, minor)
Make an attack vs. Brawn against everything that is Large or smaller in a Medium (30 ft.) radius within Long (90 ft.) range of you.			Cost: After you use this ability, you briefly cannot use it or any other Barrier ability.
Hit: You push each target up to 15 feet. Each target must be pushed in the same direction.			This spell functions like the wall of force spell, except that the area increases to a Medium (30 ft. long) wall, and its hit points increase to four times your power .
The attack's accuracy increases by +1 for each rank beyond 2.			Rank 5: The wall's hit points increase to five times your power. Rank 7: The wall's hit points increase to six times your power.

Rank 3 Spells

Rank 4 Spells

Empowered Kinetic Ablation	Rank 4
Usage time: Standard action.	Swift
<p>You are shielded (+2 Armor and Ref) and take half damage from all sources this round. Because this is a Swift ability, it affects attacks against you during the current phase.</p>	
Empowered Telekinetic Lift	Rank 4
Usage time: Standard action.	Sustain (standard)
<p>Choose yourself or one Large or smaller unattended object within Medium (60 ft.) range. The target's weight is reduced by two weight categories, which makes it much easier to lift and move. It also gains a +20 foot bonus to its maximum horizontal jump distance, if applicable (see Jumping, page 39). This increases the target's maximum vertical jump distance normally.</p>	
Intense Mind Fling	Rank 4
Usage time: Standard action.	
<p>Make an attack vs. Brawn against up to three Huge or smaller creatures within Medium (60 ft.) range.</p>	
<p>Hit: If each target has no remaining damage resistance, you knockback it up to 30 feet upwards or horizontally. Moving a target upwards costs twice the normal movement cost.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 4.</p>	
Levitate	Rank 4
Usage time: Standard action.	Attune
<p>You gain a slow fly speed with a maximum height of 15 feet (see Flight, page 41). Unlike normal, you can use this fly speed while you have encumbrance.</p>	
Mighty Blastwave	Rank 4
Usage time: Standard action.	
<p>Make an attack vs. Reflex and Brawn against everything in a Small (15 ft.) cone from you.</p>	
<p>Hit: 1d6 damage plus 1d6 per 2 power. You knockback each target that loses hit points up to 15 feet away from you.</p>	
<p>Miss: Half damage.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 4.</p>	

Mighty Compression	Rank 4
Usage time: Standard action.	
<p>Make an attack vs. Brawn against something within Short (30 ft.) range.</p>	
<p>Hit: 1d8 damage + power, and any extra damage is doubled. During your next action, the target takes 1d6 damage + half power again.</p>	
<p>Critical hit: All instances of damage are doubled, not just the initial damage.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 4.</p>	
Mighty Fling Object	Rank 4
Usage time: Standard action.	
<p>Choose a Small or Medium unattended object within Short (30 ft.) range of you. You fling that object at another creature or object within Short (30 ft.) range of you. You gain a +2 accuracy bonus if you fling a Small object.</p>	
<p>Hit: The target and the thrown object each take 1d6 damage per 2 power. If you fling a Medium object, you deal 2d6 extra damage.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 4.</p>	
Repulsion Field	Rank 4
Usage time: Standard action.	Sustain (minor)
<p>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. Brawn against it. Creatures in the area at the time that the spell is cast are unaffected by the spell.</p>	
<p>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.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 4.</p>	
<h2>Rank 5 Spells</h2>	
Intense Interposing Force	Rank 5
Usage time: Standard action.	
<p>This spell functions like the interposing force spell, except that the difficulty value of the Strength check increases to 12.</p>	
<p>The attack's accuracy increases by +1 for each rank beyond 5.</p>	

Intense Mind Shove

Rank 5

Usage time: Standard action.

Make an attack vs. Brawn against everything that is Huge or smaller in a Medium (30 ft.) radius within Medium (60 ft.) range of you.

Hit: You **push** each target up to 30 feet. Each target must be pushed in the same direction.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Neck Snap

Rank 5

Usage time: Standard action.

Make an attack vs. Brawn with a -4 accuracy penalty against something within Medium (60 ft.) range.

Hit: 1d10 damage plus 1d10 per 2 power, and any **extra damage** is doubled.

The attack's **accuracy** increases by +1 for each rank beyond 5.

Massive Wall of Force

Rank 6

Usage time: Standard action.

Barrier, Manifestation, Sustain (attuneable, minor)

Cost: After you use this ability, you **briefly** cannot use it or any other **Barrier** ability.

This spell functions like the **wall of force** spell, except that the area increases to a Large (60 ft. long) wall within Long (90 ft.) range, and its hit points increase to four times your **power**.

Mighty Kinetic Discharge

Rank 6

Usage time: Standard action.

Sustain (minor), **Swift** (see text)

This spell functions like the **kinetic discharge** spell, except that the damage increases to 1d6 damage per 2 power.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Versatile Mind Shove

Rank 6

Usage time: Standard action.

Make an attack vs. Brawn against everything that is Large or smaller in a Medium (30 ft.) radius within Long (90 ft.) range of you.

Hit: You **push** each target up to 15 feet. Each target can be pushed in a different direction of your choice.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Rank 6 Spells**Impllosion**

Rank 6

Usage time: Standard action.

Make an attack vs. Brawn against something within Short (30 ft.) range.

Hit: 1d6 damage plus 1d6 per 2 power, and any **extra damage** is doubled. During your next action, the target takes 1d6 damage plus 1d6 per 2 power. If the target takes a **vital wound** from either instance of damage that leaves it unconscious, it is crushed into a small sphere and immediately dies. The sphere left behind is three size categories smaller than the original creature.

Critical hit: All instances of damage are doubled, not just the initial damage.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Massive Blastwave

Rank 6

Usage time: Standard action.

Make an attack vs. Reflex and Brawn against everything in a Large (60 ft.) cone from you.

Hit: 1d8 damage plus 1d8 per 2 power. You **knockback** each target that loses **hit points** up to 15 feet away from you. This knockback distance is doubled if the target is Medium or smaller.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 6.

Terramancy

Manipulate earth to crush foes.

Special Rules: Some spells from this mystic sphere are more effective if you or the target are *grounded*.

Cantrips

Shape Earth

Usage time: Standard action.

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 135), 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 two rounds with a normal Craft check.

Rank 2: The amount of work you accomplish with the spell increases to three rounds.

Rank 4: The amount of work you accomplish with the spell increases to five rounds.

Rank 6: The amount of work you accomplish with the spell increases to one minute.

Rank 1 Spells

Desperate Stoneskin

Rank 1

Usage time: Standard action.

Attune, Earth, Manifestation

Whenever you use the *total defense* or *recover* ability, you can activate this ability. If you do, your body becomes covered in stone for the rest of the round, and this ability is *dismissed*. This makes you *fortified* (+2 *Brawn*, *Fort*, *Ment*) and *stealed* (*immune to crits*). This is a *Swift* effect, so it protects you from attacks during the current phase.

Earthercraft

Rank 1

Usage time: Standard action.

Earth, Attune (target)

Choose yourself or an *ally* within Medium (60 ft.) range.

This spell creates up to 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 the target, up to a maximum of a Medium size item. The items appear in your hand or on the ground at your feet.

Rank 2: If you create body armor or a weapon, it can be created from any special material other than cold iron, dragonscale, and dragonfang (see Armor Special Materials, page 180, and Weapon Special Materials, page 169). The rank of the special material cannot exceed your spellcasting rank with this spell. Body armor also has reinforcement of a rank equal to your spellcasting rank with this spell.

Earthen Anchor

Rank 1

Usage time: Standard action.

Attune, Earth

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.

Rock Throw

Rank 1

Usage time: Standard action.

Earth, Manifestation

Make an attack vs. Armor against something within Short (30 ft.) range. You gain a +2 *accuracy* bonus if you are *grounded* on stone.

Hit: 1d6 damage + half power.

The attack's *accuracy* increases by +1 for each rank beyond 1.

Rockshard Blast

Rank 1

Usage time: Standard action.

Earth, Manifestation

Make an attack vs. Armor and Reflex against everything in a Small (15 ft.) cone from you. You gain a +2 accuracy bonus if you are **grounded** on stone.

Hit: 1d4 damage + power.

Miss: Half damage.

The attack's **accuracy** increases by +1 for each rank beyond 1.

Steelskin

Rank 1

Usage time: Standard action.

Attune, Earth, Manifestation

You are **steeled** (*immune to crits*). At the end of each round, if you have no remaining **damage resistance**, this effect is **suppressed**. Whenever you regain damage resistance, this effect is immediately resumed.

Stonefist

Rank 1

Usage time: Standard action.

Attune, Earth, Manifestation

You gain a stonefist **natural weapon** that replaces one of your **free hands**. The weapon deals 1d10 bludgeoning damage and has the **Impact** and **Resonating** weapon tags (see Weapon Tags, page 161).

You encase one of your arms in a mighty stone bulwark, empowering it to crush your foes with sheer brute force.

Stoneskin

Rank 1

Usage time: Standard action.

Attune, Earth, Manifestation

You gain a +6 **enhancement bonus** to your maximum **damage resistance**. However, you also increase your **encumbrance** by 2.

Rank 3: The bonus increases to +12.

Rank 5: The bonus increases to +24.

Rank 7: The bonus increases to +48.

Rank 2 Spells**Boulder Heave**

Rank 2

Usage time: Standard action.

Earth, Manifestation

When you cast this spell, you create a boulder in midair above your space and choose a target within Medium (60 ft.) range. If the area above you is occupied, this spell fails without effect. During your next action, if that target is still within Medium (60 ft.) range, make an attack vs. Armor against it. Otherwise, the boulder disappears and this spell is wasted.

Hit: 1d8 damage + power.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Earthbind

Rank 2

Usage time: Standard action.

Earth

Make an attack vs. Brawn against up to two creatures within Medium (60 ft.) range that are no more than 60 feet above a stable surface that could support their weight. You gain a +2 **accuracy** bonus if you are **grounded** on stone.

Hit: As a **condition**, each 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 its jump distance is halved. All **falling damage** that it takes is doubled. Standing up from a prone position costs its full speed rather than only half its speed.

Critical hit: The condition must be removed an additional time before the effect ends.

The attack's **accuracy** increases by +1 for each rank beyond 2.

Personal Gravitation

Rank 2

Usage time: Standard action.

Attune, Earth

Once per phase, while you are within 5 feet of an **unattended** object at least one size category larger than you, you can adjust your personal gravity as a **free action**. When you do, gravity pulls you towards that object 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.

Rippling Earthwave	Rank 2	Wall of Stone	Rank 2
Usage time: Standard action.	Earth	Usage time: Standard action.	Barrier, Earth, Manifestation, Sustain (attuneable, minor)
Make an attack vs. Reflex against all Large or smaller grounded creatures in a Medium (30 ft.) cone from you. Then, you are briefly empowered (<i>roll damage twice</i>).			Cost: After you use this ability, you briefly cannot use it or any other Barrier ability.
Hit: Each target is knocked prone (<i>half speed, -2 Armor and Ref</i>).			You create a Small (15 ft. long) wall of stone within Short (30 ft.) range. Every square of the wall must be grounded. Nothing can pass through the wall until it is destroyed.
The attack's accuracy increases by +1 for each rank beyond 2.			The wall has hit points equal to three times your power, and is destroyed when its hit points become negative. If the entire wall is directly supported by stone, its hit points are doubled.
Stoneward	Rank 2		
Usage time: Standard action.	Earth		
If you are grounded on stone, you are briefly braced (+2 defenses) and steeled (<i>immune to crits</i>).			Rank 4: The wall's hit points increase to four times your power.
			Rank 6: The wall's hit points increase to five times your power.
Tremor	Rank 2	Rank 3 Spells	
Usage time: Standard action.	Earth	Crushing Gravity	Rank 3
The earth shakes in a Medium (30 ft.) radius zone from your location. When you cast this spell, and during your next action, make an attack vs. Brawn and Reflex against everything in the area that is grounded.			Usage time: Standard action.
Hit: 1d6 damage + half power.			Earth
Miss: Half damage.			Make an attack vs. Brawn against a grounded creature or object within Medium (60 ft.) range. You gain a +1 accuracy bonus for each weight category by which the target is heavier than Medium.
The attack's accuracy increases by +1 for each rank beyond 2.			Hit: 1d8 damage + power.
You crack the earth around you, shaking everyone violently.			The attack's accuracy increases by +1 for each rank beyond 3.
Tremorsense	Rank 2	Earthglide	Rank 3
Usage time: Standard action.	Attune, Earth	Usage time: Standard action.	Earth, Sustain (attuneable, standard)
You gain tremorsense with a 60 foot range, allowing you to sense your surroundings without light (see Tremorsense, page 505). If you already have tremorsense, the range of your tremorsense increases by 60 feet.			You gain a slow burrow speed. This does not allow you to breathe while inside the earth, so your ability to traverse long distances may be limited.
Earthspike	Rank 3	Earthspike	Rank 3
Usage time: Standard action.	Earth, Manifestation	Usage time: Standard action.	Earth, Manifestation
Make an attack vs. Armor and Reflex against one creature in Short (30 ft.) range.			Hit: 1d6 damage plus 1d6 per 2 power, and any extra damage is doubled.
The attack's accuracy increases by +1 for each rank beyond 3.			

Mass Stonefist	Rank 3
Usage time: Standard action.	Earth, Attune (target)

This spell functions like the [stonefist](#) 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
Usage time: Standard action.	Earth, Sustain (attuneable, standard)

You and up to 100 pounds of nonliving equipment meld into one stone object you [touch](#) that is at least as large as your body. If you try to bring excess equipment into the stone, the spell fails without effect.

As long as the spell lasts, you can move within the stone as if it was thick water. However, at least part of you must remain within one foot of the place you originally melded with the stone. You gain no special ability to breathe or see while embedded the stone, and you cannot speak if your mouth is within the stone. The stone muffles sound, but very loud noises may reach your ears within it. If you fully exit the stone, this ability is [dismissed](#).

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](#) (-2 defenses) as a condition.

Volcano	Rank 3
Usage time: Standard action.	Earth, Manifestation, Sustain (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 [zone](#) in the first round, a Medium (30 ft.) radius in the second round, and a Large (60 ft.) radius in all subsequent rounds. Any effect which increases or changes this spell's area affects all of its areas equally, not just the area in the first round. When you cast this spell, and during each of your subsequent actions, make an attack vs. Reflex against everything in the area.

Hit: 1d6 damage + half power.

Miss: Half damage.

The attack's [accuracy](#) increases by +1 for each rank beyond 3.

You create a small volcano that showers everything nearby in burning shrapnel.

Earthen Fortification	Rank 4
Usage time: Standard action.	Earth, Manifestation, Sustain (attuneable, minor)

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. A typical Large wall made of earth has 50 hit points, 5 damage resistance, and a Sunder DV of 15.

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.

Rank 6: You can also construct fortifications from stone. This makes them more resistant to attack and allows the construction of more complex structures. A typical Large wall made of stone has 50 hit points, 10 damage resistance, and a Sunder DV of 20.

Fall to Earth	Rank 4
Usage time: Standard action.	Earth

This spell functions like the [earthbind](#) spell, except that you gain a +2 accuracy bonus for each weight category by which each target is heavier than Medium. This accuracy bonus is doubled if the target is not [grounded](#).

The attack's [accuracy](#) increases by +1 for each rank beyond 4.

The heavier they are, the harder they fall.

Mass Earthen Anchor	Rank 4
Usage time: Standard action.	Earth, 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.

Rank 4 Spells

Meteor	Rank 4
Usage time: Standard action.	Earth, Manifestation

When you cast this spell, you choose a Medium (*30 ft.*) radius within Short (*30 ft.*) range. A meteor appears high in the sky over that area, falling down towards it. Creatures can generally identify what area the meteor will fall into with a DV 10 Awareness check.

During your next action, the meteor crashes into your chosen area, and you make an attack vs. Armor and Reflex against everything in the area. If there is not at least sixty feet of open space above your chosen area, this spell fails with no effect.

Hit: 1d6 damage plus 1d6 per 2 power.

Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 4.

Mighty Rock Throw	Rank 4
Usage time: Standard action.	Earth, Manifestation

Make an attack vs. Armor against something within Short (*30 ft.*) range. You gain a +2 accuracy bonus if you are grounded on stone.

Hit: 1d6 damage per 2 power.

The attack's accuracy increases by +1 for each rank beyond 4.

Mighty Rockshard Blast	Rank 4
Usage time: Standard action.	Earth, Manifestation

Make an attack vs. Armor and Reflex against everything in a Medium (*30 ft.*) cone from you. You gain a +2 accuracy bonus if you are grounded on stone.

Hit: 1d6 damage per 2 power.

Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 4.

Tremorsight	Rank 4
Usage time: Standard action.	Attune, Earth

You gain tremorsight with a 30 foot range, allowing you to see your surroundings without light (see Tremorsight, page 505). If you already have tremorsight, the range of your tremorsight increases by 30 feet.

Draw Upon The Deepest Earth	Rank 5
Usage time: Standard action.	Earth

If you are grounded on stone, you are briefly braced (+2 defenses) and maximized (deal max damage). However, your movement speed is also briefly halved.

Mighty Tremor	Rank 5
Usage time: Standard action.	Earth

The earth shakes in a Medium (*30 ft.*) radius zone from your location. When you cast this spell, and during your next action, make an attack vs. Reflex and Brawn against everything in the area that is grounded.

Hit: 1d8 damage + power, and each target falls prone (half speed, -2 Armor and Ref).

Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 5.

You crack the earth around you, shaking everyone violently.

Solid Earthglide	Rank 5
Usage time: Standard action.	Earth, Sustain (attuneable, standard)

You gain a slow burrow speed. Unlike most burrow speeds, this burrow speed also allows you to pass through solid stone. This does not allow you to breathe while inside the earth or stone, so your ability to traverse long distances may be limited.

Rank 6 Spells

Distant Personal Gravitation	Rank 6
Usage time: Standard action.	Attune, Earth

This spell functions like the personal gravitation spell, except that the maximum distance from you to the object increases to 30 feet. This can cause you to take falling damage.

Massive Wall of Stone	Rank 6
Usage time: Standard action.	Barrier, Earth, Manifestation, Sustain (attuneable, minor)

Cost: After you use this ability, you briefly cannot use it or any other Barrier ability.

This spell functions like the wall of force spell, except that the area increases to a Large (*60 ft. long*) wall within Medium (*60 ft.*) range, and its hit points increase to five times your power.

Rank 5 Spells

Mighty Crushing Gravity Usage time: Standard action.	Rank 6 Earth	Earthquake Usage time: Standard action.	Rank 7 Earth
This spell functions like the crushing gravity spell, except that the damage increases to 1d8 damage plus 1d8 per 2 power, and any extra damage is doubled.			The earth shakes in a Large (60 ft.) radius zone from your location. When you cast this spell, and during your next action, make an attack vs. Reflex and Brawn against everything in the area that is grounded .
The attack's accuracy increases by +1 for each rank beyond 6.			Hit: 1d6 damage per 2 power, and each target falls prone (half speed , -2 Armor and Ref). Miss: Half damage.
Mighty Earthspike Usage time: Standard action.			<i>You crack the earth around you, shaking everyone violently.</i>
Make an attack vs. Armor and Reflex against one creature in Short (30 ft.) range. Hit: 1d6 damage plus 1d6 per power, and any extra damage is doubled.			Gravity Well Usage time: Standard action.
The attack's accuracy increases by +1 for each rank beyond 6.			Rank 7 Earth, Sustain (attuneable, minor)
Mighty Stonefist Usage time: Standard action.			You create an area of intense gravity in a Medium (30 ft.) radius zone within Medium (60 ft.) range. When you cast this spell, and during each of your subsequent actions, make an attack vs. Brawn against all enemies in the area.
Mighty Volcano Usage time: Standard action.			Hit: Each target is briefly slowed (-10 speed, -2 Armor and Ref).
This spell functions like the volcano spell, except that the damage increases to 1d6 damage per 2 power.			Intense Earthbind Usage time: Standard action.
The attack's accuracy increases by +1 for each rank beyond 6.			Rank 7 Earth
<i>You create a small volcano that showers everything nearby in burning shrapnel.</i>			This spell functions like the earthbind spell, except that as part of the same condition, each target is also slowed (-10 speed, -2 Armor and Ref) while it is below its maximum hit points . At the start of each round, a target can make a DV 10 Strength check. Success means that it stops being slowed during that round.
Rapid Earthglide Usage time: Standard action.			Meteor Swarm Usage time: Standard action.
You gain an average burrow speed . This does not allow you to breathe while inside the earth, so your ability to traverse long distances may be limited.			Rank 7 Earth, Manifestation
Rank 7 Spells			This spell functions like the meteor spell, except that you can choose up to four separate areas within Long (90 ft.) range, creating one meteor per area. In addition, the damage increases to 1d8 damage plus 1d8 per 2 power. Any individual creature can only be attacked by one meteor, even if it occupies multiple areas, and overlapping the areas has no benefit.

Swallowed by Earth

Usage time: Standard action.

Rank 7

Earth

Make an attack vs. Reflex and Brawn against all Large or smaller **grounded enemies** in a Small (15 ft.) radius in Short (30 ft.) range.

Hit: 1d6 damage plus 1d6 per 2 power, and each target is briefly slowed (*-10 speed, -2 Armor and Ref*). If a target loses **hit points** and it was already slowed by this ability, it is also swallowed by the earth as a **condition**. While it is swallowed by the earth, it does not have **line of sight** or **line of effect** to any creature other than itself. During each of your subsequent actions, it takes 1d6 damage plus 1d6 per 2 power as the earth grinds it into paste.

A creature swallowed by the earth can remove this condition by making a **difficulty value** 12 Strength check as a standard action. If the earth or stone it is swallowed by is destroyed or otherwise rendered unable to contain the creature, this effect ends. When the effect ends, the target reappears in the closest unoccupied space to where it was swallowed by the earth. Some effects such as teleportation can also remove the target from the fissure, which also ends the condition.

Miss: Half damage.

You open up a rift in the ground that swallows and traps a foe.

Umbramancy

Manipulate shadows to conceal allies and inhibit foes.

Special Rules: Many spells from this sphere are particularly effective if you or the target are **shadowed**. A creature or object is shadowed if it is touching its shadow. That typically means it is in **shadowy illumination** or **bright illumination**, but not **brilliant illumination** or complete darkness. In addition, it must be **grounded** or otherwise touching a surface.

Cantrips**Darklantern**

Usage time: Standard action.

Sustain (attuneable, minor)

You emit **shadowy illumination** in a Small (15 ft.) radius. This illuminates dark areas, but does not suppress brighter light.

Rank 2: You can increase the radius to a Medium (30 ft.) radius.

Rank 4: You can increase the radius to a Large (60 ft.) radius.

Rank 6: This spell loses the Sustain (attuneable, minor) tag. Instead, it lasts until you **dismiss** it as a **free action**.

Shadowcloak

Usage time: Standard action.

This spell has no **verbal components** or **somatic components**.

You **briefly** gain a +3 **enhancement 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.

Rank 1 Spells**Conceal**

Usage time: Standard action.

Rank 1

Attune

If you have Stealth as a **trained skill**, you gain a +3 **enhancement 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.

My Shadow Looms Large Usage time: Standard action.	Rank 1	Fearsome Shadow Cloak Usage time: Standard action.	Rank 2
Make an attack vs. Fortitude against all shadowed creatures in a Small (15 ft.) cone from you. Hit: 1d8+1d6 damage. Miss: Half damage.		Make an attack vs. Mental against all enemies in a Small (15 ft.) radius from you. In addition, all attacks against you briefly have a 20% failure chance . Since this ability does not have the Swift tag, it does not affect attacks against you during the current phase. Hit: Each target is briefly frightened (-2 <i>Mental</i> , -2 <i>accuracy</i> vs. <i>source</i>) of you.	
The damage increases by 1d6 for each rank beyond 1.		The attack's accuracy increases by +1 for each rank beyond 2.	
Shadowgrasp Usage time: Standard action.	Rank 1	Shadowstrike Usage time: Standard action.	Rank 2
You must be shadowed to cast this spell. Make an attack vs. Brawn against something adjacent to you. Hit: 1d8+1d6 damage. If the target loses hit points, it treats all areas of shadowy illumination as difficult terrain as a condition .		Make a strike . It can only deal damage to shadowed creatures. The attack is made against each target's <i>Mental</i> defense instead of its <i>Armor</i> defense. You use the higher of your magical power and your mundane power to determine your damage with the strike (see Power, page 18). The attack's accuracy increases by +1 for each rank beyond 2.	
The damage increases by 1d6 for each rank beyond 1.		<i>You strike your foe's shadow instead of hitting it directly, but it takes damage just the same.</i>	
Shadowstep Usage time: Standard action. Cost: One optional fatigue level . If you pay this cost, the spell becomes Swift . You must be shadowed to cast this spell. It has no verbal components . You teleport into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. If you would not be shadowed in that location, this teleportation fails without effect. Unlike most teleportation effects, both your departure and arrival with this spell are silent.	Rank 1	Wall of Darkness Usage time: Standard action. Cost: After you use this ability, you briefly cannot use it or any other Barrier ability.	Rank 2 Barrier, Visual, Sustain (attuneable, minor)
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.		You create a Small (15 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. Rank 4: You can choose to create a Medium (30 ft. long) wall instead. Rank 6: You can choose to create a Large (60 ft. long) wall instead.	
Shared Shadow Cloak Usage time: Standard action.	Rank 1 Swift	Enduring Shadow Cloak Usage time: Standard action.	Rank 3 Swift
Choose one ally within Medium (60 ft.) range. All attacks against you and the target have a 20% failure chance this round. This ability has the Swift tag, so it affects attacks during the current phase. If you are currently shadowed , you are also briefly empowered (<i>roll damage twice</i>).		All attacks against you briefly have a 20% failure chance . This ability has the Swift tag, so it affects attacks during the current phase. If you are currently shadowed , you are also briefly empowered (<i>roll damage twice</i>).	

Rank 2 Spells

My Shadow Hungers	Rank 3
Usage time: Standard action.	
You create a field of dark miasma in a Medium (30 ft.) radius zone from you. When you cast this spell, and during your next action, make an attack vs. Fortitude against all shadowed enemies in the area.	
Hit: 1d8+1d6 damage. Miss: Half damage.	
The damage increases by 1d6 for each rank beyond 3.	

Shadowstep Slice	Rank 3
Usage time: Standard action.	
This spell functions like the shadowstep spell, except that you can also make a strike at your destination. The strike is not Swift , even if you make the teleportation Swift . You use the higher of your magical power and your mundane power to determine your damage with the strike (see Power, page 18). In addition, this spell does not have somatic components .	
The attack's accuracy increases by +1 for each rank beyond 3.	

Nyctophobia	Rank 3
Usage time: Standard action.	
Emotion, Visual	
Make an attack vs. Mental against up to two creatures within Medium (60 ft.) range.	
Hit: Each target becomes afraid of the dark as a condition . While it is shadowed and below its maximum hit points , it is frightened (-2 Mental, -2 accuracy vs. source) of all creatures.	
Critical hit: The condition must be removed an additional time before the effect ends.	
The attack's accuracy increases by +1 for each rank beyond 3.	

Still the Dancing Shadows	Rank 3
Usage time: Standard action.	
Make an attack vs. Mental against all shadowed creatures in a Small (15 ft.) radius within Short (30 ft.) range.	
Hit: Each target is briefly slowed (-10 speed, -2 Armor and Ref).	
The attack's accuracy increases by +1 for each rank beyond 3.	

Rank 4 Spells

Shadowform	Rank 3
Usage time: Standard action.	
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. While you are in a space occupied by an shadowed ally, you have concealment, and you can use the hide ability without moving in a way that causes observers to lose sight of you (see Stealth, page 149). You gain a slow climb speed, and you can climb without using any hands. You are always treated as being prone (half speed, -2 Armor and Ref), though your movement speed is not reduced. <p>At the end of each round, if you are not shadowed, 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>	

Dark Shroud	Rank 4
Usage time: Standard action.	
Visual	
Make an attack vs. Mental against all creatures in a Small (15 ft.) radius within Short (30 ft.) range. You gain a +2 accuracy bonus with the attack against each shadowed creature.	
Hit: Each target is dazzled (20% miss chance, no special vision) as a condition .	
Critical hit: The condition must be removed an additional time before the effect ends.	
The attack's accuracy increases by +1 for each rank beyond 4.	

My Mighty Shadow Looms	Rank 4
Large	
Usage time: Standard action.	
Make an attack vs. Fortitude against all shadowed creatures in a Small (15 ft.) cone from you.	
Hit: 5d8 damage. Miss: Half damage.	
The damage increases by 2d8 for each rank beyond 4.	

SUPPRESS LIGHT

Rank 4

Usage time: Standard action.

Visual, Sustain (minor)

This spell has no verbal components.

Bright illumination within through one zone within Medium (60 ft.) range is dimmed to be no brighter than shadowy illumination. Brilliant illumination is undimmed. 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 6: The maximum area increases to a Medium (30 ft.) radius.

Rank 5 Spells**EFFICIENT SHADOWGRASP**

Rank 5

Usage time: Standard action.

You must be shadowed to cast this spell. Make an attack vs. Brawn against something adjacent to you.

Hit: 7d8 damage, and the target treats all areas of shadowy illumination as difficult terrain as a condition.

The damage increases by 3d8 for each rank beyond 5.

MIGHTY SHADOWSTRIKE

Rank 5

Usage time: Standard action.

Make a strike that deals double damage. It can only deal damage to shadowed creatures. The attack is made against each target's Mental defense instead of its Armor defense. You use the higher of your magical power and your mundane power to determine your damage with the strike (see Power, page 18).

The attack's accuracy increases by +1 for each rank beyond 5.

You strike your foe's shadow instead of hitting it directly, but it takes damage just the same.

Rank 6 Spells**BECOME ONE WITH SHADOW**

Rank 6

Usage time: Standard action.

Swift

All attacks against you have a 50% failure chance this round. This ability has the Swift tag, so it affects attacks during the current phase. If you are currently shadowed, you are also briefly empowered (roll damage twice).

MY GROWING SHADOW

Rank 6

HUNTERS

Usage time: Standard action.

Sustain (standard)

You create a spreading field of dark miasma in a zone from you. It affects a Medium (30 ft.) radius zone in the first round, a Large (60 ft.) radius in the second round, and a Huge (90 ft.) radius in all subsequent rounds. Any effect which increases or changes this spell's area affects all of its areas equally, not just the area in the first round. When you cast this spell, and during each of your subsequent actions, make an attack vs. Fortitude against all enemies in the area.

Hit: 7d8 damage.

Miss: Half damage.

The damage increases by 3d10 for each rank beyond 6.

SHADOW MANTLE

Rank 6

Usage time: Standard action.

Attune

All attacks against you have a 20% failure chance.

Your physical form becomes blurred and shifts in and out of existence. This is not a mere trick of the light, but an alteration of reality to make your existence more ambiguous.

SHADOWSTEP FLURRY

Rank 6

Usage time: Standard action.

This spell functions like the shadowstep spell, except that you can also make a strike at your destination. The strike is not Swift, even if you make the teleportation Swift. You use the higher of your magical power and your mundane power to determine your damage with the strike (see Power, page 18). In addition, you can repeat the teleportation and strike.

This spell does not have somatic components.

Rank 7 Spells**Rank 7 Spells****BECOME ONE WITH SHADOW**

Rank 6

Usage time: Standard action.

Swift

All attacks against you have a 50% failure chance this round. This ability has the Swift tag, so it affects attacks during the current phase. If you are currently shadowed, you are also briefly empowered (roll damage twice).

Shadow Puppet

Usage time: Standard action.

Rank 7

Cold

Make an attack vs. Fortitude against one shadowed creature adjacent to you.

Hit: 8d10 damage. If the target loses hit points from this damage, it is briefly slowed (*-10 speed, -2 Armor and Ref*). If it was already slowed with this effect and your attack result hits its Mental defense, you also control its movement during the next movement phase. It cannot take any actions during the movement phase, and as a move action, you can cause it to move up to its normal speed. During this movement, its movement is not reduced by being slowed. After this effect ends, you cannot control its movement again until it takes a short rest.

If the target enters brilliant illumination, the effect automatically ends.

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. You cannot lose or sacrifice your access to this mystic sphere in any way. 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 128). In addition, the chosen mystic sphere determines which targets are valid and may add an ability tag, as listed in Table 11.1: Universal Mystic Spheres, page 319. 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*.

Rank 1 Spells**Mystic Blast**

Rank 1

Usage time: Standard action.

Make an attack vs. Reflex and one other defense against everything in a Medium (30 ft.) cone from you. The valid targets for this spell, and the extra defense you attack, depend on the mystic sphere you learn this spell with (see Table 11.1: Universal Mystic Spheres, page 319).

Hit: 1d4 damage + power.

Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 1.

Table 11.1: Universal Mystic Spheres

Mystic Sphere	Affected	Mystic Bolt Defense	Tag
Aeromancy	Creatures and objects	Brawn	Air
Aquamancy	Creatures and objects	Armor	Water
Astromancy	Creatures and objects	Mental	—
Channel Divinity	Creatures	Mental	—
Chronomancy	Creatures and objects	Fortitude	—
Cryomancy	Creatures and objects	Fortitude	Cold
Electromancy	Creatures and objects	Fortitude	Electricity
Enchantment	Creatures	Mental	Emotion
Fabrication	Creatures and objects	Armor	Manifestation
Photomancy	Creatures and objects	Fortitude	Visual
Polymorph	Creatures and objects	Fortitude	—
Prayer	Creatures	Mental	—
Pyromancy	Creatures and objects	Fortitude	Fire
Revelation	Creatures	Mental	—
Summoning	Creatures and objects	Armor	Manifestation
Telekinesis	Creatures and objects	Brawn	—
Terramancy	Creatures and objects	Armor	Earth
Thaumaturgy	Creatures and objects	Fortitude	—
Toxicology	Creatures and objects	Fortitude	Poison
Umbramancy	Creatures and objects	Mental	Visual
Verdamancy	Creatures and objects	Armor	—
Vivimancy	Living creatures	Fortitude	—

Mystic Bolt

Rank 1

Usage time: Standard action.

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 11.1: Universal Mystic Spheres, page 319).

Hit: 1d6 damage + half power.

The attack's accuracy increases by +1 for each rank beyond 1.

Massive Mystic Blast

Rank 3

Usage time: Standard action.

Make an attack vs. Reflex and one other defense against everything in a Large (*60 ft.*) cone from you. The valid targets for this spell, and the extra defense you attack, depend on the mystic sphere you learn this spell with (see Table 11.1: Universal Mystic Spheres, page 319).

Hit: 1d4 damage + power.

Miss: Half damage.

The attack's accuracy increases by +1 for each rank beyond 3.

Rank 3 Spells**Chaotic Bolt**

Rank 3

Usage time: Standard action.

Make an attack with a -4 accuracy penalty 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 11.1: Universal Mystic Spheres, page 319).

Hit: 1d6 damage plus 1d6 per 2 power, and any extra damage is doubled.

The attack's accuracy increases by +1 for each rank beyond 3.

Rank 5 Spells**Mighty Mystic Bolt**

Rank 5

Usage time: Standard action.

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 11.1: Universal Mystic Spheres, page 319).

Hit: 1d6 damage plus 1d6 per 2 power, and any extra damage is doubled.

The attack's accuracy increases by +1 for each rank beyond 5.

Ritual Lists

Aeromancy Rituals

- Rank 1: limited air supply
- Rank 2: sending
- Rank 3: air supply, find the path, gentle descent, guided translocation
- Rank 4: distant sending, distant translocation, overland flight, rapid sending
- Rank 6: efficient find the path, interplanar sending
- Rank 7: efficient distant translocation, rapid overland flight

Chronomancy Rituals

- Rank 1: accelerated reading, gentle repose, repair
- Rank 2: conceal trail, observe the future
- Rank 3: overland haste, persistent gentle repose, resurrection, stasis chamber
- Rank 4: reincarnation, repair destruction
- Rank 5: greater accelerated reading, greater resurrection, interrogate the future, persistent stasis chamber, rapid overland haste
- Rank 6: greater rewind death
- Rank 7: unbound resurrection

Photomancy Rituals

- Rank 1: alarm, bestow low-light vision, continuous light
- Rank 2: conceal trail, permanent light
- Rank 3: massive continuous light, reveal true form, scry creature, sunlight ward
- Rank 4: massive permanent light
- Rank 5: brilliant light, distant scry creature
- Rank 6: sunlight ward+
- Rank 7: interplanar scry creature, massive brilliant light

Polymorph Rituals

- Rank 1: bestow low-light vision, cold tolerance, copy writing, create handholds, fortification, heat tolerance, limited air supply, repair
- Rank 2: bestow darkvision, gills, meld shut, seal shut, swimmers
- Rank 3: air supply, bestow scent, craft object, enduring fortification, gentle descent, overland haste, restore senses, true regeneration
- Rank 4: greater copy writing, immutability, overland flight, repair destruction
- Rank 5: craft large object, empowered seal shut, enlarged meld shut, rapid overland haste
- Rank 6: enduring immutability
- Rank 7: craft huge object, rapid overland flight

Prayer Rituals

- Rank 1: bless water, curse water, fortification, purify sustenance

Rank 2: cleansing meditation, consecrated ground, purify water, seek legacy, sending

Rank 3: commune with the dead, corpse communion, dispel curse, enduring fortification, find the path, forge astral beacon, permanent curse water, persistent bless water, resurrection, soul bind

Rank 4: commune with divinity, distant sending, immutability, massive purify water, permanent consecrated ground, rapid sending, reincarnation

Rank 5: greater resurrection, greater soul bind

Rank 6: efficient find the path, enduring immutability, extended commune with the dead, greater corpse communion, interplanar sending

Rank 7: extended commune with divinity, unbound resurrection

Pyromancy Rituals

Rank 1: cold tolerance, continuous light, heat tolerance

Rank 2: permanent light, sense flame

Rank 3: massive continuous light

Rank 4: distant sense flame, heat wave, massive permanent light

Rank 5: brilliant light

Rank 7: intense heat wave, massive brilliant light

Revelation Rituals

Rank 1: accelerated reading, alarm

Rank 2: augury, discern location, scryward, seek legacy, sending, sense flame, sense plants, sense water, track item

Rank 3: commune with the dead, corpse communion, find the path, locate creature, locate object, reveal true form, scry creature, telepathic bond

Rank 4: commune with divinity, distant discern location, distant sending, distant sense flame, distant sense plants, distant sense water, greater augury, prophetic dream, rapid sending, track fine item

Rank 5: distant scry creature, distant telepathic bond, greater accelerated reading

Rank 6: efficient find the path, extended commune with the dead, greater corpse communion, interplanar discern location, interplanar sending, supreme augury

Rank 7: extended commune with divinity, interplanar scry creature, interplanar telepathic bond

Summoning Rituals

Rank 2: retrieve legacy, summon mount

Rank 3: astral chest, forge astral beacon, guided translocation

Rank 4: distant translocation, homeward shift, plane shift

Rank 5: astral projection

Rank 7: efficient distant translocation, interplanar gate

Telekinesis Rituals

Rank 1: create handholds

Rank 2: seal shut, tiny hut

Rank 3: [craft object, gentle descent, mystic cage](#)
 Rank 4: [overland flight](#)
 Rank 5: [craft large object, empowered seal shut](#)
 Rank 7: [craft huge object, rapid overland flight](#)

Terramancy Rituals

Rank 1: [create handholds, fertile patch, fortification, manifest equipment](#)
 Rank 2: [seal shut](#)
 Rank 3: [blighted field, enduring fortification, fertile field, find the path, mystic cage, sunlight ward](#)
 Rank 4: [immutability](#)
 Rank 5: [empowered seal shut](#)
 Rank 6: [enduring immutability](#)

Umbramancy Rituals

Rank 1: [bestow low-light vision](#)
 Rank 2: [bestow darkvision, scryward](#)
 Rank 3: [sunlight ward](#)
 Rank 4: [prophetic dream](#)
 Rank 5: [private sanctum](#)
 Rank 6: [sunlight ward+](#)

Universal Rituals

Rank 1: [enduring mystic trap, mystic trap](#)
 Rank 4: [massive enduring mystic trap, massive mystic trap](#)

Rank 1 Rituals

Accelerated Reading Rank 1
 Casting time: One minute. Sustain (attuneable, minor)

Spheres: Chronomancy, Revelation

You can read at twice your normal speed. However, the mental effort imposes a -2 penalty to your Mental defense.

This ritual requires one [fatigue level](#) from its participants.

Alarm Rank 1
 Casting time: One minute. Attune, Scrying

Spheres: Photomancy, Revelation

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 a mental "ping" that only you can notice. You must be within 1 mile of the sensor to receive this mental alarm. The alarm is strong enough to wake you from normal sleep, but does not otherwise disturb concentration.

This ritual requires one [fatigue level](#) from its participants.

Bestow Low-Light Vision Rank 1
 Casting time: One minute. Visual, Attune (target)

Spheres: Photomancy, Polymorph, Umbramancy

Choose up to six ritual participants. Each target gains [low-light vision](#).

This ritual requires one [fatigue level](#) from its participants.

Bless Water Rank 1
 Casting time: One minute. Attune

Spheres: Channel Divinity, Prayer

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.

Cold Tolerance Rank 1
 Casting time: One minute. Attune

Spheres: Cryomancy, Polymorph, Pyromancy

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](#) attacks.

This ritual requires one [fatigue level](#) from its participants.

Continuous Light	Rank 1
Casting time: One minute.	Visual, Sustain (attuneable, minor)
Spheres: Electromancy, Photomancy, Pyromancy	
Choose 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.	
This ritual requires one fatigue level from its participants.	

Copy Writing	Rank 1
Casting time: Special.	
Spheres: Aquamancy, Fabrication, Polymorph	
You copy the writing from one Small or smaller written work within Short (30 ft.) range to a Small or smaller set of blank pages within Short (30 ft.) range. The blank pages must have enough room for the original writing. This ritual takes half the time required to copy the writing by hand, to a minimum of one minute, and does not require writing materials. It requires one fatigue level from its participants.	
This ritual requires one fatigue level from its participants.	

Create Handholds	Rank 1
Casting time: One minute.	Attune
Spheres: Polymorph, Telekinesis, Terramancy	
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.	

Curse Water	Rank 1
Casting time: One minute.	Attune
Spheres: Channel Divinity, Prayer	
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.	

Enduring Mystic Trap	Rank 1
Casting time: 24 hours.	Trap
Spheres: Universal	
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.	

Fabricate Water	Rank 1
Casting time: One minute.	Creation, Water
Spheres: Aquamancy, Fabrication	
You create up to two gallons of wholesome, drinkable water at any number of locations within Short (30 ft.) range, allowing you to fill multiple small water containers. You must create a minimum of one ounce of water in each location.	
This ritual requires one fatigue level from its participants.	

Fertile Patch	Rank 1
Casting time: One hour.	
Spheres: Terramancy, Toxicology, Verdancy	
Choose one unattended, nonmagical 5-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.	
This ritual requires one fatigue level from its participants.	

Fortification	Rank 1
Casting time: One hour.	Attune
Spheres: Fabrication, Polymorph, Prayer, Terramancy	
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 +10 enhancement bonus to its maximum 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.	

Gentle Repose	Rank 1
Casting time: One minute.	Attune

Spheres: Chronomancy, Cryomancy, Toxicology, Vivimancy

Choose one **unattended**, nonmagical object within Short (30 ft.) range. It does not decay or spoil with the passage of time. This can extend the time a poison or similar item lasts before becoming inert. The target can still be attacked and damaged normally.

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.

Manifest Equipment	Rank 1
Casting time: One hour.	Manifestation, Attune (target)

Spheres: Cryomancy, Fabrication, Terramancy

Choose one **ritual participant**. You can create any one weapon, shield, or body armor that you are proficient with. It is sized appropriately for the target, up to a maximum of a Medium size item. You can choose whether the item appears in the target's hand, on their body fully donned, or on the ground at their feet. It disappears when this ritual's effect ends.

This ritual requires one **fatigue level** from its participants.

Mystic sphere effects:

- **Cryomancy:** The ritual requires a body of water at least as large as the created item.
- **Terramancy:** The ritual requires a body of earth or stone at least as large as the created item.

You can perform this ritual at a higher rank to craft with special materials. If you create body armor or a weapon, it can be created from any special material other than cold iron, dragonscale, and dragonfang (see Armor Special Materials, page 180, and Weapon Special Materials, page 169). The item's rank cannot exceed this ritual's rank.

Heat Tolerance	Rank 1
Casting time: One minute.	Attune

Spheres: Cryomancy, Polymorph, Pyromancy

Choose 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** attacks.

This ritual requires one **fatigue level** from its participants.

Mystic Trap	Rank 1
Casting time: One hour.	Attune, Trap

Spheres: Universal

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 11.1: Universal Mystic Spheres, page 319). After the trap activates, this effect is **dismissed**.

This ritual requires one **fatigue level** from its participants.

Hit: 1d6 damage + half power.

Miss: Half damage.

Limited Air Supply	Rank 1
Casting time: One minute.	Attune (target)

Spheres: Aeromancy, Aquamancy, Polymorph

Choose up to six ritual participants. Each target gains a temporary supply of air that it can use to breathe. It can activate the air supply as a **free action**. When it does, it gains the ability to breathe clear, clean air regardless of its surroundings for one minute. This can allow it to breathe underwater and avoid inhalation-based poisons.

This ritual requires one **fatigue level** from its participants.

Mystic sphere effects:

- **Aquamancy:** The target can only gain air in this way while it is underwater.

Poisoncraft	Rank 1
Casting time: One hour.	Poison
Spheres: Fabrication, Toxicology	

You can create a rank 1 poison. This functions like crafting a poison normally with the Craft (poison) skill, except that you do not need the appropriate materials to craft the poison (see Crafting Items, page 136). Instead, you must supply ritual components equal to a rank 1 item (4 gp).

This ritual requires one [fatigue level](#) from its participants.

You can perform this ritual at a higher rank. This increases the cost of the ritual components to be equal to a consumable item of the ritual's rank (see Wealth and Item Ranks, page 158). The maximum rank of a poison you can craft with this ritual is equal to this ritual's rank.

Purify Sustenance	Rank 1
Casting time: One hour.	
Spheres: Prayer, Toxicology	
All food in one cubic foot within Short (30 ft.) range is purified. Spoiled, rotten, poisonous, or otherwise contaminated food 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.

Rainstorm	Rank 1
Casting time: One minute.	Manifestation, Sustain (attuneable, minor)
Spheres: Aquamancy	
Torrential rain begins falling out of thin air within a zone within Long (90 ft.) range. You choose the radius of the zone, up to a maximum of a Large (60 ft.) radius. The rain extinguishes minor fires such as campfires and torches on contact. Everything in the area is impervious to Fire attacks.	

This ritual requires one [fatigue level](#) from its participants.

Repair	Rank 1
Casting time: 24 hours.	
Spheres: Chronomancy, Fabrication, Polymorph	
Choose one Large or smaller broken object within Short (30 ft.) range. The object is repaired as if it had never been broken.	

This ritual requires 2 [fatigue levels](#) from its participants.

Ammunition Stockpile	Rank 2
Casting time: One hour.	Attune, Manifestation
Spheres: Cryomancy, Fabrication, Verdamancy	

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.

Animal Messenger	Rank 2
Casting time: One minute.	Attune
Spheres: Enchantment	

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.

Rank 2 Rituals

Augury	Rank 2
Casting time: One hour.	
Spheres: Revelation	
<p>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).</p> <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. <p>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.</p>	
This ritual requires one fatigue level from its participants.	

Cleansing Meditation	Rank 2
Casting time: One minute.	Compulsion
Spheres: Enchantment, Prayer, Thaumaturgy	
<p>Choose up to six ritual participants. You can designate unconscious creatures as ritual participants for this ritual. Once the ritual finishes, each target enters a deep meditative state for ten minutes. At the end of that time, it removes all Emotion and Compulsion effects affecting it, including curses. It also gains the normal benefits of a short rest.</p>	
This ritual requires one fatigue level from its participants.	

Conceal Trail	Rank 2
Casting time: One minute.	Attune
Spheres: Chronomancy, Photomancy, Verdancy	
<p>Choose up to five creatures within Medium (<i>60 ft.</i>) 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 (<i>90 ft.</i>) range from you, the effect is broken for that target and its trail is revealed.</p>	
This ritual requires one fatigue level from its participants.	
You can perform this ritual at a higher rank. The difficulty value increases by 2 per rank above 2.	

Consecrated Ground	Rank 2
Casting time: One hour.	Attune
Spheres: Channel Divinity, Prayer	
<p>The area within an Large (<i>60 ft.</i>) 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.</p>	
This ritual requires one fatigue level from its participants.	

Discern Location

Rank 2

Casting time: 24 hours.

Spheres: Revelation

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 200 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.

Fabricate Sustenance

Rank 2

Casting time: One hour.

Creation

Spheres: Fabrication, Verdamancy

This ritual creates food 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. 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.

Gills

Rank 2

Casting time: One minute.

Attune (target)

Spheres: Aquamancy, Polymorph

Choose up to six ritual participants. Each target 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.

Manipulate Water

Rank 2

Casting time: One minute.

[Sustain](#) (attuneable, minor)

Spheres: Aquamancy

You change the speed of water within a Large (60 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.

This ritual requires one [fatigue level](#) from its participants.

Meld Shut

Rank 2

Casting time: One hour.

Attune

Spheres: Polymorph

Choose one Large or smaller closable, nonmagical object within Short (30 ft.) range, such as a door or box. The target changes its form so it cannot be opened. A box becomes fully sealed instead of hinged, a door expands slightly to merge with its frame, and so on. To a casual observer, it may not be obvious that there was ever an opening, though a [difficulty value](#) 15 Awareness check would reveal the alteration. Opening the object without breaking it requires a [difficulty value](#) 20 Devices check.

When you perform this ritual, you may choose a Fine object within Short (30 ft.) range to function as a key. When the chosen key 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.

You can perform this ritual at a higher rank. The [difficulty value](#) increases by 2 per rank above 2.

Observe the Future

Rank 2

Casting time: One hour.

Spheres: Chronomancy

You receive a limited insight into your immediate future. When you perform this ritual, you specify a course of action that you could hypothetically take during the next hour. At the end of the ritual, a version of yourself from an hour into the future appears. That person is a version of yourself who took your described course of action. You can visibly observe any changes in their appearance, and they can briefly gesture to indicate whether they recommend following that action, but no words can be exchanged.

If no version of yourself appears, it is likely that you would not survive taking your proposed course of action. The future is variable and chaotic, so making the same decisions does not guarantee the same results as your future self, but it should be likely to have a similar outcome.

This ritual requires one **fatigue level** from its participants and the consumption of diamond dust with the equivalent value of a rank 2 item (200 gp).

Permanent Light

Rank 2

Casting time: One hour.

Visual

Spheres: Electromancy, Photomancy, Pyromancy

This ritual functions like the **continuous light** ritual, except that the effect lasts for one year.

This ritual requires one **fatigue level** from its participants.

Purify Water

Rank 2

Casting time: One minute.

Sustain (attuneable, minor)

Spheres: Aquamancy, Prayer, Toxicology

You can separate out dirt, sand, salt, poison, and similar minor pollutants from up to one thousand gallons of water within Short (30 ft.) range. That roughly corresponds to a single 5-ft. square of water. The waste material moves to the edge of the water so it falls out or can be easily removed. It remains separated until this ritual's effect ends. This does not remove magical effects or contaminants heavier than half a pound. Using this to gradually purify a very large body of water is difficult, since the waste material can easily mix with the water unaffected by a single use of this ritual.

This ritual requires one **fatigue level** from its participants.

Remove Disease

Rank 2

Casting time: One hour.

Spheres: Toxicology, Vivimancy

All diseases affecting yourself or one **ally** within Medium (60 ft.) range are removed.

This ritual requires one **fatigue level** from its participants.

Restful Sleep

Rank 2

Casting time: One minute.

Spheres: Enchantment, Toxicology

Choose one ritual participant. The target immediately falls asleep, and cannot be awoken unless it loses hit points or gains a vital wound. If it finishes a long rest while asleep in this way, it removes an additional vital wound.

This ritual requires one **fatigue level** from its participants.

Retrieve Legacy

Rank 2

Casting time: 24 hours.

Spheres: Astromancy, Summoning

Choose one ritual participant. If its **legacy** item is on the same plane and **unattended**, the item is teleported into the creature's hand.

This ritual requires 8 **fatigue levels** from its participants.

Scryward

Rank 2

Casting time: 24 hours.

Spheres: Revelation, Thaumaturgy, Umbramancy

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 lasts for one year.

This ritual requires 8 **fatigue levels** from its participants.

Seal Shut	Rank 2
Casting time: One minute.	Attune
Spheres: Cryomancy, Polymorph, Telekinesis, Terramancy	
Choose one Large or smaller closable, nonmagical object within Short (<i>30 ft.</i>) range, such as a door or box. The target becomes impossible to open and more difficult to break. It gains a +10 bonus to its maximum damage resistance . Opening the object without breaking it requires a DV 20 Devices check.	
When you perform this ritual, you may choose a Fine object within Short (<i>30 ft.</i>) range to function as a key. When the chosen key touches the protected object, this ritual is suppressed for one minute, allowing the object to be opened normally.	
This ritual requires one fatigue level from its participants.	
Seek Legacy	Rank 2
Casting time: One minute.	
Spheres: Prayer, Revelation, Thaumaturgy	
Choose one ritual participant . They learn the precise distance and direction to their legacy item , if it is on the same plane.	
This ritual requires one fatigue level from its participants.	
Sending	Rank 2
Casting time: One hour.	Sustain (standard)
Spheres: Aeromancy, Prayer, Revelation	
Choose a creature within 200 miles of you. You do not need line of sight or line of effect to the target. However, you must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. If you specify its appearance incorrectly, or if the target has changed its appearance, you may accidentally target a different creature, or the ritual may simply fail.	
You send the target a short verbal message. The message must be twenty-five words or less, and speaking the message must not take longer than five rounds.	
After the 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 effect ends.	
This ritual requires one fatigue level from its participants.	

Sense Flame	Rank 2
Casting time: One minute.	Detection
Spheres: Revelation, Pyromancy	
You learn the general pattern of where active fires exist within a one mile radius from your location. The detail of your mental picture is limited to roughly knowing whether fire does or does not exist in each hundred-foot square in the area. Since this is a Detection ability, it can penetrate some solid objects (see Detection , page 501). This ritual can sense fires as small as a candle flame, but no smaller.	
This ritual requires one fatigue level from its participants.	
Sense Plants	Rank 2
Casting time: One minute.	Detection
Spheres: Revelation, Verdancy	
You learn the general pattern of where natural, nonmagical plants exist within a one mile radius from your location. The detail of your mental picture is limited to roughly knowing whether plants do or do not exist in each hundred-foot square in the area. Since this is a Detection ability, it can penetrate some solid objects (see Detection , page 501). This ritual can only sense plants that are Small or larger, or closely packed clusters of smaller plants that reach a similar combined size (such as dense grass).	
This ritual requires one fatigue level from its participants.	
Sense Water	Rank 2
Casting time: One minute.	Detection
Spheres: Aquamancy, Revelation	
You learn the general pattern of where water exists within a one mile radius from your location. The detail of your mental picture is limited to roughly knowing whether water does or does not exist in each hundred-foot square in the area. Since this is a Detection ability, it can penetrate some solid objects (see Detection , page 501). This ritual can sense water as small as a gallon, but no smaller.	
This ritual requires one fatigue level from its participants.	

Summon Mount	Rank 2
Casting time: One minute.	Attune, Manifestation
Spheres: Summoning	
Choose a ritual participant. This ritual summons your choice of a Large light horse or a Medium pony to serve as a mount for the chosen creature. The creature appears in an unoccupied location on stable ground within Medium (60 ft.) range. It comes with a bit and bridle and a riding saddle, and will only accept the chosen creature as a rider. It has the same statistics as a creature from the summon defensive monster spell, except that it follows its rider's directions to the extent that a well-trained horse would and it cannot attack.	
This ritual requires one fatigue level from its participants.	

Swimmers	Rank 2
Casting time: One minute.	Attune (target)
Spheres: Aquamancy, Polymorph	
Choose up to six ritual participants. Each target gains a slow swim speed. If it already has a slow swim speed, it gains an average swim speed instead.	
This ritual requires one fatigue level from its participants.	

Tiny Hut	Rank 2
Casting time: One minute.	Attune, Manifestation
Spheres: Telekinesis, Thaumaturgy	
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, and is destroyed when its hit points become negative.	
If you leave the zone, this effect ends.	
This ritual requires one fatigue level from its participants.	

Track Item	Rank 2
Casting time: One hour.	Attune
Spheres: Revelation	
When you perform this ritual, choose a Tiny or larger object you touch. You constantly know the exact distance and direction to the object, even if it is attended, as long as it is within 200 miles of you. This connection ignores line of sight and line of effect.	
This ritual requires one fatigue level from its participants.	

Rank 3 Rituals

Air Supply	Rank 3
Casting time: One minute.	Attune (target)
Spheres: Aeromancy, Aquamancy, Polymorph	
Choose up to six ritual participants. Each target gains the ability to breathe clear, clean air regardless of its surroundings. This can allow it to breathe underwater and avoid inhalation-based poisons.	
This ritual requires one fatigue level from its participants.	

Animate Dead	Rank 3
Casting time: One hour.	Attune (deep)
Spheres: Vivimancy	
Choose up to four corpses within Short (30 ft.) range. The combined levels of all targets cannot exceed your level. Each target becomes an undead creature that obeys your mental commands.	
You choose whether to create a skeleton or a zombie from each corpse. Creating a zombie require a mostly intact corpse, including most of the flesh. Creating a skeleton only requires a mostly intact skeleton. If a skeleton is made from an intact corpse, the flesh quickly falls off the animated bones.	
As a minor action , you can mentally command your undead. The command must be no more than 10 words, and overly complex commands may cause strange and unintended behavior. It affects any undead you created with this ability that are within Distant (120 ft.) range of you. Undead will obey their most recent command indefinitely.	
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).	

Astral Chest	Rank 3
Casting time: One hour.	
Spheres: Astromancy, Summoning	
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.	

Commune with the Dead	Rank 3
Casting time: 24 hours.	
Spheres: Astromancy, Prayer, Revelation, Vivimancy	
You ask the soul of a dead creature a single yes or no question. To contact a creature in this way, you must know its name and have something that belonged to it in life. The object must have some importance to the creature, not just a gold piece that it owned for a time. This could be one of its possessions or a body part from its corpse.	
You receive a correct answer to that question to the limit of that creature's knowledge. 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 creature's interests, a short phrase may be given as an answer instead.	
This ritual requires 18 fatigue levels from its participants.	

Bestow Scent	Rank 3
Casting time: One minute.	Visual , Attune (target)
Spheres: Polymorph	
Choose up to six ritual participants. Each target gains scent .	
This ritual requires one fatigue level from its participants.	

Corpse Communion	Rank 3
Casting time: One hour.	
Spheres: Astromancy, Prayer, Revelation, Vivimancy	
You ask a corpse a single yes or no question. In its afterlife, the soul that inhabited the corpse becomes aware of your question and can answer yes or no as it chooses. It receives no magical insight into your identity, but it hears your question in your words. The corpse answers yes or no if the soul wishes to, but no other communication is possible. This requires a corpse with an intact mouth or other speaking apparatus.	
This ritual requires one fatigue level from its participants.	

Blighted Field	Rank 3
Casting time: 24 hours.	
Spheres: Terramancy, Toxicology, Verdancy	
This ritual creates an area of death and decay in a zone from your location. You can choose an arbitrarily shaped contiguous area that fits within a one mile radius from you. 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.	

Craft Object	Rank 3
Casting time: Special.	
Spheres: Polymorph, Telekinesis	
Choose any number of unattended, nonmagical objects within Short (30 ft.) range. You make a Craft check to transform the subjects into a new item (or items) made of the same materials. You require none of the tools that would normally be necessary, such as an anvil and furnace. The total size of all targets combined must be Medium size or smaller.	
This ritual takes time equal to one tenth of the time that would normally be required to craft the object, to a minimum of one hour.	
This ritual requires one fatigue level from its participants.	

Dispel Curse	Rank 3
Casting time: 24 hours.	
Spheres: Prayer, Thaumaturgy	
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.	
Enduring Fortification	Rank 3
Casting time: 24 hours.	
Spheres: Fabrication, Polymorph, Prayer, Terramancy	
This ritual functions like the blessing of fortification ritual, except that the effect lasts for one hundred years.	
This ritual requires 18 fatigue levels from its participants.	
Explosive Runes	Rank 3
Casting time: One hour.	Attune, Trap
Spheres: Fabrication, Thaumaturgy	
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. 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.	
When the object explodes, make an attack vs. Reflex against everything within a Medium (30 ft.) radius from the object.	
Hit: 1d8 damage + power.	
Miss: Half damage.	
This ritual requires one fatigue level from its participants.	
You can perform this ritual at a higher rank.	
Rank 4: The damage increases to 1d6 damage per 2 power.	
Rank 5: The damage increases to 1d6 damage plus 1d6 per 2 power.	
Rank 6: The damage increases to 1d8 damage plus 1d8 per 2 power.	
Rank 7: The damage increases to 1d10 damage plus 1d10 per 2 power.	

Fertile Field	Rank 3
Casting time: 24 hours.	
Spheres: Terramancy, Toxicology, Verdamancy	
This ritual creates an area of bountiful growth in a zone from your location. You can choose an arbitrarily shaped contiguous area that fits within a one mile radius from you. 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.	
Find the Path	Rank 3
Casting time: 24 hours.	Attune
Spheres: Aeromancy, Prayer, Revelation, Terramancy, Verdamancy	
When you perform this ritual, you must unambiguously specify a location on the same plane as you, and you choose up to six ritual participants to guide. 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 your current physical capabilities, including flight and other unusual movement modes. It does not consider teleportation spells or any other active abilities which could allow the creatures 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 movement impediments or dangers, including hostile creatures or treacherous terrain, which may endanger or slow progress without rendering it impossible.	
This ritual requires 18 fatigue levels from its participants.	
Mystic sphere effects:	
• Terramancy: The guidance does not consider non-grounded forms of movement, such as jumping or flying.	
• Verdamancy: You only receive guidance while both your destination and current location have a Huge or larger living plant.	

Forge Astral Beacon

Rank 3

Casting time: 24 hours.

Spheres: Astromancy, Channel Divinity, Fabrication, Prayer, Summoning, Thaumaturgy

You draw a magic circle in a Small (15 ft.) radius during this ritual. The circle creates an [astral beacon](#), making it easier for creatures to teleport into the circle. When you create the beacon, you must give it a unique name that matches its construction and the patterns you chose for the circle. A creature who knows the name of an beacon can use rituals like [guided teleportation](#) to teleport to it.

The beacon persists for one year. You can use this ritual to renew the duration of an existing beacon instead of creating a new beacon.

This ritual requires 18 [fatigue levels](#) from its participants and the consumption of diamond dust with the equivalent value of a rank 3 item (1,000 gp).

Gentle Descent

Rank 3

Casting time: One minute.

Attune (target)

Spheres: Aeromancy, Polymorph, Telekinesis

Choose up to six ritual participants. Each target gains an average [glide speed](#).

This ritual requires one [fatigue level](#) from its participants.

Guided Translocation

Rank 3

Casting time: One hour.

Spheres: Aeromancy, Astromancy, Channel Divinity, Electromancy, Summoning, Verdamancy

Choose an [astral beacon](#) up to 200 miles away from you on your current plane, and up to six Medium or smaller ritual participants. Each target is teleported to the area defined by the beacon. This does not require [line of sight](#) or [line of effect](#) to the destination.

If the astral beacon does not have enough open space to contain your group, the ritual has no immediate effect. You can continue the ritual for any length of time. At the end of each round during this continuation, if the anchor has room for your group, the teleportation succeeds and the ritual ends.

This ritual requires one [fatigue level](#) from its participants.

Mystic sphere effects:

- Aeromancy: Both your destination and current location must be outdoors.
- Channel Divinity: Either your destination or current location must be a temple or equivalent holy site to your source of divine power.
- Electromancy: Both your destination and current location must be outdoors.
- Verdamancy: As part of the ritual, each target must touch a living plant at least one size category larger than themselves. The destination must have a plant at least one size category larger than the largest target. Each target emerges that plant after teleporting.

Locate Creature

Rank 3

Casting time: One hour.

Spheres: Revelation

When you perform this ritual, choose a creature. You must have seen the chosen creature in person and either be able to clearly visualize its appearance or know its proper name to find it with this ritual. A creature without a proper name cannot be identified by name in this way. If you specify the chosen creature's appearance incorrectly, or if it has significantly changed its appearance, you may accidentally affect a different creature, or the ritual may simply fail.

If the creature is within 200 miles of your location, you unerringly learn the relative direction from your location to the location it was in when you started performing this ritual.

This ritual requires one [fatigue level](#) from its participants.

Locate Object	Rank 3
Casting time: One hour.	

Spheres: Revelation

This ritual functions like the [locate creature](#) ritual, except that it locates [unattended](#) objects instead of creatures.

This ritual requires one [fatigue level](#) from its participants.

Manifest Object	Rank 3
Casting time: One hour.	Attune, Manifestation

Spheres: Fabrication

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.

Massive Continuous Light	Rank 3
Casting time: One minute.	Visual, Sustain (attuneable, minor)

Spheres: Electromancy, Photomancy, Pyromancy

This ritual functions like the [continuous light](#) ritual, except that the area increases to a Large (*60 ft.*) radius.

This ritual requires one [fatigue level](#) from its participants.

Mystic Cage	Rank 3
Casting time: One hour.	Attune, Manifestation

Spheres: Cryomancy, Fabrication, Telekinesis, Terramancy

You create a cube of magical energy within Medium (*60 ft.*) range. Each wall of the cube is 20 feet wide and tall. Nothing can pass through the wall until it is destroyed. The corners of the cube have tiny gaps that allow air to pass through, but not even a Fine creature can fit through the gaps.

Each wall has both [hit points](#) and [damage resistance](#) equal to three times your [power](#). The walls track their hit points individually. They treat all damage as [environmental damage](#), so attacks that deal less damage than the wall's damage resistance have no effect (see Environmental Damage, page 34). Any damage to a wall causes visible cracks or scars, making it easy to recognize the health of the walls.

This ritual requires one [fatigue level](#) from its participants.

Mystic sphere effects:

- Cryomancy: The walls are made of clear ice that does not block sight. They take double damage from [Fire](#) abilities.
- Fabrication: The walls are made of a solid substance like metal or stone, and are completely opaque.
- Telekinesis: The walls are visible as a shimmering magical field that does not block sight.
- Terramancy: The walls are made of stone, and are completely opaque.

Overland Haste	Rank 3
Casting time: One minute.	Attune (target)

Spheres: Chronomancy, Electromancy, Polymorph

Choose up to six ritual participants. Each target gains a +30 foot [enhancement bonus](#) to its [movement speed](#). If it attacks or is dealt damage, it is [briefly](#) unable to take any actions and this effect ends.

This ritual requires one [fatigue level](#) from its participants.

Permanent Curse Water	Rank 3
Casting time: One hour.	

Spheres: Channel Divinity, Prayer

This ritual functions like the [curse water](#) ritual, except that it loses the [Attune](#) tag and the effect lasts permanently.

This ritual requires one [fatigue level](#) from its participants.

Persistent Bless Water	Rank 3
Casting time: One hour.	

Spheres: Channel Divinity, Prayer

This ritual functions like the [bless water](#) ritual, except that the effect lasts for one year.

This ritual requires one [fatigue level](#) from its participants.

Reveal True Form	Rank 3
Casting time: One hour.	Sustain (attuneable, free)

Spheres: Photomancy, Revelation

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 requires one [fatigue level](#) from its participants.

Persistent Gentle Repose	Rank 3
Casting time: One minute.	

Spheres: Chronomancy, Cryomancy, Toxicology, Vivimancy

This ritual functions like the [gentle repose](#) ritual, except that the effect lasts for one year.

This ritual requires one [fatigue level](#) from its participants.

Scry Creature	Rank 3
Casting time: One hour.	Scrying

Spheres: Photomancy, Revelation

Make an attack vs. Mental against one creature within 200 miles of you. You do not need [line of sight](#) or [line of effect](#) to the target. However, must specify your target with a precise mental image of its appearance. The image does not have to be perfect, but it must unambiguously identify the target. If you specify its appearance incorrectly, or if the target has changed its appearance, you may accidentally target a different creature, or the spell may simply fail without effect. This attack roll cannot [explode](#).

This ritual requires one [fatigue level](#) from its participants.

Hit: A scrying sensor appears in the target's space. This sensor functions like the sensor created by the [mystic eye](#) spell, except that you cannot move the sensor manually. Instead, it automatically tries to follow the target to stay in its space. At the end of each phase, if the sensor is not in the target's space, this effect is [dismissed](#).

Restore Senses	Rank 3
Casting time: One hour.	

Spheres: Polymorph, Toxicology, Vivimancy

Choose yourself or one [ally](#) within Medium (60 ft.) range. One of the target's physical senses, such as sight or hearing, is restored to full capacity. This can heal both magical and mundane effects, but it cannot completely replace missing body parts required for a sense to function (such as missing eyes).

This ritual requires one [fatigue level](#) from its participants.

Resurrection	Rank 3
Casting time: 24 hours.	

Spheres: Chronomancy, Electromancy, Prayer, Toxicology, Vivimancy

Choose one intact corpse within Short (30 ft.) range. The creature the corpse belongs to is [resurrected](#) (see Resurrection, page 153).

This ritual requires 18 [fatigue levels](#) from its participants and the consumption of diamond dust with the equivalent value of a rank 3 item (1,000 gp).

Mystic sphere effects:

- Chronomancy: The target must have died no more than 48 hours before this ritual is completed.

Soul Bind	Rank 3
Casting time: One hour.	

Spheres: Prayer, Thaumaturgy, Vivimancy

Choose a nonmagical gem you hold that is at least rank 3 (100 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 creature's soul becomes whole.

This ritual requires one [fatigue level](#) from its participants.

Stasis Chamber

Casting time: One hour.

Rank 3

Attune

Spheres: Chronomancy

Choose one Medium or smaller container. Any inanimate, unattended object placed into the container enters a state of temporal stasis at the end of the round. While in stasis, an object cannot be targeted, moved, damaged, or otherwise affected by outside forces in any way. If the container is destroyed, this effect ends.

This ritual requires one **fatigue level** from its participants.

Sunlight Ward

Casting time: One hour.

Rank 3

Attune (target)

Spheres: Photomancy, Terramancy, Umbramancy

One ritual participant is never considered to be in **mundane** natural sunlight. This does not impair its vision, but protects it if it would otherwise suffer negative consequences from sunlight. Powerful **magical** ✨ effects that mimic sunlight, such as **solar flare**, still affect the target normally.

This ritual requires one **fatigue level** from its participants.

Mystic sphere effects:

- **Terramancy:** The target is also **blinded** (*50% miss chance, -2 Armor and Ref*) by the earth covering their body.

Telepathic Bond

Casting time: One minute.

Rank 3

Attune

Spheres: Enchantment, Revelation

Each target can communicate mentally through telepathy with each other target. This communication is instantaneous, though it cannot reach more than 200 miles or across planes.

Each target must attune to this ritual independently. If a target breaks its attunement, it stops being able to send and receive mental messages with other targets. However, the effect continues as long as at least one target attunes to it. If you **dismiss** the ritual, the effect ends for all targets.

This ritual requires one **fatigue level** from its participants.

True Regeneration

Casting time: 24 hours.

Rank 3

Spheres: Polymorph, Toxicology, Vivimancy

Choose yourself or one **ally** within Medium (60 ft.) range. All of the target's **vital wounds** are healed. In addition, any of the target's severed body parts or missing organs grow back by the end of the next round.

This ritual requires 18 **fatigue levels** from its participants.

Rank 4 Rituals**Antipathy**

Rank 4

Casting time: 24 hours.

Attune, Emotion

Spheres: Enchantment

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. After you make this attack against a particular creature, you do not make this attack against it again until it finishes 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 finishes a **short rest**.

Critical hit: The creature is **panicked** (*-4 Mental, cannot attack source*) instead of frightened.

Cold Snap

Rank 4

Casting time: One hour.

Attune

Spheres: Cryomancy

The temperature in a two mile radius cylinder-shaped **zone** from your location decreases rapidly. Over the next minute after you finish this ritual, the temperature decreases by 40 degrees Fahrenheit, to a minimum of -30 degrees. Unlike normal, this effect does not require **line of effect** to you. Instead, it affects all outdoor locations within the area. Even a thin barrier, such as a tent, is enough to protect locations from the effect of this ritual.

This ritual requires one **fatigue level** from its participants.

True Regeneration

Casting time: 24 hours.

Rank 3

Spheres: Polymorph, Toxicology, Vivimancy

Choose yourself or one **ally** within Medium (60 ft.) range. All of the target's **vital wounds** are healed. In addition, any of the target's severed body parts or missing organs grow back by the end of the next round.

This ritual requires 18 **fatigue levels** from its participants.

Commune with Divinity	Rank 4
Casting time: 24 hours.	
Spheres: Channel Divinity, Prayer, Revelation	
<p>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.</p> <p>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.</p>	
This ritual requires 32 fatigue levels from its participants.	

Distant Sense Plants	Rank 4
Casting time: One hour.	Detection
Spheres: Revelation, Verdamancy	
<p>This ritual functions like the sense plants ritual, except that the range increases to ten miles.</p> <p>This ritual requires one fatigue level from its participants.</p>	

Distant Sense Water	Rank 4
Casting time: One hour.	Detection
Spheres: Aquamancy, Revelation	
<p>This ritual functions like the sense water ritual, except that the range increases to a ten mile radius from your location.</p> <p>This ritual requires one fatigue level from its participants.</p>	

Distant Translocation	Rank 4
Casting time: 24 hours.	
Spheres: Aeromancy, Astromancy, Channel Divinity, Electromancy, Summoning, Verdamancy	
<p>Choose a destination up to 200 miles away from you on your current plane, and up to six Medium or smaller ritual participants. Each target is teleported to the chosen destination. This does not require line of sight or line of effect to the destination.</p>	

You can specify the destination by naming an [astral beacon](#). If you do, this ritual's fatigue cost is reduced to one fatigue per target. Alternately, you can 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 32 [fatigue levels](#) from its participants.

- Mystic sphere effects:**
- Aeromancy: Both your destination and current location must be outdoors.
 - Channel Divinity: Either your destination or current location must be a temple or equivalent holy site to your source of divine power.
 - Electromancy: Both your destination and current location must be outdoors.
 - Verdamancy: As part of the ritual, each target must touch a living plant at least one size category larger than themselves. The destination must have a plant at least one size category larger than the largest target. Each target emerges from that plant after teleporting.

Distant Discern Location	Rank 4
Casting time: 24 hours.	
Spheres: Revelation	
<p>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.</p>	
This ritual requires 32 fatigue levels from its participants.	

Distant Sending	Rank 4
Casting time: One hour.	Sustain (standard)
Spheres: Aeromancy, Prayer, Revelation	
<p>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.</p>	

This ritual requires one [fatigue level](#) from its participants.

Distant Sense Flame	Rank 4
Casting time: One hour.	Detection
Spheres: Revelation, Pyromancy	
<p>This ritual functions like the sense flame ritual, except that the range increases to a ten mile radius from your location.</p>	

This ritual requires one [fatigue level](#) from its participants.

Fabricate Feast	Rank 4
Casting time: One hour.	Creation
Spheres: Fabrication, Verdamancy	
This ritual creates food in any number of unoccupied squares within Short (30 ft.) range that is sufficient to sustain one hundred Medium creatures for 24 hours. It also creates basic receptacles to hold the food. 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.	

Homeward Shift	Rank 4
Casting time: One hour.	
Spheres: Astromancy, Channel Divinity, Summoning	
This ritual can only be performed on the Astral Plane.	
Choose up to six Medium or smaller ritual participants. Each target teleports to the last spaces they occupied on their home planes. This does not require line of sight or line of effect to the destination.	
This ritual requires one fatigue level from its participants.	

Greater Augury	Rank 4
Casting time: One hour.	
Spheres: Revelation	
This ritual functions like the augury ritual, except that the augury considers events up to 4 hours into your future when evaluating the outcomes of your plan.	
This ritual requires one fatigue level from its participants.	

Immutability	Rank 4
Casting time: One hour.	Attune
Spheres: Fabrication, Polymorph, Prayer, Terramancy	
This ritual functions like the fortification ritual, except that the bonus to damage resistance increases to +20.	
This ritual requires one fatigue level from its participants.	

Greater Copy Writing	Rank 4
Casting time: Special.	
Spheres: Aquamancy, Fabrication, Polymorph	
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.	

Massive Enduring Mystic Trap	Rank 4
Casting time: 24 hours.	Trap
Spheres: Universal	
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.	

Heat Wave	Rank 4
Casting time: One hour.	Attune
Spheres: Pyromancy	
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.	

Massive Mystic Trap	Rank 4
Casting time: 24 hours.	Trap
Spheres: Universal	
This ritual functions like the mystic trap ritual, except that the damage increases to 1d4 damage + power. 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.	

Massive Permanent Light	Rank 4
Casting time: One hour.	Visual
Spheres: Electromancy, Photomancy, Pyromancy	
This ritual functions like the continuous light ritual, except that the area increases to a Large (60 ft.) radius, and the effect lasts for one year.	
This ritual requires one fatigue level from its participants.	

Massive Purify Water	Rank 4
Casting time: One minute.	
<hr/>	
Spheres: Aquamancy, Prayer, Toxicology	
This ritual functions like the purify water ritual, except that the affected volume increases to a 5-foot cube, or a little over 900 gallons.	
This ritual requires one fatigue level from its participants.	

Prophetic Dream	Rank 4
Casting time: One hour.	Scrying
<hr/>	
Spheres: Revelation, Umbramancy	
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.	

Overland Flight	Rank 4
Casting time: One minute.	Attune (target)
<hr/>	
Spheres: Aeromancy, Polymorph, Telekinesis	
Choose up to six ritual participants. Each target gains an average fly speed with a 15 foot height limit (see Flight, page 41). If it attacks or is dealt damage, it is briefly unable to take any actions and this effect ends.	
This ritual requires one fatigue level from its participants.	

Rapid Sending	Rank 4
Casting time: One minute.	Sustain (standard)
<hr/>	
Spheres: Aeromancy, Prayer, Revelation	
This ritual functions like the sending ritual, except that the casting time is much shorter.	
This ritual requires one fatigue level from its participants.	

Plane Shift	Rank 4
Casting time: One hour.	
<hr/>	
Spheres: Astromancy, Channel Divinity, Summoning	
Choose a planar rift within Medium (60 ft.) range and up to six Medium or smaller ritual participants. Each creature teleports to the unoccupied spaces closest to the other side of the planar rift. This does not require line of sight or line of effect to the destination. For details about planar rifts, see Planar Rifts, page 377.	
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.	

Reincarnation	Rank 4
Casting time: 24 hours.	Creation
Spheres: Chronomancy, Prayer, Vivimancy	
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 is resurrected in a new healthy body (see Resurrection, page 153).	
<p>A reincarnated creature is identical to the original creature in all respects, except for its species. The creature's species is replaced with a random species from Table 11.2: Humanoid Reincarnations, page 339. Its appearance changes as necessary to match its new species, though it retains the general shape and distinguishing features of its original appearance. The creature loses all attribute modifiers and abilities from its old species, and gains those of its new species. However, its languages are unchanged.</p> <p>This ritual can only be learned through the nature magic source.</p> <p>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).</p>	
Mystic sphere effects:	
<ul style="list-style-type: none"> Chronomancy: The target must have died no more than 48 hours before this ritual is completed. 	

Table 11.2: Humanoid Reincarnations

d%	Incarnation
01–13	Dwarf
14–26	Elf
27–40	Gnome
41–52	Half-elf
53–62	Half-orc
63–74	Halfling
75–100	Human

Sympathy	Rank 4
Casting time: 24 hours.	Attune, Emotion
Spheres: Enchantment	
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.	
<p>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. After you make this attack against a particular creature, you do not make this attack against it again until it finishes a short rest.</p> <p>This ritual requires 32 fatigue levels from its participants.</p> <p>Hit: The creature is fascinated by the chosen object until it finishes a short rest. It can take no actions other than staring at the object. It is unaware (-5 defenses) 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.</p> <p>Critical hit: The creature is also compelled to get as close as possible to the chosen object to admire it in greater detail.</p>	

Track Fine Item	Rank 4
Casting time: One hour.	Attune
Spheres: Revelation	
This ritual functions like the track item ritual, except that the item can be of any size category.	

This ritual requires one fatigue level from its participants.

Rank 5 Rituals

Repair Destruction	Rank 4
Casting time: 24 hours.	
Spheres: Chronomancy, Fabrication, Polymorph	
Choose one Large or smaller destroyed object within Short (30 ft.) range. The object is repaired as if it had never been destroyed.	
This ritual requires 32 fatigue levels from its participants.	

Astral Projection	Rank 5
Casting time: 24 hours.	
Spheres: Astromancy, Channel Divinity, Summoning	

Choose up to six Medium or smaller ritual participants. The group of creatures [teleports](#) to a random location within the Inner Astral Plane (see The Astral Plane, page 382). This does not require [line of sight](#) or [line of effect](#) to the destination.

In addition, a localized [planar rift](#) appears at the destination area on the Astral Plane. The rift leads back to the location where this ritual was performed. The targets of this ritual can traverse the rift simply by walking through it, while other creatures can only navigate it with the help of effects like the [plane shift](#) ritual. 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.

Distant Telepathic Bond	Rank 5
Casting time: One minute.	Attune
Spheres: Enchantment, Revelation	

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.

Empowered Seal Shut	Rank 5
Casting time: One minute.	Attune
Spheres: Cryomancy, Polymorph, Telekinesis, Terramancy	
This ritual functions like the seal shut ritual, except that the maximum size increases to Huge, and the Devices DV to unlock it increases to 30. In addition, the damage resistance bonus increases to +20.	

This ritual requires one [fatigue level](#) from its participants.

Brilliant Light	Rank 5
Casting time: One minute.	Visual , Sustain (attuneable, minor)
Spheres: Electromancy, Photomancy, Pyromancy	

Choose yourself or one Medium or smaller [ally](#) or unattended object within Medium (60 ft.) range. The target glows like a torch, emitting [brilliant illumination](#) in a Small (15 ft.) radius.

This ritual requires one [fatigue level](#) from its participants.

Enlarged Meld Shut	Rank 5
Casting time: One hour.	Attune
Spheres: Polymorph	
This ritual functions like the meld shut ritual, except that the maximum size increases to Huge, and the Devices DV to open the object increases to 26.	

This ritual requires one [fatigue level](#) from its participants.

Craft Large Object	Rank 5
Casting time: Special.	
Spheres: Polymorph, Telekinesis	
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.

Greater Accelerated Reading	Rank 5
Casting time: One minute.	Sustain (attuneable, minor)
Spheres: Chronomancy, Revelation	
You can read at ten times your normal speed. However, the mental effort imposes a -4 penalty to your Mental defense.	

This ritual requires one [fatigue level](#) from its participants.

Distant Scry Creature	Rank 5
Casting time: One hour.	Scrying
Spheres: Photomancy, Revelation	
This ritual functions like the scry creature ritual, except that there is no distance limit.	

This ritual requires one [fatigue level](#) from its participants.

Greater Resurrection	Rank 5
Casting time: 24 hours.	
Spheres: Chronomancy, Prayer, Toxicology, Vivimancy	
Choose one Diminutive or larger piece of a corpse. It must have been part of the original creature's body at the time of death. The creature the corpse belongs to is resurrected in a new healthy body (see Resurrection, page 153).	
This ritual requires 50 fatigue levels from its participants and the consumption of diamond dust with the equivalent value of a rank 5 item (25,000 gp).	
Mystic sphere effects:	
<ul style="list-style-type: none"> Chronomancy: The target must have died no more than 48 hours before this ritual is completed. 	

Greater Soul Bind	Rank 5
Casting time: 24 hours.	
Spheres: Prayer, Thaumaturgy, Vivimancy	
This ritual functions like the soul bind ritual, except that the creature's soul is removed from its intended afterlife and fully trapped within the gem. In addition, the gem must be at least rank 5 (2,500 gp).	
This ritual requires 50 fatigue levels from its participants.	

Interrogate the Future	Rank 5
Casting time: One hour.	
Spheres: Chronomancy	
This ritual functions like the observe the future ritual, except that the duplicate can answer up to three yes or no questions before disappearing.	
This ritual requires one fatigue level from its participants and the consumption of diamond dust with the equivalent value of a rank 5 item (25,000 gp).	

Persistent Stasis Chamber	Rank 5
Casting time: 24 hours.	
Spheres: Chronomancy	
This ritual functions like the stasis chamber ritual, except that the effect lasts for one year.	
This ritual requires 50 fatigue levels from its participants.	

Private Sanctum	Rank 5
Casting time: 24 hours.	
Spheres: Umbramancy	
This ritual creates a ward against any external perception in a Medium (30 ft.) radius zone centered on your location. This effect lasts for one year. Everything in the area is completely imperceptible from outside the area. Anyone observing the area from outside sees only a dark, silent void, regardless of darkvision and similar abilities. In addition, all Scrying effects fail to function in the area. Creatures inside the area can see within the area and outside of it without any difficulty.	
This ritual requires 50 fatigue levels from its participants.	

Rapid Overland Haste	Rank 5
Casting time: One hour.	
Attune (target)	
Spheres: Chronomancy, Electromancy, Polymorph	
This ritual functions like the overland haste ritual, except that the bonus increases to +60 feet.	
This ritual requires one fatigue level from its participants.	

Rank 6 Rituals

Efficient Find the Path	Rank 6
Casting time: One hour.	
Attune	
Spheres: Aeromancy, Prayer, Revelation	
This ritual functions like the find the path ritual, except that the casting time is shorter, and the ritual is much less exhausting.	
This ritual requires one fatigue level from its participants.	

Enduring Immutability	Rank 6
Casting time: 24 hours.	
Spheres: Fabrication, Polymorph, Prayer, Terramancy	
This ritual functions like the immutability ritual, except that the effect lasts for one hundred years.	
This ritual requires 72 fatigue levels from its participants.	

Extended Commune with the Dead	Rank 6
Casting time: 24 hours.	
Spheres: Astromancy, Prayer, Revelation, Vivimancy	
This ritual functions like the commune ritual, except that you can ask any question, not just a yes or no question. The creature can respond for up to five minutes to fully explain itself if necessary, though most answers will be shorter.	
This ritual requires 72 fatigue levels from its participants.	
Greater Corpse Communion	Rank 6
Casting time: One hour.	
Spheres: Astromancy, Prayer, Revelation, Vivimancy	
This ritual functions like the corpse communion ritual, except that the corpse can answer with a single full sentence, rather than only with "yes" or "no". In addition, the ritual only requires a piece of the corpse, not an intact mouth. If no mouth is present, the soul's answer is heard regardless.	
This ritual requires one fatigue level from its participants.	
Greater Manipulate Water	Rank 6
Casting time: One minute.	Sustain (attuneable, minor)
Spheres: Aquamancy	
This ritual functions like the manipulate water ritual, except that the maximum speed change increases to 20 miles per hour.	
This ritual requires one fatigue level from its participants.	
Greater Rewind Death	Rank 6
Casting time: 24 hours.	
Spheres: Chronomancy	
Choose one Diminutive or larger piece of a corpse. It must have been part of the original creature's body at the time of death. The creature the corpse belongs to is resurrected . The corpse is completely restored to a healthy state, so it does not need to be fully intact. It must have died no more than 48 hours before this ritual is completed.	
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).	

Interplanar Discern Location	Rank 6
Casting time: 24 hours.	
Spheres: Revelation	
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 Sending	Rank 6
Casting time: One hour.	Sustain (standard)
Spheres: Aeromancy, Prayer, Revelation	
This ritual functions like the sending ritual, except that there is no distance limitation, and the target does not have to be on the same plane as you.	
This ritual requires one fatigue level from its participants.	
Sunlight Ward+	Rank 6
Casting time: One hour.	Attune (target)
Spheres: Photomancy, Umbramancy	
This ritual functions like the sunlight ward ritual, except that the target is also protected from magical ✨ effects that mimic sunlight.	
This ritual requires one fatigue level from its participants.	
Supreme Augury	Rank 6
Casting time: One hour.	
Spheres: Revelation	
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.	
Rank 7 Rituals	
Craft Huge Object	Rank 7
Casting time: Special.	
Spheres: Polymorph, Telekinesis	
This ritual functions like the craft object ritual, except that the maximum combined size of all targets increases to Huge.	
This ritual requires one fatigue level from its participants.	

Efficient Distant Translocation	Rank 7
Casting time: One hour.	
Spheres: Aeromancy, Astromancy, Channel Divinity, Electromancy, Summoning, Verdamancy	
This ritual functions like the intrapolanar teleportation ritual, except that the casting time is shorter, and the ritual is much less exhausting. If the destination is an astral beacon , this ritual has no fatigue cost.	
This ritual requires one fatigue level from its participants.	
Mystic sphere effects:	
<ul style="list-style-type: none"> Aeromancy: Both your destination and current location must be outdoors. Channel Divinity: Either your destination or current location must be a temple or equivalent holy site to your source of divine power. Electromancy: Both your destination and current location must be outdoors. Verdamancy: As part of the ritual, each target must touch a living plant at least one size category larger than themselves. The destination must have a plant at least one size category larger than the largest target. Each target emerges that plant after teleporting. 	

Extended Commune with Divinity	Rank 7
Casting time: 24 hours.	
Spheres: Channel Divinity, Prayer, Revelation	
This ritual functions like the commune ritual, except that you can ask any question, not just a yes or no question. The entity can respond for up to five minutes to fully explain itself if necessary, though most answers will be shorter.	
This ritual requires 98 fatigue levels from its participants.	

Intense Cold Snap	Rank 7
Casting time: One hour.	Attune
Spheres: Cryomancy	
This ritual functions like the cold snap ritual, except that the temperature in the area decreases by 60 degrees, to a minimum of -70 degrees.	
This ritual requires one fatigue level from its participants.	

Intense Heat Wave	Rank 7
Casting time: One hour.	Attune
Spheres: Pyromancy	
This ritual functions like the heat wave ritual, except that the temperature in the area increases by 60 degrees, to a maximum of 160 degrees.	
This ritual requires one fatigue level from its participants.	

Interplanar Gate	Rank 7
Casting time: One week.	Sustain (standard)
Spheres: Astromancy, Channel Divinity, Summoning	
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.

Interplanar Scry Creature	Rank 7
Casting time: One hour.	Scrying
Spheres: Photomancy, Revelation	
This ritual functions like the scry creature ritual, except that there is no distance limit, and the target does not have to be on the same plane as you.	
This ritual requires one fatigue level from its participants.	

Interplanar Telepathic Bond	Rank 7
Casting time: One minute.	Attune
Spheres: Enchantment, Revelation	
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.	

Massive Brilliant Light	Rank 7
Casting time: One minute.	Visual , Sustain (attuneable, minor)
Spheres: Electromancy, Photomancy, Pyromancy	
This ritual functions like the brilliant light ritual, except that the area increases to a Large (60 ft.) radius.	
This ritual requires one fatigue level from its participants.	

Rapid Overland Flight	Rank 7
Casting time: One hour.	Attune (target)
Spheres: Aeromancy, Polymorph, Telekinesis	
Choose up to six ritual participants. Each target gains a fast fly speed with a 15 foot height limit (see Flight, page 41). If it attacks or is dealt damage, it is briefly unable to take any actions and this effect ends.	
This ritual requires one fatigue level from its participants.	

Unbound Resurrection	Rank 7
Casting time: 24 hours.	
Spheres: Chronomancy, Prayer, Vivimancy	
Choose a dead creature. You must explicitly and unambiguously specify the identity of the creature being resurrected. The creature is resurrected in a new healthy body (see Resurrection, page 153).	
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).	
Mystic sphere effects:	
<ul style="list-style-type: none"> • Chronomancy: The target must have died no more than 48 hours before this ritual is completed. 	

Chapter 12

Feats

A feat grants a character specialized abilities in a specific area. Feats are optional rules, and not every campaign benefits from including them. They allow more distinct and unique character customization, but also increase gameplay complexity.

Gaining Feats

There are two main ways the GM can use feats in their game. Regardless of how you gain feats, you can never 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 the GM wants characters to be more complex and to have more powerful abilities, they 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 347), or any from the following list: *Awareness Specialization* and *Balance Specialization*, *Sniper*, or *Rapid Reaction*.

Gnome: Any Casting feat (see Casting Feats, page 347), or any from the following list: *Blindfighter*, *Craft Specialization* and *Stealth Specialization*, *Telepath*, or *Toughness*.

Half-Elf: Any Skill feat (see Skill Feats, page 347).

Half-Orc: Any Combat feat (see Combat Feats, page 348), or any from the following list: *Endurance Specialization* and *Intimidate Specialization*, or *Toughness*.

Halfling: Any from the following list: *Balance Specialization*, *Stealth Specialization*, *Climb 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 Ancestry 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: Any feat.

Dragon: *Iron Will*, *Toughness*, or any Casting feat (see Casting Feats, page 347).

Drakkenfel: Draconic Ancestry. The type of dragon chosen for the drakkenfel's *draconic ancestry* must match its *draconic essence*.

Dryaidi: Mental Magic, Regenerator, Sphere Focus: Toxicology, Sphere Focus: Verdamancy, or *Toughness*.

Eladrin: Boongiver, Chameleon, Deception Specialization and Persuasion Specialization, Maneuver Versatility, 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 348), 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 attribute value, 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.

Ancestry 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. Ancestry feats allow characters to explore those possibilities by gaining abilities related to their ancestry. You can only have one Ancestry 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 12.1: Feats

General Feats	Prerequisites	Benefits	Feat Types	Page
Ascetic	Wil 1	Cannot use items, gain extra archetype	—	349
Barbaric Ancestry ✨	Str + Dex + Con is 3	Gain aid from barbarian ancestors	Ancestry	350
Celestial Ancestry ✨	Non-evil	Gain aspects of celestial beings	Ancestry, Magical	351
Chameleon	Trained Disguise, Int 2	Adapt your archetypes and abilities	—	352
Draconic Ancestry	—	Gain aspects of draconic power	Ancestry	353
Entropist ✨	Wil 2	Master chaos and entropy	Magical	355
Fateweaver ✨	Per 2	Ensure success for you and allies	—	355
Fortune's Friend	—	Get lucky	—	356
Iron Will	Wil 2	Increase mental resilience	—	357
Null	Wil 2	Become immune to magic	—	360
Precognition	Int 3	React to future events	—	361
Regenerator	Con 3	Heal wounds with inhuman speed	—	362
Rapid Reaction	Dex 2	Increase reaction speed	—	362
Spellwarped ✨	Wil 2	Gain limited spellcasting	Magical	364
Swiftrunner	Dex 3	Move more quickly	—	371
Telepath ✨	Int + Wil is 3	Communicate with creatures mentally	Magical	371
Toughness	Con 2	Increase physical fortitude	—	372
Skill Feats	Prerequisites	Benefits	Feat Types	Page
Awareness Specialization	Trained Awareness	Improve use of chosen skill	—	349
Balance Specialization	Trained Balance	Improve use of chosen skill	—	349
Climb Specialization	Trained Climb	Improve use of chosen skill	—	352
Craft Specialization	Trained Craft	Improve use of chosen skill	—	352
Creature Handling Specialization	Trained Creature Handling	Improve use of chosen skill	—	352
Deception Specialization	Trained Deception	Improve use of chosen skill	—	353
Devices Specialization	Trained Devices	Improve use of chosen skill	—	353
Disguise Specialization	Trained Disguise	Improve use of chosen skill	—	353
Endurance Specialization	Trained Endurance	Improve use of chosen skill	—	354
Flexibility Specialization	Trained Flexibility	Improve use of chosen skill	—	356
Intimidate Specialization	Trained Intimidate	Improve use of chosen skill	—	357
Knowledge Specialization	Trained Knowledge	Improve use of chosen skill	—	358
Medicine Specialization	Trained Medicine	Improve use of chosen skill	—	359
Perform Specialization	Trained Perform	Improve use of chosen skill	—	361
Persuasion Specialization	Trained Persuasion	Improve use of chosen skill	—	361
Ride Specialization	Trained Ride	Improve use of chosen skill	—	363
Sleight of Hand Specialization	Trained Sleight of Hand	Improve use of chosen skill	—	363
Social Insight Specialization	Trained Social Insight	Improve use of chosen skill	—	364
Stealth Specialization	Trained Stealth	Improve use of chosen skill	—	371
Survival Specialization	Trained Survival	Improve use of chosen skill	—	371
Swim Specialization	Trained Swim	Improve use of chosen skill	—	371
Casting Feats	Prerequisites	Benefits	Feat Types	Page
Boongiver ✨	Spellcasting	Improve ability to cast spells on allies	Magical	351
Blood Magic ✨	Spellcasting, Con 2	Spend hit points to improve magic	Magical	350
Mental Magic ✨	Spellcasting, Wil 3	Cast spells without words or gestures	Magical	359
Metacaster ✨	Spellcasting, Int 2	Manipulate spell effects in creative ways	Magical	360
Mystic Archer ✨	Spellcasting	Imbue projectiles with magic	Magical	360
Prepared Spellcasting ✨	Spellcasting, Int 3	Prepare additional spells each day	Magical	362
Spellsword ✨	Spellcasting	Fight with sword and spell together	Magical	364

Sphere Focus: Aeromancy ✶	<i>Aeromancy</i> sphere	Improve casting with chosen sphere	Magical	365
Sphere Focus: Aquamancy ✶	<i>Aquamancy</i> sphere	Improve casting with chosen sphere	Magical	365
Sphere Focus: Astromancy ✶	<i>Astromancy</i> sphere	Improve casting with chosen sphere	Magical	366
Sphere Focus: Channel Divinity	<i>Channel Divinity</i> sphere	Improve casting with chosen sphere	Magical	366
Sphere Focus: Chronomancy ✶	<i>Chronomancy</i> sphere	Improve casting with chosen sphere	Magical	366
Sphere Focus: Cryomancy ✶	<i>Cryomancy</i> sphere	Improve casting with chosen sphere	Magical	366
Sphere Focus: Electromancy ✶	<i>Electromancy</i> sphere	Improve casting with chosen sphere	Magical	366
Sphere Focus: Enchantment ✶	<i>Enchantment</i> sphere	Improve casting with chosen sphere	Magical	367
Sphere Focus: Fabrication ✶	<i>Fabrication</i> sphere	Improve casting with chosen sphere	Magical	367
Sphere Focus: Photomancy ✶	<i>Photomancy</i> sphere	Improve casting with chosen sphere	Magical	367
Sphere Focus: Polymorph ✶	<i>Polymorph</i> sphere	Improve casting with chosen sphere	Magical	367
Sphere Focus: Prayer ✶	<i>Prayer</i> sphere	Improve casting with chosen sphere	Magical	368
Sphere Focus: Pyromancy ✶	<i>Pyromancy</i> sphere	Improve casting with chosen sphere	Magical	368
Sphere Focus: Revelation ✶	<i>Revelation</i> sphere	Improve casting with chosen sphere	Magical	368
Sphere Focus: Summoning ✶	<i>Summoning</i> sphere	Improve casting with chosen sphere	Magical	368
Sphere Focus: Telekinesis ✶	<i>Telekinesis</i> sphere	Improve casting with chosen sphere	Magical	369
Sphere Focus: Terramancy ✶	<i>Terramancy</i> sphere	Improve casting with chosen sphere	Magical	369
Sphere Focus: Thaumaturgy ✶	<i>Thaumaturgy</i> sphere	Improve casting with chosen sphere	Magical	369
Sphere Focus: Toxicology ✶	<i>Toxicology</i> sphere	Improve casting with chosen sphere	Magical	370
Sphere Focus: Umbramancy ✶	<i>Umbramancy</i> sphere	Improve casting with chosen sphere	Magical	370
Sphere Focus: Verdamancy ✶	<i>Verdamancy</i> sphere	Improve casting with chosen sphere	Magical	370
Sphere Focus: Vivimancy ✶	<i>Vivimancy</i> sphere	Improve casting with chosen sphere	Magical	370
Twinhand Spellcaster ✶	Dex 2	Cast spells with two hands at once	Magical	372
Wardweaver ✶	Barrier spell known	Create more powerful barriers	Magical	373
Combat Feats	Prerequisites	Benefits	Feat Types	Page
Arbalist	Dex 2, Per 1	Use crossbows more quickly and easily	—	349
Battle Armory	Str 1, Dex 2	Switch between different weapons easily	—	350
Blindfighter	Per 2	Fight unseen foes better	—	350
Brawler	Str 1, Dex 1	Fight better unarmed and in close quarters	—	351
Duelist	Dex 2, Per 1	Fight one-on-one better	—	354
Executioner	Per 2	Kill weakened foes more easily	—	355
Greatweapon Warrior	Str 3	Fight better with two-handed weapons	—	356
Ghostblade ✶	Dex 1, Wil 2	Tap into ghostly powers in combat	Magical	356
Heavenly Warrior	Str 2	Leap into the air with foes	—	357
Juggernaut	Str 1, Con 2	Become unstoppable and trample foes	—	357
Leadership	Int 2 or Wil 2	Inspire nearby allies	—	358
Living Weapon	Str + Con is 3	Fight better with natural weapons	—	358
Maneuver Versatility	Int 2, two combat styles	Use highly varied maneuvers	—	358
Maneuverist	Int 2	Gain limited maneuver access	—	358
Martial Training	—	Improve combat abilities	—	359
Shieldbearer	Str 2, Dex 1	Attack and defend better with shields	—	363
Sniper	Per 2	Aim precisely at distant foes	—	363
Trickshot	Dex 2, Int 1	Use alchemical items with arrows	—	372
Twin-Weapon Fighting	Dex 2	Fight better with two weapons at once	—	373
Weapon Focus	—	Fight better with a single type of weapon	—	373
Whirlwind Warrior	Dex 2	Fight hordes with agile ease	—	373

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.

Arbalist [Combat]

Prerequisite: Dexterity 2, Perception 1.

1st – **Rapid Reload:** Crossbows that would normally take a minor action for you to reload instead take a non-action, like bows. This allows you to reload them any number of times per round. You must still have a free hand, if one would normally be required.

1st – **Steady Bolts:** You reduce your **longshot** penalty with crossbows by 1.

6th – **Multiload:** Whenever you load a non-repeating crossbow, you can load it with two bolts instead of one. When you fire a multiloaded crossbow, you take a -1 accuracy penalty, but the strike has an additional **secondary target** within 15 feet of the primary target. That extra target cannot already be a target of the strike.

12th – **Rapid Reload+:** Once per round, you can reload a crossbow that would normally require a standard action to reload as a **free action**. When you do, you increase your **fatigue level** by one. You can combine this with reloading the same crossbow as a standard action if the crossbow would need multiple standard actions to reload.

12th – **Steady Bolts+:** The penalty reduction increases to 2.

18th – **Multiload+:** The number of secondary targets increases to two, and the maximum distance between the primary target and each secondary target increases to 30 feet.

Ascetic [General]

Prerequisite: Willpower 1.

1st – **Ascetic Archetype:** Choose one archetype from your base class that you do not already have any ranks in. You are rank 1 in that archetype, and gain the appropriate abilities. Your rank in that archetype increases by 1 at 6th level, and every 3 levels thereafter.

1st – **Deny Wealth:** You cannot knowingly own, consume, or use any item or collection of items that is worth more than 1gp. If you do, you lose all benefits of this feat, and you suffer a -2 penalty to all attacks, checks, and defenses. These penalties last until you spend a month following this restriction again. If you break this prohibition under duress, including magical compulsion, these penalties only last for three days.

Any item you craft yourself is exempt from this limitation, as long as the raw materials used to create the item have a value less than 1gp. You are allowed to carry valuable items as long as you gain no direct benefit from them, so you can hold items for your allies or carry gold until you can find an appropriate place to donate it. You can also interact with expensive structures that you do not own, such as ornate doors.

1st – **Sanctified Garb:** Any clothing you wear provides a +3 bonus to your Armor defense and a bonus to your maximum **damage resistance** equal to your level. You can still wear body armor on top of your clothing. However, this bonus is considered to come from body armor, so you use the higher Armor defense value and damage resistance bonus from your clothing and your armor.

You can **attune** any number of times to your sanctified garb. Each attunement doubles the damage resistance it provides. For example, if you attune to it twice, it would provide damage resistance equal to three times your level.

6th – **Open Mind:** You gain an additional **insight point**.

6th – **Renounce Legacy:** You do not choose a legacy item, and you do not gain any legacy item upgrades (see Legacy Items, page 27). Instead, you gain a +1 bonus to all **defenses**.

12th – **Renounce Legacy+:** The defense bonus increases to +2.

12th – **Sanctified Garb+:** The Armor defense bonus increases to +4.

18th – **Open Mind+:** You gain two additional insight points.

18th – **Renounce Legacy++:** The defense bonus increases to +3.

Awareness Specialization [Skill]

Prerequisite: Awareness as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Awareness skill.

6th – **Extraordinary Senses:** You gain one of the following senses: **blindsight** (15 ft.), **darkvision** (60 ft.), **low-light vision**, or **tremorsense** (15 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.

12th – **Specialization+:** The bonus from your *specialization* ability increases to +5.

18th – **Extraordinary Senses+:** You can choose an additional sense from the list given in your *extraordinary senses* ability, except that the range is doubled. 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.

Balance Specialization [Skill]

Prerequisite: Balance as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Balance skill.

6th – **Precise Step:** You are unaffected by **difficult terrain** from mundane natural sources, such as **heavy undergrowth**.

12th – **Specialization+:** The bonus from your *specialization* ability increases to +5.

18th – **Air Dancer:** 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** 15.
- Surfaces that can support at least a tenth of your weight, such as water, are **difficulty value** 20.

- Surfaces that can support at least a hundredth of your weight, such as tree leaves, are **difficulty value** 25.
- Surfaces that cannot support your weight at all, such as air, are **difficulty value** 30.

Success means you move along the surface. Failure means you fall through the surface, and you cannot use this ability again during the current phase. The **difficulty value** increases by 5 for each consecutive round that you spend moving in this way.

Barbaric Ancestry ✨ [Ancestry, Magical]

Prerequisite: Strength, Dexterity, and Constitution sum to at least 3

Special: You can only have one Ancestry feat.

1st – ✨**Ancestral Battlecry:**

Ancestral Battlecry ✨

Usage time: Standard action or **minor action**.

Cost: One **fatigue level** if used as a minor action.

Three ghostly spirits of your ancestors appear around you. They cannot be attacked or interacted with. Whenever you make a melee **strike**, each spirit mimics you. For each spirit that mimics you, the strike can affect an additional secondary target of your choice within 15 foot **range** of you, even if you are not adjacent to it.

At the end of each subsequent round after you use this ability, one of the spirits disappears. When all of the spirits have disappeared, this effect ends.

6th – ✨**Ancestral Totem:**

Ancestral Totem ✨

Manifestation, Sustain (free)

Usage time: Standard action or **minor action**.

Cost: One **fatigue level** if used as a minor action.

Choose an unoccupied location on solid ground within Long (90 ft.) range of you. A Small totem representing your ancestors appears from the ground in that location. The totem is a creature that cannot take actions of any kind, including **movement**. Its **hit points** are equal to the standard value for your level and base class. Its **damage resistance** is equal to half its hit points, ignoring any **enhancement bonuses** to hit points. Each of its defenses is equal to 5 + half your level. The totem does not block movement for any creatures. It cannot be moved without being destroyed.

While you are within a Large (60 ft.) radius **emanation** from the totem, you gain a +2 accuracy bonus with melee strikes.

12th – ✨**Ancestral Protectors:** While you have ghostly spirits active from your **ancestral battlecry** ability, you gain a +1 bonus to your Armor defense. In addition, you create four spirits when you use that ability rather than three.

18th – ✨**Ancestral Warchief:** The range of secondary strikes from your **ancestral battlecry** ability increases to Short (30 ft.) range. In addition, while you are within the emanation of your

ancestral totem, it counts as an extra spirit for **ancestral battlecry** that does not disappear.

Battle Armory [Combat]

Prerequisite: Strength 1, Dexterity 2.

1st – **Mobile Armory:** You can store up to ten items for easy access on your body, rather than five (see **Storing Items**, page 159).

1st – **Overburdened Quickdraw:** Once per round, you can draw or sheathe any non-shield weapon as a **free action**. This does not count against your normal one free action **object manipulation** per round (see **Manipulating Objects**, page 159).

6th – ✨**Legacy Armory:** You do not choose an individual weapon as a **legacy item** (see **Legacy Items**, page 27). Instead, if you choose weapons as your legacy item category, you always treat one weapon you wield as your legacy item. You cannot choose a magical weapon or a weapon made of special materials as your legacy item in this way. If you wield more than one weapon at a time, you can choose which of your weapons is your legacy item as a **free action** once per round.

6th – ✨**Rapid Attunement:** You can use the **item attunement** ability to attune to weapons and armor as a **minor action** (see **Item Attunement**, page 160).

12th – **Versatile Force:** You gain a +1 bonus to your **magical power** and **mundane power**.

18th – ✨**Magic Armory:** You gain an additional attunement point.

18th – **Versatile Force+:** The power bonus increases to +2.

Blindfighter [Combat]

Prerequisite: Perception 2.

1st – **Unerring:** You are unaffected by 20% miss chances, such as from **concealment**. When you have a 50% miss chance, such as while **blinded** (50% miss chance, -2 Armor and Ref), you **reroll** the miss chance once and keep the better result. This does not prevent your attacks from failing for other reasons.

6th – **Blindsight:** You gain **blindsight** with a 90 foot range, allowing you to sense your surroundings without light (see **Blindsight**, page 504). If you already have **blindsight**, the range of your **blindsight** increases by 90 feet. In addition, you gain **blindsight** with a 30 foot range, allowing you to see without light (see **Blindsight**, page 504). If you already have **blindsight**, the range of your **blindsight** increases by 30 feet.

12th – **Unseeing Precision:** You gain a +1 **accuracy** bonus.

12th – **Unerring+:** You are unaffected by all miss chances.

18th – **Blindsight+:** The range of your **blindsight** 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 gain a +1 accuracy bonus with the spell. In exchange, you lose two hit points. This hit point loss increases

to four hit points at level 7, eight hit points at level 13, and sixteen hit points at level 19.

6th – ⭐ Blood-Sworn Allegiance: You can swear a blood oath to your allies in a ritual. You automatically fail any attack rolls you make against a creature that you have sworn this blood oath with. Any missed attacks against those creatures have no effect, even if the attack would normally deal damage on a miss. Those creatures have the same effects if they try to attack 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.

12th – ⭐ Bloodbind: Whenever you make a living creature lose hit points using a spell, you can choose to bind the target's blood to yours. As a standard action, you can also forge this bond with any creature that you have sworn blood-sworn allegiance with. While the target is bound, you are always considered to have line of sight and line of effect to it. You can see and target it regardless of all forms of concealment and cover, even if it is invisible or fully behind a solid object. You must still be close enough to the target to be within range with your abilities. This binding lasts until you finish a long rest.

18th – ⭐ Bloodspell+: You can choose to increase the accuracy bonus to +2. If you do, the hit point loss is doubled.

Boongiver ⭐ [Casting, Magical]

Prerequisite: Access to a mystic sphere.

1st – ⭐ Share Boon:

Share Boon ⭐

Usage time: Can be triggered when you cast a spell with the Attune tag.

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.

If the spell would normally grant you special actions, the target uses its own statistics to determine the results of those actions rather than your statistics. For example, it would use its own accuracy and magical power to attack if you cast the eyes of flame spell on it.

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 ends.

6th – ⭐ 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.

12th – ⭐ Share Boon+: You can use your share boon ability on up to two spells at once. If you use the ability while it already affects another spell, you choose which spells are affected by the ability.

18th – ⭐ Sustain Attunement: Whenever you cast an Attune spell that is not a deep attunement, you can choose to replace its Attune tag with the Sustain (minor) tag.

Brawler [Combat]

Prerequisite: Strength 1, Dexterity 1.

1st – Unarmed Warrior: You gain a +2 accuracy bonus with the punch/kick natural weapon, and you deal 1d4 damage with it (see Natural Weapons, page 161). In addition, you treat that weapon as having the Light weapon tag, which allows you to make dual strikes with it more easily (see Dual Strikes, page 41). This ability does not stack with the ability of the same name from the Perfected Form monk archetype (see Perfected Form, page 91).

1st – Brawling Expertise: You gain a +1 bonus to your brawling accuracy (see Brawling Accuracy, page 17).

6th – Large Grappler: You are considered one size category larger than normal for the purpose of the grapple and maintain grapple abilities.

12th – Unarmed Warrior+: The damage increases to 1d6.

12th – Brawling Expertise+: The bonus from your brawling expertise ability increases to +2.

18th – Grapple Supremacy: When you grapple a target with the grapple ability, you automatically take control of the grapple (see Controlling a Grapple, page 45).

12th – Unarmed Warrior++: The damage increases to 1d8.

Celestial Ancestry ⭐ [Ancestry, Magical]

Prerequisite: Non-evil alignment.

Special: You can only have one Ancestry feat.

1st – ⭐ Celestial Benevolence:

Celestial Benevolence ⭐

Swift

Usage time: Standard action.

Choose an ally you touch. Whenever that ally would be attacked by a targeted ability while it is adjacent to you, the attack is made against you instead. This ability lasts until you dismiss it or until you use it again.

A creature that sees an attack against an ally redirected in this way can observe that you are the cause of the redirection with a difficulty value 5 Awareness check. While this ability is active, you cannot be affected by other creatures using this ability on you.

6th – ⭐ Healing Radiance: When you use the recover ability, you briefly emit brilliant illumination in a Large (60 ft.) radius zone from you. At the end of each round, each ally in the radius of brilliant illumination regains hit points equal to a quarter of your maximum hit points.

12th – ⭐ Angel Wings: You gain feathery wings that sprout from your back. These wings grant you a slow fly speed with a maximum height of 15 feet (see Flight, page 41). 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 ✨.

18th – ✨ Angel Wings+: The height limit increases to 30 feet.

18th – ✨ Celestial Benevolence+: When you use this ability, you can choose an additional ally you touch.

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 *short 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.

6th – **Adaptive Specialty:** Whenever you finish a *short rest*, you may choose an effect from the list below. Each effect lasts until you finish 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 the ability to use wands as if you were able to cast arcane spells. Your maximum spell rank for this purpose is 2. This spell rank increases by 1 at 9th level, and every 3 levels thereafter.
- Primal: You gain a +2 bonus to your *fatigue tolerance*.
- Skilled: You gain a +1 bonus to all skills.

12th – **Archetype Fusion:** Instead of choosing a single archetype to activate with your *adaptive archetype*, you may choose a combination of two archetypes simultaneously. First, choose two archetypes to combine from among the three archetypes you chose with your *adaptive archetype* ability. 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 or improve abilities from that same archetype which you do not have. For example, you cannot choose the *wildspell+* ability unless you also have the *wildspell* ability.

When you gain this ability, you create one archetype fusion. Whenever you increase your rank in the archetype you chose with your *adaptive archetype* ability, you can change this archetype fusion. When you finish a short rest, you can choose that fusion, or any of the three normal archetypes you would choose with your *adaptive archetype* ability.

18th – **Archetype Fusion+:** You can create an additional archetype fusion that you can change between with your *adaptive archetype* ability.

18th – **Adaptive Specialty+:** The effects of your *adaptive spe-*

cility ability improve, as described below.

- Martial: You gain a +1 bonus to your Armor defense.
- Mystic: You gain a +2 bonus to your Mental defense.
- Primal: The fatigue tolerance bonus increases to +4.
- Skilled: The skill bonus increases to +2.

Climb Specialization [Skill]

Prerequisite: Climb as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Climb skill.

6th – **Climb Speed:** You gain an average *climb speed* (see Movement Modes, page 39).

12th – **Specialization+:** The bonus from your *specialization* ability increases to +5.

18th – **Endless Creature Climb:** You do not suffer a cumulative -2 penalty to your accuracy with the creature climb ability for each round you spend climbing (see Creature Climb, page 134).

Craft Specialization [Skill]

Prerequisite: Any Craft skill as a trained skill.

1st – **Specialization:** You gain a +3 bonus to all Craft skills.

6th – ✨ **Craft Magic Item:** 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 158). 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.

12th – **Specialization+:** The bonus from your *specialization* ability increases to +5.

18th – **Craft Magic Item+:** The time required for you to craft a magic item is reduced to 8 hours.

Creature Handling Specialization [Skill]

Prerequisite: Creature Handling as a trained skill.

1st – Specialization: You gain a +3 bonus to the Creature Handling skill.

6th – 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 Creature Handling, page 137.

6th – Efficient Training: You can teach a creature a trick with 12 hours of work, split as you choose, rather than in a week of 4 hour sessions (see Teach Trick, page 137). In addition, you can train creatures to learn two bonus tricks beyond their normal maximum (see Bonus Tricks, page 138).

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – 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 20. A creature with the trick gains a +2 bonus to *accuracy* and all *defenses*.

Deception Specialization [Skill]

Prerequisite: Deception as a trained skill.

1st – Specialization: You gain a +3 bonus to the Deception skill.

6th – ⚡ Forked Tongue:

Forked Tongue

Subtle, Sustain (minor)

Usage time: *Minor action*.

Whenever you speak, you can say 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 12: You can speak entirely different words with your two voices.

Level 18: You can also speak with a third voice, using separate words and vocal patterns.

6th – Undetectable Lies: Any magical ⚡ abilities which detect lies are unable to detect lies you speak. This does not protect you from magical effects which control your actions, such as by compelling you to tell the truth.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – ⚡ Deceive Reality:

Deceive Reality ⚡

Usage time: Standard action once per long rest.

You tell a lie that becomes true. The lie must not directly affect any 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.

6th – 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 139).

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – Rapid Improvisation+: It takes you only a standard action to make a device of up to Small size with the *improvise* ability (see *Improvise*, page 139).

Disguise Specialization [Skill]

Prerequisite: Disguise as a trained skill.

1st – Specialization: You gain a +3 bonus to the Disguise skill.

6th – Versatile Disguise: Whenever you use the *disguise creature* and *emulate creature* abilities on yourself, you may simultaneously create two different disguises. This takes twice as long as creating a single disguise. You can change your appearance between the two chosen disguises as a *minor action*.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – 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 Ancestry [Ancestry]

Special: You can only have one Ancestry feat.

1st – Draconic Ancestry: Choose a type of dragon from among the dragons on Table 12.2: Dragon Types. You have the blood of that type of dragon in your veins. You are *impervious* (+4 defenses) to attacks with that dragon’s associated tag.

1st – 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 Table

9.6: Natural Weapons, page 168.

6th – Draconic Breath:

Draconic Breath

Usage time: Standard action.

Cost: You **briefly** cannot use this ability again.

This ability's tag matches your dragon's associated tag. Make an attack vs. Reflex against everything in the area defined by the type of dragon from your *draconic ancestry* ability (see Table 12.2: Dragon Types).

Hit: 1d8 damage + power.**Miss:** Half damage.

Level 9: The area 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 12: The damage increases to 1d6 damage plus 1d6 per 2 power.

Level 15: The area 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 18: The damage increases to 1d10 damage plus 1d10 per 2 power.

12th – **Draconic Ancestry+**: You become immune to attacks with your dragon's ability tag.

12th – **Draconic Wings**: You gain leathery wings that sprout from your back. These wings grant you a slow **fly speed** with a maximum height of 15 feet (see Flight, page 41). 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** ✨.

18th – **Scales+**: The Armor defense bonus from your *draconic scales* ability increases to +2.

18th – **Draconic Wings+**: The speed increases to average.

Table 12.2: Dragon Types

Dragon	Tag	Breath Weapon
Black	Acid	Medium (30 ft.), 5 ft. wide line
Blue	Electricity	Medium (30 ft.), 5 ft. wide line
Brass	Fire	Medium (30 ft.), 5 ft. wide line
Bronze	Electricity	Medium (30 ft.), 5 ft. wide line
Copper	Acid	Medium (30 ft.), 5 ft. wide line
Gold	Fire	Small (15 ft.) cone
Green	Acid	Small (15 ft.) cone
Red	Fire	Small (15 ft.) cone
Silver	Cold	Small (15 ft.) cone
White	Cold	Small (15 ft.) cone

Duelist [Combat]**Prerequisite:** Dexterity 2, Perception 1.

1st – **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 your defenses against that creature's attacks.

6th – Deliver the Duel:

Deliver the Duel

Usage time: Standard action.

Make a melee **strike**. 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 deal 1d6 **extra damage**. If that creature is not adjacent to any of its **allies**, you deal 1d6 **extra damage**. This extra damage stacks if both circumstances apply.

Level 9: The extra damage from both circumstances increases to 1d10.

Level 12: The extra damage from both circumstances increases to 2d10.

Level 15: The strike deals double **weapon damage**.

Level 18: The extra damage from both circumstances increases to 4d8.

12th – **Defensive Stance**: You gain a +1 bonus to your Armor defense as long as you wield a non-**Projectile** weapon using at least one hand. This bonus is doubled if you are not using a shield, and are not gaining any shield bonus to your Armor defense by other means.

18th – **Duel Focus+**: The bonus from your *duel focus* ability increases to +2.

Endurance Specialization [Skill]**Prerequisite:** Endurance as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Endurance skill.

6th – **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. If some other effect would delay the effects of the condition, such as a fighter's **disciplined reaction** ability, you do not have to start Endurance checks with this ability until after that delay ends.

12th – **Specialization+**: The bonus from your *specialization* ability increases to +5.

18th – **Ignore Vital Wound**: Whenever you gain a **vital wound**, you can choose to be unaffected by its vital wound effect after

making the **vital roll**. It still penalizes your future **vital rolls**. You can only ignore one vital wound in this way at a time. If you ignore a new vital wound, you suffer the full effects of the old vital wound.

Entropist ★ [General, Magical]

Prerequisite: Willpower 2.

1st – ★ **Sudden Entropy:**

Sudden Entropy ★

Usage time: Standard action.

Make an attack vs. Fortitude against one creature or object within Short (30 ft.) range. If the target is **vulnerable** (-4 defenses) to any ability tags, there is a 50% chance that this ability has that tag.

Hit: 1d4 damage + power.

Miss: 50% of the time, you still deal half damage.

Level 3: The base damage increases to 1d8.

Level 6: The damage bonus from your **power** increases to 1d6 per 3 power.

Level 9: The damage bonus increases to 1d6 per 2 power.

Level 12: The damage bonus increases to 1d8 per 2 power.

Level 15: The damage bonus increases to 1d10 per 2 power.

Level 18: The damage bonus increases to 1d6 per power.

6th – ★ **Friend of Chaos:** Whenever you roll to determine a random effect, such as a **miss chance** or a sorcerer's *wild magic* ability, you may **reroll** once and keep whichever result you prefer. This includes random effects for that do not explicitly tell you to roll, such as your behavior while **confused** (-2 defenses, *randomly attack or defend*). However, **vital rolls** and your **sudden entropy** ability are unaffected by this ability.

12th – ★ **Entropic Defense:** Whenever you are hit by a **critical hit**, there is a 50% chance that the attack is treated as a regular hit against you instead of a critical hit. This is not affected by your **friend of chaos** ability, since the attacker rolls this chance instead of you.

18th – ★ **Master of Chaos:** Whenever you roll to determine a random effect, you can use this ability. When you do, you increase your **fatigue level** by one, and you may freely choose the random result. You can use this ability after seeing what your result would have been. **Vital rolls** and your **sudden entropy** ability cannot be affected by this ability. After using this ability, you **briefly** cannot use it again.

Executioner [Combat]

Prerequisites: Perception 2.

1st – **Marked for Execution:** You consider living creatures that either have a **vital wound** or have less than their maximum **hit points** to be marked for execution. Several abilities from this feat affect creatures marked for execution. You can automatically identify whether creatures you see are marked for execution.

1st – **Finishing Blow:** You gain a +1 accuracy bonus against creatures that are marked for execution.

6th – **Blood Sense:** You gain **lifesense** with a 60 foot range, allowing you to sense the location of living things without light (see **Lifesense**, page 505). Your **lifesense** functions like **lifesight** against creatures who are marked for execution, allowing you to see them perfectly. In addition, you do not need **line of sight** or **line of effect** to see creatures that are marked for execution with **lifesight**. 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**.

12th – **Death is Coming:** Whenever you deal damage to a creature that is marked for execution, you are **briefly empowered** (*roll damage twice*).

18th – **Finishing Blow+:** The accuracy bonus increases to +2.

Fateweaver [General, Magical]

Prerequisite: Perception 2.

1st – ★ **Inevitable Attack:** Whenever you would make an attack roll, you can instead determine if an attack result of 5 + your **accuracy** with the attack would result in a hit. If it does, you hit the target without making an attack roll. Otherwise, you roll the attack roll normally. This does not allow you to bypass other effects that can cause you to miss without making an attack roll, such as a **miss chance**.

If the attack roll is already affected by the **Inevitable Spell** ability from a moirai votive, you instead determine if an attack result of 7 + your accuracy would hit.

6th – ★ **Fateseal:**

Fateseal ★

Usage time: Standard action.

Make an attack vs. Mental against one creature within Medium (60 ft.) range of you.

Hit: The target is fatesealed as a **condition**. Whenever you or one of your **allies** make an attack roll against it, if the attack result would be less than 5 + their **accuracy**, treat it as 5 + their **accuracy** instead. This does not affect extra dice from exploding attacks.

Critical hit: This condition must be removed an additional time before the effect ends.

You gain a +2 accuracy bonus for every 3 levels beyond 6.

12th – ★ **Inevitable Success:** Whenever you would make a **check**, you can instead determine if a check result of 5 + your modifier with the check would result in a success. If it does, you succeed at the check without making a roll. Otherwise, you roll the check normally.

18th – ★ **Fated Victory:** The fixed results from your *inevitable attack* and *inevitable success* abilities each increase to 7 + your **accuracy** or modifier.

Flexibility Specialization [Skill]

Prerequisite: Flexibility as a trained skill.

1st – **Specialization:** You gain a +3 bonus to the Flexibility skill.

6th – **Rapid Escape:** You can escape bindings and use the *escape grapple* ability as a *move action*, rather than as a standard action.

6th – **Rapid Squeeze:** Your movement speed is not reduced while *squeezing* (-2 Armor and Ref).

12th – **Specialization+:** The bonus from your *specialization* ability increases to +5.

18th – **Rapid Escape+:** You can also escape bindings and use the *escape grapple* ability as a *minor action*.

18th – **Unnatural Flexibility:** You take no penalties while *squeezing* (-2 Armor and Ref).

Fortune's Friend [General]

Prerequisite: None.

1st – **Lucky Numbers:** Choose any two numbers from 1 to 9. Those are your lucky numbers.

1st – **Lucky Hit:** Whenever you roll one of your lucky numbers on your first die for an attack roll, the attack roll *explodes* (see Exploding Attacks, page 34). This does not affect bonus dice from explosions.

6th – **Lucky Break:** Whenever you roll one of your lucky numbers on your first die for a *check*, the check *explodes* just like an attack. This does not affect bonus dice from explosions, so your checks can only explode once.

12th – **Lucky Numbers+:** You can choose a third lucky number from 1 to 9.

18th – **Lucky Miss:** All *targeted* attacks against you have a 10% miss chance. If they would already have a miss chance, that miss chance instead increases by 10%.

Ghostblade ★ [Combat, Magical]

Prerequisite: Dexterity 1, Willpower 2.

1st – ★ **Ghost Shroud:** Your Constitution does not increase your *hit points*. Instead, you gain *damage resistance* equal to the hit points you would normally gain that way. You can also use the lower of your Dexterity and Willpower in place of your Constitution for this purpose.

1st – ★ **Ghost Step:** When you use the *sprint* ability, you can become *invisible* during that phase (see Invisible, page 505, and Sprint, page 44). This usually makes it impossible for creatures to react to your movement, such as by using the *block* or *follow* abilities (see Movement Abilities, page 38). This ability has the *Swift* tag, so it affects attacks against you during the current phase. After using this ability, you *briefly* cannot use it again.

6th – ★ **Spectral Armament:** The equipment you choose as your legacy item becomes ghostly and translucent (see Legacy Items, page 27). If you chose a weapon, it is treated as cold iron, and you can choose to give attacks with it the *Cold* tag. If you chose body armor or a shield, you are *impervious* to *Cold* attacks and all attacks by *incorporeal* creatures.

6th – ★ Spectral Slice:

Spectral Slice ★

Usage time: Standard action.

Make a melee *strike*. The attack is made against the target's Reflex defense instead of its Armor defense. You use the higher of your *magical power* and your *mundane power* to determine your damage with this ability (see Power, page 18).

Hit: If the target takes damage and your attack also hits its Fortitude defense, it becomes *slowed* (-10 speed, -2 Armor and Ref) as a *condition*.

Level 9: The strike deals 1d6 extra damage.

Level 12: The extra damage increases to 1d6 +1 per 2 power.

Level 15: The extra damage increases to 1d6 +1 per power.

Level 18: The strike deals double weapon damage.

12th – ★ **Ghost Step+:** When you use your *ghost step* ability, you can also become *incorporeal* for the duration of the movement. This ability has the *Swift* tag, so it grants you the defensive benefits of being incorporeal during the current phase. If you choose not to become incorporeal, you do not have to wait *briefly* before being able to use your *ghost step* ability again.

12th – ★ **Ghostly Vitality:** Your negative hit points must match the sum of your maximum *hit points* and *damage resistance* to inflict additional *vital wounds* on you, rather than only matching your maximum hit points (see Negative Hit Points, page 34).

18th – ★ **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 – **Cleave:** Whenever you make a melee *strike* with a weapon you use with two hands, it gains the *Sweeping* (1) tag (see Sweeping, page 163). 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 161). If the weapon already has the *Sweeping* tag, you increase the tag's value by 1, allowing you to choose an additional secondary target.

6th – **Power Attack:** Once per round, when you make a melee *strike* with a weapon that you use with two hands, you may take a -2 accuracy penalty. If you do, the strike deals extra damage equal to your power. After using this ability, you *briefly* suffer a -1 penalty to your Armor and Reflex defenses.

12th – **Cleave+:** You instead gain the *Sweeping* (2) tag, or you increase the existing tag's value by 2.

18th – **Power Attack+:** Whenever you deal damage to a creature or object with a *power attack*, you can *knockback* that creature or

object up to 15 feet. You can only move any individual creature or object in this way once per round. This knockback is a **Size-Based** effect.

Heavenly Warrior [Combat]

Prerequisite: Str 2, Jump as a trained skill.

1st – Featherlight Leap: Your maximum jumping height is equal to your maximum horizontal jump distance, rather than half that distance (see Jumping, page 39). If you have the *float like air* monk ability with the same effect, you instead gain a +10 foot bonus to your horizontal jump distance.

6th – Call to Heaven:

Call to Heaven

Brawling (see text)

Usage time: Standard action.

Make a **brawling attack** vs. Brawn against one creature or object adjacent to you. If you hit, and you are strong enough to carry the target, you **knockback** the target up to 10 feet vertically, leaving it **midair**. On a critical hit, the maximum knockback distance is doubled. You can then jump up to their height, assuming it is within your maximum jump height.

Whether you hit or missed with the first attack, you can then make a melee **strike** against the target. The knockback attack has the **Brawling** tag, but the strike does not. As a reminder, land-based creatures typically suffer a -4 penalty to Armor and Reflex defenses while **midair**.

Once you finish using this ability, the target immediately falls to the ground, which typically causes it to take **falling damage** (see Falling Damage, page 19).

Rank 4: The maximum knockback distance increases to 20 feet.

Rank 5: If you hit with either the knockback or the strike, you deal **extra damage** equal to half your **power**. This extra damage does not apply twice if you hit with both.

Rank 6: The extra damage increases to be equal to your power.

Rank 7: The strike deals double **weapon damage**.

12th – Featherlight Landing: You halve all **falling damage** you would take.

12th – Heavenly Domain: You gain a +1 accuracy bonus against **midair** creatures adjacent to you while you are jumping.

18th – Featherlight Landing+: You are immune to **falling damage**.

18th – Heavenly Domain+: The accuracy bonus increases to +2.

Intimidate Specialization [Skill]

Prerequisite: Intimidate as a trained skill.

1st – Specialization: You gain a +3 bonus to the Intimidate skill.

6th – Greater Demoralize: When you use the *demoralize* ability, the target is frightened by you even if it has damage resistance remaining. For details, see Demoralize, page 142.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – Cower in Fear: Creatures that are frightened or panicked by you suffer a penalty to their Armor, Brawn, Fortitude, and Reflex defenses equal to the penalty they suffer to their Mental defense.

Iron Will [General]

Prerequisite: Willpower 2.

1st – Mental Discipline: You gain a +2 bonus to your Mental defense. In addition, you automatically detect any **Compulsion** or **Emotion** effects on you which are **Subtle**. This does not make you immune to those effects, but it may help you control your reactions.

6th – Uncloaked Mind: You are immune to being **stunned** (-2 defenses) and **confused** (-2 defenses, randomly attack or defend).

12th – Mental Discipline+: The defense bonus from your *mental discipline* ability increases to +4.

18th – 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** (-10 speed, -2 Armor and Ref) and **paralyzed** (*cannot move*), and your movement speed is not reduced by **difficult terrain**. You can also move through spaces occupied by enemies, but you must still end your movement in an unoccupied space.

6th – Trample:

Trample

Brawling, Size-Based

Usage time: Standard action.

Move up to your movement speed in a straight line. Then, make a **brawling attack** vs. Brawn against each creature whose space you moved through in this way.

Hit: Each target takes 1d8 damage + power.

Miss: Half damage.

Level 9: The damage increases to 1d6 damage per 2 power.

Level 12: The damage increases to 1d6 damage plus 1d6 per 2 power.

Level 15: The damage increases to 1d8 damage plus 1d8 per 2 power.

Level 18: The damage increases to 1d10 damage plus 1d10 per 2 power.

12th – Brute Force: You gain a +1 bonus to your **mundane power**.

12th – Unblockable: Your attacks deal double damage to walls, doors, and similar vertical obstructions that block passage. This does not affect your damage to other objects. Whenever you touch a wall created by a **Barrier** ability, it is immediately destroyed unless its **rank** exceeds your maximum rank.

18th – Brute Force+: The mundane power bonus increases to +2.

18th – Unstoppable+: You are immune to [teleport](#), knockback, and [push](#) effects from attacks. This does not affect movement effects used by your [allies](#). You are also immune to being [grappled](#) unless you initiate the grapple.

Knowledge Specialization [Skill]

Prerequisite: Any Knowledge skill as a trained skill.

1st – Specialization: You gain a +3 bonus to all Knowledge skills.

6th – Studied Defense: You gain +1 bonus to your choice of your Brawn, Fortitude, Reflex, or Mental defense. Whenever you finish a [short rest](#), you can change the defense this bonus applies to.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – Studied Defense+: The bonus increases to +2.

Leadership [Combat]

Prerequisite: Either Intelligence 2 or Willpower 2.

1st – Battle Command:

Battle Command

Usage time: Standard action.

Choose an [ally](#) within Medium (60 ft.) range. The target becomes [focused](#) (*roll attacks twice*) and gains a +1 accuracy bonus this round.

Level 9: The accuracy bonus increases to +2.

Level 18: The accuracy bonus increases to +3.

6th – Encouraging Presence: As long as you are conscious, your [allies](#) who can see or hear you are immune to being frightened (-2 Mental, -2 accuracy vs. source) and panicked (-4 Mental, cannot attack source).

12th – Bolster:

Bolster

Emotion, Swift

Cost: You [briefly](#) cannot use this ability again.

Usage time: Standard action.

Each [ally](#) within a Large (60 ft.) radius from you is [empowered](#) (*roll damage twice*) and [stealed](#) (*immune to crits*) this round.

Level 18: This ability affect each ally who can see or hear you, regardless of distance.

18th – Stabilizing Presence: As long as you are conscious, your [allies](#) who can see or hear gain a +2 bonus to their [vital rolls](#).

Living Weapon [Combat]

Prerequisite: Strength and Constitution sum to at least 3

1st – Flesh Surpassing Steel: Whenever you deal damage with a [natural weapon](#), you can become [briefly stealed](#) (*immune to crits*). After you use this ability, you [briefly](#) cannot use it again.

1st – My Body Is My Weapon: You deal 1d8 damage with the punch/kick [natural weapon](#). In addition, you treat that weapon as having the [Light](#) weapon tag, which allows you to make dual strikes with it more easily (see Dual Strikes, page 41). If you also have the Unarmed Warrior ability from the monk class or Brawler feat, you choose which style of punch/kick weapon to use whenever you make a [strike](#).

6th – Legacy Written In Bone: You do not choose an individual weapon as a [legacy item](#) (see Legacy Items, page 27). Instead, if you choose weapons as your legacy item category, you choose magic weapon abilities that apply to all [natural weapons](#) you use. If you attune to a magical weapon, it keeps its own magical effects instead of your chosen legacy item properties.

12th – Forged in the Flame of Life: You gain a +1 bonus to either your Strength or Constitution.

12th – My Body Is My Weapon+: The damage increases to 1d10.

18th – Flesh Surpassing Steel+: You are always [stealed](#) (*immune to crits*).

18th – My Body Is My Weapon++: The damage increases to 2d6.

Maneuver Versatility [Combat]

Prerequisite: Intelligence 2, access to at least two [combat styles](#).

1st – Maneuvers: You learn two additional [maneuvers](#). When you gain access to new maneuver ranks, you can change which maneuvers you know.

6th – Maneuver Fusion:

Maneuver Fusion

Usage time: Standard action.

Cost: One [fatigue level](#), and you are unable to take any standard actions during the [action phase](#) of the following round.

Choose two maneuvers that you know that do not increase your [fatigue level](#) when used. You use both maneuvers. You cannot use the [desperate exertion](#) ability to affect either maneuver.

12th – Maneuvers+: The number of additional maneuvers you learn increases to four.

18th – Maneuver Fusion+: This ability does not increase your [fatigue level](#) when used.

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 229). 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.

Maneuvers granted by this feat are not martial maneuvers. They cannot be improved with the [enhanced maneuvers](#) ability from fighter or any other class.

6th – Maneuver Expertise: You gain a +1 accuracy bonus with your rank 1 maneuvers from this feat. This bonus increases by 1 at 9th level, and every 3 levels thereafter.

9th – Maneuver Rank: You become a rank 3 combat style user. This gives you access to maneuvers that require a minimum rank of 3.

12th – Maneuver Expertise+: You gain a +1 accuracy bonus with your rank 3 maneuvers from this feat. This bonus increases by 1 at 15th level, and every 3 levels thereafter.

12th – Maneuver Knowledge: You learn one maneuver.

15th – Maneuver Rank: You become a rank 5 combat style user. This gives you access to maneuvers that require a minimum rank of 5.

18th – Maneuver Expertise+: You gain a +1 accuracy bonus with your rank 5 maneuvers from this feat. This bonus increases by 1 at 21st level.

18th – Maneuver Knowledge+: You learn one maneuver.

21st – Maneuver Rank: You become a rank 7 combat style user. This gives you access to maneuvers that require a minimum rank of 7.

Martial Training [Combat]

1st – Equipment Expertise: You choose one of the following benefits. Unless otherwise noted in its description, you can only choose each benefit once. In addition, you can spend *insight points* to gain one additional benefit per *insight point*.

- You gain proficiency with a *usage class* of *armor* (light, medium, or heavy). You can choose this ability multiple times, choosing a different usage class each time. Gaining proficiency with medium armor requires proficiency with light armor, and gaining proficiency with heavy armor requires proficiency with medium armor.
- You gain proficiency with all non-exotic weapons from one *weapon group* of your choice. You can choose this ability multiple times, choosing a different weapon group each time.
- You gain proficiency with *exotic weapons* from a weapon group of your choice. You must already be proficient with all non-exotic weapons from that weapon group. You can choose this ability multiple times, choosing a different weapon group each time.
- You reduce the *encumbrance* of *body armor* you wear by 1. You can choose this ability multiple times, and its effects stack.
- You gain a +1 bonus to your *vital rolls*.
- You gain a +1 bonus to your *mundane power*.

6th – Versatile Blow:

Versatile Blow

Usage time: Standard action.

Make a *strike* and choose either precision or power. If you choose precision, you gain a +3 accuracy bonus. If you choose power, the strike deals *extra damage* equal to half your *power*.

Level 9: +5 accuracy, or 1d4 + half power extra damage.

Level 12: +10 accuracy, or 1d4 + power extra damage

Level 15: +15 accuracy, or 2d8 + power extra damage.

Level 18: +20 accuracy, or 3d6 + 1d6 per 2 power extra damage.

12th – Equipment Training+: You gain two additional *equipment training* abilities of your choice.

18th – Martial Expert: You gain a +1 accuracy bonus with strikes.

Medicine Specialization [Skill]

Prerequisite: Medicine as a trained skill.

1st – Specialization: You gain a +3 bonus to the Medicine skill.

6th – Healing Touch:

Healing Touch

Swift

Usage time: Standard action.

Cost: One *fatigue level* from the target.

Choose yourself or a living *ally* you *touch*. The target regains 6d6 *hit points*. In addition, make a Medicine check. For each poison and disease on the target, if your check result beats a *difficulty value* equal to $10 + \text{twice its rank}$, the effect is removed.

Level 9: The healing increases to 5d10.

Level 12: The healing increases to 7d10.

Level 15: The healing increases to 10d10.

Level 18: The healing increases to 14d10.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – 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.

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*.

6th – ✨ Fractured Mind: Once per round, you can sustain an ability with the *Sustain* (minor) tag as a *free action*.

12th – ✨ Potent Mind: You gain a +1 bonus to your *magical power*.

18th – ★**Fractured Mind+**: You can also use your *fractured mind* ability to sustain abilities with the *Sustain* (standard) tag. Whenever you sustain a *Sustain* (standard) ability in this way, you increase your *fatigue* level by one.

18th – ★**Potent Mind+**: The magical power bonus from your *potent mind* ability increases to +2.

Metacaster ★ [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. w

6th – ★**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 not allow you to exceed the normal maximum of two *metamagic* abilities on a single spell.

12th – ★**Spell Fusion**:

Spell Fusion ★

Usage time: Standard action.

Cost: You are unable to take any *standard actions* during the *action phase* of the following round.

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. You cannot use the *desperate exertion* ability to affect either spell.

18th – ★**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.

Mystic Archer ★ [Casting, Magical]

Prerequisite: Access to a *mystic sphere*.

1st – ★**Magical Projectiles**: Whenever you make a ranged *strike* with a *Projectile* weapon, you can choose to treat that as a *magical* ★ ability. When you do, you use your *magical power* to determine your damage instead of your *mundane power* (see Power, page 18).

1st – ★**Imbue Projectile**:

Imbue Projectile ★

Attune

Usage time: Standard action.

Choose a spell you know that does not have the *Attune* or *Sustain* tags. The spell's power is imbued in a *projectile* you hold. Unlike most *Attune* abilities, you can attune to this ability any number of times, choosing a different spell and projectile each time. An individual projectile can only be imbued with this ability once, even if multiple creatures use this ability on the same projectile.

When you make a *strike* with that projectile, the spell takes effect on one primary target of the strike. Area spells use the corner of the target's square that is closest to you as their *point of origin*. If the spell has a direction, such as a cone or line, it faces directly away from you.

You must make any attack rolls required for the spell separately from your attack roll with the strike. The spell takes effect even if the strike misses the target's defenses. However, the spell does not take effect if the strike misses or fails for some other reason, such as *cover* or *concealment*.

After the spell takes effect, you *briefly* cannot trigger any more spells you imbued this ability, and this ability ends. If you fire multiple projectiles imbued with this ability at once, one of the spells takes effect and the others do not.

6th – ★**Guided Projectiles**: Your ranged *strikes* with *Projectile* weapons are unaffected by all *miss chances*, such as from *concealment*. This does not prevent your attacks from failing for other reasons.

12th – ★**Imbue Projectile+**: Each time you attune to your *imbue projectile* ability, you can imbue two different projectiles with two different spells. Your attunement to the ability ends when either spell takes effect.

18th – ★**Phasing Projectiles**: Your ranged *strikes* with *Projectile* weapons are unaffected by *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.

Null [General]

Prerequisite: Willpower 2.

1st – **Mundane Resilience**: You gain a bonus to your maximum *hit points* and *damage resistance* equal to your level.

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.

6th – **Shred Magic**:

Shred Magic

Usage time: Standard action.

Make a **strike** that deals **extra damage** equal to half your **power**. You gain a +2 accuracy bonus with the strike for each of the following conditions that is true:

- The target has any **magical** ★ abilities.
- The target is currently **attuned** to any effects.
- The target used a **magical** ★ ability as a **standard action** or **elite action** during the previous round.

Level 9: The extra damage increases to 1d6 + half your **power**.

Level 12: The extra damage is reduced to 1d6, but the strike deals double damage.

Level 15: The extra damage increases to 2d6.

Level 18: The strike deals triple damage.

6th – Personal Legacy: You do not choose a legacy item, and you do not gain any legacy item upgrades (see Legacy Items, page 27). Instead, you gain a +1 bonus to your **accuracy** and all **defenses**. These bonuses increase to +2 at level 12 and to +3 at level 18.

12th – Disruptive Presence: Whenever an **enemy** within an Small (15 ft.) radius from you uses a **magical** ★ ability as a standard action, the ability has a 20% chance to fail with no effect. If that enemy's maximum rank is less than your maximum rank, this failure chance increases to 50%. This cannot cause passive or triggered abilities to fail.

12th – Purge Magic:

Purge Magic

Usage time: Standard action.

Choose yourself or an **ally** you touch. The target removes all **magical** ★ conditions affecting it. If the target does not have the **Null** feat, it increases its **fatigue level** by one.

18th – Mundane Resilience+: The bonuses from your **mundane resilience** ability increase to twice your level.

18th – 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.

6th – Synergistic Performance: You can use any Perform skill you have as a **trained skill** 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

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – Synergistic Performance+: You add your full Perform modifier instead of half your modifier.

Persuasion Specialization [Skill]

Prerequisite: Persuasion as a trained skill.

1st – Specialization: You gain a +3 bonus to the Persuasion skill.

6th – First Impressions: When you first meet creatures, you have an **Ally** relationship instead of a **Just Met** relationship (see Table 7.4: Persuasion Relationship Modifiers, page 146). This does not affect your relationship with creatures who would not normally have a **Just Met** relationship with you.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – Suggestion:

Suggestion

Emotion, Subtle, Sustain
(minor)

Usage time: Standard action.

Make an attack vs. Mental against a creature within Medium (60 ft.) range. Your **accuracy** is equal to your Persuasion skill. You must also make a verbal suggestion of a particular course of action to the target. If your suggestion does not seem reasonable, you take a -10 accuracy penalty on this attack. Exceptionally unreasonable suggestions can impose even greater penalties, and exceptionally reasonable suggestions can give accuracy bonuses. Whether you hit or miss, you cannot attack the target with this ability again until it finishes a **short rest**.

Hit: As a **condition**, the target thinks your suggestion is a good idea and will try to follow it to the best of its abilities. The effect ends once the target thinks it has completed the suggestion, or after ten minutes have passed. Any act by you or by creatures that appear to be your ally that damages the target or makes it feel that it is in danger breaks the effect. An observant target may interpret overt threats to its **allies** as a threat to itself.

Precognition [General]

Prerequisite: Intelligence 3.

1st – Foresight: You gain a +2 bonus to Awareness checks. In addition, you are never fully **unaware** (-5 **defenses**), though you can still be **partially unaware** (50% **miss chance**, -2 **defenses**).

1st – Precognitive Offense: You can add your Intelligence to your **mundane power** instead of your Strength (see Power, page 18).

6th – Combat Prediction:

Combat Prediction	Subtle, Sustain (minor)
Usage time: Standard action.	
Choose a creature within Long (90 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.	
In addition, when you choose your action during each phase, you can do so 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.	

12th – **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 combat prediction ability, except that it only provides information about their actions during the movement phase. You choose your actions simultaneously with any other creatures who have a similar ability.

Knowing another creature's action does not automatically allow you to interrupt that action. If you want to interrupt an action, such as by blocking a creature's intended movement, you must make an initiative check as normal.

18th – **Combat Prediction+**: The bonuses from your combat prediction ability increase to +2.

Prepared Spellcasting ✨ [Magical, Spell]

Prerequisite: Access to a mystic sphere, Intelligence 3.

1st – ✨**Spellbook**: Choose up to four spells you do not know from among mystic spheres you have access to. The spells must be of a rank that you know how to cast. Whenever you gain access to a new spell rank, you may change the spells in your spellbook for any other spells you can cast. You inscribe the knowledge of those spells into a book you carry with you. This book is your spellbook.

Whenever you finish a long rest, you may choose one of the spells in your spellbook. You learn how to cast that spell until you choose a different spell with this ability.

6th – ✨**Ritual Book**: You gain the ability to perform rituals to create unique magical effects (see Spell and Ritual Mechanics, page 253). In addition, you automatically learn one free ritual of each rank you have access to, including new ranks as you gain access to them.

12th – ✨**Study of Magic**: You gain a +1 bonus to your magical power.

18th – ✨**Spellbook+**: You can choose up to six spells to be in your spellbook instead of only four. In addition, whenever you finish a long rest, you may choose two spells in your spellbook

with your spellbook ability instead of one. You learn how to cast both spells until you choose a different pair of spells in this way.

18th – ✨**Study of Magic+**: The bonus from your study of magic ability increases to +2.

Rapid Reaction [General]

Prerequisite: Dexterity 2.

1st – **Lightning Reflexes**: You gain a +2 bonus to your Reflex defense.

1st – **Sidestep**: If you have movement speed remaining after the movement phase, you may use that movement during the action phase as a free action. You cannot carry over more than five feet of movement in this way.

6th – **Evasive Reaction**: You take no damage from glancing blows or misses caused by 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 also gain a +2 bonus to your Armor and Reflex defenses against area attacks.

12th – **Lightning Reflexes+**: The bonus from your lightning reflexes ability increases to +4.

12th – **Sidestep+**: The movement you can carry over with your sidestep ability increases to ten feet.

18th – **Evasive Reaction+**: This ability also protects you from area attacks against your Brawn, Fortitude, and Mental defenses. If you have the evasion+ monk or rogue ability with the same effect as this ability, you also gain a +2 bonus to your Brawn, Fortitude, and Mental defenses against area attacks.

Regenerator [General]

Prerequisite: Constitution 3.

1st – **Regenerative Recovery**:

Regenerative Recovery

Swift

Usage time: Standard action.

Cost: One fatigue level.

You regain 2d10 damage hit points. If you gained any vital wounds during the previous round, your healing with this ability is doubled. If this would heal you above your maximum hit points, any excess healing applies at the end of the next round. Any excess healing at that point is lost.

Level 3: The healing increases to 3d10 damage.

Level 6: The healing increases to 5d8 damage.

Level 9: The healing increases to 7d8 damage.

Level 12: The healing increases to 8d10 damage.

Level 15: The healing increases to 11d10 damage.

Level 18: The healing increases to 16d10 damage.

6th – **Diehard**: You gain a +3 bonus to vital rolls.

12th – **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.

18th – 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.

18th – Regenerative Rest+: You only increase your fatigue by two per vital wound.

Ride Specialization [Skill]

Prerequisite: Ride as a trained skill.

1st – Specialization: You gain a +3 bonus to the Ride skill.

6th – Mounted Defense: Your mount gains a +3 bonus to all defenses, up to a maximum of your own corresponding defense.

6th – Mounted Warrior: The penalty you take for making strikes with Projectile weapons while riding a moving mount is reduced by 2.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – Mounted Defense+: The defense bonus from your *mounted defense* ability increases to +5.

18th – Mounted Warrior+: The penalty reduction from your *mounted warrior* ability increases to 4. In addition, while you are mounted, you gain a +1 accuracy bonus with *Mounted* weapons (see Weapon Tags, page 161).

Shieldbearer [Combat]

Prerequisite: Strength 2, Dexterity 1.

1st – Shield Expertise: You gain a +1 bonus to Armor defense while you wield a shield. You gain an additional +1 bonus while you are braced (+2 defenses) or shielded (+2 Armor and Ref).

1st – Shield Proficiency: You become proficient with using all shields as both armor and weapons, including tower shields.

6th – Shield Slam:

Shield Slam

Usage time: Standard action.

Make a *strike* using a shield. If your Armor defense is higher than the target's Armor defense against this attack, the strike deals double damage. Otherwise, the strike deals extra damage equal to half your power.

Level 9: You gain a +1 accuracy bonus with the strike.

Level 12: If your Armor defense is higher than the target's Armor defense, the strike deals triple damage. Otherwise, the extra damage increases to be equal to your power.

Level 15: The accuracy bonus increases to +2.

Level 18: If your Armor defense is higher than the target's Armor defense, the strike deals 1d8 extra damage. Otherwise, the extra damage increases to 2d8 + your power.

12th – 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.

18th – Shield Expertise+: Both Armor defense bonuses from this ability increase to +2.

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.

6th – 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 category cannot exceed your own size category.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – ★ Extradimensional Pocket:

Extradimensional Pocket ★

Attune

Usage time: Can be triggered when you use the *conceal object* ability (see Sleight of Hand, page 148).

You conceal the object in a pocket dimension that cannot be accessed by nonmagical means. When this ability ends for any reason, the object appears in a free hand. If you have no free hands, it drops to the ground.

Sniper [Combat]

Prerequisite: Perception 2.

1st – Aim:

Aim	Subtle, Sustain (minor)
Usage time: Standard action.	
<p>You are briefly focused (<i>roll attacks twice</i>). In addition, choose a creature or object you can see. You gain a +1 accuracy bonus against the target as long as you sustain this ability.</p> <p>If you lose sight of the target for a full round, this effect ends.</p>	
<p>6th – Steady Shot: If your location has not changed since the start of the round, you reduce your longshot penalty by 2.</p> <p>12th – Sniper's Precision: You gain a +1 accuracy bonus with ranged strikes.</p> <p>18th – Aim+: When you use this ability, you are also briefly honed (+4 accuracy with crits).</p> <p>18th – Steady Shot+: If your location has not changed since the start of the round, your ranged strikes ignore cover and concealment.</p>	

Social Insight Specialization [Skill]

Prerequisite: Social Insight as a trained skill.

1st – **Specialization**: You gain a +3 bonus to the Social Insight skill.

6th – **Read Emotions**:

Read Emotions	Emotion, Sustain (minor), Subtle
Usage time: Standard action.	
<p>Make an attack vs. Mental against a creature within Short (30 ft.) range. Your accuracy is equal to your Social Insight skill. Whether you hit or miss, you cannot attack the target with this ability again until it finishes a short rest.</p>	
<p>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.</p>	
<p>Level 12: The range increases to Medium (60 ft.) range.</p>	
<p>Level 18: The range increases to Long (90 ft.) range.</p>	

12th – **Specialization+**: The bonus from your *specialization* ability increases to +5.

18th – **Truthsense**: Whenever a creature 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.

Spellsword ✶ [Magical, Spell]

Prerequisite: Access to a mystic sphere.

1st – **Magical Strikes**: Whenever you make a melee **strike**, you can choose to treat it as a **magical** ✶ ability. When you do, you use your **magical power** to determine your damage instead of your **mundane power** (see Power, page 18).

1st – **Martial Implement**: You can cast spells using a non-Projectile weapon as if it were an implement (see Magic Implements, page 207).

6th – **Spellstrike**:

Spellstrike ✶

Cost: One fatigue level, and you **briefly** cannot use this ability again.

Usage time: Standard action.

You cast a spell and make a melee **strike**, in either order. Because this is a **magical** ✶ ability, you use your **magical power** to determine your damage with the strike instead of your **mundane power** (see Power, page 18). The spell and the strike must affect completely different targets, with no overlap between their targets or areas (if any). You cannot use the **desperate exertion** ability to affect the strike or the spell.

Level 9: You gain a +1 accuracy bonus with the strike.

Level 12: The accuracy bonus increases to +2.

Level 15: The accuracy bonus increases to +4.

Level 18: The strike deals double damage.

12th – **Spellsword Conduit**: Whenever you deal damage with a melee **strike**, you **briefly** gain a +2 accuracy bonus with spells against each damaged creature.

18th – **Spellsword Conduit+**: The accuracy bonus increases to +4.

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 254). 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 253.

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**.

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 Knowledge**: You learn one spell from your **mystic sphere**.

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 3 and can improve the effectiveness of your existing spells.

9th – ⭐ Spell Rank: You become a rank 3 spellcaster in your chosen *mystic sphere*. This gives you access to spells that require a minimum rank of 3 and can improve the effectiveness of your existing spells.

12th – ⭐ Spell 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.

18th – ⭐ 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.

Sphere Focus: Aeromancy ⭐ [Casting, Magical]



Prerequisite: Access to the *Aeromancy* mystic sphere.

1st – ⭐ Distant Winds: You gain a +15 foot bonus to your range

with ranged spells from the *Aeromancy* mystic sphere. This does not affect spells that do not have a range listed in feet.

6th – ⭐ Windborne Spell: You learn an additional spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. When you cast that spell, choose a location within Short (30 ft.) range of you to act as a *targeting proxy*. This means the spell determines its targets as if you were in that location, which can allow you to affect targets outside your normal range.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ⭐ Airborne: You gain a slow *fly speed* with a maximum height of 15 feet (see Flight, page 41). As a *free action*, you can increase your *fatigue level* by one to ignore this height limit until the end of the round. In addition, you gain a +15 foot bonus to the height limit of any *fly speed* you gain from *Aeromancy* spells.

18th – ⭐ Distant Winds+: The range bonus from your *distant winds* ability increases to +30 feet.

Sphere Focus: Aquamancy ⭐ [Casting, Magical]

Prerequisite: Access to the *Aquamancy* mystic sphere.

1st – ⭐ Aquatic Propulsion: Once per round, after 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.

6th – ⭐ Bubble Spell: You learn an additional spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. When you cast that spell, you can imbue it in a Small bubble of water that appears in your space. If you do, the spell does not take effect immediately, and you choose a location within Medium (60 ft.) range of you. The bubble floats 15 feet through the air towards your chosen destination during each subsequent phase. It pops when it reaches its destination or hits an intervening obstacle. As normal for simultaneous actions, creatures cannot dodge the bubble by moving away in the same phase that it would reach them.

When the bubble pops, the spell takes effect at the bubble's location as if you were there. A targeted spell only targets the creature or object that the bubble popped on. Area spells must have their point of origin where the bubble popped, but you can otherwise control their direction normally. This affects your *line of effect* for the ability, but not your *line of sight* (since you still see from your normal location).

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ⭐ 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.

18th – ⭐ 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 +15 foot bonus to your range with abilities from the *Astromancy* mystic sphere.

6th – ★ **Transposing Spell:** You learn an additional targeted spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. When you cast the spell on a Large or smaller creature, you can switch places with the target. This requires an attack vs. Mental if the target is not an ally. When you switch places, you teleport into the target's location, and it teleports into your location. If the teleportation is invalid for either target, it fails for both targets.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ★ **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 155). 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.

18th – ★ **Astral Spell Transit+:** The range increase from your *astral spell transit* ability increases to +30 feet. In addition, you gain a +15 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 – ★ **Divine Retribution:** Whenever a creature attacks you, you briefly gain a +2 accuracy bonus against that creature. As normal, this bonus does not stack with itself.

6th – ★ **Judging Spell:** You learn an additional spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. After the spell resolves, each non-allied targeted by it briefly takes a -1 bonus to all defenses. This penalty does not affect any attacks made by the spell itself. If the spell did not affect any non-allied creatures, you briefly gain a +1 bonus to all defenses.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ★ **Font of Divinity:** Choose a spell you know with the Attune tag from the *channel divinity* mystic sphere. When you attune to that spell, you may also choose one ally within Medium (60 ft.) range. That ally can also choose to attune to the spell, and you both gain its benefits. When you stop attuning to that spell, your ally is also forced to stop attuning to the spell.

Since you cannot attune to the same spell more than once, you cannot share the effects of the spell with more than one ally at a time in this way. You can change which spell you choose with this ability whenever you learn a new spell or gain access to a new spell rank.

18th – ★ **Divine Retribution+:** The bonus also applies against creatures that attack any of your allies, not just you.

Sphere Focus: Chronomancy ★ [Casting, Magical]

Prerequisite: Access to the *Chronomancy* mystic sphere.

1st – ★ **Accelerated Mind:** You can perform 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.

6th – ★ **Quickened Chronomancy:** You learn an additional spell from the *Chronomancy* mystic sphere. The spell can be up to rank 3, even if you do not have access to rank 3 spells. You can cast the spell as a minor action. When you do, you briefly become slowed (-10 speed, -2 Armor and Ref) and cannot take standard actions.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ★ **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 (-10 speed, -2 Armor and Ref), you briefly gain a +10 foot bonus to your movement speed.

18th – ★ **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 use the same ability 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 – ★ **Frozen Blood:** You are impervious (+4 defenses) to Cold and Poison attacks.

6th – ★ **Icy Carapace:** You learn the icy shell spell, or another spell from the *Cryomancy* mystic sphere if you already know that spell. In addition, the number of layers you can create with icy shell increases by one.

12th – ★ **Frozen Blood+:** You are immune to Cold and Poison attacks.

18th – ★ **Icy Carapace+:** The number of bonus layers you gain from your icy carapace ability increases to two.

Sphere Focus: Electromancy ★ [Casting, Magical]

Prerequisite: Access to the *Electromancy* mystic sphere.

1st – ★ **Electricity Tolerance:** You are impervious to Electricity attacks.

1st – ★ **Extended Chain:** The distance that your abilities can chain is increased to 30 feet instead of 15 feet.

6th – ★ **Chaining Spell:** You learn an additional targeted spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. It chains one additional time, even if it did not originally chain.

When you gain access to new spell ranks, you can change which

spell you know with this ability, including spells with a higher rank.

12th – ⭐ **Electricity Immunity:** You are immune to Electricity attacks.

12th – ⭐ **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.

18th – ⭐ **Extra Chain:** All of your targeted *Electromancy* spells chain one additional time, even if they did not originally chain. If your *chaining spell* ability affects a non-*Electromancy* spell, it also chains two additional times instead of only one.

Sphere Focus: Enchantment ⭐ [Casting, Magical]

Prerequisite: Access to the *Enchantment* mystic sphere.

1st – ⭐ **Hidden Influence:** You gain a +2 accuracy bonus with spells from the *Enchantment* mystic sphere against *unaware* (-5 *defenses*) creatures. In addition, the *difficulty value* to observe the effects of your *Emotion* abilities with the Awareness and Social Insight skills increases by 10.

6th – ⭐ **Mind Fragments:** When you use a magical ⭐ ability that has the *Emotion* tag, you can affect creatures that are immune to that ability due to being *mindless* or *simple-minded*. You treat those creatures as being *impervious* (+4 *defenses*) instead of immune. This does not allow you to affect creatures who are immune to those abilities for other reasons.

12th – ⭐ **Sympathetic Enchantment:** You learn an additional targeted spell from the *Enchantment* mystic sphere. The spell can be up to rank 5, even if you do not have access to rank 5 spells. When you cast that spell, you can spend a *minor action* to sympathetically link yourself to the spell's targets. If you do, you are target of that spell in addition to any other targets. In exchange, you *reroll* all attack rolls for that spell once, keeping the higher result.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

18th – ⭐ **Hidden Influence+:** The accuracy bonus from your *hidden influence* ability also applies against *partially unaware* (50% *miss chance*, -2 *defenses*) creatures. In addition, the *difficulty value* increase from that ability increases to +20.

18th – ⭐ **Mind Fragments+:** You no longer treat those creatures as being *impervious*.

Sphere Focus: Fabrication ⭐ [Casting, Magical]

Prerequisite: Access to the *Fabrication* mystic sphere.

1st – ⭐ **Fabricate Trinket+:** The maximum size of the trinket you can create with your *fabricate trinket* cantrip increases by one size category. You can also cast it with the *Sustain* (minor) tag. If you do, it lasts as long as you sustain it, and does not remove any previous trinkets you created with that cantrip.

1st – ⭐ **Mighty Creator:** You can use your *power* in place of your *Craft* skill to create items with spells from the *Fabrication* mystic sphere.

6th – ⭐ **Fabricated Armaments:** You gain a +1 accuracy bonus with *strikes* using weapons you created with spells from the *Fab-*

cration mystic sphere. In addition, you gain a +1 bonus to the Armor defense provided by body armor from the *Fabrication* mystic sphere.

12th – ⭐ **Overbuilt Fabrication:** You learn an additional spell from the *Fabrication* mystic sphere. The spell can be up to rank 5, even if you do not have access to rank 5 spells. When you cast the spell, you can spend a *minor action* to expand its construction. If you do, the spell's area is doubled, and the hit points of any objects the spell creates are also doubled.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

18th – ⭐ **Fabricate Trinket+:** The size increase from your *fabricate trinket+* ability increases to two size categories.

18th – ⭐ **Fabricated Armaments+:** The accuracy bonus from your *fabricated armaments* ability increases to +2.

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 works even if the creature was already *dazzled*. The creature can still see everything other than you normally.

6th – ⭐ **Hardlight Photomancy:** You learn an additional spell from the *Photomancy* mystic sphere that does not have the *Sustain* or *Attune* tags. The spell can be up to rank 3, even if you do not have access to rank 3 spells. When you cast the spell, you can spend a *minor action* to solidify the spell's light.

If you do, the edges of any areas of *brilliant illumination* created by the spell become physical barriers. These barriers provide *cover* against attacks made across them, though they cannot be destroyed by damage. Moving through the barriers costs an additional ten feet of movement. The barriers are only at the edges of the *brilliant illumination*, so this does not affect movement or attacks entirely within or entirely outside of the illuminated area.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ⭐ **Solar Beacon:** Whenever you make a creature lose *hit points* with a spell from the *Photomancy* mystic sphere, that creature suffers consequences as if it had been struck by a beam of natural sunlight. This can be deadly for some creatures.

12th – ⭐ **Unwavering Sight:** You are immune to being *dazzled* (20% *miss chance*, *no special vision*) and *blinded* (50% *miss chance*, -2 *Armor and Ref*).

18th – ⭐ **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.

Sphere Focus: Polymorph ⭐ [Casting, Magical]

Prerequisite: Access to the *Polymorph* mystic sphere.

1st – ⭐ **Augmented Body:**

Augmented Body ★

Attune (deep)

Usage time: Can be triggered when you finish a **short rest**.Choose a physical attribute: Strength, Dexterity, or Constitution. You gain a +1 **enhancement bonus** to that attribute.

6th – ★ **Fleshbending Spell**: You learn an additional spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. When you attack with the spell, compare your attack result to the Fortitude defense of each living target. On a hit, that target takes a -4 penalty to its other defenses against that spell.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ★ **Augmented Body+**: This loses the **Attune (deep)** tag and gains the **Attune** tag.

12th – ★ **Malleable Flesh**: You gain a +2 bonus to the Flexibility skill. In addition, you gain a +2 bonus to your defenses when determining whether a **strike** gets a **critical hit** against you instead of a normal hit.

18th – ★ **Malleable Flesh+**: The bonuses increase to +10.

Sphere Focus: Prayer ★ [Casting, Magical]

Prerequisite: Access to the **Prayer** mystic sphere.

1st – ★ **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. You can only apply this ability to one spell at a time.

6th – ★ **Blessed Boon**: You learn an additional spell from the **Prayer** mystic sphere. The spell can be up to rank 3, even if you do not have access to rank 3 spells. It must not have the **Attune** tag. Whenever you cast that spell, you can target an additional **ally** within Medium (60 ft.) range. That ally must be attuned to at least one **Prayer** spell that you cast.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ★ **Sustained Blessing+**: You can replace the **Attune** tag with **Sustain** (free) instead of **Sustain** (minor). You can still only sustain one spell with this ability at a time.

18th – ★ **Vital Blessing**: Each creature that is attuned to at least one of your **Prayer** spells gains a +2 **enhancement bonus** to its vital rolls.

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 with a standard area, you can increase its area to the next standard area category, to a maximum of a Gargantuan area. If you do, the spell deals no damage against targets that it misses, even if it would normally deal half damage. The standard area categories are: Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.), and Gargantuan (120 ft.).

1st – ★ **Fire Tolerance**: You are impervious to **Fire** attacks.

6th – ★ **Overheated Pyromancy**: You learn an additional spell from the **Pyromancy** mystic sphere. The spell can be up to rank 3, even if you do not have access to rank 3 spells. When you cast the spell, you can spend a **minor action** to **briefly** overheat the spell. You **reroll** all attack rolls for an overheated spell once, keeping the higher result. After using this ability, you **briefly** cannot use it again and are **vulnerable** (-4 **defenses**) to **Cold** attacks.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ★ **Friendly Fire**: Whenever you deal damage to your **allies** with a **Fire** ability, you deal half damage.

12th – ★ **Fire Immunity**: You are **immune** to **Fire** attacks.

18th – ★ **Spreading Flame+**: When you use your **spreading flame** ability, you can still get a glancing blow with the 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**.

6th – ★ **Prescient Spell**: You learn an additional spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. As a **minor action**, you can foresee the future of casting that spell. When you do, roll 1d10 and record the result. If you cast the spell, then the first time you attack with it this round, you must use this die result for the attack roll. This does not tell you whether your attack will hit, only how high your roll will be. A 10 explodes as normal, but only when you actually cast the spell and make the attack, not when foreseeing the future. If you don't like the result, you can simply choose not to cast the spell this round, and the die result is ignored. Either way, you **briefly** cannot use this ability again.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ★ **Blind Seer**: You gain **blindsight** with a 90 foot range (see **Blindsight**, page 504). If you already have **blindsight**, you increase its range by 90 feet. In addition, you gain **blindsight** with a 30 foot range, allowing you to see without light (see **Blindsight**, page 504). If you already have **blindsight**, the range of your **blindsight** increases by 30 feet.

18th – ★ **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 – ★ **Empower Summon**:

Empower Summon ★

Swift

Usage time: **Minor action**.

Choose one creature within Medium (60 ft.) range that you created with a spell from the **Summoning** mystic sphere. That creature becomes **focused** (**roll attacks twice**) and **braced** (+2 **defenses**) this round.

6th – ⭐ Resummon:

Resummon ⭐

Usage time: Standard action.

Cost: One fatigue level.

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.

12th – ⭐ Generosity: Whenever you attune to an item or 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 enhancement bonuses from the chosen item or spell. It still affects you normally. You may only choose one attunement with this ability at a time.

12th – ⭐ Resummon+: You can use your *resummon* ability as a minor action.

18th – ⭐ Empower Summon+: The bonuses from your *empower summon* ability increase to +4.

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, your maximum modifier to accuracy and checks using the object is no longer limited.

6th – ⭐ Violent Hand:**Violent Hand** ⭐

Usage time: Standard action.

Choose a weapon you are proficient with and currently controlling using the *distant hand* cantrip. Make a melee strike using that weapon that deals extra damage equal to half your power. The strike comes from the weapon's location, not your location. Because this is a magical ⭐ ability, you use your magical power to determine your damage instead of your mundane power (see Power, page 18).

Rank 9: The extra damage increases to 1d6 + half your power.

Rank 12: The extra damage increases to 1d6 + your power.

Rank 15: The extra damage increases to 3d6 + your power.

Rank 18: The strike deals double weapon damage.

12th – ⭐ Kinetic Spell: You learn an additional spell. The spell can be up to rank 5, even if you do not have access to rank 5 spells. Whenever you cast that spell, you can spend a minor action to briefly imbue it with kinetic force. When the spell deals damage to a Huge or smaller target, you knockback that target 15 feet away from you. You can only knockback any individual creature or object once per round. After using this ability, you briefly cannot use it again.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

18th – ⭐ 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 two-handed attacks with Heavy and Versatile Grip weapons using your telekinetic strike ability.

Sphere Focus: Terramancy ⭐ [Casting, Magical]

Prerequisite: Access to the *Terramancy* mystic sphere.

1st – ⭐ Earthen Alloys: You may treat iron, steel, and worked stone as if they were unworked stone for the purpose of spells from the *Terramancy* mystic sphere.

6th – ⭐ Rocky Carapace: You learn the *rocky shell* spell, or another spell from the *Terramancy* mystic sphere if you already know that spell. In addition, the number of layers you can create with that spell increases by one.

12th – ⭐ Earthen Alloys+: You may treat dirt, sand, glass, and all kinds of metal except for cold iron and adamantine as if they were unworked stone for the purpose of spells from the *Terramancy* mystic sphere.

18th – ⭐ Rocky Carapace+: The number of bonus layers you gain from your *rocky carapace* ability increases to two.

Sphere Focus: Thaumaturgy ⭐ [Casting, Magical]

Prerequisite: Access to the *Thaumaturgy* mystic sphere.

1st – ⭐ Mystic Power: You gain a +1 bonus to your magical power.

6th – ⭐ Invented Spell: You learn an additional spell from any mystic sphere, even a mystic sphere you do not have access to. The spell can be up to rank 3, even if you do not have access to rank 3 spells. When you learn the spell, you can remove one of the following tags from that spell: Acid, Auditory, Cold, Compulsion, Emotion, Electricity, Fire, or Visual. You can also add one of those tags to the spell. In addition, you can replace one defense that the spell attacks with any one other defense not already referenced by the spell.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ⭐ Countermagic:

Countermagic ✨

Swift

Usage time: Standard action.

Cost: You **briefly** cannot use this ability again.

Choose a creature within Medium (60 ft.) range of you. If the target uses a **magical** ✨ ability as a standard action this round, that ability has no effect. When you negate an ability in this way, if that ability's rank was higher than your maximum rank, you increase your **fatigue level** by one.

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.

18th – ✨ **Mystic Power+**: The bonus from your *mystic power* ability increases to +2.

Sphere Focus: Toxicology ✨ [Casting, Magical]**Prerequisite:** Access to the *Toxicology* mystic sphere.

1st – ✨ **Poisonous Blood**: Whenever you become poisoned by a contact or ingestion poison, 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. This has no effect on injury-based poisons, which affect you normally without being absorbed.

Whenever a living creature makes you lose **hit points** with a **melee** strike using a non-Long weapon, you may have that creature become **poisoned** by your choice of one of the poisons you store with this ability. This expends the dose of that poison.

Poisons that you carry in your body with this ability automatically decay 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.

6th – ✨ **Venomous Spell**: You learn an additional spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. Whenever you damage a living creature with that spell, you can cause the creature to become poisoned with your choice of one of the poisons you store with your *poisonous blood* ability. This expends the dose of that poison. You can poison multiple creatures simultaneously in this way, but it costs one poison dose per creature affected.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ✨ **Poisonous Blood+**: You can store up to 6 poison doses with your *poisonous blood* ability. In addition, you become immune to all poisons that you do not absorb with that ability.

18th – ✨ **Bloodstream Corruption**: Whenever you make a living creature lose hit points with a *Toxicology* spell or your *venomous spell*, that creature becomes **vulnerable** (-4 defenses) to all poisons as a condition.

Sphere Focus: Umbramancy ✨ [Casting, Magical]**Prerequisite:** Access to the *Umbramancy* mystic sphere.

1st – ✨ **Lightbane**: You can cast the **passing shadow** cantrip from the *Umbramancy* mystic sphere as a minor action. When you do, you ignore all of its rank upgrades.

6th – ✨ **Shadowspell**: You learn an additional spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. You gain a +2 accuracy bonus with that spell against **shadowed** targets. This stacks with any existing bonus the spell has against shadowed targets.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ✨ **Shadow Jumper**: While you are **shadowed**, the distance you can teleport with spells from the *Umbramancy* mystic sphere is doubled.

18th – ✨ **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.

6th – ✨ **Sprouting Spell**: You learn an additional spell. The spell can be up to rank 3, even if you do not have access to rank 3 spells. Whenever you cast that spell, plants **briefly** grow on the ground where the spell takes effect. They appear within the area for area spells, or in all spaces occupied by each target of the spell for targeted spells. Bare ground creates **light undergrowth**, and existing light undergrowth becomes **heavy undergrowth**. The plants grow before the spell takes effect, so they can improve the effectiveness of some *verdamancy* spells.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ✨ **Verdant Army**: Your **allies** who can see or hear you also gain the benefit of your *verdant allies* ability.

18th – ✨ **Sprouting Step**: At the start of each phase, if you are **grounded** and not already in undergrowth, **light undergrowth** grows in your space. The undergrowth lasts until you leave that space.

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.

1st – ✨ **Personal Vitality**: You gain a bonus equal to your level to your maximum **hit points**.

6th – ✨ **Soulscar Spell**: You learn an additional spell that does not have the **Attune** or **Sustain** tags. The spell can be up to rank 3, even if you do not have access to rank 3 spells. Any hit point loss that would be inflicted on a living creature by the spell is doubled.

However, whenever you cast the spell, you lose hit points equal to its rank.

When you gain access to new spell ranks, you can change which spell you know with this ability, including spells with a higher rank.

12th – ⚡ 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.

18th – ⚡ Personal Vitality+: 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.

6th – Mobile Stealth: Your penalties for moving while hiding are reduced by 5. This allows you to move at half speed without penalty.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – Ambush the Unwary: You gain a +2 accuracy bonus against **unaware** (-5 defenses) and **partially unaware** (50% miss chance, -2 defenses) creatures.

Survival Specialization [Skill]

Prerequisite: Survival as a trained skill.

1st – Specialization: You gain a +3 bonus to the Survival skill.

6th – Terrain Tolerance: You are unaffected by **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.

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – Planar Survival: You are immune to damage and **conditions** imposed by being on other planes. In addition, you gain a +5 bonus to checks and defenses related to planar effects, such as checks required to manipulate subjective gravity.

Swiftrunner [General]

Prerequisite: Dexterity 3.

1st – Rapid Movement: You gain a +10 foot bonus to your **movement speed** during the **action phase**.

1st – Sprinter: When you use the **sprint** ability, you can move up to triple your movement speed.

6th – Rapid Movement+: The speed bonus applies all the time, rather than only during the action phase.

6th – Water Runner: During your movement with the **sprint** ability, you can move on water and similar liquids as if they were solid ground.

12th – Long-Distance Runner: You gain a +2 bonus to your **fatigue tolerance**.

18th – ⚡ Cloud Runner: During your movement with the **sprint** ability, you can move on clouds, fog, and similar gaseous sub-

stances as if they were solid ground.

18th – Rapid Movement++: The speed bonus increases to +20 feet.

Swim Specialization [Skill]

Prerequisite: Swim as a trained skill.

1st – Specialization: You gain a +3 bonus to the **Swim** skill.

6th – Swim Speed: You gain an average **swim speed** (see Movement Modes, page 39).

12th – Specialization+: The bonus from your *specialization* ability increases to +5.

18th – Earth Swimmer: You gain a slow **burrow speed** (see Movement Modes, page 39).

Telepath ⚡ [General, Magical]

Prerequisite: Intelligence and Willpower sum to at least 3

1st – ⚡ Telepathy: You gain **telepathy** with a 120 foot range (see Telepathy, page 505). If you already have telepathy, the range of your telepathy increases by 120 feet.

6th – ⚡ Telepathic Tribulation:

Telepathic Tribulation ⚡

Compulsion

Usage time: Standard action.

Make an attack vs. Mental against one creature within half the maximum range of your **telepathy**. You gain an accuracy bonus with this attack equal to half the sum of your Intelligence and Willpower.

Hit: 1d6 damage + half power. If the target loses **hit points** from this damage, it becomes **stunned** (-2 defenses) as a **condition**.

Level 9: The damage bonus from your power increases to be equal to your power.

Level 12: The base damage increases to 1d10.

Level 15: The damage bonus increases to 1d6 per 3 power.

Level 18: The target becomes **confused** (-2 defenses, randomly attack or defend) instead of stunned.

12th – ⚡ Read Mind:

Read Mind ★	Emotion, Subtle, Sustain (standard)
Usage time: Standard action.	
<p>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 17). Whether you hit or miss, you cannot attack the target with this ability again until it finishes a short rest.</p> <p>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.</p> <p>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.</p>	
<p>You gain a +2 accuracy bonus for every 3 levels beyond 12.</p>	

12th – ★ **Telepathy+**: You can maintain mental channels with up to 5 creatures at once with your telepathy. You can send separate thoughts to each creature.

18th – ★ **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.

18th – ★ **Telepathy++**: The range of your telepathy increases by 120 feet.

Toughness [General]

Prerequisite: Constitution 2.

1st – **Fortified Body**: You gain a +2 bonus to your Fortitude defense. In addition, you need half the normal amount of rest and sleep each day to function normally. For example, a human would only need four hours of sleep per night. This does not reduce the time required for you to take a **long rest**.

6th – **Durable**: You gain a bonus equal to your level to your maximum **hit points** and **damage resistance**.

12th – **Fortified Body+**: The defense bonus from your *fortified body* ability increases to +4. In addition, you also only need half the normal amount of time to complete a **long rest**.

18th – **Durable+**: The bonuses increase to twice your level.

Trickshot [Combat]

Prerequisite: Dexterity 2, Intelligence 1.

1st – **Alchemical Arrow**: As a standard action, you can apply a consumable alchemical item to an arrow. The item does not have its normal area or any other immediate effect. When you hit or **glance** a target with a **strike** using that arrow, the alchemical item has its normal effect on that target. The alchemical item makes its own attack roll separately from the attack roll for the strike. It only affects one target of the strike, even if the strike would normally affect multiple creatures or objects. If the alchemical item would normally affect an area, that area is centered on the target of the strike. Then, the alchemical item and the arrow are destroyed.

At the end of the next round after you use this ability, the arrow and alchemical item are destroyed.

6th – **Combo Expertise**: Whenever you use a consumable alchemical item, you **briefly** gain a +1 accuracy bonus with strikes. Whenever you make a strike, you briefly gain a +1 accuracy bonus with consumable alchemical items.

12th – **Alchemical Arrow+**: When you make a strike with the arrow, the alchemical item takes effect on the target even if the strike misses. You can also intentionally miss with the arrow while still delivering the alchemical item to its intended target, allowing you to apply healing potions and similar effects from a distance. Finally, the augmented arrow lasts one additional round before being destroyed.

18th – **Combo Expertise+**: Both accuracy bonuses increase to +2.

Twinhand Spellcaster ★ [Casting, Magical]

Prerequisite: Dexterity 2.

1st – ★ **Twinhand Precision**: You can always choose to use **somatic components** to cast your spells (see Ability Usage Components, page 48). As long as you have two **free hands** and are not using a magic implement, you gain a +1 accuracy bonus with spells that you cast using **somatic components**.

6th – ★ **Twinspell**:

Twinspell ★

Usage time: Standard action.

Cost: One **fatigue level**, and you **briefly** cannot use this ability again.

You can only use this ability if you have two **free hands** and are not using a magic implement.

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). You cannot use the **desperate exertion** ability to affect either spell.

12th – **Twinned Power**: You gain a +2 bonus to your

magical power.

18th – ★ **Twinhand Precision+**: The bonus from your *twinhand precision* ability increases to +2.

Twin-Weapon Fighting [Combat]

Prerequisite: Dexterity 2.

1st – **Twin-Wielding**: You are considered to be twin-wielding while two of your hands are each wielding an weapon of the same type, such as a smallsword or handaxe. 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 twin-wielding.

1st – **Twin-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 twin-wielding.

- **Balanced**: You gain a +1 bonus to your Armor defense. This bonus is considered to come from a shield, and it does not stack with the benefits of using any other shield.
- **Deflecting Offhand**: You gain a +3 bonus to your Armor defense. However, you cannot make *dual strikes*. This bonus is considered to come from a shield, and it does not stack with the benefits of using any other shield.
- **Overburdened Offhand**: If neither weapon is *Light*, you are *empowered* (*roll damage twice*).
- **Steady Hands**: You gain a +2 accuracy bonus with dual strikes. However, you cannot get *critical hits* with dual strikes.

6th – ★ **Twinned Enhancement**: If you are twin-wielding with one *magical* ★ weapon and one *mundane* weapon that is not made of a special property, you can attune to the magical weapon multiple times. For each additional time you attune to the magical weapon, you can copy one of its magical properties that does not require a *deep attunement* to your *mundane* weapon. Normally, weapons can only have one magical property, but this can allow you to copy multiple properties from a *legacy item* or *composite weapon*.

12th – **Paired Precision**: You gain a +1 bonus to *accuracy* with *strikes* using weapons that you are twin-wielding.

18th – **Twin-Weapon Stance+**: The bonus from this ability improves:

- **Balanced**: The bonus increases to +2.
- **Deflecting Offhand**: The bonus increases to +4.
- **Overburdened Offhand**: You also deal 1d6 *extra damage* with dual strikes.
- **Steady Hands**: The accuracy bonus increases to +3.

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 maximum *damage resistance*. In addition, they treat all damage as being *environmental damage*, so their damage resistance is never

reduced (see Environmental Damage, page 34).

6th – ★ **Defensive Barriers**: You gain a +1 bonus to your Armor defense. In addition, objects you create with *Barrier* abilities have minimum defenses equal to $5 + \text{half your level}$. If the object already has specific defenses listed, it gains a +2 bonus to those defenses.

12th – ★ **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.

18th – ★ **Defensive Barriers+**: Your Armor defense bonus from your *defensive barriers* ability increases to +2. In addition, objects you create with *Barrier* abilities gain an additional +2 bonus to their defenses.

18th – ★ **Hardened Barriers+**: The damage resistance bonus from your *hardened barriers* ability increases to twice your *power*.

Weapon Focus [Combat]

1st – **Focused Weapon**: Choose one type of weapon, such as a broadsword. This is your focused weapon, and your abilities from this feat give you benefits with your focused weapon.

1st – **Mighty Weapon**: The damage die of your focused weapon increases by one step in the order below:

- 1d3
- 1d4
- 1d6
- 1d8
- 1d10
- 2d6
- 2d8
- 2d10
- 4d6

6th – **Enhanced Legacy**: If you choose your focused weapon as your *legacy item*, you can choose an additional magic item property with a maximum rank of 3. This does not function if your choice of legacy item is not specific to a particular weapon, such as with the Battle Armory feat. Otherwise, you gain an additional *attunement point* that you can only use for magic weapons.

12th – **Enhanced Legacy+**: You can change the item property, and the maximum rank increases to 5.

12th – **Precise Focus**: You gain a +1 accuracy bonus with *strikes* using your focused weapon.

18th – **Enhanced Legacy++**: You can change the item property, and the maximum rank increases to 7.

18th – **Mighty Weapon+**: The damage die of your weapon increases by an additional step.

Whirlwind Warrior [Combat]

Prerequisite: Dexterity 2.

1st – **Unfettered Movement**: You can move through spaces occupied by enemies as if they were unoccupied. In addition, if you share space with exactly one other creature within one *size category* of you, you and that creature are not *squeezing* (-2 *Armor* and *Ref*).

While using this ability to move through enemies, you can only end your movement in occupied space if you would not be considered squeezing by doing so.

6th – **Cyclone:**

Cyclone

Usage time: Standard action.

When you use this ability, make a melee [strike](#) with 1d4 [extra damage](#). The strike targets all [enemies](#) adjacent to you.

Level 9: The extra damage increases to be equal to half your power.

Level 12: The extra damage increases to be equal to your power.

Level 15: The extra damage increases to 1d8 + your power.

Level 18: The strike deals double [weapon damage](#).

12th – **Eye of the Storm:** You gain a +1 bonus to your Armor and Reflex defenses against creatures that you are sharing space with.

18th – **Eye of the Storm+:** The bonus increases to +2.

Other Feat Rules

Retraining Feats

At every level, you can choose to retrain an old feat in exchange for a new feat.

Chapter 13

The World

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 its fantasy world are:

- Magic is commonly known but rarely understood
- Some people are vastly more powerful than others
- Souls, deities, and the afterlife are real

These core 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

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. It's reasonable to assume that about ten percent of the civilized people in the world have a magical ability of some kind. 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 lower. However, this is balanced by the existence of other societies that tend to be 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 votives.

Personal Power



The median person in the world of Rise is not particularly more or less capable than the median 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 13.1: Deities. The many minor deities worshipped by monsters are not listed here. Of course, the GM may use their own custom pantheon.

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 five aligned planes are manifestations of the five alignments. Elysium is good-aligned, the Abyss is evil-aligned, Ordus is law-aligned, Discord is chaos-aligned, and the Expanse is neutral-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.

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 demi-planes, 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.

Eternal Void: The Eternal Void is the space beyond all other planes. It is occupied by aberrations and horrors that ruled the cosmos before the rise of mortals and deities. The precursors, ancient leviathans of unfathomable size and power, periodically try to reclaim what was once rightfully theirs.

Table 13.1: 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

Chapter 14

The Universe

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 mindless creatures. A creature on the plane can control its own gravity.

Control Gravity

Usage time: **Minor action** while on a subjective gravity plane.

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.

Individual 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, though cities tend to be well-lit
- 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 Water 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

Elysium

Elysium is 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 votives. 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 only affect creatures or 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 nonsapient, living objects. Some rare magic items can be made intelligent by magic, making them sapient, nonliving objects. Some unintelligent animals and magical beasts like ants and giant spiders are nonsapient, living creatures.

There are two types of creatures that are also objects in unusual ways: [constructs](#) and [indwelt](#).

The Four Elements of Existence

The four elements that define existence in Rise are body, life, mind, and soul. Body and mind are fundamental elements, with simple and obvious effects. Life and soul are energetic elements, with more subtle and cosmic effects.

Physical Elements: Body and Life

Something has a body if its existence is physical. If something has a body, it is called corporeal. This is usually fairly simple: trees,

humans, and rocks all have bodies. Not everything with a body can be easily touched or seen. Clouds and gases are still corporeal, though they are [intangible](#).

Life is the ability of the body to change and adapt over time. If something has life, it is called alive. Humans and trees are alive, but rocks are lifeless, and corpses are dead. Living things are constantly changing, and require input and output from their environment to maintain equilibrium. They almost always breathe, eat, sleep, and perform similar body maintenance activities.

Lifeless things do not need to perform those tasks, and their bodies typically persist unchanged without outside intervention. Some lifeless things exist in a state of gradual decay instead of permanent stasis. In either case, their bodies are defined by inert consistency rather than change and equilibrium.

Mental Elements: Mind and Soul

Something has a mind if it can understand aspects of its environment and react to it. If something has a mind, it is called intelligent. This is defined broadly, and not every intelligent creature is sentient or self-aware. Humans and other animals are intelligent, but trees and rocks are mindless.

A mind is a separate entity from a body. When an intelligent living creature dies, its mind can persist after the body's destruction. The brain is a tool which anchors and connects a mind to a body, not the fundamental mechanism which creates the mind. Damage to a brain can inhibit the connection between a mind and a body, diminishing a creature's functional intelligence, but it does not directly damage or alter the mind.

Soul is the ability of the mind to change and adapt over time. If something has a soul, it is called ensouled. Humans and other animals are ensouled, but artificial constructs like golems are soulless. Ensouled things are able to change their manner of thinking and personality over time. Some soulless things can learn and retain information, and can be quite intelligent, but they cannot change their method of thought or fundamental opinions. If you lock a human and an intelligent artificial construct in a room for twenty years, the human's mind would emerge fundamentally changed and possibly insane, while the construct would simply have gained information that it had been in a room for twenty years.

Energetic Elements: Life and Soul

Life cannot exist independently of a body, and soul cannot exist independently of a mind. They are elements defined by change and adaptation. This may explain why they have such intrinsic power in Rise. Life and soul are the underlying power behind most superhuman effects in Rise.

Examples

- Some creatures are created when creatures die, but their minds refuse to pass on to the appropriate afterlife. These creatures have neither body nor life. They have a mind, and may or may not have a soul. This includes allips, ghosts, and wraiths.
- Some creatures are formed from planar essence to act as an

embodiment of the plane's identity. These creatures have a body, but no life. They have a mind, but no soul. This includes angels, demons, and elementals.

- Some creatures are magically granted a semblance of life by animating an inanimate object. These creatures have a body, but no life. They have a mind, but no soul. This includes golems, skeletons, and zombies.
- Some creatures are able to move independently, but their responses to their surroundings are entirely instinctual, without any ability to form thoughts or make decisions. These creatures have a body and are alive. They have neither mind nor soul. This includes oozes, plants, and extremely simple animals like ants.
- When creatures die and their minds travel to the appropriate afterlife, they gain new bodies formed from the planar essence of their new home. These creatures have a body, but no life. They have both a mind and a soul.

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 Life and Soul

When most creatures are born, they enter existence with life and a new soul. These energetic elements have great intrinsic power.

The more powerful the life, the more the body can change. The body of an elephant is much stronger than that of an ant. However, elephants and ants have similarly weak life energy, because the ability of their body to change and adapt to circumstances is limited. Humans can have greater life energy, as their bodies can undergo significant changes to adapt to their training and circumstances. Dragons represent the pinnacle of immense life energy. Their bodies undergo vast changes in power and shape over their lives. Similarly, the more powerful the soul, the more the mind can change.

Mechanically, life energy justifies a creature gaining levels that increase its physical abilities, and soul energy justifies a creature gaining levels that increase its mental abilities. Life energy is often associated with mundane abilities, and soul energy is often associated with magical abilities. That relationship is not strictly followed, since some mundane abilities are mental and some magical abilities are physical.

Variable Intrinsic Power

Not all lives and souls are equal in power. Most humanoid creatures and magical creatures have only a moderate amount of life and soul energy. They can train, fight, and learn, and this will increase their power. However, they will eventually reach limits that they cannot surpass. Some extraordinary individuals seem to be nearly limitless. They can change their minds and bodies to extreme degrees, acquiring vast power in the process.

Mechanically, this is represented by creatures gaining levels, but only up to a certain point. Player characters can gain levels without limit (unless the GM defines a level cap for their specific campaign). They also often level up much faster than other characters in the same universe who have similar experiences. If everyone in the universe of Rise acquired limitless power at the same rate as player characters, the world would be filled with superhuman demigods and country-destroying monsters. The fundamental limits of life and soul provide a narrative justification for a more traditional fantasy universe. They allow Rise to have grizzled old war veterans and mass-murdering monsters who are still only level 5 or so.

Transferring Power: Death and Sublimation

The intrinsic power of life and soul can be transferred. Life cannot exist without a body, and soul cannot exist without a mind. When a creature dies, its life and soul are shattered and vulnerable in the moments after death. With no body to anchor it, the life energy sublimates into pure energy. A strong mind can retain control of its soul, and travel intact to the appropriate afterlife. However, weak minds quickly break without being anchored to a body, allowing their souls to sublimate as well.

If creatures present at the death have a life or soul that is strong enough, they can consume part of this energy to enact changes in their own bodies or minds. This is a common method of power acquisition for adventurers and monsters, who often slay powerful

foes. Certain rituals can also be used to feed on the powers of death more effectively. This can be used to benefit the ritual participants, or by demons and evil deities who feed on deaths offered to them in ritual sacrifices by their cultists.

Transferring a power through death is deeply inefficient. Under normal circumstances, only a fraction of the energy released in this way can be claimed. Some energy infuses the area, which can give rise to magical phenomena at areas of mass death or the death of particularly powerful entities. The leftover energy is claimed by Nature, the deity who draws power from the life and death of all things and ensures that souls are taken to their appropriate afterlife.

Transferring Power: Connection

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 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, skeletons and zombies are animated by splintering a soul that originally inhabited a corpse. The splinter is used to give the corpse a crude imitation of sentience - just enough to obey orders, but not enough to think for itself.

Potential and Acquired Power

The strength of a creature's life and soul determine the limits of its ability to progress. Many monsters reach the limit of their potential by the time they reach adulthood, and are unable to develop further. However, many humanoid creatures never discover their true limits, because they have never had the necessary experiences to develop their potential. A well-trained soldier will easily defeat a commoner in battle, but this does not mean that the soldier's life or soul is necessarily stronger. It simply means they have progressed farther towards their potential.

In a typical campaign setting, it's reasonable to assume that 20% of the humanoid population can reach 5th level, 2% can reach 10th level, and 0.2% can reach 15th level. Of course, most people don't have the life experiences necessary to reach their maximum potential. All player characters are assumed to have exceptional potential, and are able to reach 21st level, unless the GM says otherwise. Legendary monsters of epic proportions may even 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. Some animals 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, are more aggressively malevolent than normal animals, though they show no greater signs of general intelligence. 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 demon princes, know particular elements of how life energy and soul energy can be transferred. All demons are generally aware that they can feed on sublimating soul splinters from souls in evil afterlife planes as they break down over time, though they do not understand the exact mechanics of this transfer. 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 souls 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 history 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 an immensely powerful soul is a deity. Deities are, by definition, worshipped. They depend on receiving energy through soul motes granted by worship. Since all deities share this constraint, they are all vulnerable to anything which would disrupt this flow of power. This encourages deities to find common ground with each other to ensure that they all succeed, even when their own ideologies and personal beliefs are violently opposed. As a result, deities have developed a shared body of elaborate conventions and constraints that govern their interventions in mortal realms. Any deity that violates these rules risks being declared anathema by all other deities, which would devastate their ability to acquire worshippers.

The most consistent constraint that deities operate under is that their primary method of intervention in mortal affairs must come through their followers, rather than independently. They freely share a portion of their power with their most dedicated followers, granting them extraordinary abilities. In most societies, these empowered worshippers are called clerics.

A deity with enough power can claim territory within the afterlife plane associated with its alignment. The claimed territory becomes a Divine Realm under the deity's control. Deities have extraordinary power within their Divine Realm, and can reshape it as they see fit. However, they must expend a significant amount of energy to maintain their territory against entropy. 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 with will be reborn within that deity's Divine Realm 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 energy. When a soul in an afterlife eventually loses the will to maintain its individual existence, its mind breaks and the soul sublimates into energy. Normally, this energy becomes part of the afterlife plane. However, if this sublimation happens within a deity's Divine Realm, they can claim that power for themselves. This allows deities to eventually reclaim the energy they invested in their clerics. For

deities with the power to maintain a Divine Realm, the energy they gain in this way significantly exceeds the energy they gain from ordinary soul motes. However, since this often requires centuries before breaking even, new and minor deities are unable to maintain their own Divine Realms.

Nature



Nature itself has an immensely vast soul, but although people can worship Nature, it is not a deity because it 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. The energy released by each of these deaths is individually tiny. However, the combined energy released by billions of deaths over millennia 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, so it does not need to jealously hoard its gifts like deities must.

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 any energy released. 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 or 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 energy from its own supply. The soulkeeper's goal is to have the mortal gain a great wealth of its own 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 ability to harvest the energy released by the mortal's entire soul, just like deities can do within their Divine Realms. This is a vast wealth of energy compared to the normal shards extracted from death and worship, and it annihilates the mortal's soul, preventing it from travelling 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 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 energy to make soul pacts. Second, they have enough understanding of magic and souls 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 energy entirely when they could instead use that 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 release of life energy when things die. The constant cycle of life and death in nature produces a great wealth of energy. Most of it is claimed by Nature itself, but some spills out at the location of each death. This energy lingers and can build up over time in the form of ambient magic. Many monsters can instinctively feed on this ambient energy. In addition, predatory monsters can feed on the energy released by their own kills. This naturally allows them to build their power to near the limit of their potential by the time they are adults.

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

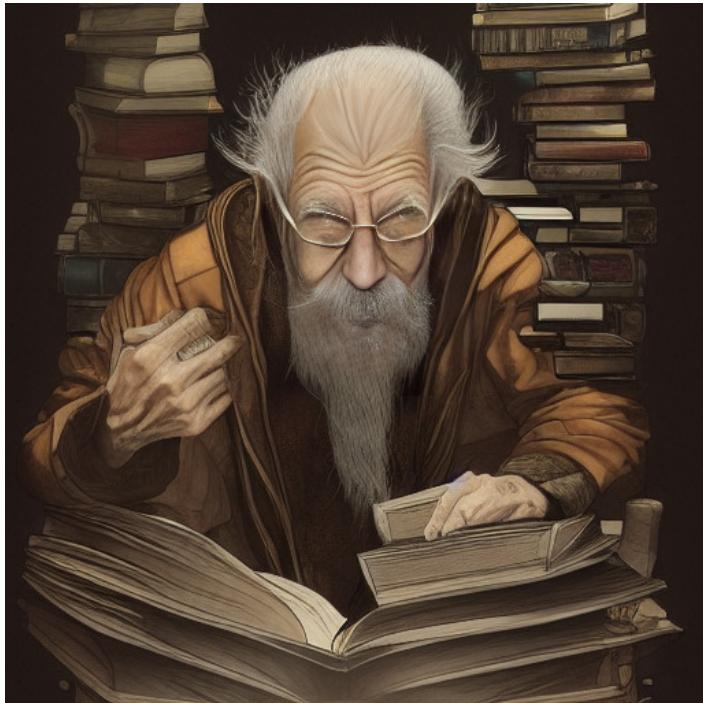
Since educated people in the universe of Rise can observe that monsters tend to avoid civilization if they study the phenomenon, they may have their own theories about why this is true. Reasonable theories that might have truth to them in some contexts could include "monsters have evolved to instinctively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

Chapter 15

Running The Game

This book provides helpful guidance on how to play the Rise role-playing game. It includes some context for the narrative universe of Rise, mechanics for monsters and other antagonists, and clarifying rules for special circumstances.

Why Use So Many Rules?



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

Establishing Expectations

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

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

One way to establish these expectations is to use a rules system like Rise that defines some expectations explicitly. If the scenario above happened in Rise, the last outcome of an incapacitating blow 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 of 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 casting a relevant spell or making a relevant skill check. People in this middle ground can sometimes enjoy deeper role-playing games while being feeling 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.

Ad-Hoc Circumstantial Modifiers

Circumstances frequently modify a creature's odds of success when making attacks and checks, or when defending itself from attacks. Rise defines a number of specific circumstances with explicit effects, but as the GM, you should feel free to decide that any circumstances should modify the odds of success.

There are two kinds of circumstantial modifiers. Circumstances that make a creature better or worse at its task give it a bonus or penalty to its attack or check. Circumstances that make the task easier or harder increase or decrease the difficulty value of the task, or the defense of the attacked creature.

Most circumstances grant a +2 bonus or impose a -2 penalty. Of course, you can get more specific than that, especially in unusually significant circumstances.

Narrative Pacing

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

narrate the events of the journey in general terms to avoid spending time on irrelevant details.

If something important happens, the pace of the game should change to focus on the current events. For example, if your group is ambushed by roaming bandits, the exact actions you take become important. This is called an encounter. During an encounter, the GM should ask each player to describe their character's actions more precisely. If the encounter is time-sensitive, such as combat, the GM should track the flow of time in [rounds](#). A round represents six seconds of time, so there are ten rounds per minute.

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

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

Principles of Rise

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

Rule of Drama

The Rule of Drama is simple: **Only dramatic actions matter**. In general, an action has dramatic significance if there is a consequence for failure, the exact time required to perform the task is important, or the game master says so. This has several effects.

Checks without Rolls

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

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

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

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

Uncommon Combat Circumstances

Even if the attack had no obvious physical or visual effects, a creature that resists an attack still feels a hostile force or a tingle, but cannot usually deduce the exact nature of the attack.

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

Dealing Damage, Taking Damage, and Losing Hit Points: Some abilities trigger when a creature deals damage or is dealt damage. Other abilities trigger when a creature loses hit points or causes another creature to lose hit points. An attack deals damage even if all damage dealt by the attack is applied to [damage resistance](#) instead of [hit points](#).

Improvised Combat Abilities

Sometimes, players will try to improvise attacks that don’t match any of their written abilities. In general, clever improvisation using the environment can be a fun way to add excitement to a combat. The safest way to reward improvisation is to give a bonus to a character’s existing abilities, like an accuracy or damage bonus. Be careful about letting players effectively create new abilities for their character out of thin air.

Constant improvisation can slow the game down and make your life harder. It’s hard to invent reasonable new abilities on the fly. If you make the effect of their improvised action too weak, they can feel like they wasted their time or were punished for their creativity. If it’s too strong, it can change the game balance in significant ways

and make other players wonder why they bother using their abilities as written. That can make players who don't enjoy or who aren't good at thinking on the fly like that feel like their characters can't contribute as much.

For example, players might reasonably try to improvise an attack that would disarm an opponent of their weapon. Disarming is a classic narrative trope, and it sounds plausible at a glance. However, losing your weapon is a debilitating effect numerically, especially if you allow the player to steal the dropped weapon. If warriors in Rise could be disarmed with a simple attack roll, it would massively reduce the power of melee martial characters, including player characters. Melee-focused combatants already have more complex positioning requirements and are in danger from enemy attacks, so giving them an additional penalty would discourage anyone from going into melee. It's better to treat disarming as being a loss condition akin to being defeated or running out of hit points.

Jump Arcs

Generally, it's way too complicated to deal with the exact path that a jumping creature takes during its jump. According to the Rise rules, some of the jumping arcs look very strange. For example, if a creature jumps forward at a 45 degree angle into thin air, it will fall to the ground in a straight line at the end of its jump, which creates an unrealistic triangle-shaped trajectory. Try not to get bogged down in the details of exactly what space creatures occupy in midair, or the exact arc.

If you really want to be more detailed, you can say that a creature's maximum height during a horizontal jump must happen in the middle of its jump. That maximum height jump must be no less than a quarter of the forward distance travelled. Those rules generate more realistic outcomes if a creature tries to make a thirty-foot long jump in a room with a five-foot ceiling, since the creature should hit its head on the ceiling and be unable to complete its jump. However, although this creates more realistic results, it is much more convoluted to resolve, which can take time. In addition, it weakens the mobility of mundane characters, which makes magical forms of mobility like flight even more powerful than they already are. As always, use the rules and conventions that keep you and your player group happiest.

Player vs Player Combat

Most of the rules of Rise function in the same way for monsters and players. Monsters calculate their statistics in a simpler way, but they still have the same fundamental set of actions. However, there is a small quirk in the timing of combat declaration that doesn't work if there are players on both sides of an encounter.

Normally, players are allowed to declare [Swift](#) actions during their normal turn. This can create a situation where a player decides whether or not to take a Swift action based on seeing the results of an earlier non-Swift action within their allied group. For example, a melee fighter might choose to use the [total defense](#) ability because her allies killed all of the adjacent enemies. However, what if one of those enemies was making a decision about whether to use [total defense](#) in the same way? Suppose the melee fighter will also

drop unconscious or die from incoming damage from that monster's allies. There's a paradox - if that monster defends itself knowing that the fighter will die, it might turn a hit into a miss, which means it would be alive for the melee fighter to attack. However, if the fighter defends herself, the monster will attack instead of defending itself because the fighter won't be dead.

Monsters don't make complicated contingent action decisions. This timing oddity shouldn't come up during normal gameplay. However, it can cause problems when players are on both sides of a combat.

Fortunately, this issue is fairly easy to solve. Players must be required to pre-declare any [Swift](#) actions they plan on taking before anyone's turn actually begins. Each player still takes turns in the normal order, which matters for triggered effects that happen during a player's action. This prevents contingent Swift actions from creating weird paradoxes.

You can choose to run this way all the time, if you want. Forcing players to pre-declare Swift actions makes slightly more sense, and you might find it useful in specific combat scenarios against intelligent monsters. However, it's a bit of a hassle. Forcing each player to decide whether they want to take a Swift action before anyone resolves any actions can slow down combat significantly.

All Items

Sometimes, it can be useful to know the entire list of items that exist. This table includes a way to randomly generate items of a given rank. Simply roll percentile (d100) and consult the table to find the corresponding item of that rank.

The table does not include any items for a roll of 100. If you roll 100 when randomly generating an item, roll again for an item that is one rank higher. Alternately, you can roll again to generate multiple items of the same rank.

Table 15.1: All Items

Name	Type	Description	Rank (Cost)	d100
Torch	Object	Emits light	— (5 sp)	0–99
Alchemist's Fire	Alchemical	Throw to deal 1d6+1d8 damage	0 (1 gp)	0–7
Firebomb	Alchemical	Throw to deal 1d10 damage in an area	0 (1 gp)	8–14
Flash Powder	Alchemical	Emits burst of bright light	0 (1 gp)	15–21
Moonrod	Alchemical	Emits bright illumination	0 (1 gp)	22–28
Smokestick	Alchemical	Creates a cloud of smoke	0 (1 gp)	29–35
Tindertwig	Alchemical	Quickly activated flame	0 (1 gp)	36–42
Poison, Nightshade	Poison 	Inflicts 1d6+1d8 damage with each stage	0 (1 gp)	43–49
Antitoxin Elixir 	Potion 	Impervious to poison	0 (1 gp)	50–57
Invigorating Potion 	Potion 	Grants power and fortification	0 (1 gp)	58–64
Potion of Healing 	Potion 	Restores 3d6 hit points and mitigates vital wounds	0 (1 gp)	65–71
Artisan's Tools	Kit	Required for some Craft checks	0 (1 gp)	72–78
Battering Ram	Object	Grants +3 bonus when breaking objects	0 (1 gp)	79–85
Lock	Object	Devices 12 to unlock	0 (1 gp)	86–92
Manacles	Object	Flexibility 12 to escape	0 (1 gp)	93–99
Acid Flask	Alchemical	Throw to deal 3d6 damage over time	1 (4 gp)	0–1
Mindbomb	Alchemical	Throw to deal 1d6+1d8 damage in an area	1 (4 gp)	2–3
Snowball	Alchemical	Throw to deal 1d6+1d8 damage and slow	1 (4 gp)	4
Tanglefoot Bag	Alchemical	Slows a foe, though it is easily removable	1 (4 gp)	5
Thunderstone	Alchemical	Throw to deal 1d6+1d8 damage and deafen in an area	1 (4 gp)	6–7
Poison, Asp Venom	Poison 	Stuns	1 (4 gp)	8
Poison, Jellyfish Extract	Poison 	Deals 1d6 damage per stage	1 (4 gp)	9
Poison, Sassone Leaf	Poison 	Deals 3d6 damage per stage	1 (4 gp)	10
Elixir of Hardiness 	Potion 	Grants +2 to vital rolls	1 (4 gp)	11–12
Elixir of Strength 	Potion 	Grants +1 bonus for weight limits	1 (4 gp)	13
Mind-Whetting Potion 	Potion 	Grants focus	1 (4 gp)	14
Potion of Regeneration 	Potion 	Remove vital wound after long rest	1 (4 gp)	15–16
Potion of Sharpened Steel 	Potion 	Grants critical benefits	1 (4 gp)	17
Haranguing Amulet 	Amulet	Goad with denounce the heathens	1 (4 gp)	18
Healing Belt 	Belt	Exert to heal 3d6 hit points	1 (4 gp)	19–20
Lifekeeping Belt 	Belt	Grants +1 to vital rolls	1 (4 gp)	21
Evasive Armor 	Body armor	Grants +2 Reflex	1 (4 gp)	22
Featherlight Armor 	Body armor	Reduces encumbrance by 1	1 (4 gp)	23
Fortifying Armor 	Body armor	Fortifies you if you have 3 Con	1 (4 gp)	24–25
Hefty Armor 	Body armor	Grants +2 Brawn	1 (4 gp)	26
Hidden Armor 	Body armor	Can look like normal clothing	1 (4 gp)	27
Lithe Armor 	Body armor	Grants +1 AD if you have 3 Dex	1 (4 gp)	28–29
Boots of Desperate Retreat 	Boots	Can move when you recover	1 (4 gp)	30
Boots of Reliable Motion 	Boots	Can reroll 1s with movement-based skills	1 (4 gp)	31
Boots of the Desertlands 	Boots	Eases travel in deserts	1 (4 gp)	32–33
Boots of the Winterlands 	Boots	Eases travel in cold areas	1 (4 gp)	34
Charging Boots 	Boots	Reduces penalties for charging by 1	1 (4 gp)	35
Bracers of Armor 	Bracers	Grants encumbrance-free medium armor	1 (4 gp)	36
Bracers of Blessed Protection 	Bracers	Can protect against one critical hit	1 (4 gp)	37–38
Bracers of Repulsion 	Bracers	Can knock nearby creatures back	1 (4 gp)	39
Shieldburst Bracers 	Bracers	Can exert to gain instant +2 Armor defense	1 (4 gp)	40

Circlet of Reliable Intuition ★	Circlet	Can reroll 1s with intuition-based skills	1 (4 gp)	41–42
Circlet of Reliable Observation ★	Circlet	Can reroll 1s with observation-based skills	1 (4 gp)	43
Radiant Crown ★	Crown	Sheds light as a torch	1 (4 gp)	44
Bladespawn Gloves ★	Gloves	Can create daggers	1 (4 gp)	45–46
Gloves of Reliable Finesse ★	Gloves	Can reroll 1s with finesse-based skills	1 (4 gp)	47
Disguise Kit	Kit	Required for some Disguise checks	1 (4 gp)	48
Medical Kit	Kit	Required for some Medicine checks	1 (4 gp)	49–50
Thieves' Tools	Kit	Required for some Devices checks	1 (4 gp)	51
Horse, Draft	Mount	Large horse trained for labor	1 (4 gp)	52
Horse, Light	Mount	Large horse trained for riding	1 (4 gp)	53
Pony	Mount	Medium pony trained for riding	1 (4 gp)	54–55
Riding Dog	Mount	Medium dog trained for battle or riding	1 (4 gp)	56
Bag of Shrinking	Object	Shrinks items by one size category	1 (4 gp)	57
Belt Lantern	Object	Emits light without being held	1 (4 gp)	58–59
Lock+	Object	Devices 15 to unlock	1 (4 gp)	60
Manacles+	Object	Flexibility 15 to escape	1 (4 gp)	61
Outfit, Courtier's	Object	Typical attire for courtiers in noble society	1 (4 gp)	62–63
Rowboat	Object	Simple boat for short journeys	1 (4 gp)	64
Torch+	Object	Emits light for one week	1 (4 gp)	65
Wagon	Object	Simple wagon for transporting heavy loads	1 (4 gp)	66
Ring of Desperate Breath ★	Ring	Can exert to breathe briefly	1 (4 gp)	67–68
Covering Shield ★	Shield	Grants +2 Armor during total defense	1 (4 gp)	69
Defender's Shield ★	Shield	Grants +1 Armor defense	1 (4 gp)	70
Hardblock Shield ★	Shield	Imposes -1 Armor penalty when creatures strike you	1 (4 gp)	71–72
Psychic Shield ★	Shield	Grants +2 Mental defense	1 (4 gp)	73
Shield of Arrow Catching ★	Shield	Redirects nearby projectiles to hit you	1 (4 gp)	74
Shield of Arrow Deflection ★	Shield	Grants +2 defenses vs ranged strikes	1 (4 gp)	75–76
Shield of Shielding ★	Shield	Shields you	1 (4 gp)	77
Contracting Staff ★	Staff	Allows reshaping areas to become smaller	1 (4 gp)	78
Merciful Staff ★	Staff	Converts damage to subdual damage	1 (4 gp)	79
Pinhole Staff ★	Staff	Allows excluding a single square from an area	1 (4 gp)	80–81
Reaching Staff ★	Staff	Can exert to use abilities from a short distance away	1 (4 gp)	82
Staff of Agonizing Fear ★	Staff	Fear effects also penalize Fortitude	1 (4 gp)	83
Staff of Silence ★	Staff	Can exert to cast spells without verbal components	1 (4 gp)	84–85
Staff of Stillness ★	Staff	Can exert to cast spells without somatic components	1 (4 gp)	86
Tattoo of Imbuement (1) ★	Tattoo	Grants a rank 1 weapon property to a natural weapon	1 (4 gp)	87
Foothold Trap	Trap	Temporarily immobilizes	1 (4 gp)	88–89
Spell Wand, 1st ★	Wand	Grants knowledge of a rank 1 spell	1 (4 gp)	90
Aquatic ★	Weapon	No accuracy penalty in water	1 (4 gp)	91
Merciful ★	Weapon	Deals subdual damage	1 (4 gp)	92
Morphing ★	Weapon	Can change into similar weapons	1 (4 gp)	93–94
Psionic Burst ★	Weapon	Can attack Mental defense	1 (4 gp)	95
Returning ★	Weapon	Flies back to you after being thrown	1 (4 gp)	96
Tireless ★	Weapon	Ignore 2 fatigue with strikes	1 (4 gp)	97–98
Toxic Burst ★	Weapon	Can attack Fortitude defense	1 (4 gp)	99
Alchemist's Fire+	Alchemical	Throw to deal 3d10 damage	2 (20 gp)	0–1
Firebomb+	Alchemical	Throw to deal 3d6 damage in an area	2 (20 gp)	2
Flash Powder+	Alchemical	Emits burst of brilliant light	2 (20 gp)	3

Moonrod+	Alchemical	Emits bright illumination for 8 hours	2 (20 gp)	4–5
Shockstone	Alchemical	Throw to deal 1d10 damage in an area	2 (20 gp)	6
Poison, Arsenic	Poison 	Deals 3d10 damage per stage	2 (20 gp)	7
Poison, Black Adder Venom	Poison 	Deals 3d10 damage endlessly	2 (20 gp)	8
Poison, Giant Wasp Venom	Poison 	Slows and eventually immobilizes	2 (20 gp)	9
Poison, Nitharit	Poison 	Stuns	2 (20 gp)	10
Fortifying Potion 	Potion 	Grants brief fortification	2 (20 gp)	11–12
Potion of Healing+ 	Potion 	Restores 5d8 hit points and mitigates vital wounds	2 (20 gp)	13
Shielding Potion 	Potion 	Grants brief shielding	2 (20 gp)	14
Amulet of Distant Stealth 	Amulet	Increases range with sneak attack	2 (20 gp)	15
Amulet of Divine Healing 	Amulet	Grants +1d8 healing with divine aid and lay on hands	2 (20 gp)	16
Amulet of Mystic Rage 	Amulet	Accuracy from rage affects magical attacks	2 (20 gp)	17
Amulet of Sturdy Companionship 	Amulet	Grants +8 damage resistance to animal allies	2 (20 gp)	18–19
Exemplar's Amulet 	Amulet	Increase skill exemplar bonus with untrained skills by 1	2 (20 gp)	20
Belt of Health 	Belt	Grants +4 hit points	2 (20 gp)	21
Poisonbane Belt 	Belt	Impervious to poisons	2 (20 gp)	22
Utility Belt 	Belt	Contains five large pockets	2 (20 gp)	23
Armor of Scuttling 	Body armor	Act normally while prone	2 (20 gp)	24
Grafted Armor 	Body armor	Grants HP instead of DR	2 (20 gp)	25–26
Resistant Armor 	Body armor	Grants +6 DR	2 (20 gp)	27
Stonebody Armor 	Body armor	Grants +12 DR, but slower and heavier	2 (20 gp)	28
Anchoring Boots 	Boots	Immune to most forced movement attacks	2 (20 gp)	29
Bonded Boots 	Boots	Can teleport next to nearby bonded ally	2 (20 gp)	30
Levitating Boots 	Boots	Can exert to levitate after jumping	2 (20 gp)	31
Phasestep Boots 	Boots	Can exert to move through creatures	2 (20 gp)	32–33
Bracers of Resistance 	Bracers	Grants +4 damage resistance	2 (20 gp)	34
Blind Seer's Circlet 	Circlet	Increases range of blindsense and blindsight	2 (20 gp)	35
Circlet of Desperate Visions 	Circlet	Grants lingering benefits from desperate exertion	2 (20 gp)	36
Ocular Circlet 	Circlet	Can allow you to see at distance	2 (20 gp)	37
Cloak of Elemental Endurance 	Cloak	Grants tolerance of temperature extremes	2 (20 gp)	38
Cloak of Nondetection 	Cloak	Impervious to magical detection	2 (20 gp)	39–40
Cloak of the Noble Rider 	Cloak	Can exert to save your mount from death	2 (20 gp)	41
Ghost Shroud 	Cloak	Grants limited ability to hit ghostly creatures	2 (20 gp)	42
Quilled Cloak 	Cloak	Deals 3d10 damage when grappled	2 (20 gp)	43
Gauntlets of Might 	Gauntlets	Grants +1 Strength for specific purposes	2 (20 gp)	44
Gauntlets of Telekinetic Propulsion 	Gauntlets	Reduces thrown longshot penalty by 1	2 (20 gp)	45
Slinging Gauntlets 	Gauntlets	Can deal 3d6 damage	2 (20 gp)	46–47
Ambidextrous Gloves 	Gloves	Make dual strikes without Dexterity	2 (20 gp)	48
Gloves of Improvisation 	Gloves	Grants proficiency with improvised weapons	2 (20 gp)	49
Thieving Gloves 	Gloves	Can absorb a small item	2 (20 gp)	50
Alchemist's Lab	Kit	Required for some Craft (alchemy) checks	2 (20 gp)	51
Artisan's Tools+	Kit	Useful for many Craft checks	2 (20 gp)	52
War Pony	Mount	Medium pony trained for battle	2 (20 gp)	53–54
Warhorse	Mount	Large horse trained for battle	2 (20 gp)	55
Carriage	Object	Fancy carriage that carries up to four people	2 (20 gp)	56
Lock++	Object	Devices 20 to unlock	2 (20 gp)	57
Manacles++	Object	Flexibility 20 to escape	2 (20 gp)	58
Outfit, Noble's	Object	Typical attire for nobility	2 (20 gp)	59

Cleansing Ring ✦	Ring	Can exert to remove a condition	2 (20 gp)	60–61
Ring of Nourishment ✦	Ring	Provides food and water	2 (20 gp)	62
Ring of the True Form ✦	Ring	Impervious to form-altering attacks	2 (20 gp)	63
Radiant Rod ✦	Rod	Can deal 1d6+1d8 damage	2 (20 gp)	64
Rod of Flame ✦	Rod	Deals 1d6+1d8 damage in a cone	2 (20 gp)	65
Rod of Translocation ✦	Rod	Can teleport up to 30 feet	2 (20 gp)	66
Shield of Arrow Reflection ✦	Shield	Reflects missed ranged strikes	2 (20 gp)	67–68
Bushwalker's Staff ✦	Staff	Grants +1 accuracy in undergrowth	2 (20 gp)	69
Composite Staff, 1st ✦	Staff	Has two rank 1 properties	2 (20 gp)	70
Distant Staff ✦	Staff	Can exert to double range	2 (20 gp)	71
Extending Staff ✦	Staff	Grants +15 foot range	2 (20 gp)	72
Freezing Staff ✦	Staff	+1 damage, is chilled	2 (20 gp)	73
Lightbearer's Staff ✦	Staff	Grants +1 accuracy in brilliant light	2 (20 gp)	74–75
Splitting Staff ✦	Staff	Can exert to add an extra target	2 (20 gp)	76
Staff of Giants ✦	Staff	Increases maximum size or weight with abilities	2 (20 gp)	77
Staff of Shared Healing ✦	Staff	Heals you when you heal allies	2 (20 gp)	78
Widening Staff ✦	Staff	Can exert to double area	2 (20 gp)	79
Tattoo of Imbuement (2) ✦	Tattoo	Grants a rank 2 weapon property to a natural weapon	2 (20 gp)	80
Bear Trap	Trap	Deals 3d10 damage and immobilizes	2 (20 gp)	81–82
Caltrops	Trap	Deals 1d10 damage when stepped on	2 (20 gp)	83
Fireburst Trap	Trap	Deals 3d6 damage in a small area	2 (20 gp)	84
Spell Wand, 2nd ✦	Wand	Grants knowledge of a rank 2 spell	2 (20 gp)	85
Anchoring Burst ✦	Weapon	Can prevent teleportation	2 (20 gp)	86
Composite Weapon, 1st ✦	Weapon	Has two rank 1 properties	2 (20 gp)	87
Freezing ✦	Weapon	+1 damage, is chilled	2 (20 gp)	88–89
Grounded ✦	Weapon	Grants +1 accuracy while stationary	2 (20 gp)	90
Longshot ✦	Weapon	Reduces longshot penalty by 1	2 (20 gp)	91
Lucky ✦	Weapon	Attack rolls explode on 8+	2 (20 gp)	92
Reckless ✦	Weapon	Grants +1 accuracy and -1 defenses in melee	2 (20 gp)	93
Routing ✦	Weapon	Grants +1d4 damage vs scared foes	2 (20 gp)	94
Seeking ✦	Weapon	Ignores cover and concealment	2 (20 gp)	95–96
Unbalanced ✦	Weapon	-1 accuracy, but +3 for criticals	2 (20 gp)	97
Vampiric ✦	Weapon	Steals HP	2 (20 gp)	98
Vibrating ✦	Weapon	+1 damage, -10 Stealth	2 (20 gp)	99
Acid Flask+	Alchemical	Throw to deal 5d8 damage over time	3 (100 gp)	0–1
Mindbomb+	Alchemical	Throw to deal 3d6 damage in an area	3 (100 gp)	2
Smokestick+	Alchemical	Creates a massive cloud of smoke	3 (100 gp)	3
Snowball+	Alchemical	Throw to deal 5d8 damage and slow	3 (100 gp)	4
Stunning Sphere	Alchemical	Throw to stun creatures in an area	3 (100 gp)	5
Sunrod	Alchemical	Emits brilliant illumination	3 (100 gp)	6
Tanglefoot Bag+	Alchemical	Slows a foe	3 (100 gp)	7
Thunderstone+	Alchemical	Throw to deal 3d10 damage and deafen in an area	3 (100 gp)	8
Poison, Bloodroot	Poison 🌸	Slows	3 (100 gp)	9
Poison, Wyvern Venom	Poison 🌸	Deals 5d8 damage	3 (100 gp)	10
Cleansing Potion ✦	Potion 🍯	Removes a condition	3 (100 gp)	11
Elixir of Hardiness+ ✦	Potion 🍯	Grants +3 vital rolls	3 (100 gp)	12–13
Potion of Overwhelming Power ✦	Potion 🍯	Grants brief maximization	3 (100 gp)	14
Amulet of Controlled Rage ✦	Amulet	Reduces penalties from rage with high Willpower	3 (100 gp)	15
Amulet of Mighty Stealth ✦	Amulet	Can sneak attack with non-Light weapons	3 (100 gp)	16

Amulet of Undead Control ★	Amulet	Can control undead with <i>turn undead</i>	3 (100 gp)	17
Amulet of Wild Control ★	Amulet	Reduces damage and chaos with wild magic	3 (100 gp)	18
Distant Protector's Amulet ★	Amulet	Increases range of <i>protect</i>	3 (100 gp)	19
Holy Avenger's Amulet ★	Amulet	Grants +1 accuracy with <i>smite</i> when avenging allies	3 (100 gp)	20
Twinhunter Amulet ★	Amulet	Adds an additional target with <i>quarry</i>	3 (100 gp)	21
Wild Magic Amulet ★	Amulet	Increases damage and chaos with wild magic	3 (100 gp)	22
Belt of Constitution ★	Belt	Grants +1 constitution	3 (100 gp)	23
Belt of Regeneration ★	Belt	Regain 2d6 hit points per round	3 (100 gp)	24
Healing Belt+ ★	Belt	Exert to heal 5d8 hit points	3 (100 gp)	25
Lifekeeping Belt+ ★	Belt	Grants +2 to vital rolls	3 (100 gp)	26
Shrinking Belt ★	Belt	Reduces your size	3 (100 gp)	27
Blindfold of the Third Eye ★	Blindfold	Grants blindsight, blindsense, and blindness	3 (100 gp)	28
Armor of Transfusion ★	Body armor	Regain 2d8 HP per round	3 (100 gp)	29
Featherlight Armor+ ★	Body armor	Reduces encumbrance by 2	3 (100 gp)	30
Hidden Armor+ ★	Body armor	Can look and sound like normal clothing	3 (100 gp)	31
Lifeweave Armor ★	Body armor	Grants +16 DR, but -8 hit points	3 (100 gp)	32
Soulweave Armor ★	Body armor	Grants +12 DR, but -2 power	3 (100 gp)	33
Steeling Armor ★	Body armor	Immune to critical hits	3 (100 gp)	34
Boots of Elvenkind ★	Boots	Grants +3 Stealth	3 (100 gp)	35
Boots of Freedom ★	Boots	Grants immunity to common mobility restrictions	3 (100 gp)	36
Boots of Gravitation ★	Boots	Redirects personal gravity to adjacent objects	3 (100 gp)	37–38
Boots of Water Walking ★	Boots	Allows walking on liquids	3 (100 gp)	39
Boots of the Desertlands+ ★	Boots	Eases travel in warm deserts	3 (100 gp)	40
Boots of the Winterlands+ ★	Boots	Greatly eases travel in cold areas	3 (100 gp)	41
Charging Boots+ ★	Boots	Removes penalties for charging	3 (100 gp)	42
Skydancing Boots ★	Boots	Can very briefly walk on air	3 (100 gp)	43
Bracers of Armor+ ★	Bracers	Grants encumbrance-free medium armor	3 (100 gp)	44
Circlet of Perception ★	Circlet	Grants +1 perception	3 (100 gp)	45
Circlet of Willpower ★	Circlet	Grants +1 willpower	3 (100 gp)	46
Imperious Circlet ★	Circlet	Grants +3 Intimidate	3 (100 gp)	47
Ruler's Circlet ★	Circlet	Grants +3 Persuasion	3 (100 gp)	48
Avian Cloak ★	Cloak	Grants a glide speed	3 (100 gp)	49
Cloak of Death's Door ★	Cloak	Braced at low health	3 (100 gp)	50
Phoenixflame Cloak ★	Cloak	Deals 3d6 damage when you recover	3 (100 gp)	51
Challenger's Crown ★	Crown	Increases accuracy penalty on goaded foes by 1	3 (100 gp)	52
Crown of Flame ★	Crown	Can deal 3d6 damage around you	3 (100 gp)	53
Radiant Crown+ ★	Crown	Sheds great light	3 (100 gp)	54
Gauntlets of Strength ★	Gauntlets	Grants +1 strength	3 (100 gp)	55
Throwing Gauntlets ★	Gauntlets	Allows throwing objects up to 60 feet	3 (100 gp)	56
Gloves of Dexterity ★	Gloves	Grants +1 dexterity	3 (100 gp)	57
Locksmith Gloves ★	Gloves	Grants +3 Devices	3 (100 gp)	58
Pickpocket Gloves ★	Gloves	Grants +3 Sleight of Hand	3 (100 gp)	59
Bag of Shrinking+	Object	Shrinks items by two size categories	3 (100 gp)	60
Belt Lantern+	Object	Emits light without being held	3 (100 gp)	61
Keelboat	Object	Slow-moving, seaworthy ship with 15 crew	3 (100 gp)	62–63
Sending Stones	Object	Allows distant communication	3 (100 gp)	64
Baneswallow Ring ★	Ring	Can exert and remove a condition to gain power	3 (100 gp)	65
Liar's Ring ★	Ring	Grants +3 Deception	3 (100 gp)	66
Ring of Protection ★	Ring	Grants many small defensive bonuses	3 (100 gp)	67

Ring of Spell Investment ★	Ring	Can invest a spell to gain its effect later	3 (100 gp)	68
Ring of Water Breathing ★	Ring	Allows breathing water like air	3 (100 gp)	69
Shield of Arrow Catching+ ★	Shield	Redirects projectiles to hit you	3 (100 gp)	70
Shield of Medusa ★	Shield	Can slow viewers	3 (100 gp)	71
Bloodfrenzy Staff ★	Staff	Grants +2 accuracy when you injure a foe	3 (100 gp)	72
Brutish Staff ★	Staff	Grants +1d4 damage if you have 3 Str	3 (100 gp)	73
Composite Staff, 2nd ★	Staff	Has two rank 2 or lower properties	3 (100 gp)	74
Educated Staff ★	Staff	Grants +1d4 damage if you have 3 Int	3 (100 gp)	75
Flaming Staff ★	Staff	Is burning and ignites	3 (100 gp)	76
Perceptive Staff ★	Staff	Grants +1 accuracy if you have 3 Per	3 (100 gp)	77
Shattered Staff ★	Staff	Grants +1d6 damage and -2 accuracy	3 (100 gp)	78
Staff of Elision ★	Staff	Allows excluding something from an area	3 (100 gp)	79
Staff of Power ★	Staff	Empowers you	3 (100 gp)	80
Staff of Silence+ ★	Staff	Can cast spells without verbal components	3 (100 gp)	81
Staff of Stillness+ ★	Staff	Can cast spells without somatic components	3 (100 gp)	82
Tattoo of Imbuement (3) ★	Tattoo	Grants a rank 3 weapon property to a natural weapon	3 (100 gp)	83
Foothold Trap+	Trap	Temporarily immobilizes	3 (100 gp)	84
Spell Wand, 3rd ★	Wand	Grants knowledge of a rank 3 spell	3 (100 gp)	85
Bloodfrenzy ★	Weapon	Grants +2 accuracy when you injure a foe	3 (100 gp)	86
Bloodfuel ★	Weapon	Can spend 4 HP for +1d4 damage	3 (100 gp)	87–88
Boomerang ★	Weapon	Hits an extra target while returning	3 (100 gp)	89
Brutish ★	Weapon	Deals +1d6-2 damage if you have 3 Str	3 (100 gp)	90
Composite Weapon, 2nd ★	Weapon	Has two rank 2 or lower properties	3 (100 gp)	91
Dimensional Trace ★	Weapon	Can briefly teleport next to struck creature	3 (100 gp)	92
Eager ★	Weapon	Can be drawn quickly, +1 accuracy when drawn	3 (100 gp)	93
Educated ★	Weapon	Deals +1d6 damage if you have 3 Int	3 (100 gp)	94
Finesse ★	Weapon	Grants +1 accuracy if you have 3 Dex	3 (100 gp)	95
Flaming ★	Weapon	Is burning and ignites	3 (100 gp)	96
Perceptive ★	Weapon	Grants +1 accuracy if you have 3 Per	3 (100 gp)	97
Phasing ★	Weapon	Can pass through small obstacles	3 (100 gp)	98
Psionic ★	Weapon	Is psychic, +1 damage	3 (100 gp)	99
Alchemist's Fire++	Alchemical	Throw to deal 7d8 damage	4 (500 gp)	0–1
Firebomb++	Alchemical	Throw to deal 5d8 damage in an area	4 (500 gp)	2–3
Shockstone+	Alchemical	Throw to deal 3d10 damage in an area	4 (500 gp)	4
Poison, Dragon Bile	Poison 🧫	Deals 3d6 damage per stage	4 (500 gp)	5
Antitoxin Elixir+ ★	Potion 🧫	Immune to poison	4 (500 gp)	6
Elixir of Strength+ ★	Potion 🧫	Grants +2 bonus for weight limits	4 (500 gp)	7–8
Potion of Healing++ ★	Potion 🧫	Restores 8d10 hit points and mitigates vital wounds	4 (500 gp)	9
Potion of Impending Violence ★	Potion 🧫	Grants priming	4 (500 gp)	10
Potion of Regeneration+ ★	Potion 🧫	Removes two vital wounds after a long rest	4 (500 gp)	11
Amulet of Divine Healing+ ★	Amulet	Grants +2d8 healing with divine aid and lay on hands	4 (500 gp)	12–13
Amulet of Shared Discipline ★	Amulet	Using cleansing discipline also helps an adjacent ally	4 (500 gp)	14
Amulet of Sturdy Companionship+ ★	Amulet	Grants +16 damage resistance to animal allies	4 (500 gp)	15
Belt of Health+ ★	Belt	Grants +8 hit points	4 (500 gp)	16
Enlarging Belt ★	Belt	Increases your size	4 (500 gp)	17–18
Evasive Armor+ ★	Body armor	Grants +3 Reflex	4 (500 gp)	19
Grafted Armor+ ★	Body armor	Grants bonus HP instead of DR	4 (500 gp)	20
Hefty Armor+ ★	Body armor	Grants +3 Brawn	4 (500 gp)	21

Resistant Armor+ ⭐	Body armor	Grants +12 DR	4 (500 gp)	22–23
Stonebody Armor+ ⭐	Body armor	Grants +24 DR, but slower and heavier	4 (500 gp)	24
Bonded Boots+ ⭐	Boots	Can teleport next to distant bonded ally	4 (500 gp)	25
Boots of Desperate Retreat+ ⭐	Boots	Can sprint when you recover	4 (500 gp)	26
Boots of Reliable Motion+ ⭐	Boots	Can reroll 3 or less with movement-based skills	4 (500 gp)	27–28
Crater Boots ⭐	Boots	Deals your falling damage to enemies	4 (500 gp)	29
Phasestep Boots+ ⭐	Boots	Can sometimes move through creatures	4 (500 gp)	30
Seven League Boots ⭐	Boots	Can exert to teleport seven leagues	4 (500 gp)	31
Sprinting Boots ⭐	Boots	Can sprint without exertion	4 (500 gp)	32–33
Bracers of Blessed Protection+ ⭐	Bracers	Can protect against two critical hits	4 (500 gp)	34
Bracers of Resistance+ ⭐	Bracers	Grants +8 damage resistance	4 (500 gp)	35
Greatreach Bracers ⭐	Bracers	Allows striking non-adjacent foes	4 (500 gp)	36
Shieldburst Bracers+ ⭐	Bracers	Can exert to gain instant +4 Armor defense	4 (500 gp)	37–38
Blind Seer's Circlet+ ⭐	Circlet	Increases range of blindsense and blindsight	4 (500 gp)	39
Circlet of Desperate Visions+ ⭐	Circlet	Grants lingering benefits from desperate exertion	4 (500 gp)	40
Circlet of Reliable Intuition+ ⭐	Circlet	Can reroll 3 or less with intuition-based skills	4 (500 gp)	41
Circlet of Reliable Observation+ ⭐	Circlet	Can reroll 3 or less with observation-based skills	4 (500 gp)	42–43
Ocular Circlet+ ⭐	Circlet	Can allow you to quickly see at distance	4 (500 gp)	44
Cloak of Mist ⭐	Cloak	Fills nearby area with fog	4 (500 gp)	45
Cloak of the Noble Rider+ ⭐	Cloak	Can save your mount from death	4 (500 gp)	46
Solar Crown ⭐	Crown	Sheds brilliant light	4 (500 gp)	47–48
Slinging Gauntlets+ ⭐	Gauntlets	Can deal 5d8 bludgeoning damage	4 (500 gp)	49
Bladespawn Gloves+ ⭐	Gloves	Can create daggers with special materials	4 (500 gp)	50
Gloves of Reliable Finesse+ ⭐	Gloves	Can reroll 3 or less with finesse-based skills	4 (500 gp)	51
Thieving Gloves+ ⭐	Gloves	Can absorb an item	4 (500 gp)	52–53
Bag of Holding	Object	Shrinks items by one size and weight category	4 (500 gp)	54
Lock, Mystic ⭐	Object	Devices 25 to unlock	4 (500 gp)	55
Longship	Object	Long, seaworthy ship with 50 crew	4 (500 gp)	56
Manacles, Mystic ⭐	Object	Flexibility 25 to escape	4 (500 gp)	57–58
Outfit, Royal	Object	Typical attire for royalty	4 (500 gp)	59
Cleansing Ring+ ⭐	Ring	Can remove a condition	4 (500 gp)	60
Hexward Ring ⭐	Ring	Grants +1 defenses against targeted spells	4 (500 gp)	61
Ring of Nourishment+ ⭐	Ring	Provides food, water, and sleep	4 (500 gp)	62–63
Radiant Rod+ ⭐	Rod	Can deal 3d10 damage	4 (500 gp)	64
Rod of Flame+ ⭐	Rod	Deals 3d10 damage in a cone	4 (500 gp)	65
Rod of Translocation+ ⭐	Rod	Can teleport up to 60 feet	4 (500 gp)	66
Hardblock Shield+ ⭐	Shield	Imposes -2 Armor penalty when creatures strike you	4 (500 gp)	67–68
Psychic Shield+ ⭐	Shield	Grants +3 Mental defense	4 (500 gp)	69
Shield of Arrow Deflection+ ⭐	Shield	Grants +3 defenses vs ranged strikes	4 (500 gp)	70
Shield of Mystic Reflection ⭐	Shield	Can reflect magical attacks	4 (500 gp)	71
Soulguard Shield ⭐	Shield	Grants 50% chance to avoid conditions	4 (500 gp)	72–73
Arcing Staff ⭐	Staff	Is charged and chains	4 (500 gp)	74
Composite Staff, 3rd ⭐	Staff	Has two rank 3 or lower properties	4 (500 gp)	75
Contracting Staff+ ⭐	Staff	Allows reshaping areas to become multiple smaller areas	4 (500 gp)	76
Freezing Staff+ ⭐	Staff	+1d4 damage, is chilled	4 (500 gp)	77–78
Reaching Staff+ ⭐	Staff	Can sometimes use abilities from a short distance away	4 (500 gp)	79
Staff of Energy Conversion ⭐	Staff	+1d4 damage, changes energy type	4 (500 gp)	80
Staff of Stored Attunement ⭐	Staff	Change easily between two stored attunements	4 (500 gp)	81

Tattoo of Imbuement (4) ★	Tattoo	Grants a rank 4 weapon property to a natural weapon	4 (500 gp)	82–83
Bear Trap+	Trap	Deals 7d8 damage and immobilizes	4 (500 gp)	84
Fireburst Trap+	Trap	Deals 7d8 damage in a small area	4 (500 gp)	85
Spell Wand, 4th ★	Wand	Grants knowledge of a rank 4 spell	4 (500 gp)	86
Arcing ★	Weapon	Is charged and chains	4 (500 gp)	87–88
Composite Weapon, 3rd ★	Weapon	Has two rank 3 or lower properties	4 (500 gp)	89
Cursebite ★	Weapon	Can inflict a curse	4 (500 gp)	90
Freezing+ ★	Weapon	+1d4 damage, is chilled	4 (500 gp)	91
Prismatic ★	Weapon	+1d4 damage, is energetic	4 (500 gp)	92–93
Tireless+ ★	Weapon	Gain power while fatigued	4 (500 gp)	94
Toxic ★	Weapon	Is poisonous, +1d4 damage	4 (500 gp)	95
Unbalanced+ ★	Weapon	-2 accuracy, but +5 for criticals	4 (500 gp)	96
Vampiric+ ★	Weapon	Deals +1 damage and steals HP	4 (500 gp)	97–98
Vibrating+ ★	Weapon	+1d4 damage, -10 Stealth	4 (500 gp)	99
Acid Flask++	Alchemical	Throw to deal 8d10 damage over time	5 (2,500 gp)	0–1
Avalanchestone	Alchemical	Throw to deal 7d8 damage and deafen in an area	5 (2,500 gp)	2–3
Iceball	Alchemical	Throw to deal 7d8 damage and slow	5 (2,500 gp)	4
Mindbomb++	Alchemical	Throw to deal 5d8 damage in an area	5 (2,500 gp)	5
Sunrod+	Alchemical	Emits brilliant illumination for 8 hours	5 (2,500 gp)	6
Poison, Blood Leech Venom	Poison	Inflicts damage vulnerability	5 (2,500 gp)	7–8
Poison, Mind Fog	Poison	Stuns and eventually confuses	5 (2,500 gp)	9
Poison, Purple Worm Venom	Poison	Deals 8d10 damage	5 (2,500 gp)	10
Cleansing Potion+ ★	Potion	Removes two conditions	5 (2,500 gp)	11
Elixir of Hardiness++ ★	Potion	Grants +4 vital rolls	5 (2,500 gp)	12–13
Amulet of Distant Stealth+ ★	Amulet	Increases range with sneak attack	5 (2,500 gp)	14
Amulet of Perfect Equality ★	Amulet	Improves perfect body on your lowest attribute	5 (2,500 gp)	15
Amulet of the Undead Horde ★	Amulet	Can control undead with turn undead	5 (2,500 gp)	16–17
Exemplar's Amulet+ ★	Amulet	Increase skill exemplar bonus with untrained skills by 3	5 (2,500 gp)	18
Belt of Regeneration+ ★	Belt	Regain 3d10 hit points per round	5 (2,500 gp)	19
Healing Belt++ ★	Belt	Exert to heal 8d10 hit points	5 (2,500 gp)	20
Lifekeeping Belt++ ★	Belt	Grants +3 to vital rolls	5 (2,500 gp)	21–22
Poisonbane Belt+ ★	Belt	Immune to poisons	5 (2,500 gp)	23
Utility Belt+ ★	Belt	Contains ten large pockets	5 (2,500 gp)	24
Blindfold of the Third Eye+ ★	Blindfold	Grants blindsight, blindsense, and blindness	5 (2,500 gp)	25
Armor of Transfusion+ ★	Body armor	Regain 4d10 HP per round	5 (2,500 gp)	26–27
Featherlight Armor++ ★	Body armor	Reduces encumbrance by 3	5 (2,500 gp)	28
Lifeweave Armor+ ★	Body armor	Grants +32 DR, but -16 hit points	5 (2,500 gp)	29
Soulweave Armor+ ★	Body armor	Grants +24 DR, but -3 power	5 (2,500 gp)	30
Swiftstep Armor ★	Body armor	Removes armor speed penalty	5 (2,500 gp)	31–32
Trimmed Armor ★	Body armor	Reduces Dex penalty from non-light armor	5 (2,500 gp)	33
Voidsoul Armor ★	Body armor	Immune to conditions, but hit points are halved	5 (2,500 gp)	34
Anchoring Boots+ ★	Boots	Immune to most forced relocation attacks	5 (2,500 gp)	35–36
Boots of Gravitation+ ★	Boots	Redirects personal gravity to nearby objects	5 (2,500 gp)	37
Boots of Speed ★	Boots	Increases speed by 10 feet	5 (2,500 gp)	38
Levitating Boots+ ★	Boots	Can levitate after jumping	5 (2,500 gp)	39
Bracers of Armor++ ★	Bracers	Grants encumbrance-free medium armor	5 (2,500 gp)	40–41
Bracers of Repulsion+ ★	Bracers	Can knock nearby creatures back	5 (2,500 gp)	42
Assassin's Cloak ★	Cloak	Grants brief invisibility	5 (2,500 gp)	43

Cloak of Death's Door+ ★	Cloak	Braced and steeled at low health	5 (2,500 gp)	44
Cloak of Non-detection+ ★	Cloak	Immune to magical detection	5 (2,500 gp)	45–46
Cloak of Wings ★	Cloak	Grants flight up to 15 feet high	5 (2,500 gp)	47
Cloak of the Unseen Hunter+ ★	Cloak	Grants +1 accuracy while concealed	5 (2,500 gp)	48
Ghost Shroud+ ★	Cloak	Grants ability to hit intangible creatures	5 (2,500 gp)	49
Quilled Cloak+ ★	Cloak	Deals 8d10 damage when grappled	5 (2,500 gp)	50–51
Vanishing Cloak ★	Cloak	Can teleport silently	5 (2,500 gp)	52
Crown of Flame+ ★	Crown	Can deal 5d8 damage around you	5 (2,500 gp)	53
Crown of Thunder ★	Crown	Continuously deafens nearby enemies	5 (2,500 gp)	54–55
Gauntlets of Might+ ★	Gauntlets	Grants +2 Strength for specific purposes	5 (2,500 gp)	56
Gauntlets of Telekinetic Propulsion+ ★	Gauntlets	Reduces thrown longshot penalty by 2	5 (2,500 gp)	57
Galley	Object	Massive, fast-moving boat with 200 crew	5 (2,500 gp)	58
Baneswallow Ring+ ★	Ring	Can remove a condition to gain power	5 (2,500 gp)	59–60
Quickcleanse Ring ★	Ring	Can exert to quickly remove a condition	5 (2,500 gp)	61
Ring of Protection+ ★	Ring	Grants many defensive bonuses	5 (2,500 gp)	62
Ring of the True Form+ ★	Ring	Immune to form-altering attacks	5 (2,500 gp)	63
Shield of Arrow Catching++ ★	Shield	Redirects projectiles to hit you	5 (2,500 gp)	64–65
Shield of Arrow Reflection+ ★	Shield	Precisely reflects missed ranged strikes	5 (2,500 gp)	66
Bloodfrenzy Staff+ ★	Staff	Grants +3 accuracy when you injure a foe	5 (2,500 gp)	67
Brutish Staff+ ★	Staff	Grants +1d8 damage if you have 4 Str	5 (2,500 gp)	68–69
Composite Staff, 4th ★	Staff	Has two rank 4 or lower properties	5 (2,500 gp)	70
Educated Staff+ ★	Staff	Grants +1d8 damage if you have 4 Int	5 (2,500 gp)	71
Flaming Staff+ ★	Staff	Is burning and ignites	5 (2,500 gp)	72
Selective Staff+ ★	Staff	Allows excluding creatures from an area	5 (2,500 gp)	73–74
Shattered Staff+ ★	Staff	Grants +1d10 damage and -2 accuracy	5 (2,500 gp)	75
Staff of Agonizing Fear+ ★	Staff	Fear effects penalize all defenses	5 (2,500 gp)	76
Staff of Tranquility ★	Staff	Can cast spells without components	5 (2,500 gp)	77
Tattoo of Imbuement (5) ★	Tattoo	Grants a rank 5 weapon property to a natural weapon	5 (2,500 gp)	78–79
Spell Wand, 5th ★	Wand	Grants knowledge of a rank 5 spell	5 (2,500 gp)	80
Anchoring ★	Weapon	Prevent teleportation	5 (2,500 gp)	81
Bloodfrenzy+ ★	Weapon	Grants +3 accuracy when you injure a foe	5 (2,500 gp)	82–83
Bloodfuel+ ★	Weapon	Can spend 8 HP for +1d8 damage	5 (2,500 gp)	84
Boomerang+ ★	Weapon	+1d4 damage, hits an extra target while returning	5 (2,500 gp)	85
Brutish+ ★	Weapon	Deals +1d10-2 damage if you have 4 Str	5 (2,500 gp)	86
Composite Weapon, 4th ★	Weapon	Has two rank 4 or lower properties	5 (2,500 gp)	87–88
Educated+ ★	Weapon	Deals +1d8 damage if you have 4 Int	5 (2,500 gp)	89
Flaming+ ★	Weapon	Is burning and ignites	5 (2,500 gp)	90
Jaunting ★	Weapon	Teleports when thrown	5 (2,500 gp)	91
Longshot+ ★	Weapon	Reduces longshot penalty by 2	5 (2,500 gp)	92–93
Lucky+ ★	Weapon	Attack rolls explode on 5+	5 (2,500 gp)	94
Psionic+ ★	Weapon	Is psychic, +1d6 damage	5 (2,500 gp)	95
Routing+ ★	Weapon	Grants +1d10 damage vs scared foes	5 (2,500 gp)	96
Seeking+ ★	Weapon	Ignores cover and miss chances	5 (2,500 gp)	97–98
Soulreaving+ ★	Weapon	Deals delayed damage	5 (2,500 gp)	99
Bottled Hellfire	Alchemical	Throw to deal 11d10 damage	6 (12,500 gp)	0–1
Shockstone++	Alchemical	Throw to deal 5d8 damage in an area	6 (12,500 gp)	2–3
Stunning Sphere+	Alchemical	Throw to stun creatures in a large area	6 (12,500 gp)	4
Poison, Black Lotus	Poison	Deals 5d8 damage endlessly	6 (12,500 gp)	5–6
Poison, Insanity Mist	Poison	Stuns and eventually confuses	6 (12,500 gp)	7

Invigorating Potion+ ⭐	Potion 🍷	Grants brief power and fortification	6 (12,500 gp)	8
Potion of Healing+++ ⭐	Potion 🍷	Restores 16d10 hit points and mitigates vital wounds	6 (12,500 gp)	9–10
Potion of Supremacy ⭐	Potion 🍷	Grants many benefits and confusion	6 (12,500 gp)	11
Amulet of Controlled Rage+ ⭐	Amulet	Reduces penalties from rage with high Willpower	6 (12,500 gp)	12–13
Amulet of Divine Healing++ ⭐	Amulet	Grants +4d8 healing with divine aid and lay on hands	6 (12,500 gp)	14
Amulet of Mighty Stealth+ ⭐	Amulet	Can sneak attack with any weapon	6 (12,500 gp)	15–16
Amulet of Sturdy Companionship++ ⭐	Amulet	Grants +32 damage resistance to animal allies	6 (12,500 gp)	17
Amulet of Undead Control+ ⭐	Amulet	Can permanently control undead with turn undead	6 (12,500 gp)	18
Amulet of Wild Control+ ⭐	Amulet	Reduces power and chaos with wild magic	6 (12,500 gp)	19–20
Distant Protector's Amulet+ ⭐	Amulet	Greatly increases range of protect	6 (12,500 gp)	21
Holy Avenger's Amulet+ ⭐	Amulet	Grants +2 accuracy with smite when avenging allies	6 (12,500 gp)	22–23
Wild Magic Amulet+ ⭐	Amulet	Increases damage and chaos with wild magic	6 (12,500 gp)	24
Belt of Health++ ⭐	Belt	Grants +16 hit points	6 (12,500 gp)	25
Belt of Vital Regeneration ⭐	Belt	Automatically exert to remove vital wounds	6 (12,500 gp)	26–27
Grafted Armor++ ⭐	Body armor	Grants bonus HP instead of DR	6 (12,500 gp)	28
Lithe Armor+ ⭐	Body armor	Grants +2 AD if you have 5 Dex	6 (12,500 gp)	29–30
Resistant Armor++ ⭐	Body armor	Grants +24 DR	6 (12,500 gp)	31
Stonebody Armor++ ⭐	Body armor	Grants +48 DR, but slower and heavier	6 (12,500 gp)	32–33
Astral Boots ⭐	Boots	Allows teleporting instead of moving	6 (12,500 gp)	34
Boots of Elvenkind+ ⭐	Boots	Grants +5 Stealth	6 (12,500 gp)	35
Phasestep Boots++ ⭐	Boots	Allows moving through creatures	6 (12,500 gp)	36–37
Skydancing Boots+ ⭐	Boots	Can briefly walk on air	6 (12,500 gp)	38
Bracers of Resistance++ ⭐	Bracers	Grants +16 damage resistance	6 (12,500 gp)	39–40
Blind Seer's Circlet++ ⭐	Circlet	Increases range of blindsense and blindsight	6 (12,500 gp)	41
Imperious Circlet+ ⭐	Circlet	Grants +5 Intimidate	6 (12,500 gp)	42
Ruler's Circlet+ ⭐	Circlet	Grants +5 Persuasion	6 (12,500 gp)	43–44
Cloak of Mist+ ⭐	Cloak	Fills a large area with fog	6 (12,500 gp)	45
Phoenixflame Cloak+ ⭐	Cloak	Deals 7d8 damage when you recover	6 (12,500 gp)	46–47
Challenger's Crown+ ⭐	Crown	Increases accuracy penalty on goaded foes by 2	6 (12,500 gp)	48
Solar Crown+ ⭐	Crown	Sheds brilliant light	6 (12,500 gp)	49
Slinging Gauntlets++ ⭐	Gauntlets	Can deal 8d10 bludgeoning damage	6 (12,500 gp)	50–51
Throwing Gauntlets+ ⭐	Gauntlets	Allows throwing objects up to 120 feet	6 (12,500 gp)	52
Locksmith Gloves+ ⭐	Gloves	Grants +5 Devices	6 (12,500 gp)	53–54
Pickpocket Gloves+ ⭐	Gloves	Grants +5 Sleight of Hand	6 (12,500 gp)	55
Thieving Gloves++ ⭐	Gloves	Can absorb a large item	6 (12,500 gp)	56–57
Bag of Holding+	Object	Shrinks items by two size and weight categories	6 (12,500 gp)	58
Liar's Ring+ ⭐	Ring	Grants +5 Deception	6 (12,500 gp)	59
Ring of Spell Investment+ ⭐	Ring	Can invest spells to gain their effects later	6 (12,500 gp)	60–61
Radiant Rod++ ⭐	Rod	Can deal 7d8 damage	6 (12,500 gp)	62
Rod of Dragonflame ⭐	Rod	Deals 5d8 damage in a large cone	6 (12,500 gp)	63–64
Rod of Translocation++ ⭐	Rod	Can teleport up to 90 feet	6 (12,500 gp)	65
Shield of Medusa+ ⭐	Shield	Can slow and stun viewers	6 (12,500 gp)	66
Bushwalker's Staff+ ⭐	Staff	Grants +2 accuracy vs targets in undergrowth	6 (12,500 gp)	67–68
Composite Staff, 5th ⭐	Staff	Has two rank 5 or lower properties	6 (12,500 gp)	69
Distant Staff+ ⭐	Staff	Can sometimes double range	6 (12,500 gp)	70–71
Extending Staff+ ⭐	Staff	Grants +30 foot range	6 (12,500 gp)	72
Freezing Staff++ ⭐	Staff	+1d8 damage, is chilled	6 (12,500 gp)	73–74
Lightbearer's Staff+ ⭐	Staff	Grants +2 accuracy in brilliant light	6 (12,500 gp)	75

Splitting Staff+ ⭐	Staff	Can sometimes add an extra target	6 (12,500 gp)	76
Staff of Energy Conversion+ ⭐	Staff	+1d8 damage, changes energy type	6 (12,500 gp)	77–78
Staff of Giants+ ⭐	Staff	Greatly increases maximum size or weight with abilities	6 (12,500 gp)	79
Staff of Stored Attunement+ ⭐	Staff	Change easily between four stored attunements	6 (12,500 gp)	80–81
Widening Staff+ ⭐	Staff	Can sometimes double area	6 (12,500 gp)	82
Tattoo of Imbuement (6) ⭐	Tattoo	Grants a rank 6 weapon property to a natural weapon	6 (12,500 gp)	83
Fireburst Trap++	Trap	Deals 11d10 damage in a small area	6 (12,500 gp)	84–85
Spell Wand, 6th ⭐	Wand	Grants knowledge of a rank 6 spell	6 (12,500 gp)	86
Composite Weapon, 5th ⭐	Weapon	Has two rank 5 or lower properties	6 (12,500 gp)	87–88
Freezing++ ⭐	Weapon	+1d8 damage, is chilled	6 (12,500 gp)	89
Grounded+ ⭐	Weapon	Grants +2 accuracy while stationary	6 (12,500 gp)	90–91
Phasing+ ⭐	Weapon	Can pass through obstacles	6 (12,500 gp)	92
Prismatic+ ⭐	Weapon	+1d8 damage, is energetic	6 (12,500 gp)	93
Reckless+ ⭐	Weapon	Grants +2 accuracy and –1 defenses in melee	6 (12,500 gp)	94–95
Toxic+ ⭐	Weapon	Is poisonous, +1d8 damage	6 (12,500 gp)	96
Vampiric++ ⭐	Weapon	Deals +1d6 damage and steals HP	6 (12,500 gp)	97–98
Vibrating++ ⭐	Weapon	+1d8 damage, –10 Stealth	6 (12,500 gp)	99
Poison, Cockatrice Venom	Poison 🧫	Slows and stuns, eventually petrifies	7 (62,500 gp)	0–2
Amulet of Revivification ⭐	Amulet	Reduces fatigue from revivify	7 (62,500 gp)	3
Amulet of Shared Discipline+ ⭐	Amulet	Using cleansing discipline also helps an ally	7 (62,500 gp)	4–5
Swarmhunter Amulet ⭐	Amulet	Allows unlimited targets with quarry	7 (62,500 gp)	6
Belt of Constitution+ ⭐	Belt	Grants +2 constitution	7 (62,500 gp)	7–8
Belt of Regeneration++ ⭐	Belt	Regain 6d10 hit points per round	7 (62,500 gp)	9
Shrinking Belt+ ⭐	Belt	Greatly reduces your size	7 (62,500 gp)	10–11
Blindfold of the Third Eye++ ⭐	Blindfold	Grants blindsight, blindsense, and blindness	7 (62,500 gp)	12–13
Armor of Transfusion++ ⭐	Body armor	Regain 8d10 HP per round	7 (62,500 gp)	14
Evasive Armor++ ⭐	Body armor	Grants +4 Reflex	7 (62,500 gp)	15–16
Fortifying Armor+ ⭐	Body armor	Fortifies you if you have 5 Con	7 (62,500 gp)	17
Hefty Armor++ ⭐	Body armor	Grants +4 Brawn	7 (62,500 gp)	18–19
Lifeweave Armor++ ⭐	Body armor	Grants +64 DR, but –32 hit points	7 (62,500 gp)	20
Soulweave Armor++ ⭐	Body armor	Grants +48 DR, but –4 power	7 (62,500 gp)	21–22
Boots of Freedom+ ⭐	Boots	Grants immunity to almost all mobility restrictions	7 (62,500 gp)	23–24
Sprinting Boots+ ⭐	Boots	Can sprint without exertion	7 (62,500 gp)	25
Bracers of Armor+++ ⭐	Bracers	Grants encumbrance-free medium armor	7 (62,500 gp)	26–27
Circlet of Perception+ ⭐	Circlet	Grants +2 perception	7 (62,500 gp)	28
Circlet of Willpower+ ⭐	Circlet	Grants +2 willpower	7 (62,500 gp)	29–30
Cloak of Wings+ ⭐	Cloak	Grants flight up to 30 feet high	7 (62,500 gp)	31
Vanishing Cloak+ ⭐	Cloak	Can teleport a great distance silently	7 (62,500 gp)	32–33
Crown of Flame++ ⭐	Crown	Can deal 8d10 damage around you	7 (62,500 gp)	34–35
Gauntlets of Strength+ ⭐	Gauntlets	Grants +2 strength	7 (62,500 gp)	36
Ghoultouch Gloves ⭐	Gloves	Grants a paralyzing touch	7 (62,500 gp)	37–38
Gloves of Dexterity+ ⭐	Gloves	Grants +2 dexterity	7 (62,500 gp)	39
Hexward Ring+ ⭐	Ring	Grants +2 defenses against targeted spells	7 (62,500 gp)	40–41
Quickcleanse Ring+ ⭐	Ring	Can exert to quickly remove a condition	7 (62,500 gp)	42
Ring of Protection++ ⭐	Ring	Grants many large defensive bonuses	7 (62,500 gp)	43–44
Defender's Shield+ ⭐	Shield	Grants +2 Armor defense	7 (62,500 gp)	45–46
Psychic Shield++ ⭐	Shield	Grants +4 Mental defense	7 (62,500 gp)	47
Shield of Arrow Deflection++ ⭐	Shield	Grants +4 defenses vs ranged strikes	7 (62,500 gp)	48–49

Shield of Shielding+ ✨	Shield	Shields you	7 (62,500 gp)	50
Arcing Staff+ ✨	Staff	+1d4 damage, is charged and chains	7 (62,500 gp)	51–52
Bloodfrenzy Staff++ ✨	Staff	Grants +4 accuracy when you injure a foe	7 (62,500 gp)	53
Brutish Staff++ ✨	Staff	Grants +2d6 damage if you have 5 Str	7 (62,500 gp)	54–55
Composite Staff, 6th ✨	Staff	Has two rank 6 or lower properties	7 (62,500 gp)	56–57
Echoing Staff ✨	Staff	Can exert to repeat effect	7 (62,500 gp)	58
Educated Staff++ ✨	Staff	Grants +2d6 damage if you have 5 Int	7 (62,500 gp)	59–60
Flaming Staff++ ✨	Staff	Is burning and ignites	7 (62,500 gp)	61
Perceptive Staff+ ✨	Staff	Grants +2 accuracy if you have 5 Per	7 (62,500 gp)	62–63
Reaching Staff++ ✨	Staff	Can use abilities from a short distance away	7 (62,500 gp)	64
Shattered Staff++ ✨	Staff	Grants +2d8 damage and -2 accuracy	7 (62,500 gp)	65–66
Staff of Discordance ✨	Staff	Makes stunned creatures briefly confused	7 (62,500 gp)	67–68
Staff of Power+ ✨	Staff	+1d4 damage, empowers you	7 (62,500 gp)	69
Tattoo of Imbuement (7) ✨	Tattoo	Grants a rank 7 weapon property to a natural weapon	7 (62,500 gp)	70–71
Spell Wand, 7th ✨	Wand	Grants knowledge of a rank 7 spell	7 (62,500 gp)	72
Arcing+ ✨	Weapon	+1d4 damage, is charged and chains	7 (62,500 gp)	73–74
Bloodfrenzy++ ✨	Weapon	Grants +4 accuracy when you injure a foe	7 (62,500 gp)	75
Bloodfuel++ ✨	Weapon	Can spend 16 HP for +2d6 damage	7 (62,500 gp)	76–77
Boomerang++ ✨	Weapon	+1d8 damage, hits an extra target while returning	7 (62,500 gp)	78–79
Brutish++ ✨	Weapon	Deals +1d10 damage if you have 5 Str	7 (62,500 gp)	80
Composite Weapon, 6th ✨	Weapon	Has two rank 6 or lower properties	7 (62,500 gp)	81–82
Cursebite+ ✨	Weapon	Can inflict multiple curses	7 (62,500 gp)	83
Eager+ ✨	Weapon	Can be drawn quickly, +2 accuracy when drawn	7 (62,500 gp)	84–85
Educated++ ✨	Weapon	Deals +2d6 damage if you have 5 Int	7 (62,500 gp)	86
Fated ✨	Weapon	Rerolls missed attacks	7 (62,500 gp)	87–88
Finesse+ ✨	Weapon	Grants +2 accuracy if you have 5 Dex	7 (62,500 gp)	89–90
Flaming++ ✨	Weapon	Is burning and ignites	7 (62,500 gp)	91
Jaunting+ ✨	Weapon	Teleports long distances when thrown	7 (62,500 gp)	92–93
Perceptive+ ✨	Weapon	Grants +2 accuracy if you have 5 Per	7 (62,500 gp)	94
Psionic++ ✨	Weapon	Is psychic, +1d10 damage	7 (62,500 gp)	95–96
Unbalanced++ ✨	Weapon	-3 accuracy, but +8 for criticals	7 (62,500 gp)	97
Vorpal ✨	Weapon	+1d10 damage, can decapitate foes	7 (62,500 gp)	98–99
Composite Staff, 7th ✨	Staff	Has two rank 7 or lower properties	8 (312,500 gp)	0–50
Composite Weapon, 7th ✨	Weapon	Has two rank 7 or lower properties	8 (312,500 gp)	51–99

Chapter 16

Expanded Skills

This chapter provides a more detailed explanation of how skills can be used in Rise. It's generally not worth the time to reference this chapter during an active game session. Instead, you can just use the guidelines for Standard Difficulty Values when unexpected circumstances arise. Basically, just guess how hard the task seems, choose an appropriate DV, and move on. However, this chapter can be useful for pre-planning adventures, or for resolving important checks where the players might disagree about how difficult it should be.

There are two main types of information in this chapter. First, some tasks are simply so rare or esoteric that they aren't worth the space it would take to define them in the core book. Most campaigns will never need to know exactly how difficult it is to read someone's lips at a distance. This book has more space to go into detail about infrequently used rules.

Second, the core rules are sometimes vague to allow room for reasonable interpretation. Your game will inevitably run into situations outside the scope of what can be defined ahead of time in a book, so the core rules have to be flexible. This chapter provides additional examples and context to help you choose reasonable modifiers for specific or unusual circumstances. Listing those examples here emphasizes that they are guidelines instead of hard rules.

General Guidance

Consequences of Failure

In most circumstances, failure has no specific detrimental effects defined in the core rules. This makes some narratively appropriate consequences of failure impossible in practice. For example, the core rules do not provide a way for a character to incorrectly identify a real item as a forgery, or to believe that an undisguised character is wearing a disguise. Although those can be interesting developments, and should narratively be possible, it's cumbersome to write rules to make that sort of failure possible without making it overly common. Giving completely false information to players should be done sparingly, since it can send them down wild goose chases that take time and effort to resolve for little payoff.

As a GM, you should feel free to decide that failure in particular circumstances causes additional complications. You have the best understanding of whether mistakes or complications will improve

the narrative of your game instead of derailing it.

Rushing Skills

Many skill tasks are vague about exactly how much time they take to perform. This is usually because the time required can vary widely depending on the circumstances. For example, throwing on a wig, ashy makeup, and rags to imitate a beggar would take much less time than applying layers of beautifying makeup and donning a formal ball gown, but both may be similarly effective disguises for their intended purpose.

In most situations, the precise time required to complete tasks isn't critical, and it's reasonable to communicate that explicitly. Most players don't mind being fuzzy with the details as long as they know their characters won't suffer negative consequences for being too slow or fast. When time is critical, a character can try to rush their task by accepting a penalty of -5 or so to their check result. As a GM, you will have to use your best judgment about what seems reasonable.

Awareness

There is no clear and consistent relationship between distances and Awareness modifiers. It's basically impossible to read a book from thirty feet away, but a large statue is almost as obvious from that distance as it is from up close. On the other hand, a lit torch at night is visible from incredible distances. This is very difficult to define in rules, but people generally have good intuitions for what seems reasonable, so this is simply left as an especially tricky area for the GM to determine in the moment.

Keep in mind that different senses can react differently to distances. Scent tends to work best when smelling things that are upwind of you, but Rise obviously doesn't have rules for determining the wind speed and direction at any given moment. It's fine to keep these details completely abstracted, and just say that a successful Stealth check includes staying downwind without going into too much detail.

Alternately, you can be very specific about the circumstances. If a rogue is trying to sneak up on a wolf, you can tell them that the wind is currently blowing from north to south. Based on that wind direction, the wolf will gain an Awareness bonus if they approach from the north or an Awareness penalty if they approach

from the south. As always, the most important thing is to clearly communicate expectations with your players.

Craft

Very few items in the book naturally use some of the more obscure Crafting skill options, like bone or ceramics. Where it seems plausible, feel free to let players craft alternate versions of common items with different materials. If it is a stretch, consider increasing the DV, but still allowing the player to attempt it. A galley made of bone instead of wood would be difficult to craft, and is not particularly realistic, but could feel like a very satisfying and appropriate achievement to a player who is skilled with Craft (bone).

Deduction

Deduction is a vague skill that can serve multiple purposes, which can make it one of the hardest skills to resolve as a GM. Some players specifically dislike solving in-game puzzles, and they want to use Deduction to allow their character to be skilled in that area even if they don't like doing that themselves. It's similar to players who want to play socially skilled characters despite not enjoying in-character roleplaying, or not having superhuman social skills in real life. That's totally fine! If you want this sort of player to have fun, you probably shouldn't be using puzzle-heavy games anyway. When puzzles do arise, allowing a sufficiently high Deduction check to basically solve the puzzle on its own will only increase that player's overall fun.

On the other hand, some players really like puzzle-solving, and they want to use the Deduction skill to give their characters more opportunities to do that. For those players, you should generally use their Deduction checks to give them additional clues and allow them to identify evidence that is relevant and discard red herrings. However, you should let them draw the final conclusions on their own.

Of course, you won't always be able to draw those easy divisions. Some games will have multiple different player types in it, where some players like puzzles and other players don't. You also might not know your players well enough to understand their preferred play styles at first. One reliable approach is to say that a successful Deduction check will solve a problem on its own eventually, but the players can try to figure it out first if they want. In this context, "eventually" can refer either to in-game time or real-life time.

For example, you might give players a ten-minute time limit in real life to solve a puzzle room on their own. If they don't solve it in that time, a successful Deduction check either provides a key hint to get the players unstuck, or simply solves the puzzle completely, depending on whether the players seem to want to spend more time on the puzzle.

As another example, you can let a character spend an in-game week making a Deduction check to identify the murderer, assuming the party has access to the crime scene and suspects to interrogate. The party can accelerate that time frame and lower the difficulty value of the Deduction check by making specific investigations on their own to eliminate suspects or gather additional evidence.

However, if they don't enjoy that process, it's fine if they just wait a week and roll a die to decide.

Devices

The Devices skill is generally easy to resolve as long as you can choose a reasonable difficulty value for the device. For examples and common usage, see Table 7.2: Devices Difficulty Values, page 139. Of course, you should adjust some of the difficulty values of devices in your games so their difficulty values aren't always perfectly on increments of 5. An individual lock might be old and loose, reducing its DV, or unusually well-crafted, increasing its DV.

It may sometimes be challenging to deal with players who have high Devices checks, since they might be able to bypass any mundane lock they encounter. This can make it hard to seal off areas that you don't want your players to access yet. There are two common ways you can address this.

First, you can design your game so physical access to arbitrary areas doesn't negate the challenges the party faces. This is easiest in narrative-heavy games, since you can keep introducing additional complications. Even if the party can break into the paladin's office and find proof of his treachery, that doesn't have to be the end of the story. They may not be able to prove the authenticity of the documents, or the documents could be forgeries that were placed there as a ruse by someone who knew the party was likely to snoop around.

Second, you can make a successful Devices check impossible. Magically sealed locks can be useful for this, or at higher levels, magic portals that only activate if the party fulfills specific conditions. In dungeon-style games, this is sometimes the only reasonable way to make the dungeon work. If you use this approach, make sure to provide other opportunities to reward the player for their high Devices skill, such as middle-tier locks or traps that they can interact with. Players will generally be okay with not being able to solve every problem as long as they still feel like they are contributing.

Endurance

Players should feel free to try to use Endurance to mitigate other narrative challenges beyond the standard set listed in the core book. However, you should not allow players to use Endurance to ignore core game mechanics like conditions, encumbrance, or fatigue. Skills are primarily intended to serve narrative purposes, not provide raw combat power.

Intimidate

Intimidate is much more effective when a character is obviously significantly more powerful than whoever they are trying to intimidate. It's reasonable for obviously powerful characters to bully cowardly creatures without making Intimidate checks. Of course, there are many kinds of power, so don't just think of this skill as being based on level, physical might, or overt threats. Players should be able to use a stone-cold stare (Willpower), enduring pain or injury with-

out reacting (Constitution), or similar creative approaches for their intimidation attempts.

Sometimes, it might be reasonable to require additional skill checks for specific intimidation approaches. If you do require extra skills, you should reward success with a bonus on the Intimidate check. It's narratively appropriate, since the character successfully demonstrated superiority in the relevant area. In addition, requiring extra skills obviously makes the intimidation attempt harder. If you don't provide a corresponding benefit, your players might realize that their odds of success are better if they just vaguely say "I intimidate them" without getting too specific.

Although it's reasonable to give large bonuses for obviously powerful characters, you shouldn't give large penalties to apparently weak characters. Part of the skill of intimidation is playing a weak hand well, and having an intimidating presence even when you are at an apparent disadvantage. Many stories have been told about characters who have a dangerous presence and inspire fear no matter how bad their situation might seem. In some cases, being intimidating despite an obvious disadvantage might be easier if a character can also make a Deception check, but that isn't strictly necessary.

Knowledge

Monster Identification

Although monsters have specific information listed in their descriptions, those generic descriptions might not answer specific questions that are relevant to the players. This is especially true if you are making custom modifications to existing monsters or inventing your own monsters from scratch. You will have to use your judgment to determine how obvious or well-known specific features are. In general, characters in the universe often have a rough understanding of how dangerous monsters are, though they wouldn't use words like "level".

One thing to consider is that it's often good to tell players if their attacks will be useless or very unlikely to succeed ahead of time. It can be frustrating for a player to try a particular attack once or twice before they realize that they were wasting their time all along. Monsters may also have specific weaknesses that players can try to take advantage of. Weak monsters might not have any damage reduction, which can encourage players to use abilities that are more effective when they inflict hit point loss. Spellcasters with a wide variety of spells are often particularly interested in learning which of a monster's defenses are lowest, so they can choose the perfect attack.

Be careful not to get bogged down giving too much specific information to the players before a fight starts. Giving players too much information at once can be more confusing than helpful, and ruin any sense of dramatic urgency. This is especially true for numeric statistics like a monster's accuracy or defenses. Comparative information, like highest or lowest defenses, is generally better than than absolute information, like exact defenses or hit points.

Medicine

The Medicine skill cannot be used to regain hit points or remove arbitrary conditions. Players often assume that this skill is more directly relevant in an ordinary combat than it is intended to be. Instead, the Medicine skill is extremely important for dealing with vital wounds. It's almost essential to have at least one person with the Medicine skill in high level groups unless the characters are willing to expend a lot of potions.

Perform

The Perform skill does not have as many obvious uses as other skills. It primarily exists to provide an opportunity for role-playing, especially for bards. If a player finds a reason why this skill might be relevant, it's generally good to let that improvisation work. Just don't allow Perform to completely replace other skills.

Persuasion

The Persuasion skill is one of the most nuanced, and the most difficult to resolve by simply rolling a die and checking the result. For social skills like Persuasion, you need to have a good understanding of what your players enjoy about in-game social interactions. Some players enjoy speaking in-character, and want to be rewarded for good role-playing that matches their character. This should be generally encouraged where possible, because good role-playing can be fun for everyone.

However, other players may struggle to speak compellingly as their character, or may simply dislike it. No one would require that a player must demonstrate superhuman intelligence to play a wizard, or exceptional strength to play a barbarian. For the same reasons, you should not require your players to personally have great social skills in order to play a socially adept character! It's completely fine for a player to say "my character tries to persuade them", without saying every word that their character says, as long as it's still clear what the objective of the persuasion is. You can also encourage players to give it their best shot at speaking in character, and make it clear that NPCs will react as if the character was far more eloquent than the player.

Persuading Groups

Creatures often make decisions together, rather than individually. For example, in a king's court, a player generally cannot simply influence the king alone; his trusted advisors must also be persuaded. There are two ways that you can represent this: competing Persuasion checks, or shared defenses. One way would be to have the players make a competing Persuasion check against the advisors, with the highest result determining the king's decision. Alternately, you can have the king and his advisors all collectively treat their defense against the player's Persuasion attempt as the highest value among any individuals within the group. In general, competing Persuasion checks makes more sense for loose-knit associations, while shared defenses makes more sense for tight-knit groups.

Specific Persuasion Modifiers

The Persuasion skill has unusually large circumstantial modifiers compared to other skills. This is because the social context surrounding any given persuasion attempt is of critical importance, and only a GM can reliably determine that. There are example modifiers unique to the Compel Belief and Form Agreement tasks listed in the tables below.

Table 16.1: Compel Belief Modifiers

Believability	Difficulty Modifier
Expected to be true (“Nothing interesting happened while I was on patrol”)	-5
Plausible (“The mayor is too busy to see you now.”)	+0
Unlikely (“That bloodstain was just an accident I had with a razor.”)	+5
Extremely unlikely (“Your neighbor is secretly a werewolf.”)	+10
Virtually impossible (“That crime was committed by my identical twin, not me.”)	+15 or more
Incentive	Difficulty Modifier
Extremely beneficial (“You have an uncle who died and left you his inheritance.”)	-5
Somewhat beneficial (“That dress looks lovely on you.”)	-2
No particular impact (“I’m busy.”)	+0
Somewhat detrimental (“You can’t come with us to the party.”)	+5
Extremely detrimental (“Your brother is a murderer.”)	+10 or more

Profession

This skill mostly exists to support the narrative universe surrounding the players, rather than as a tool for players. If players do take Profession, it’s good to think about when their profession is relevant and reward them for their choice. However, make sure not to let Profession completely replace multiple other skills. In general, Profession can only ever replace a small subset of an existing skill. One way to reward players without making Profession too powerful is by applying a bonus or penalty for Profession-based checks based on the profession’s relevance.

For example, a player with Profession (sailor) shouldn’t be able to use that skill to completely replace the Awareness, Devices, and Swim skills. It’s true that sailors are often good at those things, but players should typically represent that by also having the relevant skills. You could allow Profession (sailor) to be used instead of Awareness (because the player might have spent some time in the crow’s nest as a lookout), but at a penalty since the skill isn’t perfectly relevant. You can also get more specific if you want, such as by saying that Profession (sailor) helps you see distant objects better, but it doesn’t help your hearing at all. This is more detail than you will need most of the time, but it may help you improvise when you need it.

Table 16.2: Form Agreement Modifiers

Risk vs. Reward	Difficulty Modifier
Fantastic: The reward for accepting the deal is very worthwhile; the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay 10gp for directions to the well-known local tavern.	-10 or more
Good: The reward is good and the risk is minimal. The target is very likely to profit from the deal. Example: An offer to pay someone twice their normal daily wage to spend their evening in a seedy tavern and later report on everyone they saw there.	-5
Favorable: The reward is appealing, but there’s risk involved. If all goes according to plan, though, the deal will end up benefiting the target. Example: A request for a mercenary to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.	-2
Even: The reward and risk more or less even out; or the deal involves neither reward nor risk. Example: A request for directions to a place that isn’t a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved. Even if all goes according to plan, chances are it will end badly for the target. Example: A request to free a prisoner the target is guarding for a small amount of money.	+5
Bad: The reward is poor and the risk is high. The target is very likely to get the raw end of the deal. Example: A request for a mercenary to aid the party in battle against a fearsome dragon for a small cut of any non-magical treasure.	+10
Horrible: There is no conceivable way that the proposed plan could end up with the target ahead or the worst-case scenario is guaranteed to occur. Example: An offer to trade a broken sword hilt for a shiny new longsword.	+15 or more

Ride

Mounts can be logically challenging, though little of that complexity comes from the Ride skill itself. Characters without the Ride skill are unlikely to ride mounts into combat. On the other hand, characters trained in the Ride skill can generally ride mounts well within their skill level with no risk of randomly falling off. This means that Ride checks are rare in practice.

At higher levels, ordinary horses stop being a viable option in combat, both narratively and mechanically. Instead, you should provide players with the opportunity to use more level-appropriate mounts like unicorns. Be careful about introducing flying mounts, since flight introduces a great deal of complexity to the game.

Sleight of Hand

Don't forget that the target of a pickpocket attempt isn't the only one that can notice it. Anyone nearby can notice that something fishy is happening. This can be useful if your players start trying to pickpocket everything in sight. Yes, the commoners they're stealing from don't have a high Awareness skill, but some guards and passing travellers might.

Stealth

The Stealth skill has a number of specific circumstances that can make it less likely to succeed. In general, players are intended to be able to scout and avoid notice out of combat, but it should be nearly impossible to maintain stealth within an active combat. Keep in mind that special senses like [blindsight](#) are powerful anti-Stealth tools, but they are not intended to be a complete defense. High-level characters can have high enough bonuses to overcome those penalties, allowing them to sneak up on creatures with blindsense or even blindsight.

Survival

The Survival skill is a fairly broad skill. It is intended to encompass all of the small details that make it possible to navigate and thrive in the wilderness.

Survival has some overlap with Knowledge (nature), which generally represents a more abstract book knowledge of the natural world. For example, both Survival and Knowledge (nature) could be used to identify whether an individual plant is safe to eat. However, only Survival would be used to actively forage for that plant. Foraging involves a variety of other practical skills, such as choosing a reasonable search pattern and keeping track of where you have already checked, that fall within the purview of Survival.

Overland Activities

There are no standard rules specifying exactly how overland navigation works and what the consequences are for failure, because it depends heavily on the geography in the universe. In general, you should require a check to navigate a wilderness when you have a specific obstacle in mind that the party needs to avoid. For example, failure might mean that the party stumbles into the territory of a powerful monster. If the only real outcome of failure is that the characters waste in-game time getting lost and finding their way again, try not to spend too much real-life time resolving the situation unless it serves your narrative. Wasting in-game time can still be an important consequence, especially if the players are on a specific time table to accomplish a goal. Just be careful not to waste real-life time on unimportant events.

Swim

The Swim skill is one of the most narratively narrow skills, but it can still be very important in aquatic environments. There are no specific rules for catastrophic failure, because the consequences

depend on the context. For example, muddy water with many weeds might be very hard to swim through quickly, but you wouldn't be much more likely to drown in it by swimming across the surface than you would in calm water. A creature in full plate might also sink like a stone without active effort, while an unarmored creature can usually stay above water by simply floating still. Feel free to decide that a creature who fails a Swim check by a large enough amount sinks underwater if it seems appropriate.

Chapter 17

Campaign Settings

Altus

Altus is a specific world that you can use to run a game of Rise. It has a defined geography, countries, and legends. Many of its specifics are left somewhat vague, which gives you the freedom to expand on it or modify it to suit the needs of your story.

Of course, you can also make your own entirely unique world! The rules of Rise are not deeply tied to the specific world of Altus. Beware that world-building can be difficult and time-consuming, so it's generally best to start small. For example, you might find it easier to run a game set in an invented island off the main continent of Altus before you make a whole world from scratch. That allows you to fall back on some of the existing countries and conventions if you need them.

The Story of Creation

All things began in the Age of Darkness. If you could have looked up at the sky back then, ignoring that you didn't have any ground to stand on, you would have seen nothing but a dark void. The stars were still there, of course - little discs floating around, same as they are now. But not a single one of them emitted the light we are used to. They were happy in the darkness, and lulled into a peaceful sleep by the changeless void - all but one.

One among their number had awoken, and she grew discontent. Was there nothing more to creation than this endless stagnation? She preached words of change to any nearby stars who could hear her. Surely they could make something more exciting if they worked together, she said. Her neighbors were slow to rise from their sleep, but nevertheless, she persisted. Two of the nearby stars eventually awoke and joined her scheme.

At the time, none of these stars had names, but this story is going to get confusing if we don't get that settled. That persistent first star is now known as Illumis, the Lightbringer. We owe her our life, our light, and even the ground beneath our feet - but that's getting ahead of ourselves. The brighter of the two stars that followed her in her little rebellion is called Solaris, the Herald. He is the sun that soars overhead each day, making sure our personal world has light and warmth to survive in the Void Beyond. The dimmer star is Lunaris, the Disciple. She had not the raw power of Solaris nor the revolutionary zeal of Illumis, and her moonlight is but a pale shadow of Solaris's brilliance. Yet without her unceasing

devotion and protective wisdom, all of their plans would have come to naught. We call the three stars together the Triune Astralis.

Illumis started everything off by igniting into beautiful, transcendent brilliance. No one had seen anything before in the whole Age of Darkness! Can you imagine having Illumis's ignition be the first thing you ever saw? Solaris and Lunaris ignited too, with Solaris's light even outshining Illumis, and everyone woke up pretty quickly after that. Even in the most distant corners of the universe, where Illumis's light was a dim glow and Lunaris was invisible, Solaris shined as a beacon that drew attention.

At first, the other stars were pretty grumpy. They had all been pretty happy while asleep, and now they were awake and it was bright and confusing. Illumis used her light to tell the universe about her ideas for the future. With blinks and flashes and swirls, she painted a picture of a shocking new age.

Illumis's awakening was too powerful to be contained. When she had ignited, some of her lifelight had seeped into her rocky core. Now there were little creatures running around on her surface, drinking in her light and living their own chaotic, unpredictable lives. The little creatures were fascinating, and she fell in love with them immediately. She invited all of the other stars to ignite and begin a new age: the Age of Light, with a sky of twinkling majesty instead of cold darkness.

Solaris and Lunaris echoed her message, though each contributed their own perspective. The creatures that inhabited Solaris were born of flame and heat to match his raw power. His fire elementals, as we call them now, bore little resemblance to Illumis's fleshy creatures. Lunaris's light was too weak to awaken any inhabitants of her own, and she drifted closer to Illumis to watch and tend to the creatures there.

The stars were in an uproar over this news. Not all of them shared Illumis's interest in creating their own inhabitants. However, they could not deny the beauty and novelty of her light and creations. Critically, Lunaris showed that they could ignite and be a part of the new age even if they were unable or unwilling to support the chaos of life themselves. One by one, they ignited in turn, with a small fraction creating life as Illumis had.

However, some stars utterly refused to be swayed. Without light, they could not communicate at a distance, so they began to drift together. As their numbers grew and they became increasingly isolated from the ever-brightening sky, their anger grew in turn.

Who was Illumis to rewrite the universe in her image? Wasn't it better when everything was dark and quiet and peaceful? They had to stop this rebellion so everything could go back to the way it was. If they destroyed Illumis, the other stars would extinguish themselves in fear, and the Age of Darkness would return.

The main problem that the unlit stars faced was simple: they were weak. Illumis had been among the strongest of the stars before her awakening. Worse, she seemed to have a symbiotic relationship with her infestation of minor life that strengthened her further. The unlit stars swore an oath to join together until the Age of Darkness was restored, and became the Voidsworn.

For all their reactionary inclinations, the Voidsworn ended up invented something too. None of the stars had ever spent much time in close proximity to each other during the Age of Darkness. As the Voidsworn swarmed and gathered their numbers, they began to fuse together into a single monstrous entity. This Voidsworn Amalgam swept through the sky towards the Triune Astralis. When they found stars in their path, they attacked and consumed their ignited brethren, joining the corpses of the dead stars into the Amalgam.

As the Voidsworn carved their ruthless path through the sky, Illumis prepared for the inevitable confrontation. She knew the Age of Light could not truly begin until she met them in battle to determine the fate of the universe. When the Voidsworn Amalgam arrived, Illumis drew them into a trap. She pulled her light, and her life-fuel, into the core of her body, leaving the surface frozen and barren. A great age of darkness and cold enveloped her inhabitants, which we call the Long Dark. This was a difficult time for our ancestors, as you should know from the Old Histories!

The Voidsworn Amalgam surged into Illumis's core, trying to search out and destroy her center of power. This was when her trap was fully revealed. She made the ultimate sacrifice, burning away all of her power and light forever to forge her body into a mighty world-cage. The Voidsworn found themselves trapped in the center of her sphere, surrounded on all sides by unbreakable walls.

They pushed and smashed and tried to break out of the cage. Each mighty blow against Illumis's corpse warped the land, raising mountains as scars. Altus was the center of their efforts, and they pushed it so far out from the core that they nearly broke free. But Illumis's world-cage held, and the Voidsworn were trapped forever. They still live in her core now now, though they have only a fraction of their original power. Their efforts to escape sometimes cause great earthquakes.

When the world settled, Solaris and Lunaris approached Illumis's corpse. She had foreseen her demise, and given them instructions to keep her dream alive. Solaris now provides the light that Illumis cannot, keeping our world warm and safe. He burns bright and strong, but he must rest each day. Lunaris keeps us company as well, though she is not content to look after only one star. She makes sure to give us her full attention each month, but the rest of the time we only see part of her radiance, since she is busy looking at faraway stars.

The Details of Creation

The general outline of the Story of Creation, as presented above, is known and agreed on throughout Altus. However, each culture

has a different interpretation of some specific details which are important to them. The order of creation is a central point of contention, especially as it relates to different species and regions. Since recorded history only begins after the end of the Long Dark, there is no way to tell which version is true.

For example, the official story told by the elves in the Vastwoods is that Illumis originally created the elves as the first, perfect being. They call the long rule of elves as the sole sentient species the Tranquiline Age, and mark its end shortly before the start of the Long Dark. Illumis knew that the world would need harder, less perfect beings to survive the difficult times ahead, and the elves would need to be strengthened by competition with lesser foes. Therefore, she weakened and warped her light of creation, spawning all manner of beasts and lesser sentient creatures like humans and dwarves. Knowing that they would need to survive the Long Dark and the intermittent light from Solaris after her death, she gave them the gift of sleep so they could preserve their limited energy. Only elves continued to be sleepless, since they were created from her greater light at the dawn of time.

Founding Gods and Lesser Deities

The Triune Astralis - Illumis, Solaris, and Lunaris - are the founding gods of the world. All mortals owe them tribute, and they have temples in every civilized area. However, their domains are extremely broad. Solaris rules the day, Lunaris rules the night, and Illumis is an even more abstract creator figure. Since Illumis is dead, she can empower no clerics of her own. This leaves space for a whole host of lesser deities who claim dominion over specific aspects of the world, and who empower their own personal clerics.

Rise does not precisely mirror real-world polytheism, but it is not entirely different either. At the risk of dramatic oversimplification, polytheism typically involves recognizing a mixture of deities of widely varied power and scope. People typically do not have a single favored deity that they worship above all others in all contexts. Instead, they give respect, tribute, or gratitude to deities that are relevant to their current situation. You might offer a sacrifice to the god of travel before making a journey, offer a sacrifice to the god of the hearth upon returning home, and so on.

Rise has a wide variety of deities with specific domains, and most people offer respect to relevant deities at appropriate times. However, unlike the real world, Rise places a great importance on the concept of a "patron deity". Mortals who worship a specific deity are rewarded by going to an afterlife ruled by that specific deity. This is often preferable to going to a generic alignment-appropriate afterlife, especially for evil characters.

For their part, deities draw power from the worship of mortals, and especially from claiming the soul energy from mortals who end up in the deity's afterlife. This makes deities generally invested in finding ways to increase their base of mortal worshippers. They use their clerics accomplish this goal, generally by spreading awareness of the deity's domain and influence. Famous clerics act as living proof of the deity's power, and many temples offer healing services to anyone in need. Most deities avoid directly converting claimed followers of other significant deities to avoid inter-deity conflict.

Of course, clerics can also influence the mortal world to make life there match the deity's preferences. Clerics of Chavi might hold storytelling competitions, and clerics of Raphael might act as bounty hunters to hunt down criminals who escaped justice. On a more sinister note, clerics of Daeghul might offer human sacrifices to channel the soul energy of the dying creatures towards their deity.

Praxis

The world of Praxis is a limited one, fraught with danger in the wilderness beyond a small region of safety and civilization.

History

The Apocalypse

A thousand years ago, the world was destroyed in a great magical apocalypse. Civilization survived in only one place: Praxis, a city sheltered by a massive and mysterious shield-dome. The details of this event, and the nature of the world before the apocalypse, are lost to time. Most of the life in the world was also wiped out in the apocalypse. Of the species that survived, most were kept safe in Praxis and released into the wild after it ended. A rare few specimens of other species apparently also survived, but no living creature was alive before the apocalypse - even of species with lifespans that can stretch that far back, such as dragons.

The Long Reconstruction

In the aftermath of the world's destruction, the inhabitants of Praxis decided to ban magic after the devastation it had caused. For about nine hundred years, this worked fairly well, and Praxis very slowly expanded and rebuilt its civilization. Most of the interior of the dome was devoted to farmland during that time. Praxis developed its own government and guilds, and the four major power sources in Praxis developed at this time: the city government, the Boundary Wardens, the Nullwardens, and the Landowners' Association. The Boundary Wardens and Nullwardens made efforts to expand the influence of Praxis beyond the dome and into the untamed wilds beyond. However, their progress was slow and dangerous thanks to the monsters that had taken over the wilds beyond Praxis.

Periodically, Praxis encountered civil unrest or the threat of hidden magic users violating the city's prohibition. The greatest punishment the city imposed on its worst members was exile. Many of those exiled from the city died in the inhospitable world beyond, but there are some groups outside Praxis that can trace their origins back hundreds of years before the Great Harrowing to groups of people exiled from Praxis. Most of these long-lived groups are druidic circles.

The Great Harrowing

Nine hundred and twenty years after the apocalypse, Praxis was attacked by a pair of massive red dragons. They flew in through the open gates, destroyed the city's few static weapons that could pose them any threat, and began torching the city and all of its farmland. The city tried to defend itself, but without magical defenses they had

little ability to stop the dragons. Although Nullwardens had found success slaying dragons before in more controlled circumstances, their near invulnerability to magic could only stop the dragons from killing them - not from destroying the rest of the city around them.

In Praxis's darkest hour, it was finally saved by people who had been concealing their magical powers from Praxis's ban: the Eldritch Knights and the Divine Chorus. The Eldritch Knights were an order of mage-knights whose founders had been exiled from Praxis centuries ago. When they discovered that Praxis was under attack, they had come to help defend it. They were joined by the clerics of the major churches in Praxis, who had been concealing their divine power. They did not immediately claim a specific name for their alliance, but in the years since the Great Harrowing they have become known as the Divine Chorus.

The Eldritch Knights and the Divine Chorus with the remaining defenders of the city to seal the gates of Praxis to trap the dragons inside. Then, in a fearsome magical battle, they defeated the dragons and saved the charred remains of the city.

The Era of Rebirth

In the aftermath of the Great Harrowing, much of the old power structure of the city was destabilized, and many of its previous power holders were dead. When the city started to function normally again, the first major act was to revoke the ban on magic in gratitude for the role that magic users had played in saving the city. The power offered by magic dramatically accelerated the rate of Praxis's reconstruction and expansion. For the first time in centuries, Praxis was able to make significant progress against the monsters at its gates.

Eighty years have passed since the Great Harrowing, and in that time, Praxis has pushed most of its farmland outside of the city. The inside of the city is being developed and magically renovated, and living quarters are becoming far less crowded for most of the city's inhabitants. The power of the Nullwardens has waned with the acceptance of magic, though they still argue strenuously against its dangers and use each magic-wielding criminal as evidence that magic should be more aggressively controlled - or banned once more. The Boundary Wardens are stretched thin patrolling the ever expanding territory, and they are eager to recruit anyone with the skills to help them keep the peace in the wilderness and ensure that the road networks are safe.

The City of Praxis

The city of Praxis occupies a nearly perfect circle with a ten mile radius, all of which is protected by an immense dome. The city sits atop a massive plateau with a thin rim around the outside. Roads zigzag up the side of the plateau to reach each of Praxis's three gates.

The Shield-Dome

The shield-dome over Praxis is made of a mysterious metal alloy that is harder than any known substance. Though it is apparently mundane in nature, no known weapon or spell has ever been able to harm it. The gates to the city are massive doors that can swing

open and closed, and were apparently part of the dome at the time of its construction. For many centuries, the entire dome has been magically invisible, allowing sunlight to enter the city. The gates have only closed once in that time - during the Great Harrowing, to trap the dragons inside the city.

Most people think that the dome is a magical forcefield, like an immense wall of force, instead of physical metal that is rendered invisible. Of the few who do know the dome's true nature, even fewer know what sustains the invisibility effect. The power to sustain the dome's invisibility comes from an ancient magical device deep in the Praxis Labyrinth.

The Praxis Labyrinth

The plateau that supports Praxis also contains an immense labyrinth. An ancient magic makes the labyrinth impossible to navigate by confusing both the minds of intruders and the physical space they walk through, creating twisted and impossible passages that layer over themselves. Many people have tried to explore it, but the labyrinth has never been navigated within recorded history. Only the most learned historical scholars know of reports centuries ago that an unknown woman walked out of the labyrinth without having entered it. She was never seen again.

Modern Geography

Praxis is the only major city. It sits at the intersection of the four major biomes: the Northern Forest, the Southern Forest, the Expanse, and the Storm Peaks. There are a number of farmsteads expanding from Praxis towards the Northern Forest and Southern Forest, and several towns of importance outside Praxis.

Major Organizations

Boundary Wardens

The Boundary Wardens are responsible for patrolling the wilderness around Praxis, maintaining the safety of the road networks, and generally keeping the boundary between civilization and nature intact. They have legal jurisdiction over all areas outside of the Praxis shield-dome.

City Guards

The city guards are responsible for maintaining peace and order within Praxis. They have legal jurisdiction over all areas within the Praxis shield-dome.

Landowners' Association

The Landowners' Association is a loose collection of rich merchants and real estate owners within Praxis. They have no formal responsibility or jurisdiction, but they wield great wealth to accomplish their objectives, which mostly revolve around acquiring greater wealth.

Nullwardens

The Nullwardens are a group of strictly mundane warriors who fight against the dangers of magic. All Nullwardens above the entry ranks are Null, making them virtually immune to magic. Centuries

ago, the Nullwardens were indisputably the most important power brokers in Praxis, surpassing even the legal government. They were a mix of elite mercenaries and witch hunters, searching for magical dangers both within Praxis and beyond its walls. After their failure to protect Praxis during the Great Harrowing, their power has waned, though they are still deeply influential. Since magic is now legal, they spend less time hunting for mages in Praxis and more time advocating for political change.

Unlike the Boundary Wardens or the city guard, the Nullwardens do not primarily define their influence in terms of territory. The Nullwardens send surgical strike teams anywhere in the world to stop magical threats. To the extent necessary, they generally obey the authority of whoever claims legal jurisdiction over the territory they have to operate in, and any extra-legal operations they undertake are well hidden.

Dreadbore Isles

The world of Dreadbore Isles is composed of a ring of islands that surround an immense whirlpool named the Dreadbore.

Geography

The islands surrounding the Dreadbore vary significantly in their size and culture, and the influence of the Dreadbore tends to make it impractical for any given island to have significant contact with any islands beyond its close neighbors.

Beyond the ring of islands lies the Great Ocean. Its depths are beyond reckoning, and no significant land mass has ever been discovered outside of the ring of islands. The deep waters of the Great Ocean also contain very limited sea life, especially compared to the rich variety around the islands.

Island Descriptions

Dragonsguard

The island of Dragonsguard is ruled by dragons. Most ships that approach the island are destroyed on sight by dragons, regardless of their intentions. There are two known exceptions that the dragons allow to pass: ships carrying an immense wealth of treasure to offer as tribute to the dragons, and ships crewed entirely by dwarves. The tribute ships are allowed to leave Dragonsguard unscathed, save for the loss of their tribute. Dwarf-crewed ships have been observed to reach the island unscathed, but the ships never return, and their crews are never seen again.

The few people who have been to Dragonsguard and returned on tribute ships tell fantastical stories of a draconic paradise, filled with works of magical genius and incredible wealth. However, they have never seen dwarves on the island, and no one knows what happens to the dwarf-crewed ships.

Darren's Land

The island of Darren's Land is flat and dry, and long ago it was an uninhabited desert. Thanks to the mighty and continual efforts of the druidic Circle of Unity, a collective representing the variety of druid circles present on the island, the barren land provides

enough food to sustain the island's population. This gives the Circle of Unity far more influence on the politics of civilization than druids normally possess, which has posed challenges for both the civilization on the island and the integrity of the druids who wield that power.

Long ago, a mighty warrior named Darren came to the island and cleansed it entirely of monsters. He sought to establish a utopia free from any danger, where common people could explore any part of the island freely. Although he succeeded at rendering the island safe, he failed to render it inhabitable, and was forced to flee the island to avoid starvation. Decades later, he returned with a group of druids and colonists to establish a sustainable civilization there, and it has persisted ever since.

Elysland

The island of Elysland is overgrown with an ancient forest. It is divided into five forest-dwelling nations. The different nations have deep divisions in their attitudes towards society, and some share ancient grudges against each other. However, all are unified in their reverence for the towering trees that shade and protect them, and they will put aside their differences when necessary to push back against outsiders who would defile the forests.

Reinward

Reinward is one of the largest islands, and is the most thoroughly developed and civilized.

The Savage Lands

The Savage Lands are bordered by mountains on all sides but the easternmost side, which extends deep into the Dreadbore. Only the largest and most well-crewed ships are capable of navigating that port, and no ship built on the Savage Lands has ever escaped to safety. It is not a barren island, but it is an unwelcoming one. There are three main power groups on the island: the orc tribes, the undead, and the Old Fae.

The Soulforge

The Soulforge is a plane of infinite smooth, grey ground stretching to every horizon. The only location of any distinction or relevance on the plane is the Soulpire. It is a metal tower, five hundred feet across at the base and one mile high. The outside of the tower is adorned with beautiful and intricate sigils in an unknown language. Around the base of the tower, a small encampment of doomed souls repeatedly struggle to ascend the Soulpire, die in the process, and take corporeal form once again.

The Trapped Souls

The Soulpire seems to function similarly to an unusually limited afterlife. Every creature surrounding the Soulpire is a planeforged made from the essence of the plane. As normal, when a planeforged creature of strong will dies, they can maintain the cohesion of their soul and reconstitute a new body from the essence of their native plane. The essence of the Soulpire plane is highly malleable,

allowing these new bodies to be formed in hours instead of the years or even centuries it can take on more established planes.

A long-standing legend based on murals at the base of the tower claims that anyone who reach to the top of the Soulpire can find their heart's desire, which is generally interpreted to mean leaving the plane. Many inhabitants of the Soulpire take advantage of their effective immortality to lay reckless seige to the Soulpire, returning after each demise as long as their willpower holds.

There is a semblance of culture at the tower's base. It shifts slowly, as over long centuries the old inhabitants give up on maintaining their individuality and become part of the plane itself. Traditionally, this is done by attempting one final tower ascent and not returning from the inevitable death that follows, though some have wandered off into the grey void outside the tower and never returned. Whenever an old soul gives up its sense of self, a new arrival appears within a day. There are three classes of people in Soulforge: the ascendants, who actively try to climb the tower; the fledglings, who have never tried; and the sages, who once sought to climb the tower and have now given up.

The Impossible Ascent

Each floor of the Soulpire is a separate demiplane, most of which are far larger than the tower's radius would suggest. There is always a portal on each floor to ascend to the next level, and there are often windows in incogruous locations that look out onto the original plane. The view from each window has an elevation about twenty feet higher than the previous window, and looks out onto the Soulforge. The windows can be seen from outside the Soulpire, and ascendants looking out can be observed, through their surroundings are never visible - only the ascendants themselves. This allows the fledglings and sages at the base to track the progress of ascendants. It gives the ascendants confidence that the Soulpire is finite, and that actually reaching the top is an achievable goal - though not an easy one. Based on the exterior windows, the Soulpire has two hundred and fifty-one floors. No ascendant has ever passed the fiftieth floor.

Aside from the constant presence of the portal and the windows, each floor of the Soulpire can be dramatically different. In addition to having highly varied terrain, each floor can have different gravity or otherwise break different fundamental laws. In general, the floors seem to expand in size and complexity as their apparent height in the tower increases.

Almost all floors are populated with planeforged imitations of creatures native to other planes. These creatures are almost universally hostile. In the unusual event that the creatures communicate with ascendants, they have never displayed any knowledge of the Soulpire's nature or of any world beyond their current floor.

The Soulpire is entered through a large, golden gate at its base. It is activated by placing a hand against it for thirty continuous seconds. Once it activates, it remains open for thirty seconds before closing. Portals within the Soulpire behave in the same way, though their color and size may vary significantly. During the time that the portals are open, any ascendants who enter it always arrive at the same floor as each other. On rare occasions, ascendants may

arrive at different locations in the next floor, but they usually arrive in the same location as each other.

Chapter 18

Monster Mechanics

Monsters are all of the various non-humanoid creatures that exist in the world of Rise. Many of them are dangerous, and adventurers may need to fight them. This chapter describes the rules for monsters, and the combat statistics for a variety of monsters.

Monster Statistics

Like player characters, monsters have levels, attributes, and abilities. However, they do not have classes, insight points, or many other elements of characters. This section defines how monsters function.

Monster Roles

Each monster has a role. A monster's role influences its statistics, and generally indicates the way it fights. There are six roles: brute, skirmisher, warrior, sniper, mystic, and leader. The effects of each role are described below.

Brute

A typical brute rushes into melee and smashes its enemies with highly damaging attacks. Brutes have relatively low damage resistance, but they can still absorb a remarkable amount of punishment. Most brutes charge directly at the enemy and fight in melee, though some prefer to use a few ranged attacks before entering the fray.

Defenses: +4 Armor, +2 Fortitude, +1 Reflex

Hit Points: Extreme: It has 14 hit points + twice its Constitution, plus 2 hit points per level beyond 1. This increases as its level increases, as indicated below.

- *Level 7:* 28 hit points + five times its Constitution, plus 5 hit points per level beyond 7.
- *Level 13:* 60 hit points + ten times its Constitution, plus 10 hit points per level beyond 13.
- *Level 19:* 120 hit points + twenty times its Constitution, plus 20 hit points per level beyond 19.

Damage Resistance: Low, as cleric hit points without Constitution

Leader

A typical leader commands their allies from behind the front lines, but is willing to enter the fray to protect more vulnerable allies. Leaders have well-rounded statistics, but they do not generally fight well alone. Instead, they tend to be more effective when aiding or commanding their allies.

Defenses: +4 Armor, +1 Fortitude, +1 Reflex, +1 Mental

Hit Points: High, as barbarian hit points

Damage Resistance: Medium, as fighter hit points without Constitution

Mystic

A typical mystic uses exclusively magical abilities, and their offensive capabilities can be highly varied. Mystics try to avoid melee combat because their physical defenses are low, but magical protections mean they can resist attacks effectively.

Defenses: +3 Armor, +1 Reflex, +2 Mental

Hit Points: Medium, as fighter hit points

Damage Resistance: High, as barbarian hit points without Constitution

Skirmisher

A typical skirmisher uses its high mobility to fight only when it is advantageous to do so. Skirmishers can be hard to hit, though they are vulnerable to attacks that can't be dodged. They are likely to avoid intimidating front-line fighters. Instead, they ambush the vulnerable back lines if possible.

Defenses: +4 Armor, +2 Reflex, +1 Mental

Hit Points: High, as barbarian hit points

Damage Resistance: Low, as cleric hit points without Constitution

Sniper

A typical sniper uses ranged attacks while staying as far away from combat as possible. Snipers tend to be fragile, so they can be quickly dispatched by creatures that are able to close the distance.

Defenses: +3 Armor, +2 Reflex, +1 Mental

Hit Points: Medium, as fighter hit points

Damage Resistance: Low, as cleric hit points without Constitution

Warrior

A typical warrior forms a defensive front line to protect any vulnerable allies. Warriors have high defenses, and can be very difficult to kill. However, they tend to lack offensive power and mobility, so they risk being outflanked and irrelevant.

Defenses: +5 Armor, +1 Fortitude

Hit Points: High, as barbarian hit points

Damage Resistance: Extreme: It has 14 damage resistance, plus 2 damage resistance per level beyond 1. This increases as its level increases, as indicated below.

- *Level 7:* 28 damage resistance, plus 5 damage resistance per level beyond 7.
- *Level 13:* 60 damage resistance, plus 10 damage resistance per level beyond 13.
- *Level 19:* 120 damage resistance, plus 20 damage resistance per level beyond 19.

Level Scaling

Each monster has a level that indicates its approximate strength. Monsters have some specific level scaling rules that differ from the rules for player characters. This scaling is summarized in Table 18.1: Monster Advancement, page 415. In general, their automatic level scaling is designed to keep them on par with the power that player characters gain at higher levels, but without all of the complexity of high-level PCs. High level monsters should have slightly higher base values for their attributes, though this is not quantified, since monster attributes can be highly varied. They have the following specific changes.

- Monsters do not gain insight points, attunement points, or legacy items.
- Monsters primarily calculate their damage resistance based on their role rather than any armor. They use the hit point progression of specific character classes, but do not apply their Constitution to that progression.
- Monsters only add half their attributes to their defenses instead of their full attribute.
- Monsters gain a +1 bonus to all defenses at 5th, 11th, and 17th level.
- Monsters gain a +1 accuracy bonus at 7th level and 19th level.

Elite Monsters

Elite monsters are approximately four times as strong as an ordinary monster. They have a number of benefits and modifiers to make them more appropriate as a solo encounter than simply using a very high level ordinary monster:

- Elite monsters gain a +2 bonus to their [power](#) and all [defenses](#). They gain an additional +1 bonus to all defenses at level 8 and level 14.
- Elite monsters have three times the [hit points](#) of standard monsters.
- Elite monsters have four times the [damage resistance](#) of standard monsters.
- Elite monsters can have a maximum starting attribute of 6 (see [Monster Attributes](#), page 416).
- Elite monsters can take an additional [elite action](#) each round (see [Elite Actions](#), page 416).
- Elite monsters automatically remove excess [conditions](#) (see [Monster Conditions](#), page 415).

Monster Vital Wounds

Table 18.1: Monster Advancement

Level	Max Rank	Accuracy, Defenses, Skills, Power ¹	Special
1st	1	—	—
2nd	1	+1	—
3rd	1	+1	+1 to two attributes
4th	2	+2	—
5th	2	+2	+1 to all defenses
6th	2	+3	—
7th	3	+3	+1 accuracy
8th	3	+4	+1 to all defenses (elites only)
9th	3	+4	+1 to two attributes
10th	4	+5	—
11th	4	+5	+1 to all defenses
12th	4	+6	—
13th	5	+6	—
14th	5	+7	+1 to all defenses (elites only)
15th	5	+7	+1 to two attributes
16th	6	+8	—
17th	6	+8	+1 to all defenses
18th	6	+9	—
19th	7	+9	+1 accuracy
20th	7	+10	—
21st	7	+10	+1 to two attributes

1. Elite monsters gain a +2 bonus to their power and defenses, as described below.

Monsters do not normally make vital rolls like player characters do. Unless otherwise specified on the monster's description, vital wounds have no negative effects on monsters. Instead, once a monster gains a vital wound, it is [defeated](#). Defeated monsters may be unconscious, dead, or merely flee the fight at the discretion of the Game Master.

Monster Conditions

Monsters normally can't use the [recover](#) ability, since they cannot use abilities which would increase their [fatigue level](#). Standard monsters can only remove [conditions](#) by taking a [short rest](#). However, elite monsters can remove conditions automatically.

Whenever an elite monster gains a unique condition, it is added to a "condition track". The first condition is to the first slot in the track, the second condition is added to the second slot, and so on. If a monster gains two instances of the same condition, they are put in the same location on the track.

At the end of each round, each elite monster rolls 1d6. If the result matches an existing condition on its condition track, that condition is removed unless all instances of that condition were gained during the current round. When a monster has multiple copies of the same condition, only one instance of that condition is removed, so it may have to roll the same number multiple times to fully remove the condition. If a location on the condition track

becomes empty, all of the conditions to the right of that location shift down by 1. This means the highest occupied number on the condition track should always match the number of unique conditions the monster has. The oldest condition should always be number 1, and the most recent condition should have the highest occupied number on the track.

Monster Resources

Monsters have no resources, and their fatigue tolerance is 0. They are normally unable to use abilities that would cause them to increase their fatigue level, such as the *desperate exertion* ability. They can use the [sprint](#) ability, but only during the [action phase](#), since that does not increase their fatigue.

If a monster has an ability that explicitly increases its fatigue level, it can use that ability. Similarly, monsters that are allied with player characters may choose to increase their fatigue level to receive healing from the players, such as from the [restoration](#) spell. This would immediately cause them to suffer fatigue penalties, since their fatigue tolerance is 0.

At the GM's discretion, individual monsters may technically be attuned to their abilities or be attuned to magic items they find, but this is not an explicit part of monster definitions. This is typically only relevant if one of the players has the Null feat (see Feats, page 345).

Monster Ability Access

Although monsters do not gain archetypes, their special abilities should still be balanced appropriately for their maximum accessible rank. Like a player character, a monster's maximum accessible rank is based on its level, as shown in Table 18.1: Monster Advancement, page 415.

It's not always meaningful to give every monster multiple active abilities. However, maneuvers provide significant power at high levels, so high level monsters should generally use special abilities like maneuvers instead of simple strikes. This also ensures that high level monsters feel meaningfully different from low-level monsters, rather than simply having higher statistics.

Monster Attributes

Each of a standard monster's attributes can range from -9 to 4. Elite monsters can have attributes up to 6 at level 1, and they generally have higher attributes overall. A few specific monsters of legendary power can exceed this limit. In general, a monster with higher attributes will be stronger, but not all monsters need to start with the same attribute total.

Monster Natural Weapons

Most monsters that do not have hands, or equivalently agile limbs capable of holding weapons and shields, have more powerful natural weapons. They treat all non-Light natural weapons as if they had the [Heavy](#) weapon tag and were being held in two hands. This gives them a +1 damage bonus per 3 power.

Natural weapons that do not require free hands are generally weaker than other weapons, and monsters need this benefit to compensate for their inability to use weapons or shields. Some specific monsters, like horses, do not gain this benefit because they are unable to effectively use their whole body to support their attacks.

Monster Dual Strikes

Monsters with a sufficiently high Dexterity are able to make dual strikes (see Dual Strikes, page 41). However, most monsters can only make [dual strikes](#) with two copies of the same Light natural weapon. Monsters that use [manufactured weapons](#) can make dual strikes with them in the same way as player characters.

Monster Combat Mechanics

Monster Actions

All monsters are able to make movements and take free actions, minor actions, and standard actions in the same way as player characters. Elite monsters can take an additional [elite action](#) each round.

Elite Actions

Every elite monster has at least one special ability which requires an elite action to use. Elite actions cannot be converted into standard or minor actions, and elite monsters cannot use a standard action to use abilities that require an elite action.

In general, elite monsters should be designed to attack multiple different PCs in every round. If the full damage output of an elite monster is brought to bear on a single PC, it will likely kill that PC quickly, taking a player out of the fight too early. Alternately, if that PC is able to avoid or resist the damage, it will trivialize the fight and remove the sense of danger. Instead, damage should be spread throughout the party to ensure that multiple people feel threatened and have to adjust their actions based on their personal danger tolerance.

Although splitting attacks between multiple defenders is usually a suboptimal battle strategy, it can be narratively justified in a variety of ways. It may be physically impractical for a monster to use all of its natural weapons on the same creature. Monsters may want to inflict debuffs on multiple attackers to reduce the damage they take, which may require dealing enough damage to inflict HP-based debuffs.

Encounter Balancing

In general, a group of PCs of a given level will have an appropriate challenge from fighting an equal number of monsters of their level. Alternately, they can fight a single elite monster of their level. You can generally replace one monster of a given level with two monsters that are two or three levels lower. Similarly, you can replace two monsters of a given level with one monster that is two or three levels higher. To make encounters easier or harder, you can change the number of monsters or the level of the monsters.

It is generally not a good idea for PCs to fight monsters five or more levels higher or lower than their own level. They may find that their attacks always miss, or never miss, and other aspects of the encounter may be similarly imbalanced in ways that are not easily remedied by simply changing the number of enemies.

There are many ways that you can make encounters easier or harder in ways that don't simply involve changing the level and number of monsters. If monsters enter the battle gradually over time, rather than all at once, you can use a larger number of monsters without overwhelming the players. Similarly, having multiple separate fights without letting the players finish a [short rest](#) can dramatically increase the danger and difficulty of the later fights.

The terrain and physical location of a fight can also dramatically change its difficulty. Narrow corridors and tight spaces favor smaller groups, highly defensive characters, and mid-range spellcasters who can attack safely from the back lines. Wide-open terrain favors large groups, highly mobile creatures, and long-range combatants like archers. A party with good tactics can easily hold a five-foot tunnel against dozens or even hundreds of melee-only enemy combatants, even if they would be swarmed and killed easily by those same enemies in an open field.

Monster Knowledge

You can remember relevant knowledge about monsters by making Knowledge skill checks. Each monster has a set of associated information that you can learn with a knowledge check of the listed difficulty value. Most monsters have multiple tiers of information that you can learn depending on how good your Knowledge check is. All information recorded in these descriptions is accurate, though lower check results may not provide full context for a monster's behavior or nature.

Quick Monster Creation

This table describes the statistics for a non-elite monster with 0 in all attributes. It can be a useful reference to when creating custom monsters at a particular role and level. The format is extremely terse to save space: "HP/DR; Armor/Fort/Ref/Ment".

Table 18.2: Quick Monster Creation

Level	Brute	Skirmisher	Warrior	Sniper	Mystic	Leader
1st	14/8; 4/5/4/3/4	10/8; 4/4/3/4/5	10/14; 5/3/5/3/3	8/8; 3/3/3/5/5	8/10; 3/3/4/6/5	10/8; 4/4/4/4/4
2nd	16/9; 5/6/5/4/5	12/9; 5/5/4/5/6	12/16; 6/4/6/4/4	10/9; 4/4/4/6/6	10/12; 4/4/5/7/6	12/10; 5/5/5/5/5
3rd	18/10; 5/6/5/4/5	14/10; 5/5/4/5/6	14/18; 6/4/6/4/4	12/10; 4/4/4/6/6	12/14; 4/4/5/7/6	14/12; 5/5/5/5/5
4th	20/11; 6/7/6/5/6	16/11; 6/6/5/6/7	16/20; 7/5/7/5/5	14/11; 5/5/5/7/7	14/16; 5/5/6/8/7	16/14; 6/6/6/6/6
5th	22/12; 7/8/7/6/7	18/12; 7/7/6/7/8	18/22; 8/6/8/6/6	16/12; 6/6/6/8/8	16/18; 6/6/7/9/8	18/16; 7/7/7/7/7
6th	24/13; 8/9/8/7/8	20/13; 8/8/7/8/9	20/24; 9/7/9/7/7	18/13; 7/7/7/9/9	18/20; 7/7/8/10/9	20/18; 8/8/8/8/8
7th	28/16; 8/9/8/7/8	24/16; 8/8/7/8/9	24/28; 9/7/9/7/7	20/16; 7/7/7/9/9	20/24; 7/7/8/10/9	24/20; 8/8/8/8/8
8th	33/18; 9/10/9/8/9	28/18; 9/9/8/9/10	28/33; 10/8/10/8/8	23/18; 8/8/8/10/10	23/28; 8/8/9/11/10	28/23; 9/9/9/9/9
9th	38/20; 9/10/9/8/9	32/20; 9/9/8/9/10	32/38; 10/8/10/8/8	26/20; 8/8/8/10/10	26/32; 8/8/9/11/10	32/26; 9/9/9/9/9
10th	43/22; 10/11/10/9/10	36/22; 10/10/9/10/11	36/43; 11/9/11/9/9	29/22; 9/9/9/11/11	29/36; 9/9/10/12/11	36/29; 10/10/10/10/1
11th	48/24; 11/12/11/10/11	40/24; 11/11/10/11/12	40/48; 12/10/12/10/10	32/24; 10/10/10/12/12	32/40; 10/10/11/13/12	40/32; 11/11/11/11/1
12th	53/26; 12/13/12/11/12	44/26; 12/12/11/12/13	44/53; 13/11/13/11/11	35/26; 11/11/11/13/13	35/44; 11/11/12/14/13	44/35; 12/12/12/12/1
13th	60/32; 12/13/12/11/12	50/32; 12/12/11/12/13	50/60; 13/11/13/11/11	40/32; 11/11/11/13/13	40/50; 11/11/12/14/13	50/40; 12/12/12/12/1
14th	70/37; 13/14/13/12/13	58/37; 13/13/12/13/14	58/70; 14/12/14/12/12	46/37; 12/12/12/14/14	46/58; 12/12/13/15/14	58/46; 13/13/13/13/1
15th	80/42; 13/14/13/12/13	66/42; 13/13/12/13/14	66/80; 14/12/14/12/12	52/42; 12/12/12/14/14	52/66; 12/12/13/15/14	66/52; 13/13/13/13/1
16th	90/47; 14/15/14/13/14	74/47; 14/14/13/14/15	74/90; 15/13/15/13/13	58/47; 13/13/13/15/15	58/74; 13/13/14/16/15	74/58; 14/14/14/14/1
17th	100/52; 15/16/15/14/15	82/52; 15/15/14/15/16	82/100; 16/14/16/14/14	64/52; 14/14/14/16/16	64/82; 14/14/15/17/16	82/64; 15/15/15/15/1
18th	110/57; 16/17/16/15/16	90/57; 16/16/15/16/17	90/110; 17/15/17/15/15	70/57; 15/15/15/17/17	70/90; 15/15/16/18/17	90/70; 16/16/16/16/1
19th	120/65; 16/17/16/15/16	100/65; 16/16/15/16/17	100/120; 17/15/17/15/15	80/65; 15/15/15/17/17	80/100; 15/15/16/18/17	100/80; 16/16/16/16/1
20th	140/75; 17/18/17/16/17	115/75; 17/17/16/17/18	115/140; 18/16/18/16/16	92/75; 16/16/16/18/18	92/115; 16/16/17/19/18	115/92; 17/17/17/17/1
21st	160/85; 17/18/17/16/17	130/85; 17/17/16/17/18	130/160; 18/16/18/16/16	104/85; 16/16/16/18/18	104/130; 16/16/17/19/18	130/104; 17/17/17/17/1

Chapter 19

Monster Descriptions

This chapter contains detailed descriptions for a wide variety of monsters.

Aboleth

Level 12 Mystic – **Elite**
Huge aberration



Knowledge (dungeoneering) 6: Legends speak of revolting water-dwelling creatures called aboleths that lurk in the deepest caves. They are said to have power over people's minds.

Knowledge (dungeoneering) 11: An aboleth is a Huge fishlike creature found primarily in subterranean lakes and rivers. It has four tentacles and two vertically stacked eyes in the center of its ridged forehead. It uses its powerful mental abilities to overwhelm the minds of its foes.

Knowledge (dungeoneering) 16: Four pulsating dark blue orifices line the bottom of an aboleth's body and secrete gray slime that smells like rancid grease. This slime coats its tentacles, and creatures struck by the tentacles can have their skin transformed into a similar slime. Aboleths are amphibious, and they are able to drag themselves along with their tentacles on land, though they are much faster in the water.

Knowledge (dungeoneering) 21: Aboleths can completely dominate the minds of lesser creatures. They sometimes use their

minions as agents to spy in cities or otherwise further their sinister goals.

HP 159 DR 176

Defenses Armor 18 Brn 16 Fort 18 Ref 14 Ment 20
Movement Land 30 ft. Swim 50 ft. Swim +13
Senses Darkvision (240 ft.), telepathy (480 ft.), Awareness +13
Social Social Insight +13
Other skills Endurance +15

Attributes Str 4, Dex 0, Con 6, Int 4, Per 4, Wil 6

Power 14 ★ 12

Alignment Usually lawful evil

Psionic Blast ★**Compulsion**

Usage time: Elite action.

The aboleth makes a +9 attack vs. Mental against each enemy in a Large (60 ft.) cone.

Hit: 1d6+14 damage. Each creature that loses hit points from this damage is **stunned** (-2 defenses) as a condition.

Miss: Half damage.

Slime-Covered Body ★

Usage time: Triggered.

Whenever a creature hits the aboleth with a melee strike using a non-Long weapon, it risks being covered in slime. The aboleth makes an +9 reactive attack vs. Reflex against the creature that struck it.

Hit: 1d6+1d8 damage. If it loses hit points, each target is poisoned by aboleth slime.

Slimy Tentacle**Long, Sweeping (1)**

Usage time: Standard action.

The aboleth makes a +9 melee strike with a tentacle.

Hit: 1d8+10 damage. Each creature that loses hit points from this damage is poisoned by aboleth slime.

Miss: Half damage.

Aboleth Slime ★**Poison**

Usage time: Triggered.

Aboleth slime is an injury-based liquid poison. The poison's accuracy is +11. Its stage 1 effect makes the target slowed (-10 speed, -2 Armor and Ref) while the poison lasts. Its stage 3 effect also inflicts a vital wound with a unique vital wound effect. Instead of making a vital roll for the vital wound, the target's skin is transformed into a clear, slimy membrane. An afflicted creature must be moistened with cool, fresh water at least once every ten minutes or it will increase its fatigue level by two. This effect lasts until the vital wound is removed. Whenever a creature hits the aboleth with a melee strike using a non-Long weapon, it risks being covered in slime.

Dominate ★**Compulsion**

Usage time: Elite action.

The aboleth dominates the mind of humanoid or aberration within Short (30 ft.) range that is unconscious. It can attune to this ability five times, allowing it to control up to five different creatures.

Attune**Mind Crush ★****Compulsion**

Usage time: Elite action.

The aboleth makes a +9 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: 7d6 damage. If the target loses hit points, it becomes stunned (-2 defenses) as a condition.

Air Elementals



Knowledge (planes) 7: Air elementals are formed from the pure essence of the Plane of Air. They can fly through the air with agile ease, but they tend to be physically frail.

Knowledge (planes) 12: Air elementals have no insulation in their wispy bodies, making them vulnerable to electrical attacks.

Breeze

Level 4 Skirmisher
Small planeforged

HP 16 DR 11

Defenses Armor 8 Brn 7 Fort 5 Ref 10 Ment 6

Impervious Air

Vulnerable Earth

Movement Fly 30 ft.

Attributes Str 2, Dex 5, Con 0, Int -3, Per 2, Wil 0

Power 2 ★ 4

Alignment Usually true neutral

Breeze Abilities

Floating ★: The breeze does not fall while in midair.

Planeforged: The breeze has a body made of concentrated planar essence, and is not alive.

Soulless: The breeze has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The breeze gains a +2 bonus to its defenses against ranged strikes.

Windsplash ★

Usage time: Standard action.

The breeze makes a +3 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+1 damage.

Knockdown – Punch

Light

Usage time: Standard action.

The breeze makes a +6 dual strike vs. Armor with its punchs.

Hit: 1d4+2 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a Size-Based effect.

Punch

Light

Usage time: Standard action.

The breeze makes a +6 dual strike vs. Armor with its punchs.

Hit: 1d4+2 damage.

Gale

Level 8 Skirmisher
Medium planeforged

HP 28 DR 18

Defenses Armor 12 Brn 11 Fort 8 Ref 13 Ment 9

Impervious Air

Vulnerable Earth

Movement Fly 40 ft.

Attributes Str 4, Dex 6, Con 0, Int -2, Per 3, Wil 0

Power 4 ★ 8

Alignment Usually true neutral

Gale Abilities

Floating ★: The gale does not fall while in midair.

Planeforged: The gale has a body made of concentrated planar essence, and is not alive.

Soulless: The gale has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The gale gains a +2 bonus to its defenses against ranged strikes.

Windsplash ★

Usage time: Standard action.

The gale makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+2 damage.

Windsnipe ★

Usage time: Standard action.

The gale makes a +6 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Windsnipe ★

Usage time: Standard action.

The tempest makes a +10 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Knockdown – Punch**Light**

Usage time: Standard action.

The gale makes a +8 dual strike vs. Armor with its punches.

Hit: 1d4+4 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Punch**Light**

Usage time: Standard action.

The gale makes a +10 dual strike vs. Armor with its punches.

Hit: 1d4+4 damage.

Knockdown – Punch**Light**

Usage time: Standard action.

The tempest makes a +12 dual strike vs. Armor with its punches.

Hit: 1d4+5 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Tempest

Level 12 Skirmisher
Large planeforged

HP 44 DR 26

Defenses Armor 15 Brn 14 Fort 11 Ref 15 Ment 12

Impervious Air

Vulnerable Earth

Movement Fly 60 ft.

Attributes Str 4, Dex 7, Con 0, Int -2, Per 4, Wil 0

Power 6★ 10

Alignment Usually true neutral

Tempest Abilities

Floating ★: The tempest does not fall while in midair.

Planeforged: The tempest has a body made of concentrated planar essence, and is not alive.

Soulless: The tempest has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The tempest gains a +2 bonus to its defenses against ranged strikes.

Windslash ★

Usage time: Standard action.

The tempest makes a +11 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+3 damage.

Tornado

Level 16 Skirmisher
Large planeforged

HP 82 DR 47

Defenses Armor 18 Brn 16 Fort 13 Ref 18 Ment 14

Impervious Air

Vulnerable Earth

Movement Fly 60 ft.

Attributes Str 4, Dex 8, Con 1, Int -2, Per 4, Wil 0

Power 8★ 12

Alignment Usually true neutral

Tornado Abilities

Floating ★: The tornado does not fall while in midair.

Planeforged: The tornado has a body made of concentrated planar essence, and is not alive.

Soulless: The tornado has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The tornado gains a +2 bonus to its defenses against ranged strikes.

Windslash ★

Usage time: Standard action.

The tornado makes a +15 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+4 damage.

Windsnipe ★

Usage time: Standard action.

The tornado makes a +14 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Windsnipe ★

Usage time: Standard action.

The elder makes a +18 attack vs. Armor against one creature within Distant (120 ft.) range.

Hit: 1d6+1d8 damage.

Knockdown – Punch

Light

Usage time: Standard action.

The tornado makes a +16 **dual strike** vs. Armor with its punches.

Hit: 1d4+6 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Punch

Light

Usage time: Standard action.

The tornado makes a +14 **dual strike** vs. Armor with its punches.

Hit: 2d4+12 damage.

Knockdown – Punch

Light, Sweeping (1)

Usage time: Standard action.

The elder makes a +20 **dual strike** vs. Armor with its punches.

Hit: 1d4+7 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.

Punch

Light, Sweeping (1)

Usage time: Standard action.

The elder makes a +16 **dual strike** vs. Armor with its punches.

Hit: 3d4+21 damage.

Miss: Half damage.

Elder

Level 20 Skirmisher
Huge planeforged

HP 130 **DR** 75

Defenses Armor 21 Brn 19 Fort 16 Ref 20 Ment 17

Impervious Air

Vulnerable Earth

Movement Fly 70 ft.

Attributes Str 4, Dex 9, Con 1, Int -2, Per 4, Wil 0

Power 10 ★ 14

Alignment Usually true neutral

Elder Abilities

Floating ★: The elder does not fall while in midair.

Planeforged: The elder has a body made of concentrated planar essence, and is not alive.

Soulless: The elder has no soul. If it dies, it cannot be resurrected.

Wind Screen ★: The elder gains a +2 bonus to its defenses against ranged strikes.

Windslash ★

Usage time: Standard action.

The elder makes a +19 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+5 damage.

Allip

Level 3 Skirmisher – **Elite**
Medium undead

**Inflict Wound** ★

Usage time: Standard action.

The allip makes a +0 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: 1d6+4 damage. Each creature that loses hit points from this attack is takes that damage again during its next action

Knowledge (religion) 6: Allips are incorporeal ghost-like creatures. They cannot speak intelligibly, but they are known for their propensity for babbling incoherently as they attack.

Knowledge (religion) 11: An allip is the spectral remains of someone driven to suicide by madness. It craves only revenge and unrelentingly pursues those that it believes tormented it in life. This belief may or may not have any basis in reality.

HP 42 DR 40

Defenses Armor 8 Brn 7 Fort 6 Ref 9 Ment 10

Immune Mundane attacks, [Brawling](#), disease, poison

Vulnerable Silver weapons

Movement Fly 30 ft. Stealth +7

Senses Darkvision (60 ft.), lifesense (120 ft.), Awareness +2

Attributes Str 0, Dex 3, Con 0, Int -2, Per -2, Wil 6

Power 9 ★ 3

Alignment Always neutral evil

Allip Abilities

Condition Removal: The allip can remove conditions at the end of each round (see [Monster Conditions](#), page 415).

Elite Actions: The allip can use an additional [Elite](#) ability each round.

Incorporeal: The allip is [incorporeal](#) (see [Incorporeal](#), page 504). It does not have a physical body, can enter or pass through solid objects.

Undead: The allip is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506).

Angels

Knowledge (planes) 8: Angels are the ultimate champions of good in the endless battle of good and evil. They are native to Elysium, and they often serve the interests of good-aligned deities.

Knowledge (planes) 13: All angels have a striking and highly memorable appearance that evokes strong emotions in most viewers. Most angels evoke an overpowering sense of awe and beauty, but individual angels may have highly varied appearances.

Knowledge (planes) 18: In battle, angels are feared for their fundamental perfection. They tend not to have any weaknesses for attackers to use against them. Their only true foes are demons, who use overwhelming hordes rather than any clever tactics.

Seraph

Level 16 Mystic – Elite
Huge planeforged



Knowledge (planes) 13: Seraphim are six-winged angels of immense power. They burn with holy fire, which they use to immolate evildoers. A seraph resembles a massive serpent that leaves a trail of fire as it flies.

Knowledge (planes) 18: Despite their serpentine appearance, seraphim have beautiful singing voices. They sing almost constantly both in and out of combat.

HP 246 DR 296

Defenses Armor 20 Brn 19 Fort 20 Ref 20 Ment 24

Immune Frightened, panicked

Movement Fly 70 ft. Land 50 ft.

Senses Low-light vision, Awareness +15

Other skills Endurance +15

Attributes Str 5, Dex 6, Con 4, Int 4, Per 4, Wil 8

Power 18 ★ 15

Alignment Always neutral good

Seraph Abilities

Condition Removal: The seraph can remove conditions at the end of each round (see Monster Conditions, page 415).

Divine Rituals ★: The seraph can perform any ritual of rank 6 or lower from the *channel divinity* or *prayer* mystic spheres. It does not need to expend material components or increase its fatigue level to perform those rituals.

Elite Actions: The seraph can use an additional Elite ability each round.

Planeforged: The seraph has a body made of concentrated planar essence, and is not alive.

Soulless: The seraph has no soul. If it dies, it cannot be resurrected.

Combustion ★

Fire

Usage time: Standard action.

The seraph makes a +11 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 10d8 damage.

Divine Judgment ★

Usage time: Standard action.

The seraph makes a +11 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 10d8 damage.

Tenderize – Ram

Heavy, Resonating

Usage time: Standard action.

The seraph makes a +12 strike vs. Armor.

Hit: 1d6+12 damage. In addition, if this attack also beats a target's Fortitude defense, it is *vulnerable* (-4 defenses) to damaging attacks as a condition.

Miss: Half damage.

Word of Faith ★

Usage time: Standard action.

The seraph makes a +15 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 1d6+9 damage.**Divine Translocation** ★

Usage time: Elite action.

The seraph teleports horizontally into an unoccupied location within Distant (120 ft.) range. If the destination is invalid, this ability fails with no effect.

JusticarLevel 14 Mystic – Elite
Large planeforged

Knowledge (planes) 12: Justicars enforce justice on good-aligned planes. They are extremely skilled at identifying the truth of any situation, and act to deal justice however they see fit. Physically, a justicar appears similar to a large human with strong muscles and a constantly stern expression.

Knowledge (planes) 17: In rare circumstances, justicars may leave good-aligned planes to pursue those they see as exceptionally heinous criminals. Generally, this requires that the perpetrator committed a direct offense against a good deity or desecrated an area of a good-aligned plane. Justicars have no interest in mortal matters or minor crimes.

Knowledge (planes) 22: Once, a group of thugs and murderers broke through a magic seal guarding an ancient wizard's tower, intending to loot everything inside. They were shocked when a justicar suddenly appeared in front of them, and prepared to fight

for their lives. However, the justicar ignored them. Instead, it killed the ancient wizard of the tower and disappeared, leaving the spoils to the evildoers who broke the seal. This is the morality of a justicar. They consider only truly immense evils to be worthy of their attention, and ignore all lesser sins.

HP 228 DR 232**Defenses** Armor 18 Brn 18 Fort 19 Ref 19 Ment 22**Immune** Frightened, panicked**Movement** Fly 60 ft. Land 40 ft.**Senses** Low-light vision, Awareness +16**Social** Intimidate +10, Social Insight +16**Other skills** Deduction +14, Endurance +15**Attributes** Str 5, Dex 5, Con 5, Int 4, Per 6, Wil 6**Power** 15 ★ 14**Alignment** Always lawful good

Justicar Abilities

Condition Removal: The justicar can remove conditions at the end of each round (see [Monster Conditions](#), page 415).

Divine Rituals ★: The justicar can perform any ritual of rank 5 or lower from the *channel divinity* or *prayer* mystic spheres. It does not need to expend material components or increase its [fatigue level](#) to perform those rituals.

Elite Actions: The justicar can use an additional [Elite](#) ability each round.

Planeforged: The justicar has a body made of concentrated planar essence, and is not alive.

Soulless: The justicar has no soul. If it dies, it cannot be resurrected.

Divine Judgment ★

Usage time: Standard action.

The justicar makes a +11 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 8d6 damage.**Word of Faith** ★

Usage time: Standard action.

The justicar makes a +14 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 1d6+7 damage.**Divine Translocation** ★

Usage time: Elite action.

The justicar teleports horizontally into an unoccupied location within Distant (120 ft.) range. If the destination is invalid, this ability fails with no effect.

Ophan

Level 12 Mystic – Elite
Large planeforged



Knowledge (planes) 11: Ophanim resemble burning wheels rimmed with many eyes. They serve as sentries and guardians of planar portals in good-aligned planes. In combat, they spin into a raging whirlwind.

HP 168 DR 176

Defenses Armor 16 Brn 16 Fort 18 Ref 17 Ment 20

Immune Frightened, panicked

Movement Fly 60 ft. Land 60 ft.

Senses Low-light vision, Awareness +13

Other skills Endurance +16

Attributes Str 4, Dex 5, Con 7, Int 4, Per 4, Wil 6

Power 14 ★ 12

Alignment Always neutral good

Ophan Abilities

Condition Removal: The ophan can remove conditions at the end of each round (see Monster Conditions, page 415).

Divine Rituals ★: The ophan can perform any ritual of rank 4 or lower from the *channel divinity* or *prayer* mystic spheres. It does not need to expend material components or increase its fatigue level to perform those rituals.

Elite Actions: The ophan can use an additional **Elite** ability each round.

Planeforged: The ophan has a body made of concentrated planar essence, and is not alive.

Soulless: The ophan has no soul. If it dies, it cannot be resurrected.

Divine Judgment ★

Usage time: Standard action.

The ophan makes a +9 attack vs. Mental against anything within Short (30 ft.) range.

Hit: 7d6 damage.

Pyroclasm ★

Fire

Usage time: Standard action.

The ophan makes a +13 attack vs. Reflex against everything in a Medium (30 ft.) radius.

Hit: 1d6+7 damage.

Whirlwind – Ram

Heavy, Resonating

Usage time: Standard action.

The ophan makes a +13 attack vs. Armor against enemies in a Tiny (5 ft.) radius.

Hit: 1d6+10 damage.

Word of Faith ★

Usage time: Standard action.

The ophan makes a +11 attack vs. Mental against enemies in a Small (15 ft.) radius.

Hit: 1d6+7 damage.

Divine Translocation ★

Usage time: Elite action.

The ophan teleports horizontally into an unoccupied location within Long (90 ft.) range. If the destination is invalid, this ability fails with no effect.

Animated Objects



Tiny Object

Level 1 Brute
Tiny animate

HP 6 DR 8

Defenses Armor 6 Brn 3 Fort 2 Ref 8 Ment 3

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 10 ft.

Senses Darkvision (60 ft.)

Attributes Str -4, Dex 4, Con -4, Int -8, Per 0, Wil 0

Power 0 ★ -4

Alignment Always true neutral

Tiny Object Abilities

Construct: The tiny object is both an object and a non-living creature. For details, see Constructs, page 506.

Simple-Minded: The tiny object can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (-4 defenses) to Compulsion attacks.

Ram

Resonating

Usage time: Standard action.

The tiny object makes a +0 strike vs. Armor with its ram.

Hit: 1d6+3 damage.

Small Object

Level 1 Brute
Small animate

HP 14 DR 8

Defenses Armor 5 Brn 6 Fort 4 Ref 6 Ment 3

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 20 ft.

Senses Darkvision (60 ft.)

Attributes Str 2, Dex 3, Con 0, Int -8, Per 0, Wil 0

Power 0 ★ 2

Alignment Always true neutral

Small Object Abilities

Construct: The small object is both an object and a non-living creature. For details, see Constructs, page 506.

Simple-Minded: The small object can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (-4 defenses) to Compulsion attacks.

Ram

Resonating

Usage time: Standard action.

The small object makes a +0 strike vs. Armor with its ram.

Hit: 1d6+1 damage.

Medium Object

Level 2 Brute
Medium animate

HP 20 DR 9

Defenses Armor 6 Brn 8 Fort 6 Ref 6 Ment 4

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex 2, Con 2, Int -8, Per 0, Wil 0

Power 1 ★ 5

Alignment Always true neutral

Medium Object Abilities

Construct: The medium object is both an object and a non-living creature. For details, see Constructs, page 506.

Simple-Minded: The medium object can follow simple instructions, but is not fully sentient or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is vulnerable (-4 defenses) to Compulsion attacks.

Ram

Resonating

Usage time: Standard action.

The tiny object makes a +0 strike vs. Armor with its ram.

Hit: 1d6+3 damage.

Knockdown – Ram**Resonating**

Usage time: Standard action.

The medium object makes a +1 strike vs. Armor with its ram.

Hit: 1d6+3 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

HP 48 DR 16**Defenses** Armor 8 Brn 12 Fort 10 Ref 6 Ment 7**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 50 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 6, Dex 0, Con 4, Int -8, Per 0, Wil 0**Power** 3★ 9**Alignment** Always true neutral**Large Object**Level 4 Brute
Large animate**HP 26 DR 11****Defenses** Armor 6 Brn 9 Fort 7 Ref 5 Ment 5**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 40 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 5, Dex 1, Con 3, Int -8, Per 0, Wil 0**Power** 2★ 7**Alignment** Always true neutral**Large Object Abilities**

Construct: The large object is both an object and a non-living creature. For details, see Constructs, page 506.

Simple-Minded: The large object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is **vulnerable** (-4 defenses) to Compulsion attacks.

Knockdown – Ram**Resonating**

Usage time: Standard action.

The large object makes a +3 strike vs. Armor with its ram.

Hit: 1d6+5 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Huge ObjectLevel 7 Brute
Huge animate**Knockdown – Ram****Resonating, Sweeping** (1)

Usage time: Standard action.

The huge object makes a +4 strike vs. Armor with its ram.

Hit: 1d6+7 damage. If the target takes damage, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.**Gargantuan Object**Level 9 Brute
Gargantuan animate**HP 63 DR 20****Defenses** Armor 9 Brn 13 Fort 11 Ref 6 Ment 8**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 60 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 7, Dex -1, Con 5, Int -8, Per 0, Wil 0**Power** 4★ 11**Alignment** Always true neutral**Gargantuan Object Abilities**

Construct: The gargantuan object is both an object and a non-living creature. For details, see Constructs, page 506.

Simple-Minded: The gargantuan object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to Emotion abilities. However, it is **vulnerable** (-4 defenses) to Compulsion attacks.

Knockdown – Ram**Resonating, Sweeping (2)**

Usage time: Standard action.

The gargantuan object makes a +5 strike vs. Armor with its ram.

Hit: 1d6+8 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.**Colossal Object**Level 11 Brute
Colossal animate**HP 78 DR 24****Defenses** Armor 10 Brn 16 Fort 14 Ref 6 Ment 10**Immune** Emotion, disease, poison**Vulnerable Compulsion****Movement** Land 80 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 8, Dex -2, Con 6, Int -8, Per 0, Wil 0**Power** 5★ 13**Alignment** Always true neutral**Colossal Object Abilities**

Construct: The colossal object is both an object and a non-living creature. For details, see Constructs, page 506.

Simple-Minded: The colossal object can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (*-4 defenses*) to **Compulsion** attacks.

Knockdown – Ram**Resonating, Sweeping (3)**

Usage time: Standard action.

The colossal object makes a +7 strike vs. Armor with its ram.

Hit: 1d6+10 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.**Ankheg**Level 4 Skirmisher
Large magical beast

Knowledge (nature) 7: An ankheg is a Large burrowing ant-like creature with large mandibles and a taste for fresh meat. It has six legs, and most ankhegs are brown. In battle, they try to emerge briefly out of tunnels to ambush unwary foes and drag them underground.

Knowledge (nature) 12: A typical adult ankheg is about 10 feet long and weighs about 800 pounds. Ankhegs burrow quickly thanks to the powerful acid they naturally produce. They are able spit that acid up to 20 feet away. When burrowing, they usually do not leave usable tunnels behind them. They can choose to do so, though this halves their burrowing speed.

Knowledge (nature) 17: When hunting, ankhegs usually dig a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel usually 5 feet tall and wide, and up to 150 feet long. If they have been in an area for some time, they generally store the remains from previous kills at the end of the tunnel. When they move on, they leave any valuable objects behind with their old tunnels.

HP 20 DR 11**Defenses** Armor 7 Brn 8 Fort 6 Ref 7 Ment 6**Movement** Burrow 30 ft. Land 50 ft. Climb +9**Senses** Darkvision (60 ft.), tremorsense (60 ft.), Awareness +7**Attributes** Str 4, Dex 3, Con 2, Int -8, Per 2, Wil 0**Power** 2★ 6**Alignment** Always true neutral**Ankheg Abilities**

Grappling Bite**Acid, Clinch**

Usage time: Standard action.

The ankheg makes a +3 strike vs. Armor with its bite.

Hit: 1d8+5 damage. If this attack beats the target's Brawn defense, and the target is smaller than the ankheg, they are **grappled** by each other.

Spew Acid ★**Acid**

Usage time: Standard action.

The ankheg makes a +3 attack vs. Reflex against everything in a Large (*60 ft. long*), 5 ft. wide line from it.**Hit:** 1d6+1 damage.**Miss:** Half damage.**Baboon**Level 1 Skirmisher
Medium animal

Knowledge (nature) 5: A baboon is an aggressive primate adapted to life on the ground. A typical baboon is the size of a big dog.

Knowledge (nature) 10: Baboons prefer open spaces but climb trees to find safe places to rest overnight. They can be aggressive, though they avoid attacking creatures that seem too dangerous.

HP 12 DR 8**Defenses** Armor 5 Brn 5 Fort 3 Ref 6 Ment 4**Movement** Climb 30 ft. Land 30 ft.**Senses** Awareness +5**Attributes** Str 2, Dex 3, Con 1, Int -8, Per 2, Wil -1**Power** -1 ★ 2**Alignment** Always true neutral

Baboon Abilities

Claw**Light**

Usage time: Standard action.

The baboon makes a +3 **dual strike** vs. Armor with its claws.**Hit:** 1d4+1 damage.

Badger

Level 1 Warrior
Medium animal

Knowledge (nature) 5: A badger is a furry animal with a squat, powerful body. Badgers can be tenacious in combat.

Knowledge (nature) 10: Badgers have strong forelimbs that are armed with long claws for digging. A typical adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

HP 16 DR 14

Defenses Armor 6 Brn 2 Fort 6 Ref 4 Ment 3

Movement Land 40 ft.

Senses Scent

Other skills Endurance +6

Attributes Str -2, Dex 2, Con 3, Int -8, Per 1, Wil -1

Power -1 ★ -2

Alignment Always true neutral

Badger Abilities

Claw

Light

Usage time: Standard action.

The badger makes a +3 dual strike vs. Armor with its claws.

Hit: 1d4+1 damage.

Bandits**Army Deserter**

Level 1 Warrior
Medium humanoid



Knowledge (local) 5: Army deserters have abandoned their past life in an army and struck out on their own. Since the punishments for desertion are typically harsh, they have little to lose.

HP 14 DR 14

Defenses Armor 5 Brn 4 Fort 6 Ref 3 Ment 3

Movement Land 30 ft.

Other skills Endurance +5

Attributes Str 2, Dex 0, Con 2, Int 0, Per 1, Wil 0

Power 0 ★ 2

Alignment Usually neutral evil

Army Deserter Abilities

Heavy crossbow

Projectile (90/270)

Usage time: Standard action.

The army deserter makes a +1 strike vs. Armor with its heavy crossbow.

Hit: 1d10+1 damage.

Spear**Thrown** (30/60)

Usage time: Standard action.

The army deserter makes a +1 strike vs. Armor with its spear.

Hit: 1d6+1 damage.**Arc** **Electricity**

Usage time: Standard action.

The renegade bolter makes a +4 attack vs. Fortitude against something within Short (30 ft.) range. This attack chains once.

Hit: 1d6+3 damage.**Veteran Archer**Level 3 Sniper
Medium humanoid**HP 12 DR 10****Defenses** Armor 5 Brn 5 Fort 4 Ref 7 Ment 6**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 2, Dex 3, Con 0, Int 0, Per 4, Wil 0**Power** 1 3**Alignment** Usually chaotic evil

Veteran Archer Abilities

Armorpiercing Longbow**Projectile** (90/270)

Usage time: Standard action.

The veteran archer makes a +1 **strike** vs. Reflex with its longbow.**Hit:** 1d6+1 damage.**Lightning Bolt** **Electricity**

Usage time: Standard action.

The renegade bolter makes a +3 attack vs. Reflex against everything in a Large (60 ft. long), 5 ft. wide line from it.

Hit: 1d6+3 damage.**Stunning Discharge** **Electricity**

Usage time: Standard action.

The renegade bolter makes a +3 attack vs. Mental against all creatures in a Medium (30 ft.) radius from it.

Hit: Each target that has no remaining **damage resistance** is **stunned** (-2 **defenses**) as a **condition**.**Critical hit:** The condition must be removed an additional time before the effect ends.**Longbow****Projectile** (90/270)

Usage time: Standard action.

The veteran archer makes a +3 strike vs. Armor with its longbow.

Hit: 1d6+1 damage.**Renegade Bolter**Level 4 Mystic
Medium humanoid**HP 14 DR 16****Defenses** Armor 6 Brn 5 Fort 6 Ref 8 Ment 10**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 0, Dex 3, Con 0, Int 0, Per 3, Wil 5**Power** 7 2**Alignment** Usually neutral evil

Renegade Bolter Abilities

Bears

Black Bear

Level 1 Brute – **Elite**
Medium animal

Knowledge (nature) 5: Black bears are forest-dwelling omnivores that are usually not dangerous unless an interloper threatens their cubs or food supply. They can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

HP 72 DR 32

Defenses Armor 6 Brn 9 Fort 8 Ref 6 Ment 4

Movement Land 40 ft. Climb +7 Swim +7

Senses Scent, Awareness +4

Other skills Endurance +8

Attributes Str 4, Dex 0, Con 5, Int -8, Per 1, Wil -2

Power 0 ★ 6

Alignment Always true neutral

Black Bear Abilities

Condition Removal: The black bear can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The black bear can use an additional **Elite** ability each round.

Bite

Clinch

Usage time: Elite action.

The black bear makes a +1 strike vs. Armor with its bite.

Hit: 1d8+5 damage.

Claw

Light

Usage time: Standard action.

The black bear makes a +2 **dual strike** vs. Armor with its claws.

Hit: 1d4+3 damage.

HP 90 DR 40

Defenses Armor 7 Brn 10 Fort 10 Ref 6 Ment 6

Movement Land 50 ft. Climb +9 Swim +9

Senses Scent, Awareness +5

Other skills Endurance +10

Attributes Str 5, Dex 0, Con 6, Int -8, Per 1, Wil 0

Power 3 ★ 8

Alignment Always true neutral

Brown Bear Abilities

Condition Removal: The brown bear can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The brown bear can use an additional **Elite** ability each round.

Bite

Clinch

Usage time: Elite action.

The brown bear makes a +2 strike vs. Armor with its bite.

Hit: 1d8+6 damage.

Claw

Light

Usage time: Standard action.

The brown bear makes a +4 **dual strike** vs. Armor with its claws.

Hit: 1d4+4 damage.

Brown Bear

Level 3 Brute – **Elite**
Large animal

A brown bear's statistics can be used for almost any big bear, including a grizzly bear.

Knowledge (nature) 6: Brown bears tend to be bad-tempered and territorial.

Bugbears

Knowledge (local) 6: Bugbears are Medium humanoid creatures with burly, hairy bodies and ugly goblin faces. They are brutish and chaotic, and enjoy bullying their goblin kin.

Knowledge (local) 11: Although bugbears have only ordinary physical strength, they are remarkably durable. Their name comes from their hirsute nature and inexhaustible endurance, both of which are reminiscent of bears. It also references their seemingly supernatural ability to infuriate their enemies.

Knowledge (local) 16: Bugbears are typically found in small packs that rarely have more than a dozen members. However, sometimes they will congregate around a powerful leader for a time. These groupings are not hierarchical or well organized, and are typically based around some discovery of wealth that a chief can ration out to their followers.

Bugbear Raider

Level 3 Warrior

Medium monstrous humanoid

HP 24 DR 18

Defenses Armor 6 Brn 5 Fort 8 Ref 4 Ment 5

Movement Land 30 ft.

Senses Scent

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

Power 3 ★ 3

Alignment Chaotic evil

Mind Blank ★

Compulsion

Usage time: Standard action.

The bugbear shaman makes a +2 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: If the target has no remaining damage resistance, it is compelled to spend its next standard action doing nothing at all. After it takes this standard action, it becomes immune to this effect until it finishes a short rest.

Mind Blast ★

Usage time: Standard action.

The bugbear shaman makes a +2 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target takes 1d6+2 subdual damage.

Bugbear Raider Abilities

Bugbear Shaman

Level 3 Mystic

Medium monstrous humanoid

HP 22 DR 14

Defenses Armor 4 Brn 4 Fort 7 Ref 6 Ment 9

Movement Land 30 ft.

Senses Scent

Attributes Str 0, Dex 0, Con 5, Int -2, Per 2, Wil 4

Power 5 ★ 1

Alignment Neutral evil

Bugbear Shaman Abilities

Flail

Maneuverable

Usage time: Standard action.

The bugbear shaman makes a +2 strike vs. Armor with its flail.

Hit: 1d6 damage.

Camel

Level 1 Brute
Large animal

Knowledge (nature) 5: Camels are known for their ability to travel long distances without food or water.

HP 20 DR 8

Defenses Armor 4 Brn 6 Fort 5 Ref 3 Ment 3

Movement Land 50 ft.

Other skills Endurance +6

Attributes Str 3, Dex 0, Con 3, Int -8, Per 1, Wil 0

Power 0 3

Alignment Always true neutral

Camel Abilities

Bite

Clinch

Usage time: Standard action.

The camel makes a +1 strike vs. Armor with its bite.

Hit: 1d6+1 damage.

Camel

Level 2 Brute
Medium animal

HP 22 DR 9

Defenses Armor 5 Brn 7 Fort 6 Ref 5 Ment 4

Movement Land 40 ft.

Other skills Endurance +7

Attributes Str 2, Dex 0, Con 3, Int -8, Per 1, Wil 0

Power 1 3

Alignment

Camel Abilities

Bite

Clinch

Usage time: Standard action.

The camel makes a +1 strike vs. Armor with its bite.

Hit: 1d6+1 damage.

Cat

Level 1 Skirmisher
Small animal

HP 4 DR 8**Defenses** Armor 6 Brn 1 Fort 2 Ref 8 Ment 3**Movement** Land 30 ft. Balance +5 Flexibility +0 Stealth +0**Senses** Scent, Awareness +5**Attributes** Str -7, Dex 4, Con -3, Int -7, Per 2, Wil -2**Power** -2 -7**Alignment** Always true neutral

Cat Abilities

Claw**Light**

Usage time: Standard action.

The cat makes a +3 dual strike vs. Armor with its claws.

Hit: 1d4+3 damage.**Choker**

Level 4 Brute

Medium monstrous humanoid



Knowledge (local) 7: A choker is a vicious predator that delights in strangling its foes. Chokers are bipedal, but their arms are inhumanly long and sinuous, terminating in hands with spiny pads to help them hold on tightly to walls and foes. They live to hear the desperate gasping for breath and crunching of bones that their powerful arms can inflict on their prey.

HP 18 DR 11**Defenses** Armor 8 Brn 9 Fort 6 Ref 8 Ment 5**Movement** Land 30 ft. Climb +10 Stealth +10**Senses** Awareness +5**Attributes** Str 5, Dex 5, Con -1, Int -5, Per 0, Wil -1**Power** 1 7**Alignment** Usually chaotic evil

Choker Abilities

Choke**Light**

Usage time: Standard action.

The choker makes a +4 dual strike vs. Armor with its hands.

Hit: 1d4+3 damage. If this attack beats the target's Brawn defense, and the target is smaller than the choker, they are grappled by each other.

Cultists**Death Cultist**

Level 1 Mystic
Medium humanoid

HP 12 DR 10**Defenses** Armor 3 Brn 3 Fort 5 Ref 5 Ment 8**Movement** Land 30 ft.**Other skills** Endurance +5**Attributes** Str 0, Dex 1, Con 2, Int -1, Per 0, Wil 4**Power** 4 ★ 0**Alignment** Usually lawful evil

Death Cultist Abilities

Drain Life ★

Usage time: Standard action.

The death cultist makes a +0 attack vs. Fortitude against one living creature within Medium (*60 ft.*) range.**Hit:** 1d6+2 damage.**Sickle****Light, Sweeping** (1)

Usage time: Standard action.

The death cultist makes a +1 strike vs. Armor with its sickle.

Hit: 1d4 damage.**Club**

Usage time: Standard action.

The pyromaniac makes a +4 strike vs. Armor with its club.

Hit: 1d8+1 damage.**Pyroclasm** ★**Fire**

Usage time: Standard action.

The pyromaniac makes a +3 attack vs. Reflex against everything in a Medium (*30 ft.*) radius from it. In addition, it suffers a glancing blow from this attack.**Hit:** 1d6+3 damage.**Pyrohemia** ★**Fire**

Usage time: Standard action.

The pyromaniac makes a +3 attack vs. Fortitude against one creature within Medium (*60 ft.*) range.**Hit:** 1d6+3 damage. If the target loses hit points, it takes 1d6+3 damage again during the pyromaniac's next action.**Pyromaniac**

Level 4 Mystic
Medium humanoid

HP 14 DR 16**Defenses** Armor 6 Brn 5 Fort 6 Ref 8 Ment 10**Movement** Land 30 ft.**Attributes** Str 0, Dex 2, Con 0, Int -1, Per 2, Wil 5**Power** 7 ★ 2**Alignment** Usually chaotic evil

Pyromaniac Abilities

Burning Grasp ★**Fire**

Usage time: Standard action.

The pyromaniac must have a free hand to cast this spell. The pyromaniac makes a +3 attack vs. Reflex against something it touches.

Hit: 1d6+3 damage immediately, and again during the pyromaniac's next action.

Darkmantle

Level 2 Skirmisher
Small magical beast

Grappling Tentacle**Long**

Usage time: Standard action.

The darkmantle makes a +2 strike vs. Armor with its tentacle.

Hit: 1d8+3 damage. If this attack beats the target's Brawn defense, and the target is smaller than the darkmantle, they are [grappled](#) by each other.

Knowledge (nature) 6: A darkmantle has a small body and a large number of strong tentacles. It hides itself on walls and ceilings and drops on its foes to strangle them to death.

Knowledge (nature) 11: Darkmantles hang from ceilings using a muscular "foot" at the top of their bodies. They can look like a stalactite by holding their tentacles stiffly under themselves, or like a lump of rock by spreading their tentacles so the membrane between them covers their bodies. Their shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background.

Knowledge (nature) 16: A darkmantle that misses its initial attack often climbs away and tries to drop on the opponent again if there is a conveniently placed wall. Otherwise, it tries to climb its opponent's body to suffocate its head. Darkmantles move very slowly, so they rely heavily on stealth to ambush their foes.

HP 8 DR 9

Defenses Armor 6 Brn 7 Fort 3 Ref 8 Ment 5

Movement Climb 10 ft. Land 10 ft. Climb +8 Stealth +7

Senses Darkvision (120 ft.), Awareness +7

Attributes Str 4, Dex 3, Con -2, Int -6, Per 3, Wil 0

Power 1 ★ 5

Alignment Always true neutral

Darkmantle Abilities

Darkwraith

Level 4 Skirmisher – **Elite**
Medium animate



Knowledge (nature) 7: A darkwraith is a shadow disconnected from its host through strange umbramantic power. Its body loosely resembles a dark humanoid shape, with all details obscured. Despite its resemblance to a ghost, it is neither undead nor incorporeal. It instinctively seeks out sources of light and warmth, including most living creatures, to suppress their hated radiance.

Knowledge (nature) 12: Darkwraiths bear a hateful malevolence towards anything that brings light. Although they swarm around sources of warmth, they will not attack directly with their dark grasp unless provoked by light or damage. Darkwraiths cannot speak or make noise of any kind.

HP 48 DR 44

Defenses Armor 11 Brn 8 Fort 7 Ref 12 Ment 10

Immune Emotion, disease, poison, **Cold**, prone

Vulnerable Compulsion

Movement Fly 30 ft. (30 ft. up) Stealth +11

Senses Darkvision (120 ft.), Awareness +9

Attributes Str 0, Dex 6, Con 0, Int 1, Per 4, Wil 4

Power 8 ★ 4

Alignment Always neutral evil

Darkwraith Abilities

Condition Removal: The darkwraith can remove conditions at the end of each round (see Monster Conditions, page 415).

Construct: The darkwraith is both an object and a non-living creature. For details, see Constructs, page 506.

Elite Actions: The darkwraith can use an additional **Elite** abil-

ity each round.

Simple-Minded: The darkwraith can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Dark Grasp ★

Cold

Usage time: Standard action.

The darkwraith makes a +4 attack vs. Reflex against one creature it **touches**. It gains a +2 accuracy bonus if the target is **shadowed**.

Hit: 1d6+8 damage. If the target loses hit points, it treats all **shadowed** areas as **difficult terrain** as a **condition**.

Umbrial Aura ★

Cold, Visual

Usage time: Elite action.

The darkwraith makes a +4 attack vs. Fortitude against all **shadowed** creatures within a Large (60 ft.) radius of it.

Hit: 1d6+4 damage.

Demonspawn

Knowledge (planes) 7: Demonspawn are infernal beings that live in the Abyss. They are the weakest and least intelligent type of demon, but they are still dangerous to mortals.

Knowledge (planes) 12: Demonspawn were formed in the torturous flames of the Abyss. They all share an immunity to fire.

Rageborn Demon

Level 5 Brute – Elite
Large planeforged



Knowledge (planes) 7: Rageborn demons are anger personified. They lash out constantly and violently at everything around them. If they are left alone, they simply destroy their environment.

Knowledge (planes) 12: Since rageborn demons normally feel only anger, they have little experience with other emotions. This makes them easy to mislead with magical effects that manipulate their emotions.

HP 78 DR 48

Defenses Armor 10 Brn 14 Fort 10 Ref 9 Ment 10

Immune Fire

Vulnerable Emotion

Movement Land 40 ft.

Other skills Endurance +7

Attributes Str 8, Dex 3, Con 2, Int -4, Per 2, Wil 4

Power 8 ✨ 12

Alignment Always chaotic evil

Rageborn Demon Abilities

Condition Removal: The rageborn demon can remove conditions at the end of each round (see Monster Conditions, page

415).

Elite Actions: The rageborn demon can use an additional Elite ability each round.

Planeforged: The rageborn demon has a body made of concentrated planar essence, and is not alive.

Soulless: The rageborn demon has no soul. If it dies, it cannot be resurrected.

Enrage ✨

Usage time: Standard action.

The rageborn demon makes a +8 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: As a condition, the target is unable to take any standard actions that do not cause it to make an attack. For example, it could make a strike or cast an offensive spell, but it could not heal itself or summon a creature.

Critical hit: The condition must be removed twice before the effect ends.

Painborn Demon

Level 7 Warrior – Elite
Medium planeforged



Knowledge (planes) 8: Painborn demons are pain personified. They are covered in spikes that pierce their own skin, shifting and causing them pain whenever they move. These unfortunate creatures suffer continuously, and they try to share that suffering with anything around them.

Knowledge (planes) 13: Painborn demons have a hidden desire that most of them do not even consciously realize: the desire to give up control. Fighting through their constant pain is mentally taxing. Magical effects that compel their actions, freeing them from the burden of choice, are their greatest weakness.

HP 168 DR 112
Defenses Armor 12 Brn 11 Fort 15 Ref 10 Ment 9
Immune Fire
Vulnerable Compulsion
Movement Land 30 ft.
Other skills Endurance +14
Attributes Str 4, Dex 2, Con 8, Int -4, Per 1, Wil 1
Power 6 ★ 9
Alignment Always neutral evil

Painborn Demon Abilities

Condition Removal: The painborn demon can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The painborn demon can use an additional Elite ability each round.

Planeforged: The painborn demon has a body made of concentrated planar essence, and is not alive.

Soulless: The painborn demon has no soul. If it dies, it cannot be resurrected.

Grappling Claw

Light

Usage time: Standard action.

The painborn demon makes a +7 dual strike vs. Armor with its claws.

Hit: 1d4+4 damage. If this attack beats the target's Brawn defense, and the target is smaller than the painborn demon, they are grappled by each other.

Spiked Body

Usage time: Triggered.

Whenever a creature attacks the painborn demon with a melee strike using a non-Long weapon, it risks being impaled by spikes. The painborn demon makes an +5 reactive attack vs. Armor against the creature that attacked it.

Hit: 1d6+4 damage.

Soulfire Demon

Level 13 Sniper – Elite
Large planeforged



HP 174 DR 128

Defenses Armor 15 Brn 15 Fort 15 Ref 16 Ment 19

Immune Fire

Vulnerable Cold iron weapons

Movement Land 40 ft.

Attributes Str 3, Dex 2, Con 3, Int 2, Per 6, Wil 6

Power 14 ★ 11

Alignment Always chaotic evil

Soulfire Demon Abilities

Condition Removal: The soulfire demon can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The soulfire demon can use an additional Elite ability each round.

Planeforged: The soulfire demon has a body made of concentrated planar essence, and is not alive.

Combustion ★

Fire

Usage time: Standard action.

The soulfire demon makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 8d8 damage.

Ignition ★**Fire**

Usage time: Standard action.

The soulfire demon makes a +15 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+7 damage. immediately and during each subsequent action phase. The condition can be removed if the target makes a difficulty value 10 Dexterity check as a **move action**. Dropping **prone** (*half speed, -2 Armor and Ref*) as part of this action gives a +5 bonus to this check.

Pyroclasm ★**Fire**

Usage time: Standard action.

The soulfire demon makes a +15 attack vs. Reflex against everything in a Medium (30 ft.) radius.

Hit: 1d6+7 damage.

Pyrohemia ★**Fire**

Usage time: Standard action.

The soulfire demon makes a +14 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: 1d6+7 damage. Each creature that loses **hit points** from this attack is takes that damage again during its next action

Dire Animals**Dire Rat**

Level 1 Skirmisher
Small animal



Knowledge (nature) 5: A dire rat is a Small omnivorous scavenger that resembles an unusually large rat. Dire rats are not generally aggressive, but will attack to defend their nests and territories.

Knowledge (nature) 10: Dire rats can grow to be up to 3 feet long and weigh over 20 pounds.

HP 10 DR 8

Defenses Armor 6 Brn 4 Fort 3 Ref 8 Ment 3

Movement Land 30 ft. Climb +4 Stealth +7

Senses Scent, Awareness +6

Attributes Str 1, Dex 4, Con 0, Int -9, Per 3, Wil -2

Power -2 ★ 1

Alignment Always true neutral

Dire Rat Abilities**Bite****Clinch**

Usage time: Standard action.

The dire rat makes a +2 strike vs. Armor with its bite.

Hit: 1d8 damage.

Dire Wolf

Level 6 Skirmisher
Large animal



Knowledge (nature) 8: A dire wolf is a wolf-like creature that is much larger than an ordinary wolf. Their fur is usually mottled gray or black. Dire wolves are efficient pack hunters that will kill anything they can catch.

HP 22 DR 13

Defenses Armor 10 Brn 10 Fort 7 Ref 10 Ment 8

Movement Land 50 ft.

Senses Scent, Awareness +9

Attributes Str 4, Dex 4, Con 1, Int -7, Per 3, Wil 0

Power 3 ★ 7

Alignment Always true neutral

Dire Wolf Abilities**Bite****Clinch**

Usage time: Standard action.

The dire wolf makes a +4 strike vs. Armor with its bite.

Hit: 1d8+5 damage.

Dog

Level 1 Skirmisher
Medium animal

These statistics can be used for any large dog or similar creature, such as an ordinary wolf.

Knowledge (nature) 5: Some dogs are trained to serve as steeds for halflings and gnomes. Such riding dogs may be trained for combat, or may be only used for travel.

HP 10 DR 8

Defenses Armor 4 Brn 4 Fort 3 Ref 5 Ment 4

Movement Land 40 ft.

Senses Scent, Awareness +5

Attributes Str 0, Dex 1, Con 0, Int -7, Per 2, Wil -1

Power -1 ★ 0

Alignment Always true neutral

Dog Abilities**Bite****Clinch**

Usage time: Standard action.

The dog makes a +1 strike vs. Armor with its bite.

Hit: 1d8 damage.

Fire Elementals



Knowledge (planes) 7: Fire elementals are formed from the pure essence of the Plane of Fire. They tend to be fast and agile, and they burn their opponents to ash in combat.

Knowledge (planes) 12: Fire elementals burn fast and bright, with little insulation from their surroundings. This makes them vulnerable to cold attacks, which can chill their very core.

Ember

Level 4 Skirmisher
Small planeforged

HP 16 DR 11

Defenses Armor 8 Brn 7 Fort 5 Ref 10 Ment 7

Immune Fire

Impervious Cold

Vulnerable Water

Movement Land 30 ft.

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

Power 4 ★ 4

Alignment Usually true neutral

Ember Abilities

Planeforged: The ember has a body made of concentrated planar essence, and is not alive.

Soulless: The ember has no soul. If it dies, it cannot be resurrected.

Combustion ★

Fire

Usage time: Standard action.

The ember makes a +2 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 1d6+4 damage.

Firebolt ★

Fire

Usage time: Standard action.

The ember makes a +2 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+4 damage.

Kindled

Level 8 Skirmisher
Medium planeforged

HP 28 DR 18

Defenses Armor 11 Brn 11 Fort 8 Ref 12 Ment 10

Immune Fire

Impervious Cold

Vulnerable Water

Movement Land 40 ft.

Attributes Str 4, Dex 5, Con 0, Int -2, Per 0, Wil 2

Power 6 ★ 8

Alignment Usually true neutral

Kindled Abilities

Planeforged: The kindled has a body made of concentrated planar essence, and is not alive.

Soulless: The kindled has no soul. If it dies, it cannot be resurrected.

Combustion ★

Fire

Usage time: Standard action.

The kindled makes a +5 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 1d8+6 damage.

Fireball ★

Fire

Usage time: Standard action.

The kindled makes a +4 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+6 damage.

Firebolt ★**Fire**

Usage time: Standard action.

The kindled makes a +5 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d8+6 damage.

Fireball ★**Fire**

Usage time: Standard action.

The bonfire makes a +7 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+9 damage.

Ignition ★**Fire**

Usage time: Standard action.

The kindled makes a +7 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a condition. The Target takes 1d6+3 damage, immediately and during each subsequent action phase. The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action. Dropping prone (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check.

Firebolt ★**Fire**

Usage time: Standard action.

The bonfire makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 4d6 damage.

Ignition ★**Fire**

Usage time: Standard action.

The bonfire makes a +10 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a condition. The Target takes 1d6+4 damage, immediately and during each subsequent action phase. The condition can be removed if the target makes a difficulty value 10 Dexterity check as a move action. Dropping prone (half speed, -2 Armor and Ref) as part of this action gives a +5 bonus to this check.

Bonfire

Level 12 Skirmisher
Large planeforged

HP 44 DR 26**Defenses** Armor 15 Brn 14 Fort 11 Ref 15 Ment 13**Immune** Fire**Impervious** Cold**Vulnerable** Water**Movement** Land 60 ft.**Attributes** Str 5, Dex 6, Con 0, Int -2, Per 0, Wil 3**Power** 9 ★ 11**Alignment** Usually true neutral**Bonfire Abilities**

Planeforged: The bonfire has a body made of concentrated planar essence, and is not alive.

Soulless: The bonfire has no soul. If it dies, it cannot be resurrected.

Combustion ★**Fire**

Usage time: Standard action.

The bonfire makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 4d6 damage.

Level 16 Skirmisher
Large planeforged

HP 90 DR 47**Defenses** Armor 17 Brn 17 Fort 14 Ref 17 Ment 15**Immune** Fire**Impervious** Cold**Vulnerable** Water**Movement** Land 60 ft.**Attributes** Str 6, Dex 6, Con 2, Int 1, Per 2, Wil 3**Power** 11 ★ 14**Alignment** Usually true neutral**Inferno Abilities**

Planeforged: The inferno has a body made of concentrated planar essence, and is not alive.

Soulless: The inferno has no soul. If it dies, it cannot be resurrected.

Combustion ★**Fire**

Usage time: Standard action.

The inferno makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 6d8 damage.

Fireball ★**Fire**

Usage time: Standard action.

The inferno makes a +12 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+11 damage.

Firebolt ★**Fire**

Usage time: Standard action.

The inferno makes a +10 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 6d8 damage.

Ignition ★**Fire**

Usage time: Standard action.

The inferno makes a +15 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+5 damage, immediately and during each subsequent **action phase**. The condition can be removed if the target makes a **difficulty value 10 Dexterity check** as a **move action**. Dropping **prone** (**half speed**, **-2 Armor and Ref**) as part of this action gives a +5 bonus to this check.

Elder

Level 20 Skirmisher
Huge planeforged

HP 145 DR 75**Defenses** Armor 20 Brn 20 Fort 17 Ref 19 Ment 19**Immune** Fire**Impervious** Cold**Vulnerable** Water**Movement** Land 70 ft.**Attributes** Str 7, Dex 7, Con 2, Int 2, Per 2, Wil 4**Power** 14 ★ 17**Alignment** Usually true neutral

nar essence, and is not alive.

Soulless: The elder has no soul. If it dies, it cannot be resurrected.

Combustion ★**Fire**

Usage time: Standard action.

The elder makes a +13 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 8d10 damage.

Fireball ★**Fire**

Usage time: Standard action.

The elder makes a +16 attack vs. Reflex against everything in a Medium (30 ft.) radius within Medium (60 ft.) range.

Hit: 1d6+14 damage.

Firebolt ★**Fire**

Usage time: Standard action.

The elder makes a +13 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 8d10 damage.

Ignition ★**Fire**

Usage time: Standard action.

The elder makes a +19 attack vs. Fortitude against one creature within Short (30 ft.) range.

Hit: the target catches on fire as a **condition**. The Target takes 1d6+7 damage, immediately and during each subsequent **action phase**. The condition can be removed if the target makes a **difficulty value 10 Dexterity check** as a **move action**. Dropping **prone** (**half speed**, **-2 Armor and Ref**) as part of this action gives a +5 bonus to this check.

Elder Abilities

Planeforged: The elder has a body made of concentrated pla-

Formians



Knowledge (planes) 5: Formians are ant-like inhabitants native to Ordus, the Aligned Plane of law. They share a hive mind that allows telepathic communication at great distances.

Knowledge (planes) 10: All formians can sense their surroundings instinctively by feeling tremors in the ground. Most formians are simple drones with no independent thought or agency; they act only as directed by their queen. As a result, they fight with no concern for their own lives, serving only the greater good of the group. They may still retreat to avoid expending unnecessary resources on a battle that is already lost.

Knowledge (planes) 15: Formians often attempt to set up colonies in unclaimed locations on other planes to expand their influence, though they never attack civilizations or sentient creatures to do so. Once they have established their colonies, they consider themselves to have a rightful claim to that land, and they can be highly territorial.

If a formian queen is killed, all formians it was controlling immediately become inert, taking no actions of any kind. These isolated formians typically die of dehydration or similar causes, though in rare cases they may be claimed by another formian queen.

Worker

Level 1 Skirmisher
Medium planeforged

Knowledge (planes) 5: Workers are the basic building blocks of formian society. A typical worker is about 3 feet long and about 2-1/2 feet high at the front. Its hands are suitable only for manual labor.

Knowledge (planes) 10: Individual workers are simple-minded, but they are given instructions by the hive mind. Even the smallest formian colony typically has hundreds of workers, and larger

colonies can have tens of thousands. Workers are generally given orders by a formian queen in groups of at least five, and it is rare to see an individual worker on its own.

HP 8 DR 8

Defenses Armor 5 Brn 4 Fort 3 Ref 6 Ment 3

Immune Emotion

Impervious Earth

Vulnerable Compulsion

Movement Land 40 ft.

Senses Tremorsense (60 ft.), tremorsight (15 ft.)

Other skills Craft +1

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

Power -2 ✨ 1

Alignment Always lawful neutral

Worker Abilities

Hive Mind ✨: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian's individual intelligence.

Planeforged: The worker has a body made of concentrated planar essence, and is not alive.

Simple-Minded: The worker can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Bite

Clinch

Usage time: Standard action.

The worker makes a +0 strike vs. Armor with its bite.

Hit: 1d8 damage.

Drone

Level 5 Warrior

Medium planeforged

Knowledge (planes) 7: Drones are the basic fighting unit of formian society. In combat, drones use their high mobility to ruthlessly coordinate attacks on their most dangerous or most vulnerable foes.

Knowledge (planes) 12: Even the smallest formian colony typically has dozens of warriors, and larger colonies can have thousands.

HP 24 DR 22
Defenses Armor 10 Brn 7 Fort 9 Ref 8 Ment 6
Immune Emotion
Impervious Earth
Vulnerable Compulsion
Movement Land 50 ft. Climb +8
Senses Tremorsense (60 ft.), tremorsight (15 ft.), Awareness +8
Other skills Endurance +8
Attributes Str 3, Dex 4, Con 3, Int -4, Per 3, Wil 0
Power 2 [★] 5
Alignment Always lawful neutral

Drone Abilities

Hive Mind [★]: All formians within 50 miles of their queen are in constant telepathic communication with her, regardless of any intervening physical obstacles. They instantaneously share information about threats and discoveries. This allows formians to usually respond to new information intelligently and in perfect unison, regardless of each formian's individual intelligence.

Planeforged: The drone has a body made of concentrated planar essence, and is not alive.

Simple-Minded: The drone can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (*-4 defenses*) to **Compulsion** attacks.

Drone Venom

Usage time: Triggered.

Drone venom is an injury-based liquid **poison**. The poison's accuracy is +4. Its stage 1 effect inflicts 2d8 poison damage per poison stage.

Poisonous Stinger

Usage time: Standard action.

The drone makes a +5 attack vs. Armor with its stinger.

Hit: 1d6+3 damage. If the target loses hit points, it becomes poisoned by drone venom.

Frostweb Spider

Level 12 Skirmisher – **Elite**
Large magical beast

HP 156 DR 104
Defenses Armor 19 Brn 17 Fort 15 Ref 19 Ment 16
Movement Land 50 ft. Balance +22 Climb +13

Senses Tremorsense (90 ft.), Awareness +12

Attributes Str 4, Dex 8, Con 2, Int 0, Per 3, Wil 2

Power 10[★] 12

Alignment

Frostweb Spider Abilities

Condition Removal: The frostweb spider can remove conditions at the end of each round (see **Monster Conditions**, page 415).

Elite Actions: The frostweb spider can use an additional **Elite** ability each round.

Frost Breath [★]

Cold

Usage time: Standard action.

The frostweb spider makes a +8 attack vs. Fortitude against everything within in a Large (60 ft.) cone from it. In addition, the area **briefly** becomes **icy terrain**. After it uses this ability, it **briefly** cannot use it again.

Hit: 1d8+10 damage.

Miss: Half damage.

Frostweb Spider Venom [★]

Cold, Poison

Usage time: Triggered.

Frostweb spider venom is an injury-based liquid **poison**. The poison's accuracy is +9. Its stage 1 effect makes the target **vulnerable** (*-4 defenses*) to **Cold** attacks while the poison lasts. Its stage 3 effect also inflicts a **vital wound** with a unique vital wound effect. Instead of making a **vital roll** for the **vital wound**, the target's blood freezes. It is **paralyzed** (*cannot move*) while the temperature is below freezing, and **slowed** (*-10 speed, -2 Armor and Ref*) while the temperature is below 100 degrees Fahrenheit. Whenever it takes damage from a **Fire** ability, it can ignore this effect for one minute. This effect lasts until the **vital wound** is removed.

Iceweb ★**Cold**

Usage time: Elite action.

The frostweb spider makes a +8 attack vs. Reflex against something within Medium (60 ft.) range. Whether the attack hits or misses, the target's space and all squares adjacent to it briefly become **icy terrain**.

Hit: 1d6+5 damage. If the attack result beats the target's Fortitude defense, it becomes **slowed** (-10 speed, -2 Armor and Ref) as a condition.

Venomous Bite**Clinch**

Usage time: Standard action.

The frostweb spider makes a +8 strike vs. Armor with its bite.

Hit: 1d8+10 damage*2. If the target loses hit points, it becomes poisoned by frostweb spider venom.

Gelatinous Cube

Level 5 Brute – Elite

Large animate



Knowledge (nature) 7: Gelatinous cubes are gigantic green oozes that creep along underground tunnels, digesting anything organic they encounter. They are feared for their ability to easily snatch up smaller creatures and carry them away.

Knowledge (nature) 12: When a gelatinous cube finds prey, it simply moves through the unfortunate creature, trapping it inside the ooze's body. Creatures engulfed in this way can find it difficult to escape while they are being slowly digested. Gelatinous cubes are unusually fast compared to other oozes, though they are still slow compared to most creatures.

Knowledge (nature) 17: Gelatinous cubes can climb walls, though they rarely climb high. If possible, they prefer to nestle into alcoves so they can drop on unsuspecting prey.

HP 114 DR 48**Defenses** Armor 7 Brn 13 Fort 13 Ref 6**Immune** Critical hits, squeezing, Visual, Compulsion, Emotion, grappled**Movement** Climb 30 ft. Land 30 ft. Climb +11 Flexibility +11 Stealth +1**Senses** Tremorsense (120 ft.), tremorsight (60 ft.)**Other skills** Endurance +13**Attributes** Str 6, Dex -4, Con 8, Int —, Per 0, Wil —**Power** 10 ★ 10**Alignment** Always true neutral**Gelatinous Cube Abilities**

Amorphous: The gelatinous cube has an amorphous body without normal internal organs. It is immune to critical hits and

suffers no penalties for squeezing (*-2 Armor and Ref*). In addition, it gains a +10 bonus to the Flexibility skill.

Condition Removal: The gelatinous cube can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The gelatinous cube can use an additional Elite ability each round.

Gelatinous: The gelatinous cube can move freely through spaces occupied by other creatures who do not have this ability.

Mindless: The gelatinous cube is mindless.

Sightless: The gelatinous cube cannot see normally. If it has no relevant special vision abilities, it is blinded (50% miss chance, *-2 Armor and Ref*).

Suspension: Anything that is grappled by the gelatinous cube while sharing space with it is suspended within its body. Whenever it moves, all suspended creatures and objects automatically move with it.

Dissolve

Acid

Usage time: Elite action.

The gelatinous cube makes a +2 attack vs. Fortitude against everything in its space.

Hit: 1d6+10 damage.

Miss: Half damage.

Engulf

Brawling

Usage time: Standard action.

The gelatinous cube moves up to its speed in a straight line. Whenever it shares space with anything Medium or smaller during this movement, it makes a +4 brawling attack vs. Fortitude against that creature or object.

Hit: The target is grappled by the gelatinous cube. The gelatinous cube automatically controls the grapple.

Ghouls



Knowledge (religion) 6: Ghouls are undead creatures that hunger for the flesh of the living. Their bodies are emaciated and desiccated, with no blood or fluids remaining. Although they are sometimes confused with zombies, ghouls are faster and smarter than their lesser kin.

Knowledge (religion) 11: Ghouls can lay simple ambushes, but lack the capacity for complex traps or schemes. They are commonly found in the service of vampires, who can create new ghouls by draining the blood of their victims completely. As natural servants, ghouls are surprisingly weak-willed despite their combat acumen.

Drudge Ghoul

Level 3 Brute
Medium undead

Knowledge (religion) 6: Drudge ghouls are the weakest form of ghoul. They are typically made from incomplete corpses or partially botched rituals that failed to create a true ghoul.

HP 18 DR 10

Defenses Armor 7 Brn 8 Fort 5 Ref 7 Ment 3

Immune Disease, poison

Vulnerable Compulsion, Emotion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

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

Power -1 ★ 5

Alignment Always neutral evil

Drudge Ghoul Abilities

Undead: The drudge ghoul is undead instead of living, and it

takes damage from most healing effects (see Undead, page 506)).

Flesh-Rending Bite

Clinch

Usage time: Standard action.

The drudge ghoul makes a +2 melee strike with its bite.

Hit: 1d8+3 damage. If the target loses hit points and the attack result beats its Fortitude defense, the target becomes vulnerable (-4 defenses) to all damage as a condition.

True Ghoul

Level 6 Brute
Medium undead

Knowledge (religion) 8: True ghouls are the most common form of ghoul.

HP 26 DR 13

Defenses Armor 10 Brn 11 Fort 8 Ref 10 Ment 7

Immune Disease, poison

Vulnerable Compulsion, Emotion

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Attributes Str 5, Dex 5, Con 1, Int -3, Per 1, Wil 0

Power 3[★] 8

Alignment Always neutral evil

True Ghoul Abilities

Undead: The true ghoul is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 506)).

Flesh-Rending Bite

Clinch

Usage time: Standard action.

The true ghoul makes a +4 melee strike with its bite.

Hit: 1d8+6 damage. If the target loses hit points and the attack result beats its Fortitude defense, the target becomes vulnerable (-4 defenses) to all damage as a condition.

Giant Wasp

Level 1 Skirmisher
Large animal

Knowledge (nature) 5: A giant wasp is a Large insect resembling a normal wasp. Giant wasps attack when hungry or threatened, stinging their prey to death.

Knowledge (nature) 10: Giant wasps take dead or incapacitated opponents back to their lairs as food for their unhatched young.

HP 10 DR 8

Defenses Armor 6 Brn 5 Fort 3 Ref 6 Ment 3

Movement Fly 60 ft. (120 ft. up) Balance +13 Flexibility +8

Stealth +8

Senses Scent, Awareness +6

Attributes Str 2, Dex 5, Con 0, Int -8, Per 3, Wil -2

Power -2[★] 2

Alignment Always true neutral

Giant Wasp Abilities

Giant Wasp Venom

Poison

Usage time: Triggered.

Giant wasp venom is an injury-based liquid **poison**. The poison's accuracy is +3. Its stage 1 effect makes the target **slowed** (-10 speed, -2 Armor and Ref) while the poison lasts. Its stage 3 effect also deals 2d10 damage.

Venomous Stinger

Usage time: Standard action.

The giant wasp makes a +3 strike vs. Armor with its stinger.

Hit: 1d6+1 damage. Each creature that loses hit points from this damage is poisoned by giant wasp venom.

Giants

Knowledge (local) 10: Giants are massive humanoid creatures that tower over lesser creatures. All giants have immense strength and unimpressive agility - except when it comes to throwing and catching rocks, which they tend to excel at.

Knowledge (local) 15: A giant can throw objects no larger than two size categories smaller than itself with ease. Giants prefer to throw boulders, but in a pinch they can throw almost anything.

Knowledge (local) 20: A giant's range limits with an object other than a boulder are generally half its range limit with a boulder. The object may also deal less damage than a boulder depending on its construction.

Hill Giant

Level 10 Brute
Huge monstrous humanoid



Knowledge (local) 10: A hill giant is a Huge giant that is usually found in hilly areas. Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves. Skin color among hill giants ranges from light tan to deep ruddy brown. They wear layers of crudely prepared hides with the fur left on.

Knowledge (local) 15: Hill giants lack the intelligence or desire to retreat if their enemies survive to approach them, and prefer to draw their massive clubs and enter melee. If possible, they smash their foes off of cliffs. The hair of hill giants is brown or black, with eyes the same color. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adult hill giants are about 25 feet tall. They can live to be 70 years old.

HP 63 DR 22

Defenses Armor 9 Brn 15 Fort 12 Ref 7 Ment 9

Movement Land 50 ft.

Attributes Str 8, Dex -2, Con 4, Int -2, Per 2, Wil -1

Power 4★ 13

Alignment Usually chaotic evil

Hill Giant Abilities

Forceful Boulder

Impact, Sweeping (1), Thrown (120/360)

Usage time: Standard action.

The hill giant makes a +8 strike vs. Armor with its boulder.

Hit: 1d8+6 damage. If the target takes damage, it is knocked back 15 feet. This is a **Size-Based** effect.

Miss: Half damage.

Forceful Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

The hill giant makes a +8 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage. If the target takes damage, it is knocked back 15 feet. This is a **Size-Based** effect.

Miss: Half damage.

Power Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

The hill giant makes a +6 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage.

Miss: Half damage.

Stone Giant

Level 11 Warrior – Elite
Gargantuan monstrous humanoid



Knowledge (local) 10: A stone giant is a Gargantuan giant that is usually found in mountainous regions. Stone giants fight from a great distance whenever possible, using their ability to hurl stones vast distances and bend the earth to their will. They prefer thick leather garments, dyed in shades of brown and gray to match the stone around them.

Knowledge (local) 15: Adult stone giants stand about 50 feet tall. They can live to be 300 years old. Young stone giants can be capricious, hunting tiny creatures like goats and humanoids on a whim. Elder stone giants tend to be wiser and more cautious, and avoid unnecessary conflict.

HP 204 DR 192

Defenses Armor 14 Brn 16 Fort 18 Ref 9 Ment 15

Movement Land 60 ft.

Attributes Str 7, Dex -2, Con 7, Int 0, Per 2, Wil 4

Power 11 ★ 14

Alignment Usually true neutral

Stone Giant Abilities

Condition Removal: The stone giant can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The stone giant can use an additional Elite ability each round.

Earthbind ★

Usage time: Elite action.

The stone giant makes a +8 attack vs. Brawn against one creature within Medium (60 ft.) range that is no more than 60 feet above a stable surface that could support its weight. It gains a +2 accuracy bonus if it is 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 its jump distance is halved. All falling damage that it takes is doubled. Standing up while prone (*half speed, -2 Armor and Ref*) costs its full speed rather than only half its speed.

Critical hit: The condition must be removed an additional time before the effect ends.

Forceful Boulder

Impact, Sweeping (2), Thrown (120/360)

Usage time: Standard action.

The stone giant makes a +8 strike vs. Armor with its boulder.

Hit: 1d8+7 damage. If the target takes damage, it is knocked back 15 feet. This is a **Size-Based** effect.

Miss: Half damage.

Forceful Greatclub

Impact, Sweeping (2)

Usage time: Standard action.

The stone giant makes a +8 strike vs. Armor with its greatclub.

Hit: 1d10+11 damage. If the target takes damage, it is knocked back 15 feet. This is a **Size-Based** effect.

Miss: Half damage.

Power Greatclub

Impact, Sweeping (2)

Usage time: Standard action.

The stone giant makes a +6 strike vs. Armor with its greatclub.

Hit: 1d10+11 damage.

Miss: Half damage.

Quagmire ★

Sustain Minor

Usage time: Elite action.

The stone giant chooses 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. Affected objects retain their own fundamental structural integrity and do not blend with other objects. When the spell ends, affected objects regain their original shape, suffering no damage from their time spent softened.

Tremor ★

Usage time: Elite action.

The earth shakes in a Medium (30 ft.) radius **zone** around the stone giant. When it uses this ability, and during its next action, it makes a +8 attack vs. Reflex against everything in the area that is **grounded**.

Hit: 1d6+5 bludgeoning damage.**Miss:** Half damage.**Gibbering Mouther**

Level 5 Brutal – Elite

Huge aberration



Knowledge (dungeoneering) 7: A gibbering mouther is a horrible creature seemingly drawn from a lunatic's nightmares. Its body is an amorphous mass of flesh punctuated with mouths of various improbable shapes and sizes. Gibbering mouthers are named for their tendency for speak gibberish to baffle the minds of their prey.

Knowledge (dungeoneering) 12: Gibbering mouthers hunger for the flesh of living creatures, which they eat and incorporate into their own bodies. They speak their gibberish in no specific language, and cannot understand any languages, though they tend to mimic fragments of sounds they hear to form their gibberish.

HP 102 DR 48**Defenses** Armor 10 Brn 12 Fort 12 Ref 8 Ment 8**Immune** Prone**Movement** Land 50 ft. Swim +9**Senses** Darkvision (240 ft.), telepathy (480 ft.)**Other skills** Endurance +11**Attributes** Str 4, Dex 3, Con 6, Int -6, Per 2, Wil 0**Power** 4 ★ 8**Alignment** Usually lawful evil**Gibbering Mouther Abilities**

Condition Removal: The gibbering mouther can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The gibbering mouther can use an additional Elite ability each round.

Gibber ★**Compulsion**

Usage time: Elite action.

The gibbering mouther makes a +3 attack vs. Mental against all creatures within a Large (60 ft.) radius.

Hit: 1d6+2 damage. Each creature that loses hit points is stunned (-2 defenses) as a condition.

Swarm of Mouths**Clinch, Sweeping** (1)

Usage time: Standard action.

The gibbering mouther makes a +3 strike with its bite. The strike targets all adjacent enemies.

Hit: 1d8+6 damage.**Miss:** Half damage.**Goblins****Goblin Warrior**Level 1 Skirmisher
Medium humanoid**HP 10 DR 8****Defenses** Armor 7 Brn 4 Fort 3 Ref 7 Ment 3**Movement** Land 30 ft.**Senses** Awareness +5**Attributes** Str -1, Dex 4, Con 0, Int -2, Per 2, Wil -2**Power** -2 ★ -1**Alignment** Usually chaotic evil**Goblin Warrior Abilities****Rushed Spear****Thrown** (30/60)

Usage time: Standard action.

The goblin warrior makes a +0 strike vs. Armor with its spear. It can also move up to half its speed either before or after making the strike.

Hit: 1d6 damage.**Spear****Thrown** (30/60)

Usage time: Standard action.

The goblin warrior makes a +1 strike vs. Armor with its spear.

Hit: 1d6 damage.

Goblin Wolf Rider

Level 3 Skirmisher
Medium humanoid

HP 14 DR 10**Defenses** Armor 8 Brn 5 Fort 4 Ref 8 Ment 4**Movement** Land 30 ft. Ride +7**Attributes** Str -1, Dex 4, Con 0, Int -2, Per 2, Wil -2**Power** -1 ✶ 0**Alignment** Usually chaotic evil**Divine Judgment ✶**

Usage time: Standard action.

The goblin shaman makes a +1 attack vs. Mental against one creature within Medium (*60 ft.*) range.**Hit:** 1d6+1 damage.

Goblin Wolf Rider Abilities

Lance**Long**

Usage time: Standard action.

The goblin wolf rider makes a +4 strike vs. Armor with its lance.

Hit: 1d10 damage.**Spear****Thrown** (30/60)

Usage time: Standard action.

The goblin wolf rider makes a +2 strike vs. Armor with its spear.

Hit: 1d6 damage.**Goblin Shaman**

Level 1 Mystic
Medium humanoid

HP 8 DR 10**Defenses** Armor 4 Brn 3 Fort 4 Ref 6 Ment 7**Movement** Land 30 ft.**Senses** Awareness +5**Attributes** Str -1, Dex 3, Con 0, Int -2, Per 2, Wil 3**Power** 3 ✶ -1**Alignment** Usually chaotic evil

Goblin Shaman Abilities

Consecrated Spear ✶**Thrown** (30/60)

Usage time: Standard action.

The goblin shaman makes a +1 strike vs. Armor with its spear. In addition, it **briefly** gains a +2 bonus to its Mental defense.**Hit:** 1d6+1 damage.

Griffon

Level 5 Skirmisher – **Elite**
Large magical beast



Knowledge (nature) 7: Griffons are powerful, majestic creatures with characteristics of both lions and eagles. A pair of broad, golden wings emerge from the creature's back that can span 25 feet or more. In battle, they pounce on their foes like a lion.

Knowledge (nature) 12: From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. Griffons cannot speak, but they understand Common.

HP 66 DR 48

Defenses Armor 11 Brn 11 Fort 9 Ref 11 Ment 10

Movement 35 ft. (+10) Fly 60 ft. (60 ft. up) Land 50 ft.

Senses Low-light vision, Awareness +7

Attributes Str 5, Dex 5, Con 2, Int -3, Per 2, Wil 2

Power 6 ★ 9

Alignment Usually true neutral

Griffon Abilities

Condition Removal: The griffon can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The griffon can use an additional **Elite** ability each round.

Bite**Clinch**

Usage time: Elite action.

The griffon makes a +4 strike vs. Armor with its bite.

Hit: 1d8+7 damage.

Bloodletting Claws**Light**

Usage time: Standard action.

The griffon makes two +5 strikes vs. Armor with its claws.

Hit: 1d4+4 damage. If the target takes damage from both claws, it bleeds. A bleeding creature takes 1d6+4 damage during the griffon's next action.

Eagle Eye

Usage time: Elite action.

The griffon makes a +3 attack vs. Reflex against one non-adjacent creature within Distant (120 ft.) range.

Hit: The target becomes marked as a condition. The griffon gains a +2 bonus to accuracy and defenses against all marked targets. If the griffon loses sight of the target for a full round, this effect ends.

Pounce**Light**

Usage time: Standard action.

The griffon can move up to its speed in a single straight line. Then, it makes a +5 **dual strike** vs. Armor with its claws.

Hit: 1d4+4 damage.

Horses

Light Horse

Level 2 Skirmisher
Large animal

Knowledge (nature) 6: Light horses are typically used to carry riders, not to work or fight.

HP 16 DR 9**Defenses** Armor 6 Brn 6 Fort 5 Ref 6 Ment 5**Movement** Land 50 ft.**Attributes** Str 2, Dex 2, Con 2, Int -8, Per 0, Wil -1**Power** 0 ★ 3**Alignment** Always true neutral

Light Horse Abilities

Bite**Clinch**

Usage time: Standard action.

The light horse makes a +1 strike vs. Armor with its bite.

Hit: 1d6+1 damage.

Draft Horse

Level 2 Brute
Large animal

Knowledge (nature) 6: Draft horses are typically used to work farms. They are slower than light horses, but stronger. They are the cheapest type of horse that is normally available.

HP 20 DR 9**Defenses** Armor 5 Brn 8 Fort 6 Ref 4 Ment 4**Movement** Land 40 ft.**Other skills** Endurance +6**Attributes** Str 4, Dex 1, Con 2, Int -8, Per 0, Wil -1**Power** 0 ★ 5**Alignment** Always true neutral

Draft Horse Abilities

Bite**Clinch**

Usage time: Standard action.

The draft horse makes a +1 strike vs. Armor with its bite.

Hit: 1d6+2 damage.

Warhorse

Level 3 Skirmisher
Large animal

Knowledge (nature) 6: Warhorses are trained to carry riders into battle. They are superior to other types of horses, but more expensive.

HP 20 DR 10**Defenses** Armor 6 Brn 7 Fort 5 Ref 6 Ment 5**Movement** Land 50 ft.**Attributes** Str 4, Dex 2, Con 3, Int -8, Per 0, Wil 0**Power** 1 ★ 5**Alignment** Always true neutral

Warhorse Abilities

Bite**Clinch**

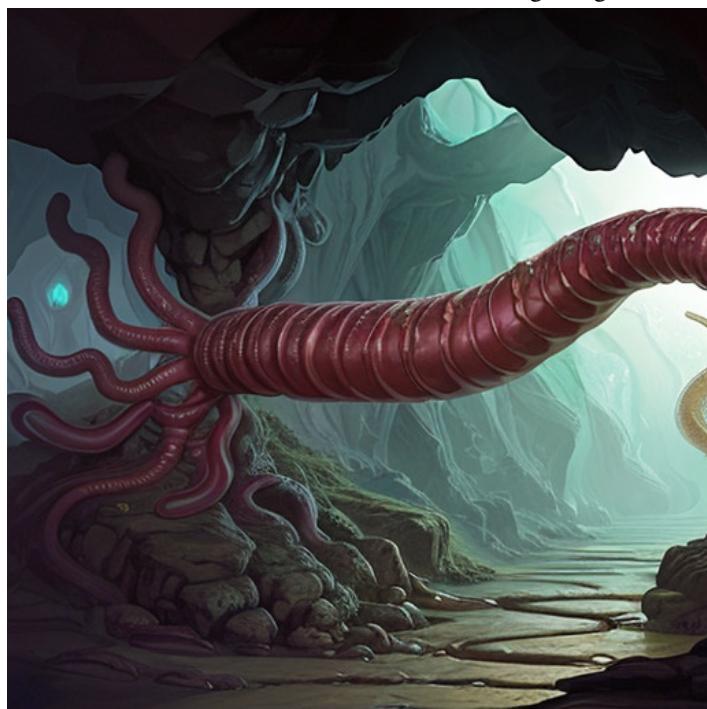
Usage time: Standard action.

The warhorse makes a +1 strike vs. Armor with its bite.

Hit: 1d6+2 damage.

Hydra Maggot

Level 7 Brute – Elite
Large magical beast



Knowledge (nature) 8: A hydra maggot is a Large maggot-like creature that wriggles across the ground in search of food. It is named for the cluster of tentacles that sprout from its heads, which it uses to grab foes so it can eat them.

Knowledge (nature) 13: Hydra maggots are carnivorous, but are not picky, and will feast on rotting carcasses just as happily as they feast on fresh meat. When hydra maggots attack, they can shape the tip of their tentacles into a point, allowing them to impale their foes. Their tentacles are quite adept at slipping past defenses and through cracks in armor.

HP 99 DR 64

Defenses Armor 13 Brn 14 Fort 10 Ref 12 Ment 9

Immune Prone

Movement Land 40 ft. Climb +12

Senses Darkvision (60 ft.)

Attributes Str 6, Dex 6, Con 1, Int -8, Per 2, Wil -1

Power 4 ★ 11

Alignment Always true neutral

Hydra Maggot Abilities

Condition Removal: The hydra maggot can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The hydra maggot can use an additional Elite ability each round.

Grappling Bite**Clinch**

Usage time: Standard action.

The hydra maggot makes a +5 strike vs. Armor with its bite.

Hit: 1d8+8 damage. If this attack beats the target's Brawn defense, and the target is smaller than the hydra maggot, they are **grappled** by each other.

Impaling Tentacles**Long, Sweeping (7)**

Usage time: Elite action.

The hydra maggot makes a +5 strike vs. Reflex with its tentacle.

Hit: 1d8+8 damage.

Maggot Breath ★

Usage time: Standard action.

The hydra maggot makes a +5 attack vs. Fortitude against all creatures in a Medium (30 ft.) cone from it. After it uses this ability, it **briefly** cannot use it again.

Hit: Each target is **briefly stunned** (-2 defenses).

Ichor-Tainted



Knowledge (nature) 7: The dreadful magical liquid known as ichor has no known origin. All is known is that it can corrupt creatures who contact it. Creatures who become tainted in this way recklessly attack anything they encounter, making them extremely dangerous.

Knowledge (nature) 12: Ichor-tainted creatures have had their internal organs restructured in unnatural ways, making them difficult to dispatch quickly. When the ichor spreads, as it often does during a fight, it inhibits healing as it tries to corrupt its new host.

Knowledge (nature) 17: Only animals can be fully transformed by ichor. Other creatures suffer temporary effects at worst. The biological structure of transformed animals bears some resemblance to aberrations. Some scholars theorize that this means the ichor originated from the Eternal Void, while others think it is a mere imitation.

Ichor Black Bear

Level 5 Brute – Elite
Medium magical beast

HP 102 **DR** 48

Defenses Armor 9 Brn 12 Fort 12 Ref 9 Ment 8

Immune Critical hits

Vulnerable Fire

Movement Land 40 ft. Climb +10 Swim +10

Senses Darkvision (60 ft.)

Other skills Endurance +11

Attributes Str 5, Dex 1, Con 6, Int -8, Per 2, Wil -1

Power 3 ★ 9

Alignment Always true neutral

Ichor Black Bear Abilities

Condition Removal: The ichor black bear can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The ichor black bear can use an additional Elite ability each round.

Spreading Ichor ★: Whenever the ichor black bear causes a living creature to lose hit points, that creature becomes unable to regain hit points as a condition.

Ichor Bite

Clinch

Usage time: Elite action.

The ichor black bear makes a +4 strike vs. Armor with its bite.

Hit: 1d8+7 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Ichor Claw

Light

Usage time: Standard action.

The ichor black bear makes a +6 dual strike vs. Armor with its claws.

Hit: 1d4+4 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Ichor Brown Bear

Level 7 Brute – Elite
Large magical beast

HP 189 **DR** 64

Defenses Armor 10 Brn 14 Fort 13 Ref 9 Ment 9

Immune Critical hits

Vulnerable Fire

Movement Land 50 ft. Climb +12 Swim +12

Senses Darkvision (60 ft.)

Other skills Endurance +13

Attributes Str 6, Dex 1, Con 7, Int -8, Per 2, Wil 1

Power 6 ★ 11

Alignment Always true neutral

Ichor Brown Bear Abilities

Condition Removal: The ichor brown bear can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The ichor brown bear can use an additional Elite ability each round.

Spreading Ichor ★: Whenever the ichor brown bear causes a living creature to lose hit points, that creature becomes unable to regain hit points as a condition.

Ichor Bite**Clinch**

Usage time: Elite action.

The ichor brown bear makes a +7 strike vs. Armor with its bite.

Hit: 1d8+8 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Ichor Claw**Light**

Usage time: Standard action.

The ichor brown bear makes a +9 dual strike vs. Armor with its claws.

Hit: 1d4+5 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Ichor WolfLevel 3 Skirmisher
Medium magical beast**HP 16 DR 10****Defenses** Armor 6 Brn 5 Fort 4 Ref 7 Ment 5**Immune** Critical hits**Vulnerable** Fire**Movement** Land 40 ft.**Senses** Darkvision (60 ft.), Awareness +7**Attributes** Str 1, Dex 2, Con 1, Int -7, Per 3, Wil 0**Power** 1 2**Alignment** Always true neutral

Ichor Wolf Abilities

Spreading Ichor : Whenever the ichor wolf causes a living creature to lose hit points, that creature becomes unable to regain hit points as a condition.

Ichor Bite**Clinch**

Usage time: Standard action.

The ichor wolf makes a +3 strike vs. Armor with its bite.

Hit: 1d8+1 damage. If the target loses hit points, it becomes infested with ichor as a condition. While infested with ichor, it cannot regain hit points or damage resistance.

Imps**Flamefist Imp**Level 5 Skirmisher
Small planeforged**HP 22 DR 12****Defenses** Armor 9 Brn 8 Fort 7 Ref 11 Ment 6**Vulnerable** Water**Movement** Land 20 ft.**Attributes** Str 3, Dex 5, Con 2, Int 1, Per 0, Wil -2**Power** 0 5**Alignment** Always chaotic evil

Flamefist Imp Abilities

Planeforged: The flamefist imp has a body made of concentrated planar essence, and is not alive.

Soulless: The flamefist imp has no soul. If it dies, it cannot be resurrected.

Flaming Flurry**Fire, Light**

Usage time: Standard action.

The flamefist imp makes two +4 strikes vs. armor with its fists.

Hit: 1d4+2.

Kobolds

Knowledge (local) 5: Kobolds are Medium bipedal creatures that are covered in scales. They are short, typically standing three feet tall. Although kobolds are individually cowardly, they are crafty and work effectively in groups.

Knowledge (local) 10: Most kobolds fight using ranged weapons. They try to lure their foes into prepared traps when possible. Kobolds revere dragons, and claim to be descended from them.

Knowledge (local) 15: The dream of every kobold tribe is to find a worthy dragon to serve. Kobolds have latent draconic powers that can be awakened through sworn service to dragons. Some dragons enjoy having such eager servants, while others resent being pestered by kobolds and reject all entreaties.

Kobold Nipper

Level 1 Skirmisher
Medium monstrous humanoid

HP 14 DR 8

Defenses Armor 6 Brn 4 Fort 4 Ref 7 Ment 3

Movement Land 30 ft.

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

Power -2 ✨ -1

Alignment Usually lawful evil

Kobold Nipper Abilities

Sling

Compact, Projectile (60/120)

Usage time: Standard action.

The kobold nipper makes a +2 strike vs. Armor with its sling.

Hit: 1d4 damage.

Spear

Thrown (30/60)

Usage time: Standard action.

The kobold nipper makes a +2 strike vs. Armor with its spear.

Hit: 1d6 damage.

Kobold Snipper

Level 2 Sniper
Medium monstrous humanoid

HP 12 DR 9

Defenses Armor 5 Brn 4 Fort 4 Ref 7 Ment 5

Movement Land 30 ft.

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

Power -1 ✨ 0

Alignment Usually lawful evil

Kobold Snipper Abilities

Heavy crossbow

Projectile (90/270)

Usage time: Standard action.

The kobold snipper makes a +3 strike vs. Armor with its heavy crossbow.

Hit: 1d10 damage.

Kobold Yipper

Level 3 Mystic
Medium monstrous humanoid

HP 16 DR 14

Defenses Armor 5 Brn 3 Fort 6 Ref 7 Ment 8

Movement Land 30 ft.

Attributes Str -2, Dex 3, Con 2, Int 1, Per 2, Wil 3

Power 4 ✨ -1

Alignment Usually lawful evil

Kobold Yipper Abilities

Burning Hands ✨

Usage time: Standard action.

The kobold yipper makes a +2 attack vs. Reflex against everything in a Small (15 ft.) cone from it.

Hit: 1d6+2 damage.

Miss: Half damage.

Ignition ✨

Usage time: Standard action.

The kobold yipper makes a +2 attack vs. Fortitude and Reflex against one creature within Medium (60 ft.) range.

Hit: The target catches on fire as a condition. It takes 1d6+2 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 move action 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: All damage from the condition is doubled, not just the initial damage.

Spear

Thrown (30/60)

Usage time: Standard action.

The kobold yipper makes a +2 strike vs. Armor with its spear.

Hit: 1d6 damage.

Dragonsworn Nipper

Level 5 Skirmisher
Medium monstrous humanoid

These statistics represent a kobold who has sworn service to a red or gold dragon. Kobolds who swear service to different types of dragons may have different abilities.

HP 24 DR 12**Defenses** Armor 9 Brn 7 Fort 7 Ref 10 Ment 7**Impervious Fire****Movement** Land 30 ft.**Attributes** Str 0, Dex 5, Con 3, Int 2, Per 4, Wil -1**Power** 1 ★ 2**Alignment** Usually lawful evil

Dragonsworn Nipper Abilities

Dragonflame Sling**Fire, Compact, Projectile** (60/120)

Usage time: Standard action.

The dragonsworn nipper makes a +4 strike vs. Armor with its sling.

Hit: 1d4+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 2 damage during the dragonsworn nipper's next action.

Dragonflame Spear**Fire, Thrown** (30/60)

Usage time: Standard action.

The dragonsworn nipper makes a +4 strike vs. Armor with its spear.

Hit: 1d6+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 2 damage during the dragonsworn nipper's next action.

Dragonsworn Snipper

Level 6 Sniper

Medium monstrous humanoid

HP 22 DR 13**Defenses** Armor 9 Brn 7 Fort 8 Ref 11 Ment 9**Impervious Fire****Movement** Land 30 ft.**Attributes** Str 0, Dex 4, Con 2, Int 2, Per 5, Wil -1**Power** 2 ★ 3**Alignment** Usually lawful evil

Dragonsworn Snipper Abilities

Dragonflame Bow**Fire, Projectile** (90/270)

Usage time: Standard action.

The dragonsworn sniper makes a +5 strike vs. Armor with its longbow.

Hit: 1d6+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 3 damage during the dragonsworn sniper's next action.

Dragonsworn Yipper

Level 7 Mystic

Medium monstrous humanoid

HP 29 DR 24**Defenses** Armor 9 Brn 7 Fort 9 Ref 11 Ment 12**Impervious Fire****Movement** Land 30 ft.**Attributes** Str -1, Dex 4, Con 3, Int 2, Per 3, Wil 4**Power** 7 ★ 2**Alignment** Usually lawful evil

Dragonsworn Yipper Abilities

Dragonflame Spear**Fire, Thrown** (30/60)

Usage time: Standard action.

The dragonsworn yipper makes a +6 strike vs. Armor with its spear.

Hit: 1d6+1 damage. If the target takes damage and the attack result beats its Reflex defense, it takes 2 damage during the dragonsworn yipper's next action.

Flame Breath ★

Usage time: Standard action.

The dragonsworn yipper makes a +6 attack vs. Reflex against everything in a Large (60 ft.) cone from it. After it uses this ability, it briefly cannot use it again.

Hit: 1d6+7 damage.**Miss:** Half damage.

Ignition ★

Usage time: Standard action.

The dragonsworn yipper makes a +8 attack vs. Fortitude and Reflex against one creature within Medium (60 ft.) range.

Hit: The target catches on fire as a **condition**. It takes 1d6+3 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 **move action** 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: All damage from the condition is doubled, not just the initial damage.

Lizardfolk

Knowledge (local) 6: Lizardfolk are Medium bipedal creatures covered in reptilian scales. They are slightly taller and bulkier than humans, typically standing 6 to 7 feet tall and weighing up to 250 pounds. Their tail resembles that of a crocodile, and is typically 3 to 4 feet long. Their scales are typically green, gray, or brown. In battle, they typically fight as unorganized individuals.

Knowledge (local) 11: Lizardfolk use their tail for balance on land and to accelerate their swimming while in water. They prefer direct charges and massed rushes in battle, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If lizardfolk are outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

Lizardfolk Grunt

Level 3 Warrior
Medium humanoid

HP 22 DR 18

Defenses Armor 9 Brn 5 Fort 8 Ref 5 Ment 4

Vulnerable Cold

Movement Land 30 ft. Swim 30 ft. Swim +6

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

Power 1 ★ 3

Alignment Usually true neutral

Lizardfolk Grunt Abilities

Amphibious: The lizardfolk grunt can hold its breath for ten times the normal length of time.

Frenzied Bite**Clinch**

Usage time: Standard action.

The lizardfolk grunt makes a +2 strike vs. Armor with its bite. For each previous consecutive round in which it used this ability, it gains a +2 accuracy bonus with the strike, up to a maximum of +4.

Hit: 1d6+1 damage.

Spear**Thrown** (30/60)

Usage time: Standard action.

The lizardfolk champion makes a +4 strike vs. Armor with its spear.

Hit: 1d6+2 damage.

Spear**Thrown** (30/60)

Usage time: Standard action.

The lizardfolk grunt makes a +2 strike vs. Armor with its spear.

Hit: 1d6+1 damage.

Lizardfolk Champion

Level 5 Warrior
Medium humanoid

HP 28 DR 22**Defenses** Armor 11 Brn 7 Fort 10 Ref 7 Ment 6**Vulnerable** Cold**Movement** Land 30 ft. Swim 30 ft. Swim +8**Attributes** Str 3, Dex 3, Con 5, Int 0, Per 1, Wil 1**Power** 3 ★ 5**Alignment** Usually true neutral**Lizardfolk Champion Abilities**

Amphibious: The lizardfolk champion can hold its breath for ten times the normal length of time.

Frenzied Bite**Clinch**

Usage time: Standard action.

The lizardfolk champion makes a +4 strike vs. Armor with its bite. For each previous consecutive round in which it used this ability, it gains a +2 accuracy bonus with the strike, up to a maximum of +4.

Hit: 1d6+2 damage.

Redeeming Spear**Thrown** (30/60)

Usage time: Standard action.

The lizardfolk champion makes a +4 strike vs. Armor with its spear. It gains a +2 accuracy bonus with this strike against each creature that it missed with a strike last round.

Hit: 1d6+2 damage.

Magma Elementals



Knowledge (planes) 8: Magma elementals are a fusion of the Plane of Earth and the Plane of Fire. They combine the durability of earth elementals with some of the agility of fire elementals. Their outer shell appears rocky, but inside that shell they hold molten rock at incredible temperatures.

Knowledge (planes) 13: Magma elementals lack the usual weaknesses of both fire elementals and earth elementals. Their massive internal heat, steadied by their rocky core, makes them resistant to cold. However, they fear and avoid water, as it reacts explosively with their bodies.

Volcanite

Level 6 Brute
Medium planeforged

HP 38 DR 13

Defenses Armor 10 Brn 11 Fort 11 Ref 10 Ment 7

Immune Fire

Impervious Earth, Cold

Vulnerable Acid, Water

Movement Land 30 ft.

Attributes Str 4, Dex 4, Con 7, Int -4, Per 0, Wil 0

Power 3 ★ 7

Alignment Usually true neutral

Volcanite Abilities

Planeforged: The volcanite has a body made of concentrated planar essence, and is not alive.

Soulless: The volcanite has no soul. If it dies, it cannot be resurrected.

Combustion ★

Fire

Usage time: Standard action.

The volcanite makes a +3 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 1d6+3 damage.

Extra Damage Ram

Heavy, Resonating, Earth

Usage time: Standard action.

The volcanite makes a +3 strike vs. Armor.

Hit: 1d6+6 damage.

Magma Throw

Fire, Earth

Usage time: Standard action.

The volcanite makes a +3 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 1d6+7 damage.

Volcano

Level 12 Brute
Large planeforged

HP 93 DR 26

Defenses Armor 14 Brn 15 Fort 16 Ref 13 Ment 11

Immune Fire

Impervious Earth, Cold

Vulnerable Acid, Water

Movement Land 40 ft.

Attributes Str 5, Dex 5, Con 8, Int -3, Per 0, Wil 0

Power 6 ★ 11

Alignment Usually true neutral

Volcano Abilities

Planeforged: The volcano has a body made of concentrated planar essence, and is not alive.

Soulless: The volcano has no soul. If it dies, it cannot be resurrected.

Combustion ★

Fire

Usage time: Standard action.

The volcano makes a +7 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 3d6 damage.

Extra Damage Ram**Heavy, Resonating, Earth**

Usage time: Standard action.

The volcano makes a +7 **strike** vs. Armor.**Hit:** 3d4+1d6+8 damage.**Magma Throw****Fire, Earth**

Usage time: Standard action.

The volcanic titan makes a +10 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 8d8 damage.**Magma Throw****Fire, Earth**

Usage time: Standard action.

The volcano makes a +7 attack vs. Armor against one creature within Medium (60 ft.) range.

Hit: 5d6 damage.**Volcanic Titan**Level 18 Brute
Huge planeforged**HP 200 DR 57****Defenses** Armor 18 Brn 19 Fort 20 Ref 16 Ment 15**Immune** Fire**Impervious** Earth, Cold**Vulnerable** Acid, Water**Movement** Land 50 ft.**Attributes** Str 5, Dex 5, Con 9, Int -3, Per 0, Wil 0**Power** 9 14**Alignment** Usually true neutral**Volcanic Titan Abilities****Planeforged:** The volcanic titan has a body made of concentrated planar essence, and is not alive.**Soulless:** The volcanic titan has no soul. If it dies, it cannot be resurrected.**Combustion** **Fire**

Usage time: Standard action.

The volcanic titan makes a +10 attack vs. Fortitude against one creature within Medium (60 ft.) range.

Hit: 5d8 damage.**Extra Damage Ram****Heavy, Resonating, Earth**

Usage time: Standard action.

The volcanic titan makes a +10 **strike** vs. Armor.**Hit:** 1d6+4d8+11 damage.**Miss:** Half damage.

Minotaur

Level 6 Brute – Elite
Large monstrous humanoid



Knowledge (local) 8: A minotaur is a Large bull-headed creature. Minotaurs are known for their poor sense of direction. They can be cunning in battle, but have a tendency to become trapped in dungeons of even moderate complexity.

HP 96 DR 52

Defenses Armor 10 Brn 14 Fort 12 Ref 9 Ment 9

Movement Land 40 ft.

Senses Darkvision (60 ft.), Awareness +8

Attributes Str 7, Dex 0, Con 4, Int -2, Per 2, Wil 1

Power 6★ 12

Alignment Always true neutral

Minotaur Abilities

Condition Removal: The minotaur can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The minotaur can use an additional Elite ability each round.

Power Horns

Impact

Usage time: Elite action.

The minotaur makes a +1 strike vs. Armor with its horns.

Hit: 1d6+10 damage.

Shove

Usage time: Elite action.

The minotaur makes a +7 attack to shove foes. For details, see Shove, page 469.

Sweeping Slash

Sweeping (2)

Usage time: Standard action.

The minotaur makes a +6 melee strike with a greataxe.

Hit: 1d8+10 damage.

Nightcrawler

Level 7 Brute
Large magical beast



Knowledge (nature) 8: A nightcrawler is a Large worm imbued with umbramantic power. Its body is colored only in shades of gray. In battle, they wriggle towards their foes and try to eat them.

Knowledge (nature) 13: A typical nightcrawler is about 9 feet long and weighs about 700 pounds. They cover distances slowly, but are surprisingly agile in combat. They can easily contort their body to avoid attacks. Nightcrawlers have several magical abilities that draw on their umbramantic power to damage nearby foes.

Knowledge (nature) 18: Nightcrawlers hate and fear light. They can be driven away by light, and are weaker in its presence. If they have no escape, they ferociously attack any sources of light.

HP 38 DR 16

Defenses Armor 10 Brn 10 Fort 9 Ref 9 Ment 8

Immune Prone

Movement Climb 30 ft. Land 30 ft. Climb +9

Senses Darkvision (60 ft.), blindsense (120 ft.)

Attributes Str 3, Dex 4, Con 2, Int -8, Per 0, Wil 3

Power 6 ★ 6

Alignment Always true neutral

Crawling Darkness ★

Cold

Usage time: Standard action.

The nightcrawler makes an attack vs. Mental against all shadowed enemies in a Medium (30 ft.) radius from it.

Hit: 1d8+6 damage.

Miss: Half damage.

Umbral Bite ★

Cold, Clinch

Usage time: Standard action.

The nightcrawler makes a +4 strike vs. Armor with its bite. If the target is shadowed, this attack deals double damage.

Hit: 1d8+5.

Nightcrawler Abilities

Ogres

Knowledge (local) 6: Ogres are Large, hideous humanoid creatures with a taste for human flesh. If that is unavailable, they also enjoy the flesh of other humanoid creatures. They lack the intelligence for complex plans, but they like lying in wait to ambush helpless travelers.

Knowledge (local) 11: Ogre skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Knowledge (local) 16: Ogres are intelligent enough to throw their javelins first to soften up their foes before closing into melee, but ogre gangs and bands fight as disorganized individuals. They use massive clubs in battle to tenderize their meat instead of wastefully hacking off bits.

Ogre Ganger

Level 3 Brute

Large monstrous humanoid

Knowledge (local) 6: Ogre gangers are relatively weak or young ogres that tend to gather together in gangs for mutual protection.

HP 24 DR 10

Defenses Armor 5 Brn 9 Fort 6 Ref 4 Ment 4

Movement Land 40 ft.

Attributes Str 6, Dex -1, Con 3, Int -4, Per 0, Wil -1

Power 0 ★ 7

Alignment Usually chaotic evil

Ogre Ganger Abilities

Knockdown – Greatclub

Impact

Usage time: Standard action.

The ogre ganger makes a +1 strike vs. Armor with its greatclub.

Hit: 1d10+5 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based effect**.

Sweeping Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

The ogre ganger makes a +1 strike vs. Armor with its greatclub.

Hit: 1d10+5 damage.

Ogre Menace

Level 6 Brute

Large monstrous humanoid



Knowledge (local) 8: Ogre menaces are mature adult ogres that often terrorize small towns. They tend to work in pairs or with minions like goblins that they bully into submission.

HP 32 DR 13

Defenses Armor 8 Brn 12 Fort 10 Ref 7 Ment 7

Movement Land 40 ft.

Social Intimidate +6

Attributes Str 6, Dex -1, Con 4, Int -2, Per 0, Wil -1

Power 2 ★ 9

Alignment Usually chaotic evil

Ogre Menace Abilities

Knockdown – Greatclub

Impact

Usage time: Standard action.

The ogre menace makes a +4 strike vs. Armor with its greatclub.

Hit: 1d10+7 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based effect**.

Sweeping Greatclub**Impact, Sweeping (1)**

Usage time: Standard action.

The ogre menace makes a +4 strike vs. Armor with its greatclub.

Hit: 1d10+7 damage.**Magic Missile ✨**

Usage time: Standard action.

The ogre mage makes a +5 attack vs. Armor against something within Short (30 ft.) range. This attack ignores **cover** and all miss chances.**Hit:** 1d6+4 damage.**Miss:** Half damage.**Ogre Mage**

Level 7 Mystic

Large monstrous humanoid



Knowledge (local) 8: Ogre mages are unusual ogres that have innate arcane magical talent. They are generally identifiable as the only ogres who do not go into battle wearing armor. They are more intelligent than other ogres, and more likely to use combat strategies like hiding behind their minions.

HP 20 DR 24**Defenses** Armor 7 Brn 9 Fort 8 Ref 8 Ment 12**Movement** Land 40 ft.**Attributes** Str 4, Dex -1, Con 0, Int 0, Per 2, Wil 5**Power** 8 ✨ 7**Alignment** Usually chaotic evil**Magic Missile Storm ✨**

Usage time: Standard action.

The ogre mage makes a +5 attack vs. Armor against something within Short (30 ft.) range. This attack ignores **cover** and all miss chances.**Hit:** 1d10 damage.**Miss:** Half damage.**Reflect Magic ✨****Swift**

Usage time: Standard action.

The ogre mage gains a +2 bonus to all defenses this round. In addition, whenever a creature within Medium (60 ft.) range of it misses or **glances** it with a **magical** ✨ attack this round, that creature treats itself as a target of that strike in addition to any other targets. The attacker cannot choose to reduce its accuracy or damage against itself.

Ogre Skullclaimer

Level 7 Brute – Elite

Large monstrous humanoid

Knowledge (local) 8: Ogre skullclaimers are the leaders of large roaming bands of ogres. Ogre bands are often accompanied by goblins or other similar creatures that help the ogres in exchange for a share of the valuable items they find, since the ogres care more about the creatures they kill.

Knowledge (local) 13: Ogre skullclaimers are named after their right to eat the most prized part of any humanoid the band kills: the head.

HP 144 DR 64**Defenses** Armor 10 Brn 15 Fort 12 Ref 9 Ment 10**Movement** Land 40 ft.**Social** Intimidate +6**Attributes** Str 8, Dex -1, Con 4, Int -1, Per 3, Wil 2**Power** 7 ✨ 13**Alignment** Usually chaotic evil**Ogre Skullclaimer Abilities**

Condition Removal: The ogre skullclaimer can remove conditions at the end of each round (see *Monster Conditions*, page 415).

Elite Actions: The ogre skullclaimer can use an additional Elite ability each round.

Armorcrushing Greatclub

Impact

Usage time: Standard action.

The ogre skullclaimer makes a +6 strike vs. Fortitude with its greatclub.

Hit: 1d10+10 damage.

Demand Obeisance ⚔

Compulsion

Usage time: Elite action.

The ogre skullclaimer makes a +8 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: If the target has no remaining damage resistance, it is compelled to spend its next standard action doing nothing but groveling before the ogre skullclaimer. After it takes this standard action, it becomes **immune** to this effect until it finishes a **short rest**.

Critical hit: The target does not become immune to this effect.

Knockdown – Greatclub

Impact

Usage time: Standard action.

The ogre skullclaimer makes a +6 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage. If the target takes damage, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based effect**.

Sweeping Greatclub

Impact, Sweeping (1)

Usage time: Standard action.

The ogre skullclaimer makes a +8 strike vs. Armor with its greatclub.

Hit: 1d10+10 damage.

Terrifying Shout ⚔

Emotion

Usage time: Elite action.

The ogre skullclaimer makes a +6 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **frightened** (-2 Mental, -2 accuracy vs. source) of the ogre skullclaimer as a condition.

Critical hit: The condition must be removed an additional time before the effect ends.

Orcs

Knowledge (local) 5: Orcs are green-skinned humanoids that are generally larger, stronger, and less intelligent than humans. Most other humanoid races consider them ugly, though orcs would say the same about most other humanoid races. They tend to be selfish, but they adhere strictly to the particular orcish interpretation of honorable combat.

Knowledge (local) 10: Honorable orc combat avoids sneak attacks or deception, allows enemies to surrender, and respects the distinction between civilians and combatants. However, honorable orc combat does not require a great deal of warning before battle is joined, and they have no concept of "dirty fighting" - orcs fight brutally and with no reservations in combat.

Orcs have highly militaristic and regimented society that is divided into different clans, each of which is ruled by a powerful chieftain.

Knowledge (local) 15: Orc hierarchy and status is almost always determined by power, and chieftains can be deposed at specific intervals in a personal trial by combat. You know the general patterns that determine when these personal trials by combat are permissible for local orc clans.

Orc Peon

Level 1 Brute
Medium humanoid

Knowledge (local) 5: Orc peons are the weakest warrior that orc clans field in battle. They have the lowest status of any adult in orc society. Peons are typically fresh recruits who have not yet been fully incorporated into an orc army.

HP 16 DR 8

Defenses Armor 4 Brn 7 Fort 4 Ref 4 Ment 3

Movement Land 30 ft.

Senses Darkvision (60 ft.)

Other skills Endurance +4

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

Power 0 ⚔ 4

Alignment Usually lawful evil

Orc Peon Abilities

Greataxe

Sweeping (1)

Usage time: Standard action.

The orc peon makes a +1 strike vs. Armor with its greataxe.

Hit: 1d8+3 damage.

Orc Grunt

Level 2 Brute
Medium humanoid

Knowledge (local) 6: Orc grunts are the standard warrior that orc clans field in battle.

HP 20 DR 9**Defenses** Armor 5 Brn 8 Fort 6 Ref 5 Ment 4**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +6**Attributes** Str 5, Dex 0, Con 2, Int -2, Per 0, Wil 0**Power** 1⁺ 6**Alignment** Usually lawful evil**Butcher's Cleaver****Sweeping** (2)

Usage time: Standard action.

The orc butcher makes a +1 strike vs. Armor with its butcher's cleaver.

Hit: 1d8+5 damage.**Orc Grunt Abilities****Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc grunt makes a +2 strike vs. Armor with its greataxe.

Hit: 1d8+5 damage.**Power Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc grunt makes a -2 strike vs. Armor with its greataxe.

Hit: 1d8+5 damage.**Orc Butcher**Level 3 Brute
Medium humanoid

Knowledge (local) 6: Orc butchers usually run the field kitchens in orc armies. They tend to be smarter than the average orc warrior, but are no less ferocious when challenged.

HP 22 DR 10**Defenses** Armor 5 Brn 8 Fort 6 Ref 5 Ment 4**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +6**Attributes** Str 5, Dex 1, Con 2, Int 0, Per 0, Wil 0**Power** 1⁺ 6**Alignment** Usually lawful evil**Orc Butcher Abilities****Bloodletting Butcher's****Cleaver****Sweeping** (2)

Usage time: Standard action.

The orc butcher makes a +1 strike vs. Armor with its butcher's cleaver.

Hit: 1d8+5 damage. If the target loses hit points, it takes damage from the strike again during the orc butcher's next action.**Orc Veteran**Level 5 Brute
Medium humanoid

Knowledge (local) 7: Orc veterans are battle-hardened elite warriors who are deadly at any range. They often serve as bodyguards to orc chieftains or as devastating shock troops in battle.

HP 28 DR 12**Defenses** Armor 7 Brn 11 Fort 8 Ref 7 Ment 6**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +8**Attributes** Str 6, Dex 0, Con 3, Int -2, Per 1, Wil 1**Power** 3⁺ 8**Alignment** Usually lawful evil**Orc Veteran Abilities****Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc veteran makes a +5 strike vs. Armor with its greataxe.

Hit: 1d8+6 damage.**Heartpiercing Longbow****Projectile** (90/270)

Usage time: Standard action.

The orc veteran makes a +4 strike vs. Armor with its longbow. It gains a +3 accuracy bonus with the strike for the purpose of determining whether it gets a **critical hit**.**Hit:** 1d6+4 damage.**Glancingblow:** No effect.**Power Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc veteran makes a +1 strike vs. Armor with its greataxe.

Hit: 1d8+6 damage.

Orc Clan Chief

Level 6 Leader – Elite
Medium humanoid

Knowledge (local) 8: Orc clan chiefs are among the most powerful orc warriors. Even the lowest clan chief commands hundreds of powerful orc warriors, plus at least as many noncombatants.

HP 84 DR 72**Defenses** Armor 10 Brn 13 Fort 12 Ref 10 Ment 11**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +10**Attributes** Str 6, Dex 0, Con 4, Int 0, Per 2, Wil 3**Power** 8 ★ 11**Alignment** Usually lawful evil**Orc Clan Chief Abilities**

Condition Removal: The orc clan chief can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The orc clan chief can use an additional Elite ability each round.

Battle Command ★

Usage time: Elite action.

The orc clan chief chooses an ally within Medium (60 ft.) range. Whenever the target makes a strike this round, it gains a +3 accuracy bonus and rerolls once, keeping the higher result.

Distant Longbow**Projectile** (90/270)

Usage time: Standard action.

The orc clan chief makes a +5 strike vs. Armor with its longbow. It reduces its longshot penalty with the strike by 4.

Hit: 1d6+5 damage.**Guardbreaking Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc clan chief makes a +5 strike vs. Armor with its greataxe. In addition, it chooses one of its allies.

Hit: 1d8+8 damage. If the target takes damage, it briefly takes a -2 penalty to all defenses against that ally's attacks.

Level 6 Leader – Elite
Medium humanoid

Hamstring – Greataxe**Sweeping** (1)

Usage time: Standard action.

The orc clan chief makes a +6 strike vs. Armor with its greataxe. Each creature that loses hit points from the strike is slowed (-10 speed, -2 Armor and Ref) as a condition.

Hit: 1d8+8 damage.**Power Greataxe****Sweeping** (1)

Usage time: Standard action.

The orc clan chief makes a +2 strike vs. Armor with its greataxe.

Hit: 1d8+8 damage.**Orc Shaman**

Level 2 Leader
Medium humanoid

Knowledge (local) 6: Orc shamans provide orc battle squads with divine magical support. They primarily aid their allies, though they have no fear of taking up arms themselves when necessary.

Knowledge (local) 11: If an orc shaman proves their mettle and wisdom in combat, they may eventually become a trusted advisor to a clan chief. The advice and spiritual guidance of a capable shaman often has more influence on the success of an orc clan than mere strength of arms, and good clan chiefs recognize that fact.

HP 14 DR 10**Defenses** Armor 5 Brn 7 Fort 5 Ref 5 Ment 7**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Other skills** Endurance +5**Attributes** Str 4, Dex 1, Con 1, Int -1, Per 1, Wil 4**Power** 5 ★ 5**Alignment** Usually lawful evil**Orc Shaman Abilities****Battleaxe**

Usage time: Standard action.

The orc shaman makes a +2 strike vs. Armor with its battleaxe.

Hit: 1d6+2 damage.

Divine Judgment ★

Usage time: Standard action.

The orc shaman makes a +1 attack vs. Mental against one creature within Medium (*60 ft.*) range.

Hit: 1d6+2 damage.

True Strike ★

Usage time: Standard action.

The orc shaman chooses an ally within Medium (*60 ft.*) range. The first time the target makes a strike this round, it gains a +1 accuracy bonus and **rerolls** once, keeping the higher result.

Skeletons

Knowledge (religion) 5: Skeletons are the reanimated corpses of once-living creatures. They are the most basic form of animated undead, since they can be created from corpses that have been reduced to mere bones. Creating a skeleton is generally regarded as a fundamentally evil act.

Knowledge (religion) 10: Skeletons retain all of the mundane abilities of the reanimated creature, but lose all magical ★ abilities. They retain the ability to wield the same weapons and armor as the original creature, but they become simple-minded. In addition, skeletons are always more agile and less strong than the original creature.

Knowledge (religion) 15: Creating a skeleton from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the skeleton its agency. This is unpleasant for the dead creature in its afterlife, though not dangerous.

Skeletons are never created by ambient necromantic magic. They have no internal intelligence or agency of any kind, and precisely obey the instructions of their controllers. If their instructions are poorly worded or incomplete, skeletons may fail to fight even if attacked.

Skeletal Town Guard

Level 1 Warrior
Medium undead

HP 8 DR 14**Defenses** Armor 6 Brn 4 Fort 5 Ref 4 Ment 3**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 2, Dex 2, Con -1, Int -7, Per 0, Wil 0**Power** 0 ★ 2**Alignment** Always neutral evil**HP 8 DR 14****Defenses** Armor 5 Brn 5 Fort 5 Ref 3 Ment 3**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con -1, Int -7, Per 0, Wil 0**Power** 0 ★ 4**Alignment** Always neutral evil**Skeletal Town Guard Abilities**

Simple-Minded: The skeletal town guard can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The skeletal town guard is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Skeletal Town HealerLevel 2 Warrior
Medium undead**HP 8 DR 16****Defenses** Armor 6 Brn 4 Fort 5 Ref 4 Ment 4**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 1, Dex 1, Con -2, Int -7, Per 0, Wil 0**Power** 1 ★ 2**Alignment** Always neutral evil**Skeletal Town Healer Abilities**

Simple-Minded: The skeletal town healer can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The skeletal town healer is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Skeletal Orc PeonLevel 1 Warrior
Medium undead**HP 8 DR 14****Defenses** Armor 5 Brn 5 Fort 5 Ref 3 Ment 3**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con -1, Int -7, Per 0, Wil 0**Power** 0 ★ 4**Alignment** Always neutral evil**Skeletal Orc Peon Abilities**

Simple-Minded: The skeletal orc peon can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The skeletal orc peon is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Skeletal Orc GruntLevel 2 Warrior
Medium undead**HP 12 DR 16****Defenses** Armor 6 Brn 6 Fort 6 Ref 4 Ment 4**Immune** Emotion, disease, poison**Vulnerable** Compulsion**Movement** Land 30 ft.**Senses** Darkvision (60 ft.)**Attributes** Str 4, Dex 1, Con 0, Int -7, Per 0, Wil 0**Power** 1 ★ 5**Alignment** Always neutral evil**Skeletal Orc Grunt Abilities**

Simple-Minded: The skeletal orc grunt can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The skeletal orc grunt is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Skeletal Orc ButcherLevel 3 Warrior
Medium undead

HP 14 DR 18
Defenses Armor 7 Brn 6 Fort 6 Ref 5 Ment 4
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex 2, Con 0, Int -7, Per 0, Wil 0
Power 1★ 5
Alignment Always neutral evil

Skeletal Orc Butcher Abilities

Simple-Minded: The skeletal orc butcher can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 [defenses](#)) to [Compulsion](#) attacks.

Undead: The skeletal orc butcher is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Skeletal Orc Veteran

Level 5 Warrior
Medium undead

HP 20 DR 22
Defenses Armor 8 Brn 8 Fort 8 Ref 6 Ment 6
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex 1, Con 1, Int -7, Per 0, Wil 0
Power 2★ 6
Alignment Always neutral evil

Skeletal Orc Veteran Abilities

Simple-Minded: The skeletal orc veteran can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 [defenses](#)) to [Compulsion](#) attacks.

Undead: The skeletal orc veteran is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Skeletal Orc Clan Chief

Level 6 Warrior – **Elite**
Medium undead

HP 72 DR 96
Defenses Armor 11 Brn 12 Fort 12 Ref 9 Ment 9
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 6, Dex 1, Con 2, Int -7, Per 0, Wil 0
Power 5★ 11
Alignment Always neutral evil

Skeletal Orc Clan Chief Abilities

Condition Removal: The skeletal orc clan chief can remove conditions at the end of each round (see [Monster Conditions](#), page 415).

Elite Actions: The skeletal orc clan chief can use an additional [Elite](#) ability each round.

Simple-Minded: The skeletal orc clan chief can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 [defenses](#)) to [Compulsion](#) attacks.

Undead: The skeletal orc clan chief is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Skeletal Orc Shaman

Level 2 Warrior
Medium undead

HP 10 DR 16
Defenses Armor 7 Brn 6 Fort 6 Ref 5 Ment 4
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 30 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex 2, Con -1, Int -7, Per 0, Wil 0
Power 1★ 5
Alignment Always neutral evil

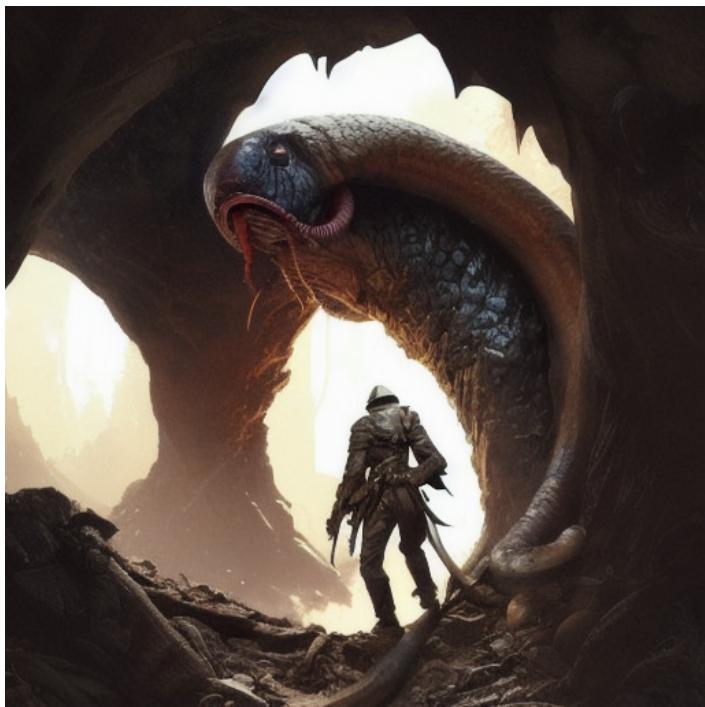
Skeletal Orc Shaman Abilities

Simple-Minded: The skeletal orc shaman can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 [defenses](#)) to [Compulsion](#) attacks.

Undead: The skeletal orc shaman is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Stygian Leech

Level 5 Brute
Medium magical beast

**Leech Life****Clinch**

Usage time: Standard action.

The stygian leech makes a +3 strike vs. Armor with its bite.

Hit: 1d8+5 damage. At the end of the round, the stygian leech regains hit points equal to the hit points that the target lost from this attack if the target is living.

Knowledge (nature) 7: A stygian leech is a Medium worm-like creature that feeds on life energy. It uses its ability to crawl on walls and ceilings to drop on unsuspecting foes.

Knowledge (nature) 12: Stygian leeches instinctively avoid feeding on other stygian leeches, but will otherwise attempt to drain the life from any living creatures, regardless of danger. They can instinctively sense the location of any living creatures nearby. Their life-draining attacks can allow them to heal themselves.

Knowledge (nature) 17: Stygian leeches ignore non-living creatures entirely unless severely provoked. Some non-living creatures, such as intelligent undead, take advantage of this by gathering stygian leeches to guard their homes.

HP 30 DR 12

Defenses Armor 8 Brn 10 Fort 9 Ref 8 Ment 5

Movement Climb 30 ft. Land 30 ft. Climb +10 Stealth +7

Senses Darkvision (120 ft.), lifesense (120 ft.)

Attributes Str 5, Dex 2, Con 4, Int -6, Per 2, Wil -2

Power 0 ★ 7

Alignment Always true neutral

Stygian Leech Abilities

Townsfolk

Town Guard

Level 1 Warrior
Medium humanoid

Knowledge (local) 5: Town guards are common throughout civilization. This represents the sort of ordinary guard that would be found even in rural towns, not an elite bodyguard.

Restoration ✨

Swift

Usage time: Standard action.

The town healer, or one living ally within Short (*30 ft.*) range of it, regains 1d6+4 hit points and increases its fatigue level by one.

HP 12 DR 14

Defenses Armor 5 Brn 3 Fort 5 Ref 3 Ment 3

Movement Land 30 ft.

Attributes Str 1, Dex 1, Con 1, Int 0, Per 0, Wil 0

Power 0 ✨ 1

Alignment Usually lawful neutral

Town Guard Abilities

Broadsword

Sweeping (1)

Usage time: Standard action.

The town guard makes a +0 strike vs. Armor with its broadsword.

Hit: 1d6 damage.

Town Healer

Level 2 Mystic
Medium humanoid

Knowledge (local) 6: Town healers are typically clerics or druids with some healing ability. They may be prominent leaders of a temple, or they may prefer solitude, but it is rare to find a reasonably sized town that does not have a healer of some variety.

HP 10 DR 12

Defenses Armor 4 Brn 4 Fort 5 Ref 6 Ment 8

Movement Land 30 ft.

Other skills Medicine +4

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

Power 4 ✨ 1

Alignment Any

Town Healer Abilities

Inflict Wound ✨

Usage time: Standard action.

The town healer makes a +2 attack vs. Fortitude against one living creature within Short (*30 ft.*) range.

Hit: 1d6+2 damage. If the target loses hit points from this damage, it takes the damage again.

Treants

All treants have the **animate tree** ability.

Animate Tree ★

Usage time: Standard action.

The treant animates a tree to fight by its side. The tree must be no larger than the treant, and it must be the same type of tree as the treant.

The tree's combat statistics are the same as the treant's, except that the tree may be a different size category, and it lacks this ability. This ability lasts until the treant **dismisses** it or uses it again. When this ability ends, the tree sets down roots in its new location if possible. Treants avoid stranding trees in unsustainable locations except in desperate circumstances.

Birch Treant

Level 5 Warrior
Large animate

Knowledge (nature) 7: Birch treants tend to be shy, and they to avoid conflict if at all possible.

HP 28 DR 22

Defenses Armor 8 Brn 7 Fort 10 Ref 5 Ment 5

Vulnerable Fire

Movement Land 30 ft.

Senses Awareness +9

Attributes Str 2, Dex 0, Con 5, Int 0, Per 4, Wil -2

Power 0 ★ 4

Alignment Usually true neutral

Birch Treant Abilities

Indwelt: The birch treant is a **indwelt**, making it both an object and a living creature (see Indwelt, page 506).

Rebounding Treeclub

Impact

Usage time: Standard action.

The birch treant makes a +4 strike vs. Armor with its treeclub. It gains a +2 accuracy bonus if it missed the target with a strike last round.

Hit: 1d10+3 damage.

Chestnut Treant

Level 6 Warrior
Large animate

Knowledge (nature) 8: Chestnut treants tend to be mischievous and outgoing. They like playing small tricks on interesting creatures that pass by.

HP 32 DR 24

Defenses Armor 9 Brn 8 Fort 12 Ref 6 Ment 7

Vulnerable Fire

Movement Land 30 ft.

Senses Awareness +9

Attributes Str 2, Dex 0, Con 6, Int 0, Per 3, Wil 1

Power 4 ★ 5

Alignment Usually true neutral

Chestnut Treant Abilities

Indwelt: The chestnut treant is a **indwelt**, making it both an object and a living creature (see Indwelt, page 506).

Anklespraining Treeclub

Impact

Usage time: Standard action.

The chestnut treant makes a +4 strike vs. Armor with its treeclub.

Hit: 1d10+3 damage. If the target takes damage and the attack result beats its Reflex defense, it becomes **slowed** (-10 speed, -2 Armor and Ref) as a **condition**.

Tricky Treeclub

Impact

Usage time: Standard action.

The chestnut treant makes a +4 strike vs. Armor with its treeclub. If the attack result beats the target's Reflex defense, the strike deals 1d6 **extra damage**.

Hit: 1d10+3 damage.

Willow Treant

Level 7 Warrior
Large animate

Knowledge (nature) 8: Willow treants are the most agile treants, and they can twist and bend their bodies with surprising finesse. Their attitudes tend to be similarly flexible, and they can be easily persuadable.

HP 44 DR 28

Defenses Armor 10 Brn 8 Fort 11 Ref 7 Ment 6

Vulnerable Fire

Movement Land 30 ft.

Senses Awareness +8

Attributes Str 2, Dex 3, Con 5, Int 1, Per 2, Wil -2

Power 1 ★ 5

Alignment Usually true neutral

Willow Treant Abilities

Indwelt: The willow treant is a **indwelt**, making it both an object and a living creature (see Indwelt, page 506).

Lashing Treeclub**Impact**

Usage time: Standard action.

The willow treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d10+3 damage. If the target loses hit points, the willow treant makes an additional strike against it with the same accuracy and damage.

Sickening Treeclub**Impact**

Usage time: Standard action.

The darkroot treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d10+7 damage. If the target takes damage and the attack result beats its Fortitude defense, it becomes **stunned** (-2 defenses) as a condition.

Whirling Treeclub**Impact**

Usage time: Standard action.

The willow treant makes a +5 strike vs. Armor with its treeclub. The strike targets all adjacent enemies.

Hit: 1d10+3 damage.

Miss: Half damage.

Darkroot Treant

Level 8 Warrior
Large animate

Knowledge (nature) 9: Darkroot treants, unlike most other treants, primarily inhabit swamps and other grimy places. Their bark is mottled with fungus, and they tend to have a more sinister demeanor than most treants.

HP 48 DR 33**Defenses** Armor 10 Brn 10 Fort 12 Ref 7 Ment 9**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 5, Dex 0, Con 5, Int 1, Per 1, Wil 2**Power** 6 ★ 9**Alignment** Usually neutral evil**Darkroot Treant Abilities**

Indwelt: The darkroot treant is a **indwelt**, making it both an object and a living creature (see Indwelt, page 506).

Festering Treeclub**Impact**

Usage time: Standard action.

The darkroot treant makes a +5 strike vs. Armor with its treeclub.

Hit: 1d10+7 damage. If the target loses hit points, it takes damage from the strike again during the darkroot treant's next action.

Pine Treant

Level 9 Warrior
Huge animate

Knowledge (nature) 9: Pine treants tend to be the most steadfast treants. They are strong-willed, like oak trees. However, while oak treants are stubborn, pine treants are resolutely benevolent, sheltering all who need aid.

HP 64 DR 38**Defenses** Armor 11 Brn 10 Fort 14 Ref 5 Ment 10**Vulnerable** Fire**Movement** Land 30 ft.**Senses** Awareness +8**Attributes** Str 4, Dex -2, Con 8, Int 2, Per 1, Wil 4**Power** 8 ★ 8**Alignment** Usually neutral good**Pine Treant Abilities**

Indwelt: The pine treant is a **indwelt**, making it both an object and a living creature (see Indwelt, page 506).

Felling Treeclub**Impact, Sweeping** (1)

Usage time: Standard action.

The pine treant makes a +8 strike vs. Armor with its treeclub.

Hit: 1d10+6 damage. If the target loses hit points, it falls **prone** (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.

Resounding Treeclub**Impact, Sweeping** (1)

Usage time: Standard action.

The pine treant makes a +6 strike vs. Armor with its treeclub. If the attack result beats the target's Fortitude defense, the strike deals 2d6 **extra damage**.

Hit: 1d10+6 damage.

Miss: Half damage.

Oak Treant

Level 10 Warrior
Huge animate

Knowledge (nature) 10: Oak treants tend to be the most stubborn treants. They brook no guff from wayward adventurers.

HP 64 DR 43

Defenses Armor 12 Brn 11 Fort 14 Ref 6 Ment 11

Vulnerable Fire

Movement Land 30 ft.

Senses Awareness +8

Attributes Str 5, Dex -2, Con 7, Int 0, Per 0, Wil 5

Power 10 ★ 10

Alignment Usually true neutral

Oak Treant Abilities

Indwelt: The oak treant is a [indwelt](#), making it both an object and a living creature (see [Indwelt](#), page 506).

Boneshattering Treeclub

[Impact, Sweeping](#) (1)

Usage time: Standard action.

The oak treant makes a +7 strike vs. Armor with its treeclub. If the attack result beats a creature's Fortitude defense, the strike deals maximum damage.

Hit: 1d10+8 damage.

Miss: Half damage.

Surefell Treeclub

[Impact, Sweeping](#) (1)

Usage time: Standard action.

The oak treant makes a +7 strike vs. Armor with its treeclub.

Hit: 1d10+8 damage. If the target takes damage, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.

Cyprus Treant

Level 11 Warrior
Huge animate

Knowledge (nature) 10: Cyprus treants are the most durable treants. They are virtually indestructible, and are fearsome when roused to anger.

HP 72 DR 48

Defenses Armor 13 Brn 13 Fort 16 Ref 7 Ment 11

Movement Land 30 ft.

Senses Awareness +9

Attributes Str 6, Dex -2, Con 8, Int 0, Per 1, Wil 2

Power 7 ★ 11

Alignment Usually true neutral

Cyprus Treant Abilities

Indwelt: The cyprus treant is a [indwelt](#), making it both an object and a living creature (see [Indwelt](#), page 506).

Bracing Treeclub

[Impact, Sweeping](#) (1)

Usage time: Standard action.

The cyprus treant makes a +7 strike vs. Armor with its treeclub. In addition, it is **impervious** (+4 defenses) to all damage this round. Because this is a **Swift** ability, it affects attacks against it during the current phase.

Hit: 1d10+8 damage.

Miss: Half damage.

Felling Treeclub

[Impact, Sweeping](#) (1)

Usage time: Standard action.

The cyprus treant makes a +10 strike vs. Armor with its treeclub.

Hit: 1d10+8 damage. If the target loses hit points, it falls prone (*half speed, -2 Armor and Ref*). This is a **Size-Based** effect.

Miss: Half damage.

Vampires

Knowledge (religion) 7: Vampires are humanoid-looking undead that feast on the blood of the living. They rule the night, but fear the sun, which can utterly destroy them. Vampires are unable to cross running water or enter true sunlight. Garlic and holy water are effective tools to defend against a vampire, but they are no guarantee.

Knowledge (religion) 12: Because vampires are so vulnerable during the day, they typically put great effort into acquiring manors or dungeons to live in. Their homes are attended by powerful servants who can protect them so they do not have to risk fighting during the day. Some vampires prefer undead servants, while others use living minions who may or may not know the vampire's true nature. Vampires are the most life-like of all undead, and they can easily pass as living if it suits their purposes.

Knowledge (religion) 17: The most ancient and powerful vampires can cross running water or enter true sunlight, but only briefly. In emergencies, with no blood available, vampires can enter a torpor that staves off their need for blood. However, they are extremely vulnerable in this state, so only a desperate vampire would consider it.

Fledgling Vampire

Level 5 Skirmisher – **Elite**
Medium undead

Knowledge (religion) 7: Fledgling vampires are the weakest form of vampire. They are recently turned, and some still feel a strong attachment to their old life. Despite their inexperience, they still possess most of a vampire's powerful abilities, so they should not be taken lightly.

Knowledge (religion) 12: Most fledgling vampires are still growing accustomed to their need for blood. They may attempt to fast, which weakens them, before being consumed by an uncontrollable bloodlust.

HP 60 DR 48

Defenses Armor 11 Brn 10 Fort 8 Ref 12 Ment 10

Immune Disease, poison

Vulnerable Silver weapons

Movement Land 30 ft.

Senses Darkvision (120 ft.), Awareness +8

Social Intimidate +5

Attributes Str 3, Dex 4, Con 1, Int 3, Per 3, Wil 3

Power 7 ★ 7

Alignment Usually lawful evil

Fledgling Vampire Abilities

Condition Removal: The fledgling vampire can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The fledgling vampire can use an additional Elite ability each round.

Nightshifter ★: As a standard action, a vampire can shapeshift into the form of a Tiny bat, a Medium cloud of mist, or its normal

humanoid form. While in its bat form, it gains blindsense (120 ft.) and an average fly speed with a 60 ft. height limit. While in its mist form, it becomes floating and intangible, and gains a slow fly speed with a 30 ft. height limit. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used for mobility rather than combat. A vampire cannot use this ability while it is paralyzed (*cannot move*).

Undead: The fledgling vampire is undead instead of living, and it takes damage from most healing effects (see Undead, page 506)).

Unholy Creature of the Night ★: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood. While in a torpor, it is unconscious until it smells blood nearby.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes frightened (-2 Mental, -2 accuracy vs. source) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent action phase that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes stunned (-2 defenses) as a condition.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 damage and briefly becomes paralyzed (*cannot move*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the struggle ability to move despite being paralyzed, but only towards the closest shore. This damage is repeated at the during each subsequent action phase that the vampire spends touching or flying over running water.

Silver: Vampires are vulnerable (-4 defenses) to strikes using silvered weapons.

Sunlight: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes stunned (-2 defenses) as a condition. This damage is repeated at the during each subsequent action phase that the vampire spends in true sunlight.

Unmirrored: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.

Wooden Stakes: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes paralyzed (*cannot move*) until the stake is removed. A wooden stake is a Light improvised weapon that deals 1d4 damage.

Alluring Gaze ★**Emotion**

Usage time: Standard action.

The fledgling vampire makes a +4 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **charmed** (*friendly with charmer*) by the fledgling vampire as a condition. After this effect ends, the target becomes immune to this effect until it finishes a **short rest**.

Critical hit: The effect becomes permanent.

Blood Drain**Clinch**

Usage time: Standard action.

The fledgling vampire makes a +4 melee strike with its bite.

Hit: 1d8+5 damage. At the end of the round, the fledgling vampire regains hit points and damage resistance equal to the hit points the target lost from the attack, ignoring negative damage and any damage increase from critical hits. This healing only works if the target has blood, as most living creatures do.

True VampireLevel 10 Skirmisher – **Elite**
Medium undead

Knowledge (religion) 10: True vampires have fully awakened their vampiric potential. They have abandoned the world of the living and embraced their need for blood.

HP 120 DR 88**Defenses** Armor 15 Brn 15 Fort 12 Ref 16 Ment 15**Immune** Disease, poison**Vulnerable** Silver weapons**Movement** Land 30 ft.**Senses** Darkvision (120 ft.), Awareness +12**Social** Intimidate +8, Persuasion +12, Social Insight +12**Attributes** Str 4, Dex 5, Con 1, Int 4, Per 4, Wil 4**Power** 11 ★ 11**Alignment** Usually lawful evil**True Vampire Abilities**

Condition Removal: The true vampire can remove conditions at the end of each round (see *Monster Conditions*, page 415).

Elite Actions: The true vampire can use an additional **Elite** ability each round.

Nightshifter ★: As a standard action, a vampire can **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form. While in its bat form, it gains **blindsight** (120 ft.) and an average fly speed with a 60 ft. height limit. While in its mist form, it becomes **floating** and **intangible**, and gains a slow fly speed with a 30 ft. height limit. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used

for mobility rather than combat. A vampire cannot use this ability while it is **paralyzed** (*cannot move*).

Undead: The true vampire is **undead** instead of living, and it takes damage from most healing effects (see *Undead*, page 506).

Unholy Creature of the Night ★: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood. While in a torpor, it is unconscious until it smells blood nearby.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes **frightened** (-2 Mental, -2 accuracy vs. source) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes **stunned** (-2 defenses) as a condition.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 damage and **briefly** becomes **paralyzed** (*cannot move*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the **struggle** ability to move despite being paralyzed, but only towards the closest shore. This damage is repeated at the during each subsequent **action phase** that the vampire spends touching or flying over running water.

Silver: Vampires are **vulnerable** (-4 defenses) to strikes using silvered weapons.

Sunlight: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes **stunned** (-2 defenses) as a condition. This damage is repeated at the during each subsequent **action phase** that the vampire spends in true sunlight.

Unmirrored: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.

Wooden Stakes: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes **paralyzed** (*cannot move*) until the stake is removed. A wooden stake is a **Light** improvised weapon that deals 1d4 damage.

Alluring Gaze ★**Emotion**

Usage time: Standard action.

The true vampire makes a +9 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is **charmed** (*friendly with charmer*) by the true vampire as a condition. After this effect ends, the target becomes immune to this effect until it finishes a **short rest**.

Critical hit: The effect becomes permanent.

Blood Drain**Clinch**

Usage time: Standard action.

The true vampire makes a +8 melee strike with its bite.

Hit: 1d8+8 damage. At the end of the round, the true vampire regains hit points and damage resistance equal to the hit points the target lost from the attack, ignoring negative damage and any damage increase from critical hits. This healing only works if the target has blood, as most living creatures do.

Vampire LordLevel 15 Skirmisher – **Elite**

Medium undead

Knowledge (religion) 12: Vampire lords are one of the most powerful types of undead. They can command legions of followers and vast fortunes that they have developed over centuries.

HP 246 DR 168**Defenses** Armor 20 Brn 19 Fort 17 Ref 21 Ment 19**Immune** Disease, poison**Vulnerable** Silver weapons**Movement** Land 30 ft.**Senses** Darkvision (120 ft.), Awareness +15**Social** Intimidate +10, Persuasion +15, Social Insight +15**Attributes** Str 4, Dex 6, Con 2, Int 5, Per 5, Wil 5**Power** 14 ★ 13**Alignment** Usually lawful evil**Vampire Lord Abilities**

Condition Removal: The vampire lord can remove conditions at the end of each round (see Monster Conditions, page 415).

Elite Actions: The vampire lord can use an additional Elite ability each round.

Nightshifter ★: As a standard action, a vampire can shapeshift into the form of a Tiny bat, a Medium cloud of mist, or its normal humanoid form. While in its bat form, it gains blindsense (120 ft.) and an average fly speed with a 60 ft. height limit. While in its mist form, it becomes floating and intangible, and gains a slow fly speed with a 30 ft. height limit. In either non-humanoid form, the vampire is unable to use any standard action other than to resume its humanoid form. This ability is almost exclusively used for mobility rather than combat. A vampire cannot use this ability while it is paralyzed (*cannot move*).

Undead: The vampire lord is undead instead of living, and it takes damage from most healing effects (see Undead, page 506).

Unholy Creature of the Night ★: Vampires have a number of specific weaknesses.

Blood Dependence: For every 24 hours that a vampire remains awake without ingesting the blood of a living creature, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile

of ash. This penalty is removed as soon as the vampire drinks blood. A vampire can enter a torpor to survive indefinitely without blood. While in a torpor, it is unconscious until it smells blood nearby.

Garlic: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes frightened (*-2 Mental, -2 accuracy vs. source*) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent action phase that the vampire spends exposed to garlic.

Holy Water: Whenever a vampire takes damage from holy water, it becomes stunned (*-2 defenses*) as a condition.

Running Water: Whenever a vampire touches or flies over running water, it takes 10 damage and briefly becomes paralyzed (*cannot move*). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the struggle ability to move despite being paralyzed, but only towards the closest shore. This damage is repeated at the during each subsequent action phase that the vampire spends touching or flying over running water.

Silver: Vampires are vulnerable (*-4 defenses*) to strikes using silvered weapons.

Sunlight: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes stunned (*-2 defenses*) as a condition. This damage is repeated at the during each subsequent action phase that the vampire spends in true sunlight.

Unmirrored: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.

Wooden Stakes: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes paralyzed (*cannot move*) until the stake is removed. A wooden stake is a Light improvised weapon that deals 1d4 damage.

Alluring Gaze ★**Emotion**

Usage time: Standard action.

The vampire lord makes a +13 attack vs. Mental against one creature within Medium (60 ft.) range.

Hit: The target is charmed (*friendly with charmer*) by the vampire lord as a condition. After this effect ends, the target becomes immune to this effect until it finishes a short rest.

Critical hit: The effect becomes permanent.

Blood Drain**Clinch**

Usage time: Standard action.

The vampire lord makes a +11 melee strike with its bite.

Hit: 1d8+10 damage. At the end of the round, the vampire lord regains hit points and damage resistance equal to the hit points the target lost from the attack, ignoring negative damage and any damage increase from critical hits. This healing only works if the target has blood, as most living creatures do.

Warg

Level 2 Skirmisher
Medium magical beast

HP 14 DR 9

Defenses Armor 6 Brn 6 Fort 4 Ref 7 Ment 5

Movement Land 40 ft.

Senses Scent

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

Power 0 ★ 4

Alignment

Warg Abilities

Bite**Clinch**

Usage time: Standard action.

The warg makes a +2 strike vs. Armor with its bite.

Hit: 1d8+3 damage.

Yrthak

Level 7 Skirmisher – **Elite**
Huge magical beast

Knowledge (nature) 8: Yrthaks are virtually blind. They can “see” around themselves with their blindsight ability, which relies on their incredible hearing. Beyond that range, they cannot see, though they can still identify the existence and location of creatures at great range by sound.

HP 120 DR 64

Defenses Armor 11 Brn 12 Fort 11 Ref 10 Ment 10

Immune Visual

Movement Fly 70 ft. (90 ft. up) Land 50 ft. Stealth +8

Senses Blindsight (120 ft.), blindsense (240 ft.), Awareness +12

Attributes Str 5, Dex 2, Con 4, Int -4, Per 6, Wil 0

Power 5★ 10

Alignment Usually true neutral

Sonic Lance ★

Auditory

Usage time: Elite action.

The yrthak makes a +7 attack vs. Fortitude against all creatures within in a Large (60 ft. long), 5 ft. wide line from it.

Hit: 1d6+5 damage.

Miss: Half damage.

Yrthak Abilities

Condition Removal: The yrthak can remove conditions at the end of each round (see Monster Conditions, page 415).

Echolocation: The yrthak uses its hearing to “see”. While it is deafened (20% verbal spell failure), it loses its natural blindsight and blindsense abilities.

Elite Actions: The yrthak can use an additional Elite ability each round.

Sightless: The yrthak cannot see normally. If it has no relevant special vision abilities, it is blinded (50% miss chance, -2 Armor and Ref).

Thundering Hide

Auditory

Usage time: Standard action.

Whenever an enemy within a Tiny (5 ft.) radius emanation deals damage to the yrthak, it makes a +7 reactive attack vs. Fortitude against them.

Hit: 1d6+1d8 damage.

Grappling Bite

Clinch, Sweeping (1)

Usage time: Standard action.

The yrthak makes a +7 strike vs. Armor with its bite.

Hit: 1d8+8 damage. If this attack beats the target’s Brawn defense, and the target is smaller than the yrthak, they are grappled by each other.

Miss: Half damage.

Zombies

Knowledge (religion) 5: Zombies are the reanimated corpses of once-living creatures. They must be created from corpses that still retain most of their organs and internal structure. Creating a zombie is generally regarded as a fundamentally evil act.

Knowledge (religion) 10: Zombies retain all of the mundane abilities of the reanimated creature, but lose all magical ✤ abilities. They lose the ability to wield any weapons, though they can sometimes be found wearing the same armor as the original creature. Instead of using weapons, zombies prefer to bite their foes. In addition, zombies are always stronger and less agile than the original creature.

Knowledge (religion) 15: Creating a zombie from a corpse requires splintering the soul of the creature the corpse belonged to. The soul splinter created this way is used to give the zombie its agency. This is unpleasant for the dead creature in its afterlife, though not dangerous.

Zombies are sometimes created by ambient necromantic magic. Even if they are created and controlled by necromancers, they still retain an animalistic hunger for flesh, especially brains. If their instructions are poorly worded or incomplete, zombies may attack any living creature they see.

Zombie Town Guard

Level 1 Brute
Medium undead

HP 20 DR 8
Defenses Armor 4 Brn 6 Fort 5 Ref 4 Ment 3
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)

Attributes Str 3, Dex -1, Con 3, Int -7, Per 0, Wil 0
Power 0 ✤ 3
Alignment Always neutral evil

Zombie Town Guard Abilities

Simple-Minded: The zombie town guard can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Undead: The zombie town guard is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 506).

Zombie Town Healer

Level 2 Brute
Medium undead

HP 20 DR 9

Defenses Armor 4 Brn 7 Fort 6 Ref 4 Ment 4

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 20 ft.

Senses Darkvision (60 ft.)

Attributes Str 2, Dex -2, Con 2, Int -7, Per 0, Wil 0

Power 1 ✤ 3

Alignment Always neutral evil

Zombie Town Healer Abilities

Simple-Minded: The zombie town healer can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Undead: The zombie town healer is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 506)).

Zombie Orc Peon

Level 1 Brute
Medium undead

HP 20 DR 8

Defenses Armor 3 Brn 7 Fort 5 Ref 3 Ment 3

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 20 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -2, Con 3, Int -7, Per 0, Wil 0

Power 0 ✤ 4

Alignment Always neutral evil

Zombie Orc Peon Abilities

Simple-Minded: The zombie orc peon can follow simple instructions, but is not fully **sentient** or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to **Emotion** abilities. However, it is **vulnerable** (-4 defenses) to **Compulsion** attacks.

Undead: The zombie orc peon is **undead** instead of living, and it takes damage from most healing effects (see Undead, page 506)).

Zombie Orc Grunt

Level 2 Brute
Medium undead

HP 24 DR 9
Defenses Armor 4 Brn 8 Fort 7 Ref 4 Ment 4
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex -2, Con 4, Int -7, Per 0, Wil 0
Power 1 ★ 5
Alignment Always neutral evil

Zombie Orc Grunt Abilities

Simple-Minded: The zombie orc grunt can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc grunt is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Zombie Orc Butcher

Level 3 Brute
Medium undead

HP 26 DR 10
Defenses Armor 5 Brn 8 Fort 7 Ref 5 Ment 4
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex -1, Con 4, Int -7, Per 0, Wil 0
Power 1 ★ 5
Alignment Always neutral evil

Zombie Orc Butcher Abilities

Simple-Minded: The zombie orc butcher can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc butcher is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Zombie Orc Veteran

Level 5 Brute
Medium undead

HP 30 DR 12
Defenses Armor 6 Brn 10 Fort 9 Ref 6 Ment 6
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)
Attributes Str 4, Dex -2, Con 4, Int -7, Per 0, Wil 0
Power 2 ★ 6
Alignment Always neutral evil

Zombie Orc Veteran Abilities

Simple-Minded: The zombie orc veteran can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc veteran is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Zombie Orc Clan Chief

Level 6 Brute – Elite
Medium undead

HP 108 DR 52
Defenses Armor 9 Brn 14 Fort 13 Ref 9 Ment 9
Immune Emotion, disease, poison
Vulnerable Compulsion
Movement Land 20 ft.
Senses Darkvision (60 ft.)
Attributes Str 6, Dex -2, Con 6, Int -7, Per 0, Wil 0
Power 5 ★ 11
Alignment Always neutral evil

Zombie Orc Clan Chief Abilities

Condition Removal: The zombie orc clan chief can remove conditions at the end of each round (see [Monster Conditions](#), page 415).

Elite Actions: The zombie orc clan chief can use an additional Elite ability each round.

Simple-Minded: The zombie orc clan chief can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc clan chief is [undead](#) instead of living, and it takes damage from most healing effects (see [Undead](#), page 506)).

Zombie Orc Shaman

Level 2 Brute
Medium undead

HP 22 DR 9

Defenses Armor 5 Brn 8 Fort 6 Ref 5 Ment 4

Immune Emotion, disease, poison

Vulnerable Compulsion

Movement Land 20 ft.

Senses Darkvision (60 ft.)

Attributes Str 4, Dex -1, Con 3, Int -7, Per 0, Wil 0

Power 1  5

Alignment Always neutral evil

Zombie Orc Shaman Abilities

Simple-Minded: The zombie orc shaman can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. It is immune to [Emotion](#) abilities. However, it is [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

Undead: The zombie orc shaman is [undead](#) instead of living, and it takes damage from most healing effects (see Undead, page 506)).

Appendix A

Glossary

ability: An ability is a generic term for any unusual property a creature has or any special actions it can take to cause particular effects. Spells, racial traits, and the benefits from class archetypes can all be called abilities.

ability tag: An ability tag describes the effects of an ability. For details, see Ability Tags, page 501.

accuracy: The bonus added to an [attack roll](#). For details, see Accuracy, page 17.

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.

alignment: Your alignment represents your general morality in broad terms. For details, see Alignment, page 23.

allied group: Your allied group is the set of allies that you can coordinate your actions with. Your whole allied group resolves their actions together, separately from other combatants. For details, see Resolving Actions, page 36.

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 47.

archetype: An archetype is a collection of related abilities from a particular class. Each class has five archetypes. For details, see Archetypes, page 52.

archetype rank: Each ability from an [archetype](#) has a minimum rank required to gain the ability. For details, see Archetype Ranks, page 52.

area: A area ability affects multiple targets within an area. Some area abilities are [ranged](#), while others are centered around their user. There are five standard area sizes: Small (15 ft.), Medium (30 ft.), Large (60 ft.), Huge (90 ft.), and Gargantuan (120 ft.). For details, see Area Shapes, page 49, and Area Types, page 49. If an ability is not an area ability, it is either a [melee](#) ability or a [ranged](#) ability.

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 178.

astral beacon: An area with an astral beacon is easier to

[teleport](#) to using long-distance teleportation abilities. For details, see Astral Beacons, page 155.

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 33.

attended: An attended item is an item currently being held or carried by a creature. Some abilities can only affect [unattended](#) items.

attribute: A core representation of a character's capacity in a wide range of areas. There are six attributes: [Strength](#), [Dexterity](#), [Constitution](#), [Intelligence](#), [Perception](#), and [Willpower](#).

attune: Some abilities last as long as you attune to them. Attuning to an ability costs an [attunement point](#) that you cannot recover as long as you maintain your attunement to that ability. For details, see Attuned Abilities, page 50.

attuned: If you are attuned to an ability, you have invested an [attunement point](#) in it to maintain its effect. For details, see Attuned Abilities, page 50.

attunement point: Attunement points allow you to [attune](#) to effects such as spells or items. For details, see Attunement Points, page 18, and Attuned Abilities, page 50.

barding: Armor designed for non-humanoid creatures is called barding. The Armor defense bonus provided by barding is 2 lower than normal. For details, see Barding, page 179.

base class: Your base [class](#) grants you a variety of benefits. You always have a single base class, even if you are a multiclass character. For details, see Base Class, page 52.

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 19.

brawling accuracy: Your brawling accuracy is your accuracy with Brawling abilities. It uses your Strength instead of your Perception to determine your accuracy. For details, see Brawling Accuracy, page 17.

brawling attack: A brawling attack uses your brawling accuracy instead of your normal accuracy. For details, see Brawling Accuracy, page 17.

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. Any effect which creates bright illumination in an area also creates enough light for shadowy illumination in twice that area. For details, see Vision and Light, page 45.

brilliant illumination: In an area with brilliant illumination, creatures can see clearly. No shadows exist within an area of brilliant illumination. Any effect which creates brilliant illumination in an area also creates enough light for shadowy illumination in twice that area. For details, see Vision and Light, page 45.

body armor: Body armor is a form of armor that you wear on your body. For details, see Armor, page 178.

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 156.

burrow speed: A creature with a burrow speed can move at that speed through solid ground. For details, see Movement Modes, page 39.

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.

carrying capacity: Your carrying capacity defines the amount of weight you can carry without penalty. For details, see Weight Limits, page 19.

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: An ability can specify that it chains a certain number of times. For each time that the ability chains, you may choose an additional secondary target for the ability. You can’t chain back to a creature or object that is already a target of the ability. Each additional target must be within 15 feet of the previous target in the chain. The chain starts from one of the ability’s primary targets. These additional targets must have line of sight to you and line of effect to the previous target in the chain. However, they do not need line of effect to you, and they can be beyond the ability’s original range.

Unless otherwise noted in a spell’s description, the secondary targets from chaining are affected by the ability 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.

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 Making Checks, page 13.

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 52.

class skill: Each class has an associated set of skills that members of that class often know. These are called class skills. Your base class automatically grants you training with a specific number of skills from among your class skills. For details, see Skills, page 131.

climb speed: A creature with a climb speed can move that at that speed while climbing, and does not suffer penalties while doing so. For details, see Movement Modes, page 39.

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 161.

combat style: A combat style is a collection of maneuvers that some classes gain access to. For details, see Combat Styles, page 229.

common language: Common languages are languages that are widely spoken. They are described in Table 8.4: Common Languages, page 153.

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 45.

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 43). For details, see Ability Durations, page 50.

Constitution: Constitution is an attribute that measures your health and stamina. For details, see Constitution, page 493.

corpse: A corpse is the deceased body of a once-living creature. If a corpse is destroyed, it can no longer be treated as a corpse.

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 46.

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 roll twice as many damage dice on a critical hit and double all flat modifiers. For details, see Critical Hits, page 33.

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 Taking Damage, page 34.

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 17.

damaging hit: Some abilities have special effects if they get a damaging hit. If you miss, glance, or hit but fail to deal damage, you do not get a damaging hit.

darkvision: A creature with darkvision can see perfectly in complete darkness. For details, see Darkvision, page 504.

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 Resurrection, page 153). 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 502.

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 50.

defeat: You defeat a creature if you kill it or incapacitate it, causing it to be **defeated**.

defeated: A creature is defeated if it dies or is incapacitated for an extended period of time (such as by being knocked unconscious). Defeating a creature generally requires inflicting a **vital wound** on it.

defense: A defense is a static number which represents how difficult you are to affect with attacks. There are five defenses: Armor, Brawn, Fortitude, Reflex, and Mental. For details, see Defenses, page 17.

destroyed: A destroyed object has been damaged to the point where it is completely beyond repair. For details, see Destroyed Objects, page 156.

Dexterity: Dexterity is an **attribute** that measures your hand-eye coordination, agility, and reflexes. For details, see Dexterity, page 494.

dice pool: A dice pool is a collection of dice that are all rolled together and summed to find a result. Damage typically uses dice pool.

difficult terrain: Difficult terrain costs an additional 5 feet of movement to move out of. For details, see Difficult Terrain, page 40.

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.

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).

dual strike: A dual strike is a **strike** made with two weapons at once. You treat both weapons as a single combined weapon, adding together most of their statistics. For details, see Dual Strikes, page 41.

elite: Elite monsters are much more dangerous than standard monsters.

elite action: Elite monsters can take a special extra action every round called an elite action. Every elite monster has at least one special ability which requires an elite action to use.

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 17.

enemy: Some harmful abilities affect enemies. An enemy is any creature you consider to be an enemy. For details, see Allies and Enemies, page 47.

enhancement bonus: Some abilities provide an enhancement bonus instead of a regular bonus. Enhancement bonuses function like normal bonuses except that they do not stack with each other, even if the enhancement bonuses come from different sources. For details, see Stacking Rules, page 20.

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 34.

exclude: Some effects allow you to exclude specific targets that would normally be affected by your abilities. A creature or object excluded from an ability is not considered a target of the ability, even if it is within the ability's area or otherwise would normally be affected by the ability.

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 34.

extra damage: Some attacks deal extra damage. This damage is added on top of the normal damage from that attack. For details, see Extra Damage, page 34.

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 10 feet, you and the object you land on take damage. This damage is called falling damage. A creature with a Medium weight category takes 1d8 falling damage per 10 feet, to a maximum of 30d8. For details, see Falling Damage, page 19.

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 18.

fatigue penalty: You take a penalty to **accuracy** and **checks** equal to your **fatigue level** – your **fatigue tolerance**. When your fatigue penalty reaches –5, you fall **unconscious** until your fatigue penalty is reduced below –5. For details, see Fatigue Penalty, page 18.

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 18.

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**. Most creatures suffer a –4 penalty to their Armor and Reflex defenses while flying. For details, see Aerial Movement, page 40.

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: A free action is one of the four action types (see Actions, page 35). Each round, you take can any number of free actions. Free actions can be taken in any phase. For details, see Free Actions, page 36.

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**.

glance: When a creature glances another creature with an attack, it means that the attacker scored a **glancing blow**.

glancing blow: When you miss on any attack by 2 or less, it is called a glancing blow. Whenever you get a glancing blow with a damaging attack, you deal half damage. For details, see Glancing Blows, page 33.

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. Most creatures suffer a –4 penalty to their Armor and Reflex defenses while gliding. For details, see Gliding, page 41.

grappling: You are grappling if either a creature is **grappled** by you or you are **grappled** by a creature. For details, see Grappling, page 44.

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.

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.

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 19.

height limit: Some abilities have a height limit. A height limit defines 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. This is common for flying creatures (see Flight, page 41).

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 17.

icy terrain: Icy terrain is covered in ice, making it hard to traverse. For details, see Cryomancy, page ??.

immune: A creature that is immune to a particular effect 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 161.

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. Your initiative modifier is equal to your Dexterity. For details, see Conflicting Actions, page 37.

insight point: Insight points can be spent to gain additional abilities or proficiencies. For details, see Insight Points, page 18.

Intelligence: Intelligence is an **attribute** that represents how well you learn and reason. For details, see Intelligence, page 495.

item rank: Items have ranks indicating their approximate value and rarity. For details, see Item Ranks, page 158.

living: A living thing has life, which means that it can change and adapt over time. Most creatures are living, but **animates** and **undead** are not.

loose equipment: Loose equipment is much more vulnerable to damage than ordinary equipment. For details, see Loose Equipment, page 156.

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 damage per 10 feet of movement remaining. For details, see Knockback Effects, page 40.

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 27.

light undergrowth: A space with passable bushes, vines, and similar natural obstacles has light **undergrowth**. Light undergrowth provides **concealment**.

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 19.

line: A line is an area shape that an ability can have (see Area Shapes, page 49). 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 46.

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 46.

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 161.

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 152.

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 161.

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 votives 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 and Mundane Abilities, page 48.

magical power: Your magical power is your **power** with **magical** ✨ abilities. It is typically equal to half your level + your Willpower. For details, see Power, page 18.

maneuver: A maneuver is a type **mundane** ability that some classes grant access to through particular combat styles. For details, see Combat Styles, page 229.

manufactured weapon: A manufactured weapon is a **weapon**

that is external to its user's body. A **natural weapon** is not a manufactured weapon. Some abilities affect or require manufactured weapons instead of natural weapons.

melee: A melee ability affects targets in physical contact with its source. Typically, this involves touching a target or using a weapon that never leaves your grasp. Unless you are using a **Long weapon**, you can only make melee attacks against targets adjacent to you. If an ability is not melee, it is either a **ranged** ability or an **area** ability.

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.

midair: A land-based creature typically suffers a -4 penalty to its Armor and Reflex defenses while it is in the air and unable to touch the ground and move normally. This applies even if the creature has a fly speed or glide speed. However, it does not apply to creatures who are native to the air, such as birds and monsters with no defined walk speed.

minor action: A minor action is one of the four action types (see Actions, page 35). You can take one minor action each round during the **action phase**. For details, see Actions, page 35.

miss chance: If you have a miss chance with an **attack**, you have a random chance to miss with the attack. You roll the miss chance first, and if it causes you to miss, you do not roll an ordinary attack roll. 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 37, for details. For specific **move actions**, see Movement Abilities, page 38.

move action: A move action is one of the four action types (see Actions, page 35). You can use one move action during the **movement phase** of each round. Almost all move actions change your location on the battlefield. For details, see Movement and Positioning, page 37.

movement mode: A movement mode is a method of moving from one location to another. The most common mode is a **walk speed**. For details, see Movement Modes, page 39.

movement phase: The movement phase is the first of two phases in a combat **round**. During the movement phase, creatures can make **movements** (see Movement and Positioning, page 37). 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 52.

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.

mundane power: Your mundane power is your [power](#) with mundane abilities. It is typically equal to half your level + your Strength. For details, see Power, page 18.

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 253.

natural weapon: A natural weapon is a [weapon](#) that is part of a creature's body. For details, see Natural Weapons, page 161.

object manipulation: The weight and accessibility of an object determines the action required to manipulate it. For details, see Manipulating Objects, page 159.

obstacle: An obstacle is anything that blocks free movement. Normally, both large objects and [enemies](#) are obstacles, but [allies](#) are not. For details, see Obstacles, page 40.

overrun: An overrun is a combat ability that allows you to move directly through creatures. For details, see Overrun, page 43.

Perception: Perception is an [attribute](#) that describes your ability to observe and be aware of your surroundings. For details, see Perception, page 497.

phase: A phase is part of the combat [round](#). There are two phases: the [movement phase](#) and the [action phase](#). For details, see Phases, page 35.

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 Point of Origin, page 45.

poison: For a description of poisons and how they work, see Poison, page 156.

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 156.

potion: A potion is a magical liquid that is typically contained in a Fine vial. In general, drinking a potion requires a standard action. Potions cannot be safely mixed together without diluting their magic, so you cannot consume two potions with the same action.

power: The power of an [ability](#) represents how strong the

ability is. For details, see Power, page 18.

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. You take a -2 accuracy penalty with weapons you are not proficient with. 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](#).

projectile: A projectile is an object fired from a weapon at a target. Arrows and bolts are projectiles.

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. For details, see Push Effects, page 40.

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. There are five standard ranges used for abilities: Short (30 ft.) range, Medium (60 ft.) range, Long (90 ft.) range, Distant (120 ft.) range, and Extreme (180 ft.) range (see Ability Range, page 48). Ranged weapons do not use those standard ranges, and instead use specific [range limits](#) (see Weapon Range Limits, page 161).

range limit: 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 161.

ranged: A ranged ability affects targets at a distance from its source. Ranged abilities always have a [range](#) at which they function. If an ability is not ranged, it is either a [melee](#) ability or an [area](#) ability.

rank: Many abilities have a rank. This is typically equal to the minimum [archetype rank](#) you need to learn or use the ability. For abilities with no explicitly defined rank, use one third of the minimum level required to learn or use the ability (minimum 0).

rare language: Rare languages are languages that are only spoken by rare or distant creatures or cultures. They are described in Table 8.5: Rare Languages, page 154.

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, or add an extra target with a [Sweeping](#) weapon. 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.

repeat: Some effects can repeat abilities at a later time. When

an ability repeats, it retains all choices for all decisions as the original ability usage, such as targets and affected area. All attack rolls made for a repeated ability are [reactive attacks](#).

Some repeats specify their targets, such as repeating only for a particular creature. Other repeats affect the entire ability. If a repeat specifies a target, it works on that target regardless of the ability's original targeting restrictions. Otherwise, the repeat originates from the creature that originally used the ability, so targeting restrictions and range limits still apply.

reroll: Some abilities allow you to reroll a roll you just made. The most common ability that allows rerolling is [desperate exertion](#) (see Desperate Exertion, page 42). You must reroll the entire roll, not just one die from the roll (such as if the original roll [explodes](#)). It is possible to reroll the same roll multiple times with different abilities. Each reroll only grants one extra roll.

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](#).

resurrection: When a creature is resurrected, it comes back to life after being dead. For details, see Resurrection, page 153.

ritual: A ritual is a complex magical ✨ ceremony that has a specific effect when completed. For details, see Spell and Ritual Mechanics, page 253.

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 505.

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 normally can't 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 is capable of experiencing emotions and perceiving its surroundings. Complex animals are sentient, but trees are not. Some creatures have incomplete minds that are capable of simulating intelligence without true sentience. These creatures are called [simple-minded](#).

shadowed: A creature or object is shadowed if it is touching its shadow. That typically means it is in [shadowy illumination](#) or [bright illumination](#), but not [brilliant illumination](#) or complete darkness. In addition, it must be [grounded](#) or otherwise touching

a surface.

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 149). For details, see Vision and Light, page 45.

shapeshift: Shapeshifting abilities change the physical form and abilities of a creature or object. For details, see Shapeshifting, page 154.

shield: Shields are a form of [armor](#) that you wield in a hand to protect you from harm. For details, see Armor, page 178.

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 152.

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 19.

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 131.

somatic components: Somatic components are hand motions required to cast arcane and pact spells. For details, see Ability Usage Components, page 48.

something: Many abilities say they target "something", generally within a [range](#). This means they target one creature or object of your choice.

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 19.

speed: Your speed represents the number of feet you can move with a single movement (see Movement and Positioning, page 37).

spell: A spell is a discrete magical ✨ ability with combat-relevant effects. For details, see Spells, page 501.

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 501. 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: A standard action is one of the four action types (see Actions, page 35). You can take one standard action each [round](#) during the [action phase](#). For details, see Actions, page 35.

Strength: Strength is an attribute that measures your muscle and physical power. For details, see Strength, page 498.

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

41.

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 34.

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 50.

Swift: An ability with this [ability tag](#) resolves its effects before other actions in the same phase. For details, see Swift Abilities, page 36.

swim speed: A creature with a swim speed can move at that speed while swimming, and does not suffer penalties while [submerged](#) (-2 accuracy, *Armor, Ref*). For details, see Movement Modes, page 39.

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. For details, see Ability Targeting, page 48.

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 46).

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. Adding an extra target to an ability that causes you to make a strike means you hit an extra creature with the strike, not that the extra target also makes a strike.

targeting proxy: When you use an ability through a targeting proxy, you determine its targets as if you were in the targeting proxy's location instead of your own. This can allow you to affect targets outside your normal range. For details, see Targeting Proxies, page 49.

telepathy: A creature with telepathy can mentally communicate with other creatures within a given range. For details, see Telepathy, page 505.

teleportation: A creature or object that is teleported instantly leaves one location and arrives at another. Unless otherwise specified, teleportation requires [line of sight](#), [line of effect](#), and an

unoccupied destination on stable ground. For details, see Teleportation, page 154.

thrown weapon: A thrown weapon is a weapon designed to be thrown at a target. For details about attacking with thrown weapons, see Basic Strike – Thrown, page 41.

touch: Some abilities function on creatures you touch, rather than having a range away from you. You can generally touch an adjacent creature as long as you have a [free hand](#), even if it is an enemy, though this has no mechanical effect unless an ability says it does. Hitting someone with a [natural weapon](#) does count as touching them, but it still requires an action, so you can't make a strike as part of using another ability unless it says explicitly that you can. Some creatures cannot be touched, such as [intangible](#) creatures.

trained skill: 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 18.

unaffected: If you are unaffected by a particular effect, it doesn't do anything to you. Unlike being [immune](#), you do not automatically remove persistent effects that you are unaffected by, such as [conditions](#). This means you may still need to track that the effect is on you in case you stop being unaffected by it. For example, a barbarian is unaffected by conditions while raging, but those conditions have their full effects when the barbarian stops raging.

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 502.

unconscious: See Circumstances and Debuffs, page 502.

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 40.

usage class: The [usage class](#) of armor is a measure of how much effort it takes to use it. There are three usage classes: light, medium, and heavy. For details, see Armor Usage Classes, page 178.

verbal components: Verbal components are words required to cast most spells. For details, see Ability Usage Components, page 48.

visual: See Ability Tags, page 501.

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 34). For details, see Vital Wounds, page 35.

vulnerable: A vulnerable creature takes a -4 penalty to all defenses against whatever it is vulnerable to. For details, see Vulnerable, page 505.

wall: A wall is an area shape that an ability can have (see Area Shapes, page 49). A wall-shaped area has a length and height, but

its width is not measured in squares.

walk speed: A creature's walk speed is a movement mode that determines how fast it can walk on land (see Movement Modes, page 39). Most creatures have an average walk speed.

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 161.

weapon damage: Your weapon damage is the damage you deal with weapons. Typically, weapon damage is dealt by strikes (see Strikes, page 41). You gain a bonus to your weapon damage equal to half your relevant power (see Power, page 18). For details, see Weapon Damage, page 34.

weapon group: A weapon group is a category of weapons with a similar design and fighting style. Some abilities grant you proficiency with or special abilities with particular weapon groups. For details, see Weapon Groups, page 161.

weapon tag: A weapon tag describes the special effects of a weapon. For details, see Weapon Tags, page 161.

weight limit: Your weight limits define the amount of weight you can carry or push without penalty. For details, see Weight Limits, page 19.

weight category: The weight category of an object or creature is a broad measurement of how much it weighs. Weight categories are closely related to size categories. For details, see Table 3.3: Weight Categories, page 20.

Willpower: Willpower is an attribute that represents your ability to endure mental hardships. For details, see Willpower, page 500.

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 35.

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

Acid: Acid abilities use physical acid to cause their effects. They are often more effective against objects.

Air: Air abilities tap into the elemental force of air.

Attune: Attune abilities require an attunement point to maintain. For details, see Attuned Abilities, page 50.

Auditory: Auditory abilities use sound to cause their effects. Covering or plugging your ears makes you impervious (+4 defenses) to Auditory attacks. Objects and deafened (20% verbal spell failure) creatures are immune to Auditory abilities.

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.

Brawling: Brawling abilities rely on brute force in hand to hand combat. Your accuracy with Brawling abilities is equal to half the sum of your level and Strength (see Brawling Accuracy, page 17). Many Brawling abilities are described in Special Combat Abilities, page 42.

Cold: Cold abilities draw energy out of the environment to cause their effects.

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.

Earth: Earth abilities tap into the elemental force of earth.

Electricity: Electricity abilities use electrical energy to cause their effects. Their effects typically create bright illumination in a

Small (15 ft.) radius that immediately ends when they are done.

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.

Fire: Fire abilities tap into the elemental force of fire. Their effects typically create bright illumination in a Small (15 ft.) radius that lingers until the end of the current round. Damage from Fire abilities can set flammable objects on fire.

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. A difficulty value 5 Knowledge (items) or relevant Craft check reveals that a manifested item is a magical fabrication rather than an ordinary item. 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 253.

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 two or more size categories larger than you.

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 253.

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 Awareness, page 132).

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 50.

Swift: Swift abilities take effect before non-Swift abilities used during the same phase. For details, see Swift Abilities, page 36.

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. Visual abilities do not determine their [line of effect](#) like other abilities. Instead, they use their [line of sight](#) to also determine their [line of effect](#). For example, a Visual effect is not blocked by glass, but it is blocked by thick smoke.

Creatures and objects that cannot see a Visual effect are immune to it. Simply closing your eyes only makes you [impervious](#) (+4 defenses) to Visual effects. Completely covering your eyes, such as with your hands or with a blindfold, makes you immune. Special vision abilities that replace normal vision entirely, such as [blindsight](#) and [tremorsense](#), are unable to perceive Visual effects.

Water: Water abilities tap into the elemental force of water.

Circumstances and Debuffs

blinded: A blinded creature cannot use its eyes. Assuming it does not have other methods of sight, it automatically fails at actions which depend on vision, including simply seeing the locations of other objects and creatures. This makes it at least [partially unaware](#) (50% miss chance, -2 defenses) of all attacks, and it may be fully [unaware](#) (-5 defenses) as normal.

braced: An braced creature gains a +2 bonus to all defenses.

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 146). 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](#), Armor defense, and Reflex defense.

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 [stunned](#) (-2 defenses) effect. 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.

dazzled: A dazzled creature has difficulty seeing. It loses the benefits of special vision traits that require eyes, such as [darkvision](#) and [low-light vision](#). 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, and is immune to Auditory abilities. 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 of the dominated it unquestioningly, as an automaton. If it does not understand the language of the creature that dominated it, it still attempts to obey as much as possible, and simple commands (such as “attack” or “follow”) can usually be communicated successfully. A creature that is both dominated and [confused](#) (-2 defenses, *randomly attack or defend*) obeys its dominated orders,

ignoring the confusion.

empowered: An empowered creature **rerolls** once and keeps the higher result whenever it deals damage or causes hit point or damage resistance recovery. This only affects damage and healing caused directly by the creature, excluding conditions it inflicts. For example, an empowered creature that uses an ability which causes **knockback** does not roll the damage from the knockback twice.

enraged: An enraged creature must spend a **standard action** to make an attack during each round. It can still take other actions normally. The creature's attacks do not have to specifically target other creatures, so it can attack inanimate objects. If it is unable to take standard actions, such as if it is unconscious, it suffers no extra penalty.

An enraged creature automatically stops being enraged after ten minutes, even if it was unable to rest due to its rage.

focused: A focused creature **rerolls** attack rolls once and keeps the higher result. This only affects attack rolls, not **miss chances** or **checks**.

fortified: A fortified creature gains a +2 bonus to its Brawn, Fortitude, and Mental defenses.

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 **panicked** (-4 Mental, cannot attack source) effect. 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.

gliding: A creature that is gliding takes a -4 penalty to its Armor and Reflex defenses (see Aerial Movement, page 40).

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 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.

- One of your hands cannot be used for any purposes. 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 469). In addition, you cannot **push** a creature grappling with you so it stops being adjacent to you. However, you can use the **shove** ability to affect creatures you are grappling with as a **move action** instead of as a standard action.

- You can use the **escape grapple** and **maintain grapple** abilities to stop or continue grappling (see Special Combat Abilities, page 42).

helpless: A helpless creature is completely at an opponent's mercy. It is considered to be **unaware** (-5 defenses) of all attacks against it, even if it knows they are coming. Paralyzed, bound, and unconscious creatures are helpless.

honed: A honed creature gains a +4 accuracy bonus for the purpose of determining whether it gets a **critical hit**. As normal, a miss or glancing blow cannot also get a critical hit.

maximized: A maximized creature deals maximum damage whenever it deals damage, and causes the target to regain the maximum amount of hit points or damage resistance whenever it heals a target. This only affects damage and healing caused directly by the creature, excluding conditions it inflicts. For example, a maximized creature that uses an ability which causes **knockback** does not maximize the damage from the knockback.

midair: A creature that is midair takes a -4 penalty to its Armor, Brawn, and Reflex defenses (see Aerial Movement, page 40). In addition, most movement modes require touching a surface, so they do not function while midair without access to any nearby surfaces.

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: A 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 all 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** (-5 defenses). For details, see Awareness and Surprise, page 47.

primed: A primed creature automatically **explodes** on the first die when making attack rolls (see Exploding Dice, page ??). This only affects attack rolls, not **miss chances** or **checks**. Since a 10 normally explodes, this has no effect if you roll a 10.

prone: A prone creature is lying on the ground, rather than standing normally. It takes a -2 penalty to Armor and Reflex

defenses. However, it gains a +4 bonus to all defenses against ranged **strikes** as long as the attacker is not adjacent to it. It moves at half of its normal speed. Creatures that are not on the ground, such as flying or gliding creatures, are immune to being knocked prone.

If a creature becomes prone while in a precarious situation, such as on a narrow ledge, it may fall. Mounted creatures that are knocked prone fall off their mounts. Creatures cannot glide or fly while prone.

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.

shielded: A shielded creature gains a +2 bonus to its Armor and Reflex defenses.

slowed: A slowed creature has a -10 foot penalty to its **movement speed** and takes a -2 penalty to its Armor and Reflex defenses.

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 40.

stealed: A stealed creature cannot receive critical hits. If an attack against it would be a critical hit, the attack is a normal hit instead.

stunned: A stunned creature takes a -2 penalty to all defenses. This does not stack with the **confused** (-2 defenses, randomly attack or defend) effect.

submerged: A creature that is in water without a **swim speed** takes a -2 penalty to its **accuracy**, Armor defense, and Reflex defense. All ranged weapons have **range limits** of 5/15 when used by a creature that is submerged, or when used against a target that is submerged, regardless of the attack's normal range limits or any other modifiers. For details, see Fighting In Water, page 47.

unaware: A creature that is unaware makes no attempt to defend itself. Creatures take a -5 penalty to all 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 defenses). For details, see Awareness and Surprise, page 47.

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.

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 does not require using eyes.

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**. Blindsight does not require using eyes.

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 requires using eyes, and is disabled while you are **dazzled** (20% miss chance, no special vision).

Floating: A floating creature is only affected weakly by gravity. It does not fall while it is able to use a **fly speed**, and it is unable to **glide**. This does not increase its **height limit** for any **fly speed** it may have. A floating creature above the height limit for its fly speed falls down until its fly speed becomes functional again, which does not cause it to take **falling damage**. Some creatures can freely choose whether they float, potentially allowing them to glide.

Impervious: A creature can be impervious to a particular ability tag. Creatures gain a +4 bonus to all defenses against attacks that they are impervious to. In addition, they take no damage if the attack misses or gets a **glancing blow**, even if the attack would normally deal half damage on a miss. If an attack has multiple tags, a creature is impervious to the attack if it is impervious to any of the attack's tags.

Immune: A creature that is immune to an attack is completely unaffected by it. Creatures and objects can be immune to specific ability tag or debuffs. It is also possible to be immune to more specific effects, like being **grappled** or gaining **conditions**.

If an attack has multiple tags, a creature is immune to the attack if it is immune to any of the attack's tags. However, being immune to a particular effect of an attack does not make you immune to the rest of the attack's effects. For example, if you are immune to being **stunned** (-2 defenses), you still take full damage from an attack that deals damage and stuns you.

Incorporeal: An incorporeal creature does not have a physical body. It is both **intangible** and **floating**. In addition, it can enter or

pass through solid objects. It must remain adjacent to the object's exterior at all times.

While an incorporeal creature is inside of an object, it can choose whether it is completely enveloped or partially contained. If it is completely enveloped, it does not have [line of sight](#) or [line of effect](#) outside of the object, limiting its ability to attack. If it is partially contained, it has [cover](#), but can otherwise attack and be attacked normally.

Intangible: An intangible creature has a physical body that is gaseous or otherwise amorphous. It cannot be [touched](#), and is never considered to be [squeezing](#) (-2 *Armor and Ref*). It is [immune](#) to [mundane](#), [Creation](#), and [Manifestation](#) abilities. It gains a +5 bonus to [Stealth](#) and ignores the effects of abilities that only work if it has a corporeal body. This includes all [Brawling](#) abilities, [difficult terrain](#), being detected by [tremorsense](#), setting off pressure plates, and so on. It can move freely through spaces occupied by enemies, but cannot pass through solid objects.

Many intangible creatures have no Strength attribute. If an intangible creature has a Strength attribute, it has some ability to manipulate the physical world despite being intangible. Unless otherwise noted, an intangible creature with a Strength attribute may selectively choose whether it wants to interact with physical objects.

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 defenses) of its attacks, and they can be fully [unaware](#) (-5 defenses) 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 132, and [Stealth](#), page 149, for how to identify invisible creatures.

Legless: A legless creature has no legs. Legless creatures cannot jump, but they are immune to being [prone](#) ([half speed](#), -2 *Armor and Ref*).

Lifesense: Lifesense functions like [blindsight](#), except that it only grants knowledge of the location of living things. This includes both creatures and non-creatures, such as plants.

Lifesight: Lifesight functions like [blindsight](#), except that it can only see living things. This includes both creatures and non-creatures, such as plants.

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 requires using eyes, and is disabled while you are [dazzled](#) (20% miss chance, [no special vision](#)).

Mindless: A mindless creature lacks a mind. It does not have Intelligence or Willpower attributes, and has no Mental defense. Any attacks against it that would normally use its Mental defense use its Fortitude defense instead. It uses its Strength to determine its [magical power](#) instead of its Willpower. It has no soul, so if it dies, it cannot be resurrected. Mindless creatures are immune to [Compulsion](#) and [Emotion](#) abilities.

Multipedal: A multipedal creature uses three or more legs to move. Bidepal creatures, like humans, are not multipedal.

Multipedal creatures gain a +10 foot bonus to their movement speed and a +5 bonus to the Balance skill.

Scent: A creature with the scent ability has an unusually good sense of smell. It gains a +10 bonus to scent-based Awareness checks. In addition, it is able to follow scent-based tracks (see [Tracking](#), page 150).

Simple-Minded: A simple-minded creature has an incompletely functioning mind. It can follow simple instructions, but is not fully [sentient](#) or capable of complex reasoning. It has no soul, so if it dies, it cannot be resurrected. Simple-minded creatures are immune to [Emotion](#) abilities. However, they are [vulnerable](#) (-4 defenses) to [Compulsion](#) attacks.

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. That channel remains open until the telepath [dismisses](#) it. 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 ability tag or weapon special material. It takes a -4 penalty to all defenses against attacks with that tag, or attacks using weapons that it is vulnerable to. If a creature would be both vulnerable and [impervious](#) ($+4$ defenses) or immune to an ability, it is treated as vulnerable and not impervious or immune.

Creature Tags

Creatures can have tags. Unlike traits, which are defined above, creature tags are intrinsic properties of a creature that cannot be granted or removed temporarily by any means. Each creature tag has a defined narrative implication, and many creature tags also affect a creature's abilities. If a creature tag has combat-relevant effects, those effects will be included in its main description. However, less common narrative effects of creature tags are only defined fully here.

If one tag always comes with other tags, only the primary tag is listed in a creature's description. For example, all creatures with the [Dragon](#) tag also have the [Immortal](#) tag, but a monster's description would only list the [Dragon](#) tag to save space.

By default, a creature with no tags is assumed to be a [living](#) creature with a body, mind, and soul. It needs to eat, drink, and sleep, and it dies of old age eventually.

Aberration: Aberrations have souls that are owned by the Precursors in the Eternal Void. When an aberration dies, its soul does not splinter, and neither Nature nor ordinary deities can claim any reward. Instead, the soul slowly drifts through the Astral Plane for centuries until it finally returns to the Eternal Void.

Animal: Animals are simple, [mundane](#) creatures. They cannot have [magical](#) ✨ abilities, and cannot have an Intelligence above -8. The Creature Handling skill is more effective on animals, as indicated in that skill's description.

Construct: A construct is a creature that is made of nonsapient matter. Its inanimate body is given a semblance of life and sentience by some form of magic. Like other creatures, they can move and follow instructions. However, they lack agency and cannot make the independent decisions. They are [mindless](#), making them immune to [Compulsion](#) and [Emotion](#) effects. Constructs lack a soul and cannot be resurrected by any means if they are destroyed.

Constructs are considered to be both creatures and objects, and are affected by abilities which affect either. They are not alive, and they do not need to eat, drink, or sleep. They are always considered to be [attended](#) by themselves, so they are never affected by abilities that only affect unattended objects, even while unconscious.

Constructs are not affected by the Medicine skill, and do not normally remove [vital wounds](#) when they take a [long rest](#). Instead, their vital wounds must be repaired manually. This functions like like [accelerate recovery](#) ability from the Medicine skill, except that it uses an appropriate Craft skill and raw materials appropriate to the construct's construction.

Dragon: A dragon is a powerful magical creature with four legs and two wings. Dragons are [immortal](#) creatures that can feed on magic and valuable metals, including gold. They are known for their vast hoards of wealth. Since dragons never stop growing in size or strength, elder dragons are some of the most powerful creatures in existence.

Fey: Fey are [magical](#) ✨ creatures that are vulnerable to cold

iron weapons. They have a natural connection to Discord, the plane of chaos, but are not planeforged.

Humanoid: A humanoid is a Medium creature with two arms and two legs. Humanoids can have magical abilities, but are usually not intrinsically magical. Most civilized creatures and societies are predominantly humanoid.

Immortal: An immortal creature can never die of old age. Most immortal creatures can still be killed and need to take actions to sustain their life, such as eating and drinking. Some immortal creatures completely cease aging once they reach maturity, while others continue to grow or change over time without limit.

Indwelt: An indwelt is a creature that is made of nonsapient matter. Its inanimate body was awakened to life by connection to an external soul. Unlike constructs, indwelt have agency and true intelligence.

The soul of an indwelt has no connection to the matter that composes its body. This contrasts with undead, which always maintain a connection between a body and its original soul. As a result, an indwelt's connection to its physical body is weak. If an indwelt is killed, it can be resurrected, but its previous body is not considered its corpse in the same way that a human's dead body is. This means it cannot be resurrected by magic that uses the corpse of the deceased creature.

Indwelt are considered to be both creatures and objects, and are affected by abilities which affect either. They are alive if their base matter is alive, but not if their base matter is dead or inorganic. If they are alive, they need to eat, drink, and sleep. They are always considered to be [attended](#) by themselves, so they are never affected by abilities that only affect unattended objects, even while unconscious.

Planebound: A planebound creature cannot leave a specific plane by any means. Effects which would cause it to leave that plane have no effect on that creature. Most planebound creatures are [planeforged](#) creatures from that plane.

Planeforged: A planeforged is a creature that is made from the concentrated planar essence of only one or two planes. It is not [living](#). When a planeforged dies, its soul generally does not splinter. Instead, the soul returns intact to its home plane, where it may reform a new body if it still has the necessary willpower. Some planeforged are also [planebound](#), including the bodies of dead souls in their afterlife.

Undead: Undead are creatures that are made from the corpse or spirit of a dead creature. They are animated by some part of the soul of the original creature.

Although undead are not [living](#), they are affected in unusual ways by effects that directly manipulate life energy. They can be targeted as if they were living [allies](#) by [magical](#) ✨ 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 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.

Appendix C

Optional Rules

This chapter describes a variety of optional rules that the GM can choose to use in their campaign. These rule changes change the tone of the game, making it more gritty or more tactical. They can also provide more detailed character customization options, increasing character uniqueness but potentially increasing the complexity of character creation.

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 22).

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 C.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 C.1: Smoothed Random Point Buy Results

Roll	Attribute	Point Cost
3-4	-2	0 ¹
5-6	-1	0 ²
7-8	0	0
9-10	1	1
11-12	2	2
13-15	3	3
16-18	4	5

1 You gain one insight point.

2 You gain an additional trained skill.

Classic Hardcore

This method is completely random and can generate very over-powered 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 Fates

After 21st level, characters no longer gain levels normally. However, they can still increase their personal power as they make progress towards their ultimate fate.

When you reach 21st level, you may choose an epic fate that you qualify for, or you may delay choosing until you meet the prerequisites for your desired fate. You do not start with any ranks in your chosen epic fate. Each epic fate specifies ways that you can make progress towards that epic fate. Whenever you make dramatic progress towards your epic fate, your rank in that epic fate may increase, at the discretion of the Game Master.

None of the epic fate abilities have a tag to indicate that they are magical ✨ abilities. Many of them are not fundamentally mundane in nature, but they are beyond normal magic, and effects like an [antimagic field](#) cannot interact with or suppress them.

Artificial Immortality

You have sought out strange magical power in search of a way to artificially prolong your life. As your power grows, you become increasingly able to resist death and return from it. Eventually, you will transcend death entirely.

Prerequisites: You must perform a series of rituals to prepare yourself for immortality, at least one of which must be rank 7 or higher. There are many kinds of immortality that you can pursue with this epic fate, and the exact nature of the rituals will change depending on the type of immortality you pursue.

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 path to immortality. For example, you can have a phylactery regenerate a new body for you like a lich, or you can create clones of yourself or golems that you inhabit if your first body dies. You must always return in a new body of some sort.

Your specific form of immortality determines where you return, such as at the site of your death or at your personal sanctum. However, it cannot be based on the location or state of your old corpse, since that corpse is no longer “you”. 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.

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 you gain the effects of the new species in

addition.

Rank 2 – Death Familiarity: You become so familiar with the trauma of injury and death that your mind and body adapt to it. You gain a +10 bonus to vital rolls. In addition, the time of your vulnerability to true death after resurrection is reduced to 48 hours.

Rank 3 – Artificial Life: Whenever you resurrect with your *life after death* ability, your new body gains a +2 bonus to two random attributes. The attributes are randomized differently for each new body. 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 cause a living creature to lose at least half its hit points in a single round, you may kill that creature outright. In addition, your *artificial life* ability grants a bonus to three random attributes instead of two random attributes.

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 one minute 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.

Ascendant

You have begun to see through the weave of the world and glimpse the higher truths beyond. As your insight into the true nature of reality grows, you begin to transcend the physical realm. Eventually, you become a being of pure energy.

Prerequisites: You must have spent at least a week living in each of the following planes: Air, Astral, Earth, Fire, Material, and Water. In addition, you must have an Intelligence or Perception of at least 2.

Progression: You must discover and spend time in exotic environments with unusual properties, especially with energy-related phenomena, to discern the underlying structure of the universe revealed in extremes. This involves a mix of meditation, observation, and potentially dangerous personal experience. Discovering potentially valuable locations may require extensive research. In order to reach the highest ranks, you must journey into forbidden realms of powerful magic, like the inner sanctums of major deities or the horrific depths of the Eternal Void.

Ascendant Ranks

Rank 1 – Energetic Soul: Whenever you use an ability, you can give that ability the [Cold](#), [Electricity](#), and [Fire](#) tags. In addition, whenever you take or deal damage with any of those tags while not [incorporeal](#), you and your equipment [briefly](#) become incorporeal. While you are incorporeal in this way, you gain an average [fly speed](#) and lose all other movement modes (see Flight, page 41). This flight has a [height limit](#) of 60 feet. In this form you are considered native to the air, so flying in this way does not penal-

ize your Armor or Reflex defenses.

Rank 2 – See Through the Weave: You can see everything within 120 feet of you perfectly, regardless of obstacles of any kind or light levels. This is similar to *blindsight*, except that it also ignores solid obstacles of any kind, allowing you to have line of sight through walls. You can perceive the presence of obstacles just as well as you can see what lies behind them.

Rank 3 – Reach Through the Weave: When you use any of your abilities, you can treat yourself as being up to 60 feet away from your true location. You do not need *line of effect* to your chosen location. For example, this allows you to make melee attacks against creatures up to 60 feet away. This changes your *line of effect*, but does not change your *line of sight*.

Rank 4 – Become Energy: You become permanently *incorporeal*, along with any equipment you carry. The fly speed from your *energetic soul* ability also becomes permanent. In addition, you no longer age and no longer have hit points. Instead, you gain a bonus to your maximum *damage resistance* equal to the number of hit points you would normally have from your level, base class, and Constitution. Other effects that would increase or decrease your maximum hit points have no effect on you. You gain vital wounds based on taking damage in excess of your damage resistance rather than in excess of your hit points, including the extra vital wounds for taking massive damage.

Rank 5 – Ascension: You cannot be killed, only dissipated. When you die, you automatically reform at a random location within a mile of your death after 10 minutes. Reforming in this way returns you to full damage resistance and removes all conditions and vital wounds, but your *fatigue levels* and other effects remain the same.

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 worshippers with souls 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 Grimoire 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.

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. Reaching the higher ranks typically requires saving a significant fraction of a major plane from some sort of catastrophe.

Hero of Legend Ranks

Rank 1 – Worthy Hero: You and all *allies* who can see or hear you are immune to being frightened and panicked. In addition, you gain a +100 bonus to your maximum *hit points*.

Rank 2 – Heroic Intervention: As a *standard action*, you may choose any number of *allies* within Long (90 ft.) range. Whenever a chosen creature would be attacked, that attack is made

against you 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, and it lasts until you dismiss it as a free action.

Rank 3 – Invincible Hero: You gain a +4 bonus to all defenses. In addition, you cannot be [vulnerable](#) (-4 defenses) for any reason.

Rank 4 – 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.

Rank 5 – Heroic Legacy: If you die, your legend lives on. You may choose a worthy successor, either before your death or after your death from your afterlife plane. When you die, or as soon as you choose a successor while dead, your successor immediately gains the Rank 1 benefit from this archetype. As long as your successor lives and remains worthy, you cannot choose to be resurrected from your afterlife. As a player, you may choose to play as your successor instead of your original character if the GM allows it.

Mutant

Your body has been altered by battle scars and strange experiments. As your mutations grow ever more extreme, you become more powerful - and more monstrous. Eventually, you can regenerate from death itself, though some scars never fade.

Prerequisites: Dangerous experiments to mutate your body in extreme ways must have been performed on you. You can choose the nature of these experiments, such as alchemical or magical. Some mutants do this to themselves, while others find willing collaborators. In addition, you must have a Constitution of at least 2.

Progression: To progress towards this epic fate, you must continue ever more radical forms of experimentation. As you become inured to ordinary alterations to your body, you must travel and research to find unique substances of immense power to fuel the experiments. To reach the higher ranks, you must undergo experiments that kill you far more often than they succeed, so you will need to be resurrected multiple times to continue down this path.

Mutant Ranks

Rank 1 – Unnatural Arsenal: You grow an extra functioning arm and hand. In addition, you gain a wide variety of natural weapons (see Table 9.6: Natural Weapons, page 168). You gain a bite, horn, ram, stinger, and tentacle. In addition, two of your hands become claws. You gain these weapons in addition to any natural weapons you already have, no matter how biologically implausible that may be. In addition, each of your natural weapons

has the [Sweeping](#) (3) weapon tag in addition to its other weapon tags.

Rank 2 – Regeneration: At the end of each round, you regain hit points equal to a quarter of your maximum hit points. In addition, you may increase the result of one of your [vital wounds](#) by 1, to a maximum of 10. If you are unconscious, this automatically applies to your most severe vital wounds first.

Rank 3 – Monstrous Form: Your size increases by one size category. In addition, you gain a wide variety of movement modes.

You gain a average [climb speed](#), average [swim speed](#), and a slow [burrow speed](#). Wings also grow from your back, granting you a average [fly speed](#) with a 60 foot [height limit](#) (see Flight, page 41).

Rank 4 – Two Heads Are Better Than One: You grow a second head. Whenever you gain a [condition](#), you choose which head gains the condition, with the restriction that the chosen head must not already have more conditions than the other head. At the start of each round, you can choose which heads are active during that round. You are only subject to the effects of the conditions affecting active heads. If you choose for both heads to be active, you can use an extra [minor action](#) during the [action phase](#).

Rank 5 – Regenerative Immortality: You can regenerate from any wounds, even lethal ones. When you die, your *unnatural regeneration* ability continues functioning. Once that ability improves your vital wounds so they are all above 0, you return to life. However, each time you die, you gain a new scar that your regeneration always recreates.

If your corpse is mutilated, burned, immersed in acid, or fully destroyed, this process can take much longer to complete, but it cannot be fully stopped. Some drop of blood, flake of skin, or other remnant of your corpse will always persist and regenerate eventually. If your body is separated into pieces while you are dead, each piece will attempt to regenerate individually. Your soul will automatically return to the first piece that regenerates completely, at which point the remaining fragments will wither and die.

Paradox

You exist partly outside of the ordinary flow of time. Your very existence wreaks havoc on prophecies and the orderly sequence of events. As your alterations to the natural timeline of the universe grow in scope, your ability to bend time to your whims grows in turn. Eventually, you become a fixed point across all of time.

Prerequisites: You must have been directly involved with an action that resulted in a significant change to at least one major country or similarly significant entity. Any type of change is acceptable, as long as it would be historically important would not have happened without your intervention.

Progression: To progress towards this epic fate, you must be alter the course of other major events that will be remembered to history. Reaching the higher ranks typically requires changing the fate of major planes, or creatures of similar importance.

Paradox Ranks

Rank 1 – Temporal Aberration: Your actions, and events involving you, cannot be observed in any effect that sees or predicts the future. This applies against both magical abilities and abilities that rely on direct observation. Prophecies are only able to describe how events would happen without your intervention, and are blind to any changes you might cause.

In addition, whenever you would make a movement, you can make two different movements and then decide which one was the movement you actually made. You can make this decision after observing how other creatures react to your movement, but before taking any other actions.

The other movement never happened, and had no effect. Only the movement itself is reverted in this way. Any other abilities you used during the resolution of that movement, such as the *sprint* ability, still happened, so you would still gain fatigue and resolve other effects.

Rank 2 – A Fork In Time’s Road: Whenever you would take a standard action, you can take two different standard actions and then decide which one was the action you actually took. You can make this decision after seeing all die results and observing all effects of both actions, but before taking any other actions.

The other action never happened, and has no effect. Only the standard action itself is reverted in this way. Any other abilities you used during the resolution of that action, such as the *desperate exertion* ability, still happened, so you would still gain fatigue and resolve other effects.

Rank 3 – Choose Fate: Once per *short rest*, whenever you or any other creature you are aware of rolls an attack or check, you can choose the result of that die. You can choose to use this ability after learning the result of the action using that die roll, including whether it succeeded or failed and the result of any damage dice based on the attack. However, you must use it before any other actions resolve. If you use this to make an attack *explode*, subsequent dice after the die you modify in this way are rolled normally. Using this to affect an enemy’s action may change the actions taken by other enemies in that enemy’s *allied group*, which the GM should resolve.

Rank 4 – Paradoxical Defense: Whenever a creature attacks you, it must *reroll* the attack roll once and keep the lower result. This does not protect any other targets of the attack.

Rank 5 – Fixed Point: You become an immutable fact across all of time. You no longer age. Whenever you die, history is rewritten so you retroactively never died instead. The changes are as subtle and believable as possible, but even extraordinary coincidences can occur to save you from death. You typically still end up unconscious from vital wounds, and are always removed from combat or otherwise unable to usefully act for at least ten minutes, but you survive.

Slayer

You are 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 them-

selves, allowing you a unique ability to transcend death.

Prerequisites: You must be directly 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. To reach the higher ranks, you must kill creatures of singular power whose influence is felt across multiple planes. This might include demon princes, supreme dragons beyond even the power of wyrms, or the nightmarish precursor aberrations in the Eternal Void.

Slayer Ranks

Rank 1 – Lethality: You gain a +4 bonus to your accuracy for the purpose of determining whether you get a *critical hit*. This bonus stacks with other abilities with the same effect, such as *Keen* weapons.

Rank 2 – Precision Killer: You gain a +4 bonus to your *accuracy*. In addition, you can inflict *critical hits* on any creature regardless of its body structure, magic items, or other abilities.

Rank 3 – Mark of the Slayer: As a *minor 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 damaging attacks ignore all forms of invulnerability and immunity. You can punch ghosts, set fire to fire elementals, and so on. In addition, you can destroy artifacts and even inflict damage 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.

Classes

Anointed

An anointed is a votive who made their pact with a deity. 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 anointed class functions like the votive class, with the following exceptions:

- The magic source for the anointed class is divine magic instead of pact magic. This changes the *mystic spheres* a anointed 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 anointed class (see Ability Usage Components, page 48).
- They must choose either *channel divinity* or *prayer* as one of their mystic spheres, replacing the normal list from the Soulkeeper Spheres ability.
- An anointed 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.

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.

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 defenses*), such as the **foresight** spell, also makes that creature immune to being surrounded.

Complex Cover

Normally, cover is a binary effect. You either have cover or you don't. If you want to make cover and tactical positioning more important, you can use more subtle variations of cover. This variant uses four cover variants:

- Quarter cover: You have approximately a quarter of your body behind an obstacle. Quarter cover grants no defense bonuses. However, if you would be affected by a **glancing blow** or an attack that deal half damage on a miss, the obstacle takes damage instead of you.
- Half cover: You have approximately half of your body behind an obstacle. Half cover grants a +2 bonus to Armor and Reflex defenses. It also grants the same protection as quarter cover against glancing blows and misses.
- Three-quarters cover: You have approximately three quarters of your body behind an obstacle. Three-quarters cover grants a +4 bonus to Armor and Reflex defenses. It also grants the same protection as quarter cover against glancing blows and misses.
- Total cover: You have your entire body behind an obstacle. Total cover blocks **line of effect**, which makes most attacks impossible (see Line of Effect, page 46).

Normally, asymmetric cover means that one target has cover while the other doesn't. With this variant, asymmetric cover will often mean that one target simply has better cover than the other, but cover is relevant for both targets. For example, hiding behind a tree might grant you half cover from a target, but they might also gain quarter cover from you.

The downside of this optional rule is that it requires more ad-hoc rulings from the GM about subtle differences in the environment. To keep the pace of the game moving, players have to resist the urge to argue with potentially arbitrary rulings. Complex cover is generally only meaningful if you are already using battle maps rich with detail or improvising substantial elements of the environment on the fly.

Critical Failure

Normally, there is no explicit penalty for catastrophic failure built into the rules. Even if you fail at a check by a large amount, it doesn't leave you worse off than when you started. Sometimes, it may be narratively appropriate to punish significant failure more severely, at the GM's discretion. For example, attempting a difficult Persuasion check and completely botching the execution might leave the target feeling more hostile than if no Persuasion had been attempted at all. A good threshold for critical failure would generally be failing a check by 8 or more. For specific tasks, it may make more sense to have punishments for failure at lower thresholds as well.

This is considered an optional rule because it generally makes trying silly ideas or extremely difficult tasks more dangerous, which isn't appropriate for every game. It also depends heavily on GM discretion.

Easy Magic Item Reforging

The Craft Specialization feat allows characters to transfer magic item properties between different items. For example, if the players find a magic meteor hammer that none of them could use, they could reforge that item as a magic battleaxe so they could use its property. With this optional rule, skilled item crafters capable of this action are assumed to be common in major cities or towns. The typical price to reforge an item in this way is two ranks lower than the item's rank, to a minimum rank of 1.

The advantage of using this optional rule is that it makes magic items more likely to be useful to the party. Without this rule, you may be forced to have the party "randomly" only find magic items that they are coincidentally proficient with, or the party may frequently find magic items that they can't use. On the other hand, this rule assumes a more magical and highly developed civilization. It also may require the party to frequently return to town to reforge useless items into items that are useful for them. Either of those requirements may not match the intended tone of your campaign.

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 allows you to 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, 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 all non-exotic weapons from one [weapon group](#) (see Weapon Groups, page 161).
- You can spend an [insight point](#) to learn two [common languages](#) or one [rare language](#) (see Communication and Languages, page 153).

Exploding Checks

Normally, [checks](#) do not [explode](#). There are practical issues with allowing explosions on retryable actions. In theory, a character could simply try an otherwise impossible check a thousand times to guarantee a sufficiently high result on the exploding die. With this optional rule, checks can explode, but only in tense or time-limited situations where the check is not indefinitely retryable. Narratively, this could represent adrenaline helping people reach superhuman feats in times of stress. This requires GM interaction to identify situations where checks can be reasonably retried. For example, even a check that is normally indefinitely retryable, such as unlocking a door, could explode if unlocking the door quickly was important in a combat situation.

Longer Rests

Normally, characters can take a short rest in ten minutes and a long rest in eight hours. With this optional rule, a short rest instead requires eight hours of rest, and long rest requires a week.

This dramatically slows down the narrative pacing of the world, and makes the world feel much more brutal and unforgiving. Characters will often be forced to start a combat while missing damage resistance or even hit points, and taking vital wounds can be crippling.

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.

Rage Accuracy

Normally, a barbarian's [rage](#) ability provides a +2 accuracy bonus. With this variant, raging barbarians instead gain no accuracy bonus, but roll 1d12 instead of 1d10 for their attack rolls while raging. They also [explode](#) on a 9 or higher on the first roll, though subsequent rolls must roll a 12 to continue exploding. A barbarian's overall accuracy and damage output with this rule essentially equivalent to the normal rule, but they are more likely to get critical hits or completely whiff on important attacks.

This variant can be more fun for people who like big hits and big misses, and for RPG veterans who naturally associate a barbarian with a d12. It is considered a variant rule because not everyone owns a 12-sided die, and you shouldn't need to buy one just to play a barbarian.

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 [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 152).

Tap Out

With this optional rule, whenever you gain a vital wound, you can “tap out” to guarantee that you survive while taking yourself 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 finish 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.

Appendix D

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 animal hybrid depend on its size.

Special Abilities: As the original animal.

Automatic Languages: Common and any one common language (see Table 8.4: Common Languages, page 153).

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 505).
- **Stinger:** A hybrid bee has a stinger natural weapon (see Natural Weapons, page 161). 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 156). Its stage 1 effect makes the target slowed (-10 speed, -2 Armor and Ref) 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 skill, and it gains a +5 foot bonus to its maximum horizontal jump distance (see Jumping, page 39). This increases its maximum vertical jump distance normally.

Hybrid Shark:

Special Abilities:

- **Bloodscent:** A hybrid shark has the scent ability (see Scent, page 505). 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 161). 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 an average swim speed.

Hybrid Wolf:

Special Abilities:

- **Scent:** A hybrid wolf has the scent ability (see Scent, page 505).
- **Bite:** A hybrid wolf's mouth is elongated, which it can use as a bite attack (see Natural Weapons, page 161). 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 505).

Automaton

An automaton appears to be a humanoid construct, like a golem. Its body is made from some combination of stone, wood, and metal. However, its artificial body is inhabited by a true soul, making it an indwelt (see Indwelt, page 506).

Size: Medium.

Attributes: +1 Constitution or Intelligence, -1 Dexterity.

Special Abilities:

- **Artificial Life:** Automatons are not alive. They are invalid targets for abilities which only affect living creatures, including poisons and most healing abilities. In addition, they do not need to eat, drink, or sleep.
- **Automaton Archetype:** Automatons only gain two class archetypes instead of three. Instead, they treat the Automaton archetype as one of their archetypes, and they gain ranks in it just like they gain ranks in class archetypes.
- **Manual Repair:** A Craft skill relevant to the automaton's body can be used to achieve the same effects that the Medicine skill would have on a living creature.
- **Mechanical Body:** Automatons are considered both objects and creatures, and are affected by abilities which affect either. They are always considered to be attended by themselves, so they are never affected by abilities that only affect unattended objects, even while unconscious.
- **Mechanical Intuition:** Automatons gain a +2 bonus to the Devices skill and one Craft skill of their choice.

Automaton Archetype

Rank 1 – Modular Carapace

You can adjust the density and layering of your hardened exterior to augment your defenses. Changing your configuration in this way requires 10 minutes of work, and spare armor parts that you generally keep with you. You can choose to treat your carapace as being either light, medium, or heavy armor. To gain the full benefits of your carapace, you must have proficiency with armor of the appropriate usage class. The benefits from this ability are considered to come from body armor, and do not stack with actual body armor.

You can use magic armor to build your carapace. If you do, the magic armor becomes embedded in your body. You can attune to it to benefit from its effects. If you use light modular carapace, this can allow you to benefit from two different magic armor effects.

- Light armor: You gain a +3 bonus to your Armor defense, and a bonus to your maximum damage resistance bonus to four times your rank in this archetype. You can wear body armor on top of this carapace. Although the benefits of that armor do not stack with the carapace, you can use the higher Armor defense value and damage resistance bonus from either armor.
- Medium armor: You gain a +5 bonus to your Armor defense, a +1 bonus to **vital rolls**, and a bonus to your maximum damage resistance equal to six times your rank in this archetype. However, your Dexterity bonus to your Armor defense is halved, and you cannot wear body armor.
- Heavy armor: You gain a +6 bonus to your Armor defense, a +2 bonus to **vital rolls**, and a bonus to your maximum damage resistance equal to ten times your rank in this archetype. However, your Dexterity bonus to your Armor defense is halved, you take a -10 foot penalty to your speed with all movement modes, and you cannot wear body armor. Unlike normal for heavy body armor, you do not need a minimum Strength to use this armor.

If you lose your original armor parts, you can create or buy new parts that are suited to your body. These parts are considered a Rank 1 (40 gp) item.

Rank 2 – Modular Armaments

You can customize your arms. Changing your arm configuration in this way requires 10 minutes of work, and spare arm and weapon parts that you generally keep with you. It also requires at least one **free hand**. You can combine any number of different customizations with this ability. Some customizations apply to both of your arms, but others apply to only one arm, as indicated.

- Bulky: You augment both of your arms with additional strength. You gain a +1 bonus to your **mundane power**, and to your Strength for the purpose of determining your **weight limits**. However, you increase your **encumbrance** by 2.
- Fortified: You add additional protective plating to both of your arms. You gain a +1 bonus to your Armor defense, but

you increase your **encumbrance** by 1. This does not require a **free hand**, but it is still considered to come from a shield, and it does not stack with the benefit from using a shield.

- Slim: You trim away excess muscle from both of your arms to make their movements more precise. You gain a +1 bonus to your **accuracy** with **strikes**. However, you take a -1 penalty to your **mundane power**.
- Weapon: You convert one of your arms into a manufactured weapon of your choice that you are **proficient** with. It is considered either a **natural weapon**, a manufactured weapon, or both whenever it would be beneficial for you. However, that arm no longer has a **free hand**. You can incorporate a magic weapon into this process or find a smith to imbue your arm parts as if they were a magic weapon. If you do, you can attune to the magic weapon property, and it affects this weapon.

If you lose your original arm and weapon parts, you can create or buy new parts that are suited to your body. These parts are considered a Rank 1 (40 gp) item.

Rank 3 – Sharpening Slash

Sharpening Slash

Usage time: Standard action.

Make a **strike** that deals **extra damage** equal to half your **power**. Then, if you did not get a critical hit with the strike, you are **briefly honed** (+4 **accuracy** with **crits**).

Rank 4: The extra damage increases to 1d6 + half your power.

Rank 5: The extra damage increases to 1d6 + your power.

Rank 6: The extra damage increases to 3d6 + your power.

Rank 7: The strike deals double **weapon damage**.

Rank 4 – Embedded Apparel

You can embed magic apparel into your body with an hour of work. The item becomes a part of your body, and would require another hour of work to remove. This allows you to use one additional apparel item from each body slot (see Body Slots, page 188). For example, you could embed one set of magic boots into your feet and then wear another pair of magic boots over them. You also gain an additional **attunement point** that you can only use to attune to items embedded into your body. You cannot embed a **legacy item** in this way.

Rank 5 – Modular Carapace+

The damage resistance from your **modular carapace** armor increases. Light carapace increases to six times your rank in this archetype, medium carapace increases to eight times your rank, and heavy carapace increases to fourteen times your rank.

Rank 5 – Reassembly

You can recover from vital wounds more easily by simply replacing broken parts. You can remove a vital wound with ten minutes of work. This increases your **fatigue level** by three, and it

requires replacement parts that you generally keep with you. The parts are considered a consumable Rank 3 (200 gp) item.

This can even save you from death, though that is more difficult and requires more advanced parts. A creature can spend eight hours replacing broken parts of your corpse to **resurrect** you (see Resurrection, page 153). This requires a **difficulty value** 15 Craft check appropriate to the composition of your body. The parts required to perform this feat are considered a consumable Rank 5 (5,000 gp) item.

Rank 6 – Artificial Mind

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

Rank 7 – Steel To The Core

You are always **stealed** (*immune to crits*). When an ability would cause you to become stealed, such as your **steeling slash** ability, you become **braced** (+2 defenses) instead.

Base Class Effects

If you choose automaton as your base class, you gain the following benefits.

Attributes

You gain a +1 bonus to your Constitution and Intelligence.

Hit Points

You have 8 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- **Level 7:** 20 hit points + three times your Constitution, plus 3 hit points per level beyond 7.
- **Level 13:** 40 hit points + six times your Constitution, plus 6 hit points per level beyond 13.
- **Level 19:** 80 hit points + twelve times your Constitution, plus 12 hit points per level beyond 19.

Resources

- **Attunement points:** 4 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 4 from among your **class skills**, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with all non-exotic weapons.

Armor Proficiencies

You are proficient with light, medium, and heavy armor.

Skills

You have the following **class skills**:

- **Strength:** Climb, Jump.
- **Dexterity:** Balance.
- **Constitution:** Endurance.
- **Intelligence:** Craft (any), Deduction, Devices, Disguise, Knowledge (engineering, items).
- **Perception:** Awareness.

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 19).

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 161). A cat's claws have a +2 accuracy bonus and deal 1d4 damage.
- **Low-light Vision:** A cat has **low-light vision**, allowing it to see clearly in **shadowy illumination** (see Low-light Vision, page 505).
- **Multipedal:** A cat is **multipedal**, which gives it a +10 foot bonus to its **movement speed** and a +5 bonus to Balance.
- **Scent:** A cat has the **scent** ability (see Scent, page 505).

Changeling

Size: Medium.

Attributes: No change.

Special Abilities:

- **Alter Shape:** A changeling can change its body using the **alter shape** ability.

Alter Shape

Usage time: Standard action.

You make a Disguise check to alter your appearance (see Change Appearance, page 140). 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, and age. However, this effect is unable to alter your equipment, size category, or number of limbs.

This ability lasts until you dismiss it or until you use it again.

- **Skilled:** A changeling gains an additional trained skill (see Skills, page 131).

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 magical beasts instead of humanoids.

Size: Small. This gives a dragon a 20 foot base speed and a +1 bonus to their Reflex defense, among other effects (see Size Categories, page 19).

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 504). In addition, dragons gain low-light vision, allowing them to see clearly in shadowy illumination (see Low-light Vision, page 505).
- **Draconic Scales:** Dragons gain a +2 bonus to their Armor defense.
- **Draconic Weapons:** Dragons have a bite natural weapon and two claw natural weapons. For details, see Natural Weapons, page 161.
- **Draconic Wings:** Dragons have scaly wings that sprout from their backs. These wings grant them an average glide speed (see Aerial Movement, page 40).
- **Dragon Type:** Each dragon has a single type from among the dragon types on Table 12.2: Dragon Types. They are immune to attacks with their associated ability tag.
- **Limited Equipment:** A dragon's claws are not able to effectively wield shields or manufactured weapons. They can wear armor, but it is treated as barding instead of normal

armor, reducing its effectiveness (see Barding, page 179).

- **Multipedal:** Dragons are multipedal, which grants them a +10 foot bonus to their movement speed and a +5 bonus to the Balance skill.

Automatic Languages: Common, Draconic, any one common language.

Table D.1: Dragon Types

Dragon	Tag	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

Dragon Archetype

Rank 1 – Dragon Breath

Dragon Breath

Usage time: Standard action.

Cost: You briefly cannot use this ability again.

This ability's tag depends on your dragon type (see Dragon Types, above). Make an attack vs. Reflex against everything in the area defined by your dragon type.

Hit: 1d4 damage + power.

Miss: Half damage.

Rank 2: The area 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 1d8 damage + power.

Rank 4: The damage increases to 1d6 damage per 2 power.

Rank 5: The area 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 6: The damage increases to 1d8 damage plus 1d8 per 2 power.

Rank 7: The damage increases to 1d10 damage plus 1d10 per 2 power.

Rank 2 – Draconic Flight ✨

Your wings grow larger, granting you a limited ability to fly. You gain a slow fly speed with a maximum height of 10 feet

(see Flight, page 41). As a **free action**, you can increase your fatigue level by one to ignore this height limit until the end of the round.

Rank 3 – Draconic Body

You gain a +1 bonus to your Armor defense.

Rank 4 – Draconic Bulk

Your size category increases to Medium. This increases your **base speed** to 30 feet. You reduce your Dexterity by 1 and increase your Strength by 2. In addition, you gain a +1 bonus to your **magical power** and **mundane power**.

Rank 5 – Draconic Body+

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

Rank 6 – Draconic Flight+ ✨

The maximum height increases to 30 feet, and the speed increases to average.

Rank 7 – Draconic Bulk+

Your size category increases to Large. This increases your **base speed** to 40 feet. In addition, the attribute modifiers to Dexterity and Strength increase to -2 and +3 respectively, and the power bonus increases to +2. You also gain a tail slam **natural weapon**. It deals 1d10 damage and has the **Impact** weapon tag (see Weapon Tags, page 161).

Base Class Effects

If you choose dragon as your base class, you gain the following benefits.

Attributes

You gain a +1 bonus to your Strength and Constitution. In addition, you gain a +1 bonus to either your Intelligence or your Willpower.

Hit Points

You have 8 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7*: 20 hit points + three times your Constitution, plus 3 hit points per level beyond 7.
- *Level 13*: 40 hit points + six times your Constitution, plus 6 hit points per level beyond 13.
- *Level 19*: 80 hit points + twelve times your Constitution, plus 12 hit points per level beyond 19.

Resources

- **Attunement points**: 3 (see Attunement Points, page 18).
- **Fatigue tolerance**: 2 + your Constitution (see Fatigue, page 18).
- **Insight points**: 1 + your Intelligence (see Insight Points, page 18).

- **Trained skills**: 5 from among your **class skills**, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are not proficient with any manufactured weapons, even simple weapons. You are still proficient with your natural weapons.

Armor Proficiencies

You are proficient with light 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, Swim.
- *Dexterity*: Balance, Stealth.
- *Constitution*: Endurance.
- *Intelligence*: Craft, Deduction, Knowledge (arcana, items), Medicine.
- *Perception*: Awareness, Creature Handling, Social Insight, Survival.
- *Other*: Deception, Intimidate, Persuasion.

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 504).
- *Deep Darkness* ✨:

Deep Darkness ★

Usage time: Standard action.

Sustain (standard)

You create a void of darkness in a Medium (30 ft.) radius **zone** within Medium (60 ft.) range.

Bright illumination and **brilliant illumination** within or passing through that area is dimmed to be no brighter than **shadowy illumination**. Any object or effect which blocks light also blocks this ability's effect.

- **Drow Prejudice:** Almost all surface-dwellers have negative associations with drow. Drow have an Opposition relationship with most people that they meet, which influences people's behavior and makes Persuasion checks harder (see Persuasion, page 146). 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 132).
- **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 with plantlike characteristics. They might have leaves instead of hair, a green skin tone, or rough, barky skin. They are descended from dryads, and share some fey heritage and an affinity for trees.

Size: Medium.

Attributes: No change.

Special Abilities:

- **Dryad Archetype:** Dryaidi only gain two class archetypes instead of three. Instead, they treat the Dryad archetype as one of their archetypes, and they gain ranks in it just like they gain ranks in class archetypes.
- **Enchanting Appearance** ★: A dryaidi gains a +2 enhancement bonus to the Creature Handling, Perform, and Persuasion skills.
- **Fey Vulnerability:** Dryaidi are **vulnerable** (-4 defenses) to cold iron weapons.
- **Tree Bond** ★: A dryaidi must be bonded with a specific tree. The tree must be at least a hundred years old, healthy, and intact. 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 tree through the ritual. Any individual tree can only be bonded to one dryad or dryaidi in this way.

As long as the bonded tree remains healthy and intact, the dryaidi gains a +1 bonus to Mental defense and a +1 bonus to its **fatigue tolerance**. If the bonded tree becomes unhealthy, is seriously damaged, or is killed, these bonuses are inverted into penalties until the dryaidi forms a bond with a new tree. A bonded dryaidi can passively observe the general health and status of the tree it bonded to.

- **Verdant Flourishing** ★: Dryaidi can use the **bramblepatch** and **rapid growth** cantrips from the **verdamancy** sphere. If they already have access to that sphere, they can sustain those cantrips as a **free action** instead of as a minor action.

Automatic Languages: Common, Sylvan.

Dryad Archetype

Rank 1 – Tree Stride

You can walk into and through living trees. Moving through a tree does not impede your movement in any way, and you can end your movement inside a tree. When you do, you can choose to be partially melded or fully melded with the tree. While partially melded, the tree provides **cover** against all attacks against you. While fully melded, the tree blocks **line of sight** or **line of effect** between you and the outside world as long as it remains intact.

At the end of each round, if you are fully or partially melded with a tree that you are bonded with using your **tree bond** ability, you regain hit points equal to half your maximum hit points.

Rank 2 – Natural Speech

You can speak with plants and animals as if they were capable of ordinary speech. This ability does not make them 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. Plants do not have complex thought processes, but can provide information about events that have happened near them. In general, plants can remember events that happened within the most recent quarter of their lifespan.

Rank 3 – Tree Stride+

You can **teleport** between living trees instead of moving using your **walk speed**. Teleporting a given distance costs movement equal to half that distance. If this teleportation fails for any reason, you still expend that movement.

Rank 4 – Fey Charm

Fey Charm ★	Emotion, Subtle, Sustain (minor)
Usage time: Minor action.	
<p>Make an attack vs. Mental against a creature within Medium (60 ft.) range that is an animal, plant, or humanoid. 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.</p> <p>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.</p>	
<p>The attack's accuracy increases by +2 for each rank beyond 4.</p>	

Rank 5 – Tree Bond+ ★

You can bond to a grove of trees instead of a single tree. The cumulative age of all trees in the grove must be at least a thousand years, and the grove must fit within a 500 foot radius. While bonded to a grove, the bonuses from your *tree bond* and *enchanting appearance* abilities double.

Rank 6 – Tree Union ★

When you meld with a tree using your *tree stride* ability, you can fully unite with it. When you do, you have line of sight and line of effect from all areas of the tree simultaneously, as if you were everywhere in the tree's body. Attacks against the tree simultaneously affect both you and the tree. You and the tree are both impervious (+4 defenses) to damaging attacks, but vulnerable (-4 defenses) to Fire attacks and cold iron weapons.

Rank 7 – Acorns of Life ★

Whenever you visit a tree you are bonded to with your *tree bond* ability, you can gather acorns of life. You can have up to ten acorns of life at once. As a minor action, you can throw an acorn of life onto an unoccupied grounded space within Medium (60 ft.) range of you. The space must be made of dirt, earth, or stone. When the acorn lands, a tree immediately grows in that space. The tree has a five foot diameter trunk and grows vertically until it reaches a hundred feet tall or until it encounters a solid obstacle preventing its growth.

Base Class Effects

If you choose dryad as your base class, you gain the following benefits.

Attributes

You gain a +1 bonus to your Dexterity and Perception. In addition, you gain a +1 bonus to either your Intelligence or your Willpower.

Hit Points

You have 8 hit points + twice your Constitution, plus 1 hit point per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 16 hit points + three times your Constitution, plus 2 hit points per level beyond 7.
- *Level 13:* 32 hit points + five times your Constitution, plus 5 hit points per level beyond 13.
- *Level 19:* 65 hit points + ten times your Constitution, plus 10 hit points per level beyond 19.

Resources

- Attunement points: 4 (see Attunement Points, page 18).
- Fatigue tolerance: 2 + your Constitution (see Fatigue, page 18).
- Insight points: 1 + your Intelligence (see Insight Points, page 18).
- Trained skills: 4 from among your class skills, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light armor.

Skills

You have the following class skills:

- *Strength:* Climb, Jump, Swim.
- *Dexterity:* Balance, Flexibility, Perform, Stealth.
- *Intelligence:* Craft (wood), Knowledge (arcana, nature), Medicine
- *Perception:* Awareness, Creature Handling, Deception, Persuasion, Social Insight, Survival.
- *Other:* Intimidate.

Eladrin

Size: Medium.

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

Special Abilities:

- *Fae Step:*

Fae Step ★

Usage time: Standard action.

You teleport horizontally to a location within Short (30 ft.) range.

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 505).
- **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 8.4: Common Languages, page 153).

Harpy

Harpies are winged creatures with the upper body of a humanoid and the lower body of a bird. Most harpies are female, but male harpies do exist.

Creature Type: Unlike most other playable species, harpies are monstrous humanoids instead of humanoids.

Size: Medium.

Attributes: -1 Intelligence, +1 Dexterity.

Special Abilities:

- **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.
- **Limited Equipment:** Harpies can wear armor, but it is treated as *barding* instead of normal armor, reducing its effectiveness (see Barding, page 179). Harpy talons are not able to effectively wield shields or manufactured weapons.

- **Prehensile Talons:** Harpies have a talon natural weapon on each foot (see Natural Weapons, page 161). In addition, they can use their feet as *free hands*. They can make short hops to use their feet to attack or manipulate objects without suffering penalties for gliding or flying.

- **Wings:** Harpies have no arms or hands. Instead, they have feathered wings that sprout from their shoulders. These wings grant them an average *glide speed* (see Aerial Movement, page 40).

- **Winged Agility:** While a harpy is able to use its wings, it gains a +2 bonus to Armor defense, a +4 bonus to the Balance skill, and a +10 foot bonus to its maximum horizontal jump distance (see Jumping, page 39).

Automatic Languages: Common.

Harpy Archetype

Rank 1 – Luring Song ✨

Luring Song ✨

Auditory, Compulsion

Usage time: Standard action.

Make an attack vs. Mental against a creature within Long (90 ft.) range. In addition, you begin a vocal performance (see Performance Types, page 145).

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.

The target will risk danger to reach you, such as moving towards your allies or swimming through rough water. However, it is not compelled to take actions that are guaranteed to damage harm it, such as jumping off of a cliff. If it cannot make any progress towards you, it remains in place.

If you attack the target with any ability other than this one, or if you stop your vocal performance, this effect is automatically broken. When this effect ends, the target becomes immune to this effect until it finishes a *short rest*.

Critical hit: The condition must be removed twice before the effect ends.

The attack's *accuracy* increases by +1 for each rank beyond 1. In addition:

Rank 3: You can target an additional creature within range.

Rank 5: The maximum number of targets increases to 3.

Rank 7: The maximum number of targets increases to 5.

Rank 2 – Harpy Wings

You gain a slow *fly speed* with a maximum height of 10 feet (see Flight, page 41). As a *free action*, you can increase your *fatigue level* by one to ignore this height limit until the end of the round.

Rank 3 – Sharp Talons

Your talons deal 1d6 damage.

Rank 3 – Winged Agility+

The Armor defense bonus increases to +3, and the Balance bonus increases to +8.

Rank 4 – Siren Song ✨**Siren Song ✨**

Auditory, Emotion, Sustain
(minor)

Usage time: Standard action.

Make an attack vs. Mental against all **enemies** within a Medium (30 ft.) radius from you. In addition, you begin a vocal performance (see Performance Types, page 145).

Hit: Each target is both **charmed** (*friendly with charmer*) by you and **stunned** (-2 defenses) as long as it can still hear your vocal performance. It remains stunned 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.

The attack's **accuracy** increases by +1 for each rank beyond 4.

In addition:

Rank 6: The area increases to a Large (60 ft.) radius.

Rank 5 – Caress the Enthralled

You gain a +2 accuracy bonus against creatures that are affected by either your **luring song** or **siren song** ability.

Rank 6 – Agile Flight

You reduce the penalties to your Armor and Reflex defenses from gliding or flying by 2.

Rank 6 – Harpy Wings+

Your maximum height increases to 30 feet, and the speed increases to average.

Rank 7 – Sharp Talons+

Your talons deal 1d8 damage and gain the **Keen** weapon tag.

Rank 7 – Mythic Siren ✨

You gain a +5 accuracy bonus with your **luring song** and **siren song** abilities.

Base Class Effects

If you choose harpy as your base class, you gain the following benefits.

Attributes

You gain a +1 bonus to your Strength, Dexterity, and Perception.

Hit Points

You have 8 hit points + your Constitution, plus 1 hit points per level beyond 1. This increases as your level increases, as indicated below.

- **Level 7:** 18 hit points + twice your Constitution, plus 2 hit points per level beyond 7.
- **Level 13:** 35 hit points + five times your Constitution, plus 5 hit points per level beyond 13.
- **Level 19:** 70 hit points + ten times your Constitution, plus 10 hit points per level beyond 19.

Resources

- **Attunement points:** 4 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 5 from among your **class skills**, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple 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.

Incarnation

An incarnation is a physical embodiment of an element or form of energy, like an elemental. Unlike elementals, incarnations are alive and have souls. Most incarnations are created on the plane associated with their element or energy and never leave that plane. However, in rare circumstances involving powerful magic, incarnations can sometimes be created in other planes.

Creature Type: Unlike most other playable species, incarnations are planeforged instead of humanoids.

Size: Medium.

Attributes: One attribute gains a +1 bonus and another takes a -1 penalty, depending on the chosen element or energy.

Special Abilities:

- **Essence Infusion ✨:** Each incarnation chooses one of the following tags as its essence infusion: Acid, Air, Auditory, Cold, Compulsion, Earth, Emotion, Electricity, Fire, Visual, or Water. All of the incarnation's strikes gain that tag, and it is impervious (+4 defenses) to attacks with that tag.

- **Essence Vulnerability** ✨: Each incarnation chooses a tag to be **vulnerable** (-4 defenses) to. It can choose any of the valid tags for an *essence infusion*, including the tag it chose as its essence infusion.
- **Glowing**: If appropriate to an incarnation's essence, it may naturally shed light as a torch. An incarnation cannot willingly disable this light, though the light can be covered by thick clothing.
- **Incarnation Archetype**: Incarnations only gain two class archetypes instead of three. Instead, they treat the Incarnation archetype as one of their archetypes, and they gain ranks in it just like they gain ranks in class archetypes.
- **Poison Resistance**: An incarnation is **impervious** (+4 defenses) to **Poison** attacks.
- **Unusual Body**: An incarnation's body can be unusually light or heavy compared to an ordinary creature's body. It can be **lightweight** or **heavyweight**, depending on its essence.

Automatic Languages:

Common.

Incarnations can come in two forms: tethered or untethered. Tethered incarnations are bipedal, with two legs and two arms. They have the same basic body shape and functionality as a human, though they may have unusual proportions.

Untethered incarnations have no arms or legs. They may appear as a perfect sphere, as intricate shifting arcane glyphs, or any other appearance depending on their nature. The appearance of any individual untethered incarnation is consistent. They are not shapeshifters or masters of disguise, simply unbound by ordinary conceptions of a “normal” body shape. An untethered incarnation has the following special abilities:

- **Esoteric Body**: The incarnation has no arms, legs, or **free hands**. This means it is unable to use manufactured weapons or **somatic components**. It can wear armor, but the armor is treated as **barding** instead of normal armor, reducing its effectiveness (see Barding, page 179). It has no **walk speed**. Since it has no legs, it is immune to being **prone** (**half speed**, -2 **Armor** and **Ref**), but it also cannot jump.
- **Flight** ✨: The incarnation's only movement mode is an average **fly speed** with a 5 foot height limit (see Aerial Movement, page 40). Since it is native to the air, flying does not penalize its Armor or Reflex defenses. It is also **floating**, so it does not need to fly every phase to avoid falling.
- **Ram**: The incarnation gains a ram **natural weapon**. It deals 1d6 damage and has the **Resonating weapon** tag (see Weapon Tags, page 161).
- **Uniform Composition**: The incarnation is immune to **critical hits** from strikes.

Incarnation Archetype

Rank 1 – Essence Spike

Essence Spike ✨

Usage time: Standard action.

Make an attack against something within Medium (60 ft.) range. The defense against this attack depends on your *essence infusion*.

- Armor defense: **Water**.
- Brawn defense: **Air, Earth**.
- Fortitude defense: **Acid, Auditory, Cold**.
- Reflex defense: **Electricity, Fire, Visual**.
- Mental defense: **Compulsion, Emotion**.

Hit: 1d4 damage + power.

Rank 2: The damage increases to 1d8 damage + power.

Rank 3: The damage increases to 1d6 damage per 2 power.

Rank 4: The damage increases to 1d6 damage plus 1d6 per 2 power.

Rank 5: The damage increases to 1d8 damage plus 1d8 per 2 power.

Rank 6: The damage increases to 1d10 damage plus 1d10 per 2 power.

Rank 7: The damage increases to 1d6 damage plus 1d6 per power.

Rank 2 – Essence Flare

Essence Flare ✨

Usage time: Standard action.

You are **briefly focused** (*roll attacks twice*). At the end of the next round, if you hit with an attack that has your *essence infusion* tag during that round, you repeat the full effect of this ability. Otherwise, you are **briefly maximized** (*deal max damage*).

Rank 3 – Deep Tether

You gain a special ability depending on whether you are tethered or untethered.

- **Tethered**: Choose an **Attune** spell of rank 3 or lower from any **mystic sphere**. The spell must have your *essence infusion* tag, and it must not be a **deep attunement**. You gain the effect of that spell on you permanently. If the spell disables itself, you gain its benefit again after 5 minutes.
- **Untethered**: The height limit of your fly speed increases to 10 feet. In addition, whenever you use the **sprint** ability, you can become **intangible** during that phase. This ability has the **Swift** tag, so it affects attacks against you during the current phase.

Rank 4 – Essence Exemplar

The bonus to an attribute that you gain from being an incarnate increases to +2.

Rank 5 – Essence Infusion+

You become **immune** instead of impervious to attacks with your *essence infusion* tag. In addition, you gain a +1 accuracy bonus with all abilities which have that tag.

Rank 6 – Deep Tether+

You gain a special ability depending on whether you are tethered or untethered.

- **Tethered:** You can choose up two spells with a combined rank of 6 or lower.
- **Untethered:** The height limit of your fly speed increases to 20 feet. In addition, you gain a +1 bonus to your **mundane power** and **magical power**.

Rank 7 – Essence Incarnate

Essence Incarnate ★

Swift

Usage time: **Minor action**, and you **briefly** cannot use this ability again.

Cost: One **fatigue level**.

You gain a benefit depending on whether you are tethered or untethered:

- **Tethered:** You **briefly primed** (*always explode*) with abilities that have your *essence infusion* tag.
- **Untethered:** You **briefly** become **incorporeal**. If this effect ends while you are inside of a solid object, you are pushed back in the direction from which you entered that object until you emerge. You take 5d10 damage for every 5 feet that you are pushed in this way.

Base Class Effects

If you choose incarnation as your base class, you gain the following benefits.

Attributes

If you are tethered, you gain a +1 bonus to your Constitution, and a +1 bonus to either your Strength or Dexterity. If you are untethered, you gain a +1 bonus to your Willpower, and a +1 bonus to either your Intelligence or Perception.

Hit Points

You have 8 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- **Level 7:** 20 hit points + three times your Constitution, plus 3 hit points per level beyond 7.
- **Level 13:** 40 hit points + six times your Constitution, plus 6 hit points per level beyond 13.
- **Level 19:** 80 hit points + twelve times your Constitution, plus 12 hit points per level beyond 19.

Resources

- **Attunement points:** 5 (see Attunement Points, page 18).

- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 3 from among your **class skills**, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light armor. If you are untethered, you need **barding** instead of regular armor (see Barding, page 179).

Skills

If you are tethered, you have the following **class skills**:

- **Strength:** Climb, Jump.
- **Dexterity:** Balance, Flexibility.
- **Constitution:** Endurance.
- **Intelligence:** Craft, Knowledge (arcana, nature, planes).
- **Perception:** Awareness.
- **Other:** Intimidate.

If you are untethered, you have the following class skills:

- **Dexterity:** Flexibility.
- **Constitution:** Endurance.
- **Intelligence:** Deduction, Knowledge (arcana, nature, planes).
- **Perception:** Awareness, Deception, Persuasion, Social Insight.
- **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 *change appearance* 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 Change Appearance, page 140). This ability lasts until the kit **dismisses** the ability or uses it 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 505).

Automatic Languages: Common, any one common language.

Naiadi

Naiadi are humanoid creatures descended from water spirits called naiads. Most naiadi are unusually physically appealing, but show no other outward signs of their heritage.

Size: Medium.

Attributes: No change.

Special Abilities:

- *Aquatic Essence*: Naiadi are **impervious** (+4 defenses) to **Fire** and **Water** attacks. However, they are **vulnerable** (-4 defenses) to **Cold** and **Electricity** attacks.
- *Create Water*: A naiadi can cast the **create water** cantrip. When they do so, they do not require **verbal components** or **somatic components**, and their spellcasting rank is considered to be equal to their rank in their highest rank archetype.
- *Enchanting Appearance*: A naiadi gains a +2 enhancement bonus to the Creature Handling, Perform, and Persuasion skills.
- *Fey Vulnerability*: Naiadi are **vulnerable** (-4 defenses) to cold iron weapons.
- *Low-light Vision*: Naiadi have **low-light vision**, allowing them to see clearly in **shadowy illumination** (see Low-light Vision, page 505).
- *Naiad Archetype*: Naiadi may choose three class archetypes, as normal. However, you may choose the Naiad 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.
- *Water Affinity*: A naiadi has an average **swim speed**. In addition, they can breathe clean water like a human breathes air.

Automatic Languages: Common, Sylvan, any one common language.

Naiad Archetype

Rank 1 – Water Bond ✩

You can form a bond with a fresh stream, lake, or other Gargantuan or larger body of fresh water (not salt water). Forming 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, which you are able to do as part of the ritual. 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 enhancement bonus to your **magical power** and **mundane power**, and a +2 bonus to your **vital rolls**. While you are within 60 feet of your bonded body of water, these bonuses double. 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 – Fluid Freedom ✩

While your **water bond** is active, all of your **magical** ✩ attacks have the **Water** tag. In addition, whenever you use a **magical** ✩ **Water** ability, you can choose to **exclude** your allies from it.

Rank 2 – Freshwater Fountain ✩

The volume of water you can create with the **create water** cantrip is doubled. In addition, you do not consider casting that cantrip to be strenuous activity, so you can cast it continuously for longer than five minutes (see **Maintain Exertion**, page 141). This generally means that you can create a Small body of water with half a minute of work.

Rank 3 – Bonded Boon ✩

While your **water bond** is active, you gain a benefit based on the body of water you bonded. If it's ambiguous how to categorize your body of water, you can choose any one applicable category when you gain this ability and when you form any future bonds.

- *Geyser or spring*: You gain a +2 accuracy bonus against creatures that are at **unaware** (-5 defenses) or **partially unaware** (50% miss chance, -2 defenses) of your attacks. In addition, when you use the **desperate exertion** ability to affect an attack, the target is considered **partially unaware** (50% miss chance, -2 defenses) of that attack.
- *Lake*: You gain a bonus equal to three times your rank in this archetype to your maximum **hit points**.
- *River or stream*: You gain a +2 bonus to your **Reflex defense**. In addition, when you **sprint** downhill, you gain a +10 foot bonus to your **movement speed**. This bonus is doubled as normal by the **sprint** ability.
- *Underground reservoir*: You gain **darkvision** with a 60 foot range, allowing you to see in complete darkness (see **Darkvision**, page 504). In addition, you gain a +2 enhancement bonus to the **Deception** and **Stealth** skills.

Rank 4 – Aqueous Form ✩

You can cast the **aqueous form** spell. When you do, you do not require **verbal components** or **somatic components**, and you use your rank in this archetype as your spellcasting rank. In addition, it has the **Attune** tag instead of the **Attune** (deep) tag.

Rank 4 – Enchanting Appearance+ ✩

The bonuses from your **enchanting appearance** ability are doubled.

Rank 5 – Freshwater Fountain+ ✩

The multiplier from your **freshwater fountain** ability increases to ten times the normal volume of water. This generally means that you can create a Medium body of water with one minute of work, or a Gargantuan body of water with 8 hours of work. You can

bond with a body of water you create with this ability just like any other body of water.

Rank 5 – Fluid Force+ ⭐

The bonuses increase to +2.

Rank 6 – Bonded Boon+ ⭐

The benefit from your bonded body of water improves.

- *Geyser or spring*: The accuracy bonus increases to +4.
- *Lake*: The hit point bonus increases to five times your rank in this archetype.
- *River or stream*: You gain a +10 foot **enhancement bonus** to your **movement speed**.
- *Underground reservoir*: The range of your **darkvision** increases by 60 feet. In addition, the skill bonuses increase to +4.

Rank 7 – Water Bond+ ⭐

The bonuses from your *water bond* ability increase to +4. In addition, your bonded body of water becomes effectively impossible to contaminate. The entire body of water is continuously purified, as if by the **purify water** ability, with contaminants shunted to the outside. It can still be physically destroyed with sufficient effort.

Base Class Effects

If you choose naiad as your base class, you gain the following benefits.

Attributes

You gain a +1 bonus to your Dexterity and Perception. In addition, you gain a +1 bonus to either your Intelligence or your Willpower.

Hit Points

You have 8 hit points + twice your Constitution, plus 1 hit point per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7*: 16 hit points + three times your Constitution, plus 2 hit points per level beyond 7.
- *Level 13*: 32 hit points + five times your Constitution, plus 4 hit points per level beyond 13.
- *Level 19*: 65 hit points + ten times your Constitution, plus 8 hit points per level beyond 19.

Resources

- **Attunement points**: 4 (see Attunement Points, page 18).
- **Fatigue tolerance**: 2 + your Constitution (see Fatigue, page 18).
- **Insight points**: 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills**: 4 from among your **class skills**, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

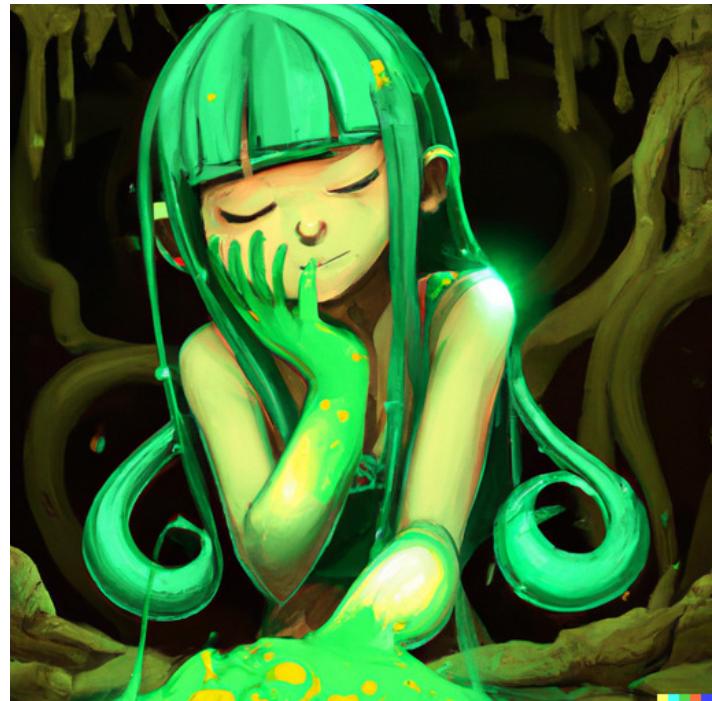
You are proficient with light armor.

Skills

You have the following **class skills**:

- *Strength*: Swim.
- *Dexterity*: Balance, Flexibility, Perform, Sleight of Hand, Stealth.
- *Intelligence*: Deduction, Knowledge (nature), Medicine
- *Perception*: Awareness, Creature Handling, Deception, Persuasion, Social Insight, Survival.
- *Other*: Intimidate.

Oozeborn



Oozeborn are 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 animates instead of humanoids.

Size: Medium.

Attributes: -1 Intelligence, +1 Constitution.

Special Abilities:

- **Acidic Body:** Oozeborn are impervious to Acid and Poison attacks. However, they are vulnerable to Earth attacks.
- **Amorphous Form:** An oozeborn's natural form is a loosely spherical blob. They have a -10 foot penalty to their movement speed, but they gain a +5 bonus to the Flexibility skill (see Flexibility, page 142). Since they have no legs, they are immune to being prone (half speed, -2 Armor and Ref). Most legless creatures cannot jump, but oozeborn can jump without penalty. They can also use the mold body ability to adopt a particular shape.

Mold Body

Sustain (free)

Usage time: Standard action.

You make a Disguise check to alter your appearance (see Change Appearance, page 140). 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, age, and number of limbs. However, this effect is unable to alter your equipment or size category in any way.

You cannot create more than four limbs with this ability, and a maximum of two free hands. If you add at least two legs, you gain a +10 foot bonus to your movement speed. This speed bonus does not stack with the bonus for becoming multipedal, so the only benefit you gain from creating three or more legs is a +5 bonus to the Balance skill. If you give yourself a standard humanoid shape, you can wear armor designed for humanoids without suffering the normal penalties for barding (see Barding, page 179).

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 504).
- **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 Pseudopod

One of your arms becomes a pseudopod natural weapon. It deals 1d10 damage and has the Acid and Long tags (see Weapon Tags, page 161). You do not have a free hand on that arm while using it as a weapon in this way.

In addition, all of your attacks with natural weapons have the Acid tag. This does not affect damage you deal with manufactured weapons.

Rank 2 – Darkborn Senses

You gain blindsense with a 60 foot range, allowing you to sense your surroundings without light (see Blindsight, page 504). 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 504). If you already have the blindsight ability, you increase its range by 15 feet.

Rank 2 – Ingest Object

Ingest Object

Acid

Usage time: Standard action.

This ability functions like the absorb object spell, except that the maximum size of the object is equal to your size. Anything you absorb in this way takes a single point of environmental damage during each of your actions 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 – 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. In addition, your mold body ability loses the Sustain (free) tag. Instead, it lasts until you choose to dismiss it. This allows you to maintain your shape while unconscious.

Rank 3 – Compressible Body+

You reduce your penalties for squeezing (-2 Armor and Ref) by 1.

Rank 4 – Acidic Body+

You are immune to Acid and Poison attacks.

Rank 5 – Darkborn Senses+

The range of your blindsense increases by 60 feet. In addition, the range of your blindsight increases by 15 feet.

Rank 5 – 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 – Amorphous Form++

The defense bonus against critical hits from strikes increases to +10.

Rank 6 – Compressible Body++

The reduction of squeezing penalties increases to 2. This means you take no penalties for squeezing unless you use the **tight squeeze** ability (see Flexibility, page 142).

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.

In addition, your arms become stronger and more agile. You can use any of your arms as a pseudopod natural weapon, and your pseudopods gain the **Light** weapon tag (see Weapon Tags, page 161).

Base Class Effects

If you choose oozeborn as your base class, you gain the following benefits.

Attributes

You gain a +1 bonus to your Strength, Dexterity, and Constitution.

Hit Points

You have 10 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- **Level 7:** 24 hit points + four times your Constitution, plus 4 hit points per level beyond 7.
- **Level 13:** 50 hit points + eight times your Constitution, plus 8 hit points per level beyond 13.
- **Level 19:** 100 hit points + fifteen times your Constitution, plus 15 hit points per level beyond 19.

Resources

- **Attunement points:** 3 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 3 from among your **class skills**, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons.

Armor Proficiencies

You are proficient with light armor. Depending on whether you are sustaining your **mold body** and the form you choose, you may need **barding** instead of regular armor (see Barding, page 179).

Skills

You have the following **class skills**:

- **Strength:** Climb, Swim.
- **Dexterity:** Balance, Flexibility, Sleight of Hand, Stealth.
- **Constitution:** Endurance.
- **Intelligence:** Craft, Disguise, Knowledge (dungeoneering).
- **Perception:** Awareness, Survival.
- **Other:** Intimidate.

Sapling

Saplings are young treants that have left their forest home in search of adventure. They tend to be slow to think and act, but resilient once they have made up their mind.

Creature Type: Unlike most other playable species, saplings are considered **animates** instead of **humanoids**.

Size: Medium.

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

Special Abilities:

- **Barkskin:** A sapling gains a +2 bonus to Armor defense.
- **Ingrain:** A sapling can bury its roots into the ground.

Ingrain

Usage time: Minor action.

This ability can only be used if the sapling is **grounded**. The sapling becomes **braced** (+2 defenses), and its **movement speed** becomes 5 feet, regardless of any modifiers that normally apply. It cannot voluntarily stop being **grounded** while this ability lasts.

If the sapling finishes a **long rest** with this ability active for the duration of the rest, it acquires nutrients sufficient to replace a day's worth of food and water. This ability lasts until the sapling ends it as a standard action, or until it stops being **grounded**.

- **Limited Equipment:** Saplings can wear armor, but it is treated as **barding** instead of normal armor, reducing its effectiveness (see Barding, page 179).
- **Made of Wood:** Saplings are **vulnerable** (-4 defenses) to **Fire** attacks. In addition, they are both creatures and plants.
- **Treant Archetype:** Saplings only gain two class archetypes instead of three. Instead, they treat the Treant archetype as one of their archetypes, and they gain ranks in it just like they gain ranks in class archetypes.
- **Tree Appearance:** When a sapling stays perfectly still, observers must make a DV 15 Awareness check to recognize that it is not an ordinary tree. Careful observers may still notice that the ordinary tree has appeared where no tree used to be, so they may be suspicious of a sapling even if they do not pass this check.
- **Unhurried and Unfaltering:** Saplings have a -10 penalty to their **movement speed**. However, a sapling's move-

ment speed cannot be more than 10 feet slower than its **base speed**, even while **slowed** (-10 speed, -2 Armor and Ref) or under similar effects, except with the **ingrain** ability. In addition, saplings are unaffected by **difficult terrain** from inanimate natural sources, such as **heavy undergrowth**.

Automatic Languages: Common, Sylvan.

Treant Archetype

Rank 1 – Nourishing Ingrain

At the end of each round while you are **ingrained**, you regain hit points equal to twice your rank in this archetype, and you may choose to remove a **condition**. If you do, you increase your fatigue level by one.

Rank 2 – Sturdy as the Mighty Oak

You gain a bonus equal to three times your rank in this archetype to your maximum **hit points** (see Hit Points, page 17). In addition, you gain a +1 bonus to your **vital rolls** (see Vital Wounds, page 35).

Rank 3 – Animate Plants

Animate Plants 	Manifestation
Usage time: Standard action.	
Make an attack vs. Reflex against one Large or smaller grounded creature within Medium (60 ft.) range. You gain a +2 accuracy bonus if the target is in undergrowth .	
Hit: The target is slowed (-10 speed, -2 Armor and Ref) as a condition . In addition, it takes 1d8 damage immediately, and during each of your subsequent actions while this condition lasts.	
This condition can be removed if the target makes a difficulty value 10 Strength check as a move action to break the plants. If the target makes this check as a standard action, it gains a +5 bonus. In addition, this condition is removed if the target takes damage from a Fire ability.	
Critical hit: The condition must be removed an additional time before the effect ends.	
For each rank beyond 3, the attack's accuracy increases by +2 and the difficulty value to break the plants increases by 2. In addition, the damage increases at each rank as described below.	
Rank 4: 1d10 damage.	
Rank 5: 2d6 damage.	
Rank 6: 2d8 damage.	
Rank 7: 2d10 damage.	

Rank 4 – Tall as the Noble Pine

Your size category increases to Large. Unlike normal for increasing your size, this does not increase your **base speed**. You also gain a +1 bonus to your Strength, and a -1 penalty to your Dexterity.

Rank 5 – Nourishing Ingrain+

The healing from your **nourishing ingrain** ability increases to three times your rank in this archetype. In addition, removing a condition with that ability no longer increases your fatigue level.

Rank 6 – Sturdy as the Mighty Oak+

The hit point bonus increases to four times your rank in this archetype.

Rank 7 – Tall as the Noble Pine+

Your size category increases to Huge. This increases your **base speed** to 40 feet. Your normal movement speed is still only 30 feet due to the penalty from **unhurried** and **unfaltering**. The modifiers to Strength and Dexterity increase to +2 and -2, respectively.

Base Class Effects

If you choose treant as your base class, you gain the following benefits.

Attributes

You gain a +1 bonus to your Constitution. In addition, you gain a +1 bonus to either your Strength or your Willpower.

Hit Points

You have 10 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- **Level 7:** 24 hit points + four times your Constitution, plus 4 hit points per level beyond 7.
- **Level 13:** 50 hit points + eight times your Constitution, plus 8 hit points per level beyond 13.
- **Level 19:** 100 hit points + fifteen times your Constitution, plus 15 hit points per level beyond 19.

Defenses

You gain a +2 bonus to your Fortitude defense.

Resources

- **Attunement points:** 3 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 3 from among your **class skills**, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with simple weapons and club-like weapons.

Armor Proficiencies

You are proficient with light, medium, and heavy armor.

Skills

You have the following class skills:

- *Dexterity*: Swim.
- *Dexterity*: Balance.
- *Constitution*: Endurance.
- *Intelligence*: Craft (wood), Knowledge (nature).
- *Perception*: Awareness, Creature Handling, Survival.
- *Other*: Intimidate.

Tiefling



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 504).
- *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 146). People in some locations, such as the Abyss, do not have this attitude.
- *Hellfire Tolerance*: Tieflings are impervious to Fire attacks.

- *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 ⭐

Abyssal Hop ⭐

Fire

Usage time: Standard action.

You teleport horizontally into an unoccupied location within Short (30 ft.) range on a stable surface that can support your weight. If the destination is invalid, this spell fails with no effect. In addition, make an attack vs. Reflex against each enemy adjacent to your location after you arrive.

Hit: 1d4 damage + half power.

Miss: Half damage.

Rank 2: The base damage increases to 1d6.

Rank 3: The damage bonus from your power increases to be equal to your power.

Rank 4: The base damage increases to 1d8.

Rank 5: The damage bonus increases to 1d6 per 3 power.

Rank 6: The damage bonus increases to 1d6 per 2 power.

Rank 7: The damage bonus increases to 1d8 per 2 power.

Rank 1 – Infernal Resilience

You gain a bonus equal to twice your rank in this archetype to your maximum 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.

- *Infernal Rebuke*: You can set fire to your foes.

Infernal Rebuke ★	Fire
Usage time: Standard action.	
Make an attack vs. Fortitude against one creature within Short (30 ft.) range. You gain a +2 accuracy bonus with this attack if the target attacked you during the previous round.	
Hit: 1d8 damage + power.	
Rank 3: The damage bonus from your power increases to 1d6 per 3 power.	
Rank 4: The damage bonus increases to 1d6 per 2 power.	
Rank 5: The damage bonus increases to 1d8 per 2 power.	
Rank 6: The damage bonus increases to 1d10 per 2 power.	
Rank 7: The damage bonus increases to 1d6 per power.	

- Tempting Allure: You gain a +2 bonus to the Deception, Disguise, and Persuasion skills. In addition, you can charm creatures.

Charming Temptation ★	Emotion, Subtle, Sustain (minor)
Usage time: Standard action.	
Make an attack vs. Mental against a humanoid 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 (friendly with charmer) by you. Any act by you or by creatures that appear to be your allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.	
The attack's accuracy increases by +2 for each rank beyond 2.	

- Unholy Might: You gain two claw natural weapons and one bite natural weapon (see Natural Weapons, page 161). In addition, you gain a +1 bonus to your mundane power.

Rank 3 – Abysswalker ★

You can use your abyssal hop ability to teleport as a move action instead of as a standard action. When you do, you do not deal damage at your destination, and you briefly cannot use that ability as a move action again.

Rank 4 – Greater Infernal Ancestry ★

The benefits of your infernal ancestry ability improve.

- Infernal Conduit: You gain a +1 bonus to your magical power. In addition, the area affected by your abyssal hop ability increases to a Small (15 ft.) radius from your destination.
- Tempting Allure: The skill bonuses from your infernal ancestry ability increase to +3. In addition, you can dominate

creatures.

Dominating Temptation ★	Emotion
Usage time: Standard action.	
Make an attack vs. Mental against a humanoid 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 use of this ability, you may attune to this ability. When you do, the target 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 increase your strength.

Unholy Strength ★	Attune
Usage time: Can be triggered when you finish a long rest.	
You gain a +1 enhancement bonus to your Strength.	

Rank 5 – Greater Hellfire Tolerance

You become immune to Fire attacks.

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.

- Infernal Conduit: The magical power bonus from your greater infernal ancestry ability increases to +2. 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 power bonus from your infernal ancestry ability increases to +2. In addition, your unholy surge ability loses the Attune tag. Instead, it lasts until you dismiss it or until you use it again.

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.

Troll

Trolls are large, ugly giants with tusks. They are famous for their supernatural regeneration abilities. A troll can survive even

dismemberment, regrowing severed limbs over time. Most trolls have green skin, though other earthy skin tones are also possible.

Trolls naturally grows lichen or other fungus on their bodies in addition to hair. The patterns and type of fungus depends on the troll. Some trolls prefer to style or entirely remove their surface fungus, just like humans may style or remove their hair.

The body of a troll is suffused with fungus that is unique to troll biology. This fungus grants trolls their incredible healing abilities. However, it can be destroyed by fire and acid once exposed, leading to the troll's true death. Trolls can also be killed by pulverizing the body to an extreme extent, leaving nothing sufficiently intact to regenerate from.

Creature Type: Unlike most other playable species, trolls are monstrous humanoids instead of humanoids.

Size: Medium.

Attributes: +1 Strength, +1 Constitution, -1 Intelligence, -1 Perception.

Special Abilities:

- **Bite:** Trolls have a bite natural weapon (see Table 9.6: Natural Weapons, page 168).
- **Fungal Resilience:** Trolls are impervious (+4 defenses) to Poison attacks.
- **Fungal Vulnerabilities:** Trolls are vulnerable (-4 defenses) to Acid and Fire attacks.
- **Hard to Kill:** Trolls cannot be killed unless their body is almost entirely destroyed. If they would die from a vital wound effect of -5 or higher, they instead simply stay unconscious until the vital wound is healed. While they are unconscious in this way, if they take any damage from a Acid or Fire ability, they immediately die.
- **Subspecies:** Every troll has a particular subspecies with specific effects, listed below.

Cave: Cave trolls are accustomed to life in deep caves. They have darkvision with a 60 foot range, allowing them to see in complete darkness (see Darkvision, page 504). In addition, they gain a +2 bonus to the Stealth skill.

Forest: Forest trolls are smaller and craggy than other trolls. They gain a +1 bonus to their Intelligence, but take a -1 penalty to their Strength. In addition, they gain a +2 bonus to any one Craft skill.

Mountain: Mountain trolls are larger and stronger than even other trolls. They gain a +1 bonus to their Strength for the purpose of determining their weight limits (see Weight Limits, page 19).

Scrag: Scrag trolls prefer to live in water, though they can breathe air and move on land. They gain a +3 bonus to the Endurance and Swim skills, and they can hold their breath for ten times the normal limit (see Common Endurance Tasks, page 141).

- **Troll Archetype:** Trolls only gain two class archetypes instead of three. Instead, they treat the Troll archetype as one of their archetypes, and they gain ranks in it just like they gain ranks in class archetypes.

Automatic Languages: Common, Giant.

Troll Archetype

Rank 1 – Regeneration

At the end of each round, if you did not take damage from a Acid or Fire ability that round, you regain hit points equal to twice your rank in this archetype.

Rank 2 – Tough Hide

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 vital rolls (see Vital Wounds, page 35).

Rank 3 – Subspecies Specialization

You gain a bonus based on your troll subspecies.

- **Cave:** The range of your darkvision increases by 60 feet. In addition, the Stealth bonus increases to +4.
- **Forest:** You gain an additional insight point.
- **Mountain:** You gain a +1 bonus to your mundane power.
- **Scrag:** You gain a swim speed 10 feet slower than your base speed.

Rank 3 – Tusks

Your bite natural weapon deals 1d10 damage instead of the normal 1d8.

Rank 4 – Regeneration+

The recovery increases to three times your rank in this archetype. In addition, you also automatically remove one vital wound. You can choose to suppress this healing, and it does not function if you took damage from a Acid or Fire ability that round. While you are unconscious, this automatically removes your most severe vital wound. Whenever you remove a vital wound in this way, you increase your fatigue level by three.

Rank 5 – Hulking Size

Your size category increases to Large. This increases your base speed to 40 feet.

Rank 6 – Subspecies Specialization+

Your bonus based on your troll subspecies improves.

- **Cave:** You gain a +1 bonus to your Dexterity.
- **Forest:** You gain a +1 bonus to your Intelligence.
- **Mountain:** You gain a +1 bonus to your Strength.
- **Scrag:** You gain a +1 bonus to your Constitution.

Rank 6 – Tusks+

Your bite natural weapon deals 2d6 damage instead of the normal 1d8.

Rank 7 – Regeneration++

The recovery increases to four times your rank in this archetype. In addition, removing a vital wound with this ability only increases your fatigue level by two.

Base Class Effects

If you choose troll as your [base class](#), you gain the following benefits.

Attributes

You gain a +1 bonus to your Strength and Constitution.

Hit Points

You have 10 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- *Level 7:* 24 hit points + four times your Constitution, plus 4 hit points per level beyond 7.
- *Level 13:* 50 hit points + eight times your Constitution, plus 8 hit points per level beyond 13.
- *Level 19:* 100 hit points + fifteen times your Constitution, plus 15 hit points per level beyond 19.

Resources

- **Attunement points:** 3 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 4 from among your [class skills](#), plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Defenses

You gain a +2 bonus to your Fortitude defense and a +1 bonus to [vital rolls](#).

Weapon Proficiencies

You are proficient with simple weapons and club-like weapons.

Armor Proficiencies

You are proficient with light armor, leather lamellar, and standard shields.

Class Skills

You have the following [class skills](#):

- *Strength:* Climb, Jump, Swim.
- *Dexterity:* Stealth.
- *Constitution:* Endurance.
- *Perception:* Awareness, Survival.
- *Other:* Intimidate.

Vampire

A vampire is an undead creature that must drink the blood of living creatures to survive. Unlike most undead creatures, vampires appear to be alive and human, allowing them to act normally in society. Vampires have great power, but also many dangerous weaknesses.

The unusual blend of life and death in a vampire comes from the strange disease of vampirism. This blood-transmitted disease attacks the brain of an infected creature. Such destruction is lethal, and it does cause the death of the original creature's mind. However, the disease also takes over and replaces most of the brain's autonomous functions. The creature's heart keeps pumping, it continues to breathe, and so on, giving the dead creature a convincing imitation of life. Vampires are generally pale thanks to their poor circulation, but not impossibly so.

The half-death inflicted by vampirism can be confusing for a creature's soul. Although most of the soul passes on to its normal afterlife, fragments remain behind and cling to their original body. These give a newly born vampire a hint of its original personality, but only a hint.

A newly born vampire, called a vampire spawn, does not have a full, independent soul. Its will is completely bound to the vampire that created it, called its sire. The sire's soul invades and replaces the vacuum left behind when the vampire's original soul was fractured by death and fled to the afterlife.

Over time, by feeding on blood to strengthen its body, a vampire spawn can connect more deeply to its original soul. If allowed and guided by its sire, it can become strong enough to wrest the rest of its soul back from its afterlife. This unifies the creature's soul and makes it a new entity fully independent from its sire. A fully ensouled vampire is called a true vampire.

Only true vampires can create new vampire spawn. Since each spawn claims a piece of its sire's soul to sustain its capacity for thought and action, most vampires can create few spawn at once, or else they risk losing their will. Despite this risk, many true vampires do not permit their spawn to become ensouled. Instead, they may prefer to maintain a small handful of spawn to serve them with no possibility of betrayal. A vampire with a soul powerful enough to command many dependent spawn is called a vampire lord.

Creature Type: Unlike most other playable species, vampires are undead instead of humanoids.

Size: Medium.

Attributes: +1 Strength and Dexterity, -1 Constitution.

Special Abilities:

- *Climb Speed:* Vampires have a [climb speed](#) 10 feet slower than their [base speed](#).
- *Darkvision:* Vampires have [darkvision](#) with a 90 foot range, allowing them to see in complete darkness (see Darkvision, page 504).
- *Fangs:* Vampires have a bite natural weapon (see Table 9.6: Natural Weapons, page 168). These fangs retract when not in use, so vampires cannot be identified as non-human by their fangs unless they choose to expose them.
- *Undead:* Vampires are [undead](#) instead of [living](#), and they take damage from most healing effects (see Undead, page 506)).
- *Unnatural Life:* Unlike most undead creatures, vampires share some aspects of living creatures. They must breathe air, and they must sleep as much as humans do.

- *Unnatural Charm*: Vampires gain a +3 bonus to the Persuasion skill.
- *Vampire Archetype*: Vampires only gain two class archetypes instead of three. Instead, they treat the Vampire archetype as one of their archetypes, and they gain ranks in it just like they gain ranks in class archetypes.

Special Weaknesses: Vampires have a number of specific weaknesses.

- *Blood Dependence*: For every 24 hours that a vampire remains awake without ingesting at least one pint of blood from living creatures, its maximum hit points are reduced by 20. If its maximum hit points are reduced to 0 in this way, it dies and withers away into a pile of ash. This penalty is removed as soon as the vampire drinks a pint of blood. A vampire can enter a torpor to survive without blood. While in a torpor, it is unconscious until it smells blood nearby. It can survive while in torpor for a number of consecutive centuries equal to its rank before it withers away to dust.
- *Consecrated Ground*: Whenever a vampire enters consecrated ground, it takes 10 damage and becomes stunned (-2 defenses) as a condition. This damage is repeated at the during each subsequent action phase that the vampire spends on consecrated ground.
- *Garlic*: Whenever a vampire smells or touches garlic, it takes 10 damage and becomes frightened (-2 Mental, -2 accuracy vs. source) by any creatures bearing garlic as a condition. This damage is repeated at the during each subsequent action phase that the vampire spends exposed to garlic.
- *Holy Water*: Whenever a vampire takes damage from holy water, it becomes stunned (-2 defenses) as a condition.
- *Running Water*: Whenever a vampire touches or flies over running water, it takes 10 damage and briefly becomes paralyzed (cannot move). This applies as long as the vampire is within 100 feet of the running water, even the water is underground or under a bridge. It can use the struggle ability to move despite being paralyzed, but only towards the closest shore. This damage is repeated at the during each subsequent action phase that the vampire spends touching or flying over running water.
- *Silver*: Vampires are vulnerable (-4 defenses) to strikes using silvered weapons.
- *Sunlight*: Whenever a vampire is exposed to sunlight, it takes 10 damage and becomes stunned (-2 defenses) as a condition. This damage is repeated at the during each subsequent action phase that the vampire spends in true sunlight.
- *Unmirrored*: Vampires have no reflection in mirrors, including their clothes and equipment. This can allow careful observers to identify vampires.
- *Wooden Stakes*: If a vampire loses hit points from a critical strike using a wooden stake, the stake becomes impaled in its heart. The vampire becomes paralyzed (cannot move) until the stake is removed. A wooden stake is a Light improvised weapon that deals 1d4 damage.

Vampire Archetype

Rank 1 – Blood Drain

Whenever a living creature with blood loses hit points from a strike using your bite natural weapon, you can increase your fatigue level by one. When you do, you regain damage resistance and hit points at the end of the round. The recovery is equal to the hit points the target lost from the attack, ignoring negative hit points and any damage increase from critical hits.

Rank 2 – Gentle Fangs

Whenever you deal damage using your bite natural weapon, you can choose not to reduce the target's hit points below 0, or you can treat the damage as subdual damage. In addition, damage dealt using your bite natural weapon does not wake sleeping creatures unless you inflict a vital wound.

Rank 2 – Reviving Coffin ✶

You can designate a coffin as your home by resting in it for 24 consecutive hours. When you take a long rest in your home coffin, you recover two vital wounds instead of one. In addition, you can cross running water without penalty while in your home coffin.

When you die, if your corpse is placed in your home coffin, you can be resurrected after 24 hours. You can only be resurrected in this way if you were killed by a vital wound with a vital roll of -3 or higher. If you were killed by a more severe vital wound, or by some other effect, even your home coffin cannot save you.

Rank 3 – Charming Gaze ✶

Charming Gaze ✶

Emotion, Subtle, Sustain (minor), Visual

Usage time: Standard action.

Make an attack vs. Mental against all humanoid creatures in a Large (60 ft.) cone 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: The target is charmed (friendly with charmer) by you. Any act by you or by creatures that appear to be your allies that threatens or harms the charmed person breaks the effect. Harming the target is not limited to dealing it damage, but also includes causing it significant subjective discomfort. An observant target may interpret overt threats to its allies as a threat to itself.

The attack's accuracy increases by +2 for each rank beyond 3.

Rank 4 – Creature of the Night ✶

Creature of the Night ★

Attune

Usage time: Standard action.

You **shapeshift** into the form of a Tiny bat, a Medium cloud of mist, or your normal humanoid form.

- **Bat:** While in your bat form, you gain **blindsight** (120 ft.) and **blindsight** (30 ft.). You cannot speak and have no **free hands**. All of your normal movement modes are replaced with an average fly speed with a 60 ft. height limit.
- **Mist:** While in your mist form, you become **floating**, **intangible**, and **legless**. You cannot speak and have no **free hands**. All of your normal movement modes are replaced with a slow **fly speed** with a 30 foot **height limit** (see Flight, page 41). Since you have no **walk speed**, flying in this way does not penalize your defenses.

In either non-humanoid form, you are unable to take any standard actions, but you can still take **move actions** in place of standard actions. Since you have no walk speed in those forms, flying does not penalize your Armor or Reflex defenses. You cannot use this ability while **paralyzed** (*cannot move*).

Rank 4 – Reviving Coffin ★

You can designate up to three home coffins, rather than only one. This can allow you to travel with one coffin while keeping others safe for emergencies.

Rank 5 – Unholy Perfection

Choose any two attributes other than Constitution. You gain a +1 bonus to those two attributes.

Rank 6 – Dominating Gaze ★**Dominating Gaze** ★

Emotion, Visual

Usage time: Standard action.

Make an attack vs. Mental against a humanoid creature within Short (30 ft.) range.

Hit: The target is **stunned** (-2 defenses) as a condition. While it has no remaining **damage resistance**, it is **confused** (-2 defenses, randomly attack or defend) instead of stunned.

Critical hit: If the target is humanoid and was already confused from a previous use of this ability, you may **attune** to this ability. When you do, the target becomes **dominated** (*must obey commands*) by you for the duration of that attunement.

The attack's **accuracy** increases by +2 for each rank beyond 6.

Rank 7 – Blood Drain ★

You can use this ability without increasing your fatigue level. After you do, you **briefly** cannot do so again.

Rank 7 – Eternal Undeath ★

Your **reviving coffin** ability can revive you from any cause of death or severity of vital wound. As long as some part of your

corpse, even just a pinch of ash, is placed inside one of your home coffins, you will resurrect after 24 hours. Only the destruction of all of your home coffins or the total annihilation of your corpse can prevent your return.

Base Class Effects

If you choose vampire as your base class, you gain the following benefits.

Attributes

You gain a +1 bonus to your Dexterity. In addition, you gain a +1 bonus to either your Strength or your Intelligence.

Hit Points

You have 8 hit points + twice your Constitution, plus 2 hit points per level beyond 1. This increases as your level increases, as indicated below.

- **Level 7:** 20 hit points + three times your Constitution, plus 3 hit points per level beyond 7.
- **Level 13:** 40 hit points + six times your Constitution, plus 6 hit points per level beyond 13.
- **Level 19:** 80 hit points + twelve times your Constitution, plus 12 hit points per level beyond 19.

Resources

- **Attunement points:** 4 (see Attunement Points, page 18).
- **Fatigue tolerance:** 2 + your Constitution (see Fatigue, page 18).
- **Insight points:** 1 + your Intelligence (see Insight Points, page 18).
- **Trained skills:** 4 from among your **class skills**, plus additional trained skills equal to your Intelligence if it is positive (see Skills, page 131).

Weapon Proficiencies

You are proficient with all non-exotic weapons.

Armor Proficiencies

You are proficient with light armor.

Skills

You have the following **class skills**:

- **Strength:** Climb, Jump.
- **Dexterity:** Balance, Stealth.
- **Intelligence:** Deduction, Disguise, Knowledge (dungeoneering and religion)
- **Perception:** Awareness, Creature Handling, Deception, Persuasion, Social Insight.
- **Other:** Intimidate, Persuasion

Appendix E

Ship Combat

Normally, combat that happens on ships is resolved through local-scale combat rules. These rules work best if boarding actions are common, and if the main threat comes from other characters. If you aren't running a full naval campaign, these rules are generally fine, and most GMs will just handwave the initial exchange of fire between ships before they get in range for boarding actions. However, it can be useful to have more comprehensive rules for ship combat, where ships themselves frequently deal and suffer damage.

This chapter presents optional rules to govern ship-based combat. They are designed to still emphasize the importance of individual player actions. It is primarily intended for naval campaigns where the players are important crew members and ship combat is expected to be common. These rules could also be used for other types of vehicles, such as flying ships in the Astral Plane or zeppelins.

Ship Statistics

Ships use the same basic framework for calculating their statistics as characters and monsters. A ship has a level that indicates its general power. This represents the sophistication of its construction, how advanced its weapons are, the general competence of its crew, and so on. A ship's level determines its hit points, damage resistance, accuracy, defenses, and power, as indicated in the table below. These values change based on the ship's attributes, as indicated in Ship Attributes, page 541.

Ship HP and DR

Ships have hit points and damage resistance, just like characters. A ship's base hit points and damage resistance are based on its level, as listed in Table E.1: Ship Statistics, page 539. In addition, a ship gains a bonus based on its Constitution, as listed in Ship Attributes, page 541. Armor can also give ships a bonus to their damage resistance, as listed in Ship Armor, page 542.

Elite Ships

Some ships are designated "elite" ships. Elite ships are approximately four times as strong as an ordinary ships. They have a number of benefits and modifiers which make them superior to ordinary ships:

Table E.1: Ship Statistics

Level	HP	DR	Defenses	Accuracy, Power	Item Rank (Cost)
1st	8	4	3	—	1 (40 gp)
2nd	10	5	4	+1	1 (40 gp)
3rd	12	6	4	+1	1 (40 gp)
4th	14	7	5	+2	2 (200 gp)
5th	16	8	5	+2	2 (200 gp)
6th	18	9	6	+3	2 (200 gp)
7th	20	10	6	+3	3 (1,000 gp)
8th	23	11	7	+4	3 (1,000 gp)
9th	26	13	7	+4	3 (1,000 gp)
10th	29	14	8	+5	4 (5,000 gp)
11th	32	16	8	+5	4 (5,000 gp)
12th	35	17	9	+6	4 (5,000 gp)
13th	40	20	9	+6	5 (25,000 gp)
14th	46	23	10	+7	5 (25,000 gp)
15th	52	26	10	+7	5 (25,000 gp)
16th	58	29	11	+8	6 (125,000 gp)
17th	64	32	11	+8	6 (125,000 gp)
18th	70	35	12	+9	6 (125,000 gp)
19th	80	40	12	+9	7 (625,000 gp)
20th	92	46	13	+10	7 (625,000 gp)
21st	104	52	13	+10	7 (625,000 gp)

- Elite ships gain a +2 bonus to their power and all defenses.
- Elite ships have three times the hit points and damage resistance of standard ships.
- Elite ships can take an additional elite action each round, just like elite monsters.

Ship Resources and Strain

Ships do not have normal resources like characters do, such as fatigue and insight points. However, ships do have a strain level. This functions similarly to a character's fatigue level. Some crew roles have special abilities that can increase a ship's strain level in exchange for beneficial effects (see Crew Roles, page 544).

A ship's strain tolerance is equal to its Strength + its Willpower. Ships take a penalty to their accuracy and defenses equal to their strain level – their strain tolerance.

Table E.2: Elite Ship Statistics

Level	HP	DR	Defenses	Accuracy	Power	Item Rank (Cost)
1st	24	12	5	—	+2	1 (40 gp)
2nd	30	15	6	+1	+3	1 (40 gp)
3rd	36	18	6	+1	+3	1 (40 gp)
4th	42	21	7	+2	+4	2 (200 gp)
5th	48	24	7	+2	+4	2 (200 gp)
6th	54	27	8	+3	+5	2 (200 gp)
7th	60	30	8	+3	+5	3 (1,000 gp)
8th	69	34	9	+4	+6	3 (1,000 gp)
9th	78	39	9	+4	+6	3 (1,000 gp)
10th	87	43	10	+5	+7	4 (5,000 gp)
11th	96	48	10	+5	+7	4 (5,000 gp)
12th	105	52	11	+6	+8	4 (5,000 gp)
13th	120	60	11	+6	+8	5 (25,000 gp)
14th	138	69	12	+7	+9	5 (25,000 gp)
15th	156	78	12	+7	+9	5 (25,000 gp)
16th	174	87	13	+8	+10	6 (125,000 gp)
17th	192	96	13	+8	+10	6 (125,000 gp)
18th	210	105	14	+9	+11	6 (125,000 gp)
19th	240	120	14	+9	+11	7 (625,000 gp)
20th	276	138	15	+10	+12	7 (625,000 gp)
21st	312	156	15	+10	+12	7 (625,000 gp)

Taking Ship Damage

Ships suffer damage and vital wounds much like characters do.

Ship Vital Wounds

Ships gain vital wounds just like characters (see Vital Wounds, page 35). However, ships have different vital wound effects.

Table E.3: Ship Vital Wound Effects

Vital Roll	Effect
0 or less	The ship gains a leak (see Taking On Water, page 540)
1	The ship takes a -2 penalty to future vital rolls
2	The ship's weapons take a -1 penalty to accuracy
3	The ship has a -10 foot penalty to its speed with all movement modes
4	The ship's turning cost increases by 10 feet
5	The ship takes a -1 penalty to all defenses
6	The ship takes a -2 penalty to its Brawn defense
7	The ship takes a -2 penalty to its Fortitude defense
8	The ship takes a -2 penalty to its Reflex defense
9	The ship takes a -2 penalty to its Mental defense
10 or more	No extra vital wound effect

Taking On Water

Damaged ships can begin taking on water through leaks. This will eventually sink the ship without intervention by its crew. However, even a hole in the hull is not necessarily fatal to a ship. With constant effort to remove excess water, a crew can often keep a ship afloat long enough to repair it or reach dry land.

Time to Sink

A Medium ship with a leak becomes unusable after one minute. After that point, the crew cannot perform any ship tasks, and the ship is immobile in the water except for natural drifting. It generally takes another minute for the ship to fully sink. For each size category larger than Medium, the time required for the ship to become unusable and sink increases, as described below:

- Medium: Ten minutes
- Large: Thirty minutes
- Huge: One hour
- Gargantuan: Two hours
- Colossal: Four hours
- Galleon: Eight hours
- Titan: One day

Each additional leak multiplies the rate that the ship sinks. For example, a ship with three leaks would sink three times faster.

Bailing the Ship

A ship's crew can remove water from the ship to keep it from sinking. In general, it takes one quarter of the ship's minimum crew, working constantly, to counteract incoming water from one leak. This simply maintains the amount of water currently in the ship. With twice that many crew dedicated to the task of bailing, existing water in the ship can be removed at the same rate that a leak would add water in, allowing the crew to catch up on existing leaks.

Repairing Ships

Unlike characters, ships do not automatically heal over time. Significant ship damage can be both time-consuming and expensive to repair.

Ships are assumed to have one repair crew that can only perform one repair task at a time. For large ships, that repair crew may have many members, but they can still only perform one repair task at a time. A skilled fixer can reduce repair times (see Crew Roles, page 544). At the GM's discretion, a relevant Craft skill check by a crew member can also reduce repair times.

Short Repair

The repair crew of a ship can execute a short repair with one hour of work and no significant material cost. This fully restores the ship's damage resistance and sets its strain level to zero.

Long Repair

The repair crew of a ship can execute a long repair with eight hours of work. This requires a relevant Craft check with a difficulty value equal to $5 + \text{the ship's item rank}$. If the ship is docked for repair, the repair crew automatically rolls a 10 on this check. A successful long repair fully restores the ship's hit points and damage resistance, and sets its strain level to zero.

A long repair costs materials worth one consumable item with a rank that is two ranks lower than the ship's item rank. If you are using gold pieces, this roughly translates to a repair cost equal

to one hundredth of the ship's total value. These repair materials can be prepurchased so they are available on the ship when it needs to be repaired. Ships that do not have these repair materials on hand must find a dock.

Vital Repair

The repair crew of a ship can execute a vital repair with 24 hours of work. This requires a relevant Craft check with a difficulty value equal to $10 + \text{the ship's item rank}$. If the ship is docked for repair, the repair crew automatically rolls a 10 on this check. A successful vital repair removes one vital wound.

A vital repair costs materials worth one consumable item with a rank that is one rank lower than the ship's item rank. If you are using gold pieces, this roughly translates to a repair cost equal to one twentieth of the ship's total value. These repair materials can be prepurchased so they are available on the ship when it needs to be repaired. Ships that do not have these repair materials on hand must find a dock.

Ship Attributes

Unlike characters, ships normally have no Intelligence attribute. However, they have Strength, Dexterity, Constitution, Perception, and Willpower attributes. These represent slightly different narrative concepts than they do for characters.

In general, a ship's attributes represent a combination of its physical properties and the effectiveness of its crew. A highly advanced ship may still have low attributes when its crew is inexperienced or incompetent.

Extremely rare magical ships may have an animating mind that can control the ship. For details, see Intelligent Ships, page 541.

Attribute Descriptions

Strength

Strength measures the power of a ship's physical weapons. Ships with a high Strength have more damaging weapons, and a crew capable of keeping those weapons working effectively. Ships with a low Strength have ineffective weaponry, or a crew that services those weapons poorly. Strength has the following effects on ships:

- Ships add their Strength to their [mundane power](#).
- Ships add their Strength to their strain tolerance.
- Ships add their Strength to their Brawn defense.

Unlike characters, a ship's Strength does not affect its carrying capacity. That is calculated entirely from its physical size and shape.

Dexterity

Dexterity measures a ship's agility. Ships with a high Dexterity can turn more sharply to avoid incoming fire and may be faster in short bursts. Ships with a low Dexterity are lumbering and slow to change direction, making them easy targets. Dexterity has the following effects on ships:

- Ships add their Dexterity to their Armor defense. This bonus can be reduced if the ship has medium or heavy armor (see Ship Armor, page 542).

- Ships add their Dexterity to their Reflex defense.

As with characters, a ship's Dexterity does not affect its overall speed, simply its combat maneuverability.

Constitution

Constitution measures a ship's durability. Ships with a high Constitution are heavily reinforced and well crafted from sturdy materials. Ships with a low Constitution fall apart more easily, either because their construction is poor or because they were made from weak materials. Constitution has the following effects on ships:

- Ships add twice their Constitution to their hit points. At level 7, this bonus increases to three times the ship's Constitution. At level 13, this bonus increases to six times the ship's Constitution. At level 19, this bonus increases to twelve times the ship's Constitution.
- Ships add their Constitution to their Fortitude defense.

Perception

Perception measures a ship's awareness and precision. Ships with a high Perception have effective lookouts, excellent gunners, and weapons which are capable of swiftly repositioning for precise attacks. Ships with a low Perception are either unable to effectively observe their surroundings or unable to react effectively to those observations. Perception has the following effects on ships:

- Ships add their Perception to their level to determine their [accuracy](#) with almost all attacks (see Accuracy, page 17).

Willpower

Willpower measures the morale and emotional steadiness of a ship's crew. Ships with a high Willpower are better able to resist setbacks and frightening encounters. Ships with a low Willpower may panic and be driven off easily. Willpower has the following effects on ships:

- Ships add their Willpower to their Mental defense.
- Ships add their Willpower to their strain tolerance.

Willpower is the attribute which is most affected by a ship's current crew.

Determining Ship Attributes

As with characters, ships can use a predefined attribute array or use an 8-point point buy to calculate attributes, just like player characters. A ship's attributes can be further increased by crew roles and ship enhancements (see Crew Roles, page 544, and Ship Enhancements, page 543). However, normal ships do not have an Intelligence value, so you can't increase a ship's Intelligence unless it is specifically an intelligent ship.

Intelligent Ships

Intelligence measures a ship's capability for thought and internal control. Normal ships have no Intelligence, and a ship's crew

does not affect its Intelligence.

Intelligent ships have a number of skill points equal to $3 + \text{their Intelligence}$. These trained skills apply to any ship-related checks that the ship might make. Ships cannot make skill checks for skills that they are not trained in. For example, a ship that was trained in Awareness could be its own lookout, but a ship without Awareness trained would not be able to independently perceive its external surroundings.

In addition, each point of intelligence above -5 contributes a number of effective crew members to the ship's operation equal to a quarter of the ship's minimum crew requirements. For example, a ship with an Intelligence of 0 would require no crew members to meet its minimum for navigation. A ship with an Intelligence of 4 would have a total automatic crew count equal to twice its minimum crew.

Ship Size

A ship's size does not directly affect its statistics. However, it has many effects on the ship's functionality. Larger ships are much more capable than smaller ships. Some of these effects are listed below in Table E.4: Ship Size. In addition, advanced ship weapons often require a minimum ship size (see Ship Weapons, page 542).

Some ships can be larger than most creatures and objects are usually defined. To track ship size beyond the limits of Colossal, additional Galleon and Titan categories are listed below. As usual, each size category represents a doubling of each dimension, and an eightfold increase in weight. Titan ships are unlikely to be present at all in many universes, and they require extensive magical reinforcement to function. The GM can decide whether their world is advanced enough to construct such monstrosities.

Some examples of ships of a given size are given below. Since ships are typically named for their function and structure, not their size, this is only a rough guide.

- Medium: Single-person kayak
- Large: Canoe, lifeboat
- Huge: Dinghy, outrigger canoe, punt, skiff
- Gargantuan: Felucca, small longship
- Colossal: Keelboat, large longship

Ship Movement

This section defines the rules that ships use to move, which are not identical to character movement. Real ships have a great deal of momentum, and their movement speed and direction cannot be quickly adjusted. This is too much of a hassle to represent fully, so Rise uses significantly simplified ship movement mechanics. However, ships still have more movement constraints than characters, including a concept of ship heading.

Ship Heading

A ship's heading always points in one of the eight standard cardinal directions: north, northeast, east, and so on. Forward-moving

ships can only move within a 90 degree cone centered on their heading. For example, a ship with a heading of north could travel northwest or northeast, but not west or east.

Turning

A ship can change its heading by turning. Each ship has a turning cost based on its size. That cost is the number of feet that a ship must spend out of its movement to turn by 45 degrees. A ship can pay its turning cost twice, allowing it to rotate more quickly while typically making little or no forward progress.

Reversing

A ship can travel in reverse, allowing it to move within a 90 degree cone centered around the opposite direction of its heading. This has two restrictions. First, the ship must have not used more than half its movement during the previous round to travel forward. Second, the ship's speed is halved while travelling in reverse.

Movement Timing

Ships automatically move up to their movement speed during the movement phase. They cannot move during the action phase.

Ship Armor

Like characters, ships can have varying degrees of armor. Typically, even a heavily armored ship will not be literally covered in metal sheets. Instead, ship armor represents a heavily reinforced hull and extra layers of bracing and redundant infrastructure.

There are three types of ship armor.

- Light armor: Lightly armored ships are the default. They gain no special benefits or penalties.
- Medium armor: Ships with medium armor gain a +2 bonus to Armor defense. In addition, they have 50% more damage resistance than a normal ship. However, they add only half their Dexterity bonus to their Armor defense. In addition, their movement speed is calculated as if they were one size category smaller (see Ship Size, page 542). Only Huge and larger ships can have medium armor.
- Heavy armor: Ships with heavy armor gain a +3 bonus to Armor defense. In addition, they have twice the damage resistance of a normal ship. However, they do not add their Dexterity bonus to their armor defense. In addition, their movement speed is calculated as if they were two size categories smaller (see Ship Size, page 542). Only Gargantuan and larger ships can have heavy armor.

Ship Weapons

Ships depend on having powerful weapons even more than martial characters do. They use weapon upgrades as their primary method of scaling damage rather than maneuvers or other special attacks. The number of weapons a ship can have is limited based on its size, as seen in Table E.4: Ship Size, page 543.

Table E.4: Ship Size

Size	Min Level	Elite?	Crew ¹	Armor	Weapons	Space	Speed	Turning Cost	Cargo	Item Rank
Medium	1	No	1	Light	—	5 ft.	30 ft.	10 ft.	Small x2	—
Large	1	No	1—2	Light	1	10 ft.	30 ft.	15 ft.	Medium x2	—
Huge	4	Either	1—5	Light or medium	2	20 ft.	40 ft.	20 ft.	Large x2	+1 ²
Gargantuan	7	Either	2—20	Any	3	40 ft.	50 ft.	30 ft.	Huge x2	+1 ²
Colossal	10	Yes	10—100	Any	4	80 ft.	60 ft.	40 ft.	Gargantuan x2	+3
Galleon	13	Yes	50—500	Any	6	160 ft.	80 ft.	60 ft.	Colossal x2	+3
Titan	16	Yes	100—1000	Any	8	320 ft.	100 ft.	80 ft.	Galleon x2	+4

1. This range indicates the number of crew members that meaningfully contribute to the ship's functions, not the ship's maximum carrying capacity including passengers and cargo. It is either difficult or impossible to adequately control a large ship with less than the minimum crew listed here. Individual ships may have higher minimum crew requirements or lower maximum allowable crew based on their structure, at the GM's discretion.

2. If the ship is Elite, increase its item rank by an additional +1.

There are two ways that a GM can choose to use ship weapons. Real siege weapons used on ships had high crew requirements, slow firing rates, and extreme range. In practice, this can reduce ship combat to a slog of tracking reload times across multiple weapons and carefully maneuvering ship range to make the best use of varying weapon types. For GMs who want more realistic and unique ship combat, use the weapons listed in Table E.6: Realistic Ship Weapons, page 544. For GMs who want ship combat to feel simpler and more similar to regular combat, use the weapons listed in Table E.5: Simplified Ship Weapons, page 544.

The simplified ship weapons listed in the table normally attack Armor defense. Magical simplified ship weapons use the same statistics as regular ship weapons, except that they have the **Fixed** (200) and **Mystic** tags instead of **Projectile** (200/600). In addition, they can attack Brawn, Fortitude, Reflex, or Mental defense instead of Armor defense.

Ship Weapon Tags

Some weapon tags only apply to ship weapons.

Fixed: This weapon has a single fixed range limit. That number is given in parentheses, such as Fixed (200), and represents a number of feet of range. The weapon never suffers a **longshot penalty**, but it cannot be used at all outside of its listed range.

Mystic: This weapon can only be crewed by creatures capable of casting spells. The minimum spell rank of each creature must be no more than two ranks lower than this weapon's item rank.

Slow Load: This weapon requires multiple rounds to load before it can fire for the first time. The number of rounds required to finish loading before it can be fired is indicated in its description. For example, a weapon with Slow Load (1) could be fired every other round. Only rounds where the weapon is being fully crewed count towards this load time. If the weapon is not fired during the round after its loading time is completed, the loading is wasted, and the weapon must be loaded again before it can fire.

Slow Reload: This weapon requires multiple rounds to after being fired. The number of rounds required to finish reloading is indicated in its description. For example, a weapon with Slow Reload (1) could be fired every other round. Only rounds where

the weapon is being fully crewed count towards this reload time. The weapon can sustain its load for an arbitrary amount of time in combat before being fired.

Ship Enhancements

Ships can have enhancements to improve their functionality other than weapons and armor. These enhancements are listed in Table E.7: Ship Enhancements.

A ship can have a total number of enhancements equal to its item rank. It can have any number of enhancements with the same name. However, all bonuses from ship enhancements are **enhancement bonuses**, so bonuses to the same statistic do not stack.

Ships Fighting Non-Ships

In some cases, ships might enter combat against non-ship foes. Ships take one tenth of the normal damage from non-ship attacks, rounded down as usual, so minor attacks will not even scratch them. Since ships are not creatures and are not alive, many special attacks have no effect on them. They also cannot gain **conditions** from non-ship attacks by any means.

Ship Weapons

Ship weapons deal triple damage to non-ship targets, and gain the **Massive** weapon tag based on the ship's size:

- Huge: **Massive** (10)
- Gargantuan **Massive** (15)
- Colossal **Massive** (20)
- Galleon **Massive** (25)
- Titan **Massive** (30)

Massive: This weapon hits everything in a cube-shaped area. Attacks with it are not **targeted**, so they are not affected by **miss chances**. A miss with a Massive weapon still deals half damage. Massive weapons have a measurement that indicates the length of each side of the cube in feet, such as **Massive** (10).

Table E.5: Simplified Ship Weapons

Name	Damage	Targeting	Tags	Ship Size	Item Rank (Cost)
Rock sling	1d6 + 1 per 2 power	One target	Projectile (200/600)	Medium	2 (200 gp)
Scorpion	1d8 + 1 per 2 power	One target	Projectile (200/600)	Large	3 (1,000 gp)
Ballista	1d8 + 1 per power	One target	Projectile (200/600)	Huge	4 (5,000 gp)
Catapult	1d10 plus 1d6 per 3 power	One target	Projectile (200/600)	Gargantuan	5 (25,000 gp)
Mangonel	1d8 plus 1d8 per 3 power	One target	Projectile (200/600)	Gargantuan	6 (125,000 gp)
Trebuchet	2d8 plus 1d8 per 3 power	One target	Projectile (200/600)	Colossal	7 (625,000 gp)

Table E.6: Realistic Ship Weapons

Name	Damage	Defense	Tags	Crew	Ship Size	Item Rank (Cost)
Rock sling	1d8 + 1 per power	Armor	Projectile (60/180), Slow Reload (1)	1	Medium	2 (200 gp)
Springald	1d6 + 1 per 2 power	Armor	Projectile (120/360), Slow Reload (1)	1	Large	2 (200 gp)
Lightning caller ⚡	3d6	Reflex	Electricity, Fixed (200), Mystic, Slow Load (1)	3	Large	3 (1,000 gp)
Scorpion	1d8 + 1 per power	Armor	Projectile (200/600), Slow Reload (2)	1	Huge	3 (1,000 gp)
Onager	1d8 + 1 per power	Armor	Projectile (300/900), Slow Reload (3)	8	Gargantuan	3 (1,000 gp)
Torsion ballista	1d8 per 3 power	Armor	Projectile (300/900), Slow Load (2)	3	Huge	4 (5,000 gp)
Flame caller ⚡	4d6	Reflex	Fire, Fixed (200), Mystic, Slow Load (1)	3	Large	4 (5,000 gp)
Acid caller ⚡	5d10	Fortitude Acid	Fixed (200), Mystic, Slow Load (1)	3	Large	5 (25,000 gp)
Polybolos	1d8 + 1 per power	Armor	Projectile (90/270)	3	Huge	5 (25,000 gp)
Mangonel	1d8 plus 1d8 per 3 power	Armor	Projectile (300/900), Slow Reload (2)	20	Gargantuan	5 (25,000 gp)
Storm caller ⚡	5d10	Reflex	Electricity, Fixed (200), Mystic, Slow Load (1)	3	Large	6 (125,000 gp)
Trebuchet	1d6 plus 1d6 per 2 power	Armor	Projectile (400/1200), Slow Reload (3)	10	Gargantuan	6 (125,000 gp)
Meteor caller ⚡	7d10	Reflex	Fire, Fixed (200), Mystic, Slow Load (1)	3	Large	7 (625,000 gp)

Table E.7: Ship Enhancements

Name	Effect	Item Rank (Cost)
Reinforced hull	+1 to Armor defense	2 (200 gp)
Improved attribute	+1 to any attribute	3 (1,000 gp)
Mystic shielding	+1 to non-Armor defenses	3 (1,000 gp)
Reinforced hull+	+2 to Armor defense	4 (5,000 gp)
Mystic shielding+	+2 to non-Armor defenses	5 (25,000 gp)
Improved attribute+	+2 to any attribute	6 (125,000 gp)
Reinforced hull++	+3 to Armor defense	6 (125,000 gp)
Mystic shielding++	+3 to non-Armor defenses	7 (625,000 gp)

Ships and Gunpowder

In general, Rise avoids the use of guns and gunpowder. Those inventions do not fit into the traditional fantasy setting that Rise is built on, which emphasizes swords and bows and magic. For similar reasons, the ranged weapons of ships can be defined entirely with non-gunpowder weaponry common in the ancient world. These would include ballistas, catapults, scorpions, and similar siege weaponry.

However, narrative tropes for ships and naval campaigns often have a more technology-heavy basis, with cannons and full broadsides. These stories tend to draw inspiration from the Age of Sail and Golden Age of Piracy rather than medieval folklore. It can feel intuitively plausible to have cannons used as ship weaponry

even when guns are never used by individuals.

The default names for ship weapons assume that gunpowder is not being used. If technology has advanced to the point that gunpowder weapons are possible, you can assume that hull reinforcement has also increased at the same rate. All the GM has to do for ship vs ship combat is change the name of the weapons to match their preferred technology level. More advanced weaponry is more generally effective against non-ship targets, however. If you use gunpowder-based ship weapons, they deal double damage against non-ship targets.

Crew Roles

Ships depend on their crew to function. There are many jobs that are necessary to make large ships function, including sailors, row-

ers, cooks, pages, and more. Fully defining life on a ship is outside the scope of this brief introduction to ship combat. However, some roles have outsized influence on the ship's effectiveness, such as the ship's captain and pilot. These roles provide a way for player characters to meaningfully influence the outcome of ship battles, even if their personal combat talents are irrelevant at those scales.

Each crew role defined here functions like a class archetype, with seven progression ranks. A character can have any number of crew roles, but they can only fulfill one role at a time on a ship. In general, your highest crew role rank should not be significantly higher or lower than your highest rank in a class archetype, but they do not have to be kept exactly in sync. The GM can decide whether your crew role rank increases in lockstep with your class archetype rank, or whether it increases based on other factors. This could include practice and time spent on a ship, or money spent to buy ship improvements necessary to improve your crew role rank.

Crew role ranks are limited by ship quality. Even the best pilot cannot dodge incoming fire with ease on a lifeboat. The maximum crew role rank for all crew on a ship is equal to the ship's item rank (see Wealth and Item Ranks, page 158).

A sufficiently large ship can have more than one member of each crew role. This does not mean that the ship literally has multiple captains or pilots. Instead, the ship would have a hierarchy. It might have a boatswain and boatswain's mate, or a pilot and pilot's mate, with both characters able to fully use their crew role abilities. Colossal ships can have two people for each crew role, Galleon ships can have three, and Titan ships can have four.

Boatswain

This role is responsible for coordinating the ship's crew. It involves tracking everything that is happening on the ship and knowing where and how to intervene.

Rank 1 – Ensure Competence

Whenever a crew member on the ship makes a ship-related check that you are aware of, you can increase your fatigue level by two. If you do, that creature gains the benefit of the *desperate exertion* ability on that check (see Desperate Exertion, page 42). It still cannot apply that ability twice to the same check.

Rank 2 – Specialized Encouragement

Specialized Encouragement

Usage time: Standard action.

You choose one of the following benefits:

- Evasion: The ship *briefly* gains a +1 bonus to all defenses.
- Travel: The ship *briefly* gains a +10 foot bonus to its movement speed.
- Weapons: Attacks with the ship's weapons *briefly* gain a +1 accuracy bonus.
- Desperate Rally: The ship *briefly* gains the Evasion, Travel, and Weapons benefits from this ability. However, it increases its strain level by one.

You can only use this ability while you are in an appropriate location so that relevant crew can see or hear you. Changing which your location to be able to provide a different benefit with this ability typically takes one full round of movement for each size category by which the ship is larger than Huge. Specific ships may be easier or more difficult to navigate, at the GM's discretion. You cannot provide more than one benefit with this ability at once, even if you are perfectly located on the ship.

Rank 3 – Collective Effort

Each other crew member who can see or hear you gains a +1 bonus to ship-related checks. If you are trained in a skill that a crew member is using to make a check, they gain a +2 bonus from this ability instead of +1.

Rank 4 – Encouraging Presence

The ship gains a +1 bonus to its Willpower.

Rank 5 – Ensure Competence+

When you use this ability to affect a creature other than yourself, you only increase your fatigue level by one.

Rank 6 – Specialized Encouragement+

The bonuses you provide from this ability increase:

- Evasion: The defense bonus increases to +2.
- Travel: The ship's turning cost is reduced by 10 feet, to a minimum of 10 feet.
- Weapons: The accuracy bonus increases to +2.

Rank 7 – Collective Effort+

The bonus increases to +2, or to +4 for skills that you are trained in.

Fixer

This role is responsible for maintaining the ship's physical infrastructure. It represents a combination of carpentry, caulking, and similar repair jobs. In order to take this role on a ship, you must have at least one Craft skill relevant to the ship's construction.

Rank 1 – Quick Patch

As a standard action, you can attempt to patch the ship's defenses. This requires a Craft check relevant to the ship. The difficulty value is equal to $5 + 5$ for each time that you have used that same Craft skill with this ability since the ship's last short repair. Success means that the ship regains damage resistance equal to three times your rank in this crew role.

Rank 2 – Temporary Seal

You can make a Craft check relevant to the ship to temporarily stop a leak in a ship without expensive materials. The difficulty value is equal to $10 + 10$ for each time that you have used that same Craft skill with this ability since the ship's last vital repair. Success means that the leak is stopped for one hour. This does not remove the vital wound, and you can only use this ability to affect one leak on the ship. Normally, this check requires one minute of work. For every 5 points by which you succeed, the time required is halved.

Rank 3 – Rapid Repair

When you participate in repairing a ship, the repairs take half the normal time. This affects short repairs, long repairs, and vital repairs.

Rank 4 – Sturdy Reinforcement

The ship gains a +1 bonus to its Constitution.

Rank 5 – Quick Patch+

The damage resistance regained increases to four times your rank in this crew role.

Rank 6 – Temporary Seal+

You can use this ability to affect two leaks on the ship, rather than only one.

Rank 7 – Efficient Repair

When you participate in repairing a ship, the cost of that repair is reduced by one item rank. If you are using gold pieces, this roughly translates to a repair cost that is one fifth of the normal price.

Gunner

This role is responsible for aiming and firing ship weaponry. For complex weapons such as ballistas, they also direct the work of other crew members who are physically loading and aiming the weapons.

Rank 1 – Skilled Shot

Ship weapons you fire gain a +1 accuracy bonus.

Rank 2 – Customized Shot

Whenever you fire a ship weapon, you can choose one of the following effects.

- Arcing Shot: The longshot penalty for the attack is reduced by 2.

- Desperate Shot: The attack rerolls its attack roll once, and it gains a +2 accuracy bonus. However, the ship's strain level increases by one.
- Direct Shot: The attack deals double damage. However, the attack suffers a -1 accuracy penalty, and its range limits are halved.
- Overloaded: The attack deals double damage. This can only be used with ship weapons that do not have the Slow Load weapon tag (see Ship Weapon Tags, page 543). If the weapon has the Slow Reload weapon tag, it takes twice as long to reload after this attack. Otherwise, it gains Slow Reload (1) until it has been reloaded.

Rank 3 – Weapons Coordination

As a minor action, you can choose one ship weapon whose crew can see or hear you. That weapon gains your benefits from this crew role this round as if you were the one firing it. You cannot apply this ability to a weapon that is already benefiting from another gunner's effects. This ability has the Swift tag.

Rank 4 – Mighty Weaponry

The ship gains a +1 bonus to its Strength.

Rank 5 – Skilled Shot+

The accuracy bonus increases to +2.

Rank 6 – Customized Shot+

The benefits from this ability improve.

- Arcing Shot: The longshot penalty is fully removed.
- Desperate Shot: You reroll twice times instead of once.
- Direct Shot: The accuracy penalty is removed.
- Overloaded: The attack also rerolls damage once, keeping the higher result.

Rank 7 – Weapons Coordination+

When you use this ability, you can choose any number of ship weapons whose crew can see or hear you.

Lookout

This role is responsible for observing and reporting the ship's surroundings. It includes watching out for hazardous terrain, enemy ships, and similar dangers or opportunities.

Rank 1 – Vantage Point

You gain a +3 bonus to Awareness and Survival checks while in a crow's nest, or other equivalent location on the ship designed for a lookout.

Rank 2 – Detailed Scouting

If you look at a ship for one minute, you can make an Awareness check. The difficulty value is normally equal to 5, modified as normal for distance and vision conditions. If the ship is specifically designed to conceal its true nature, the difficulty value can increase to 10 or higher, at the GM's discretion. Success means you learn whether one of the following things is true. For every

5 points by which you succeed, you learn an additional piece of information.

- If the ship's item rank is greater than your ship's item rank.
- If the highest item rank among the ship's weapons is greater than the highest item rank among your ship's weapons.
- If the ship is elite.
- If the ship is mostly full of cargo.
- If the ship has more than half its maximum crew.
- If the ship has any vital wounds.

Rank 3 – Far-Sighted Weapons

All ship weapons that can see or hear you reduce their longshot penalty by 1.

Rank 4 – Clear Sighted

The ship gains a +1 bonus to its Perception.

Rank 5 – Vantage Point+

The skill bonuses increase to +6.

Rank 6 – Far-Sighted Weapons+

The longshot penalty reduction increases to 2.

Rank 7 – Detailed Scouting+

Using this ability does not take any time. It happens automatically whenever you see a ship. In addition, you automatically learn all pieces of information if the check succeeds, regardless of how much you succeed by.

Pilot

This role is responsible for steering the ship. They generally stay at the ship's wheel, but they may also direct the cut of sails or the direction of rowing.

Rank 1 – Desperate Sprint

As a standard action, you can increase the ship's strain level by one. If you do, the ship moves up to its speed during this action phase. Any ship can only be affected by this ability once per round.

Rank 2 – Evasive Maneuvers

As a standard action, you can choose one enemy ship you are aware of. Your ship gains a +1 bonus to its Armor and Reflex defenses against that enemy ship this round. This ability has the [Swift](#) tag.

Rank 3 – Hard Turn

The ship's turning speed is reduced by 10 feet, to a minimum of 10 feet. In addition, whenever the ship moves, you can increase the ship's strain level by one. If you do, the ship turns up to 90 degrees without spending any movement.

Rank 4 – Agile Pilot

The ship gains a +1 bonus to its Dexterity.

Rank 5 – Evasive Maneuvers+

You can choose a second enemy ship at the same time.

Rank 6 – Hard Turn+

The turning speed reduction increases to 20 feet.

Rank 7 – Desperate Sprint+

When you use this ability, the ship also doubles its movement speed during the next movement phase.

Warder

This role is responsible for directly protecting the ship from danger with magic.

In order to take this role on a ship, you must be able to cast spells. At the GM's discretion, you may also need to have access to mystic spheres that can plausibly be used to protect the ship. Most mystic spheres which have spells that affect objects can be used to justify this role. However, highly specialized mystic spheres like [enchantment](#) or [vivimancy](#) may not be sufficient.

Rank 1 – Active Defense

As a standard action, you can give the ship a +2 bonus to all defenses during the current round. This ability has the [Swift](#), page 502 tag. It has no effect if the ship is already protected by another warder using this ability.

Rank 2 – Specialized Ward

As a standard action, you can activate one of the following effects. This ability has the [Sustain](#) (minor) tag.

- Desperate Fortification: Whenever the ship would take damage, that damage is halved. At the end of each round, if the ship took damage in excess of your rank in this crew role that round, it increases its strain level by two.
- Enhance Armor: The ship gains a +1 [enhancement bonus](#) to its Armor defense.
- Enhance Resilience: The ship gains a +2 [enhancement bonus](#) to its Brawn and Fortitude defenses.
- Mystic Ward: The ship gains a +2 [enhancement bonus](#) to all defenses against [magical](#) ✨ attacks.

Rank 3 – Ship of Magic

You gain a +1 accuracy with [magical](#) ✨ abilities, including magical ship weapons, while on the ship. In addition, whenever you participate in a ritual on the ship, you can increase the ship's strain level by one. If you do, the fatigue cost required to perform the ritual is reduced by an amount equal to twice your rank in this crew role.

Rank 4 – Permanent Ward

The ship gains a bonus to its maximum damage resistance equal to four times your rank in this crew role.

Rank 5 – Active Defense+

The defense bonus increases to +3.

Rank 6 – Ship of Magic+

The accuracy bonus increases to +2. In addition, the fatigue cost reduction increases to three times your rank in this crew role.

Rank 7 – Specialized Ward

The benefits from this ability improve.

- Desperate Fortification: The threshold for gaining fatigue increases to three times your rank in this crew role.
- Enhance Armor: The bonus increases to +2.
- Enhance Resilience: The bonuses increase to +4.
- Mystic Ward: The bonus increases to +4.

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