

**What actions qualify for the requirements of the resonant weapon trait's Conduct Energy action?**

You can only use Conduct Energy with actions that have one of the required energy traits. Using an action other than a spell that causes damage with the listed trait does not necessarily qualify unless the action also has the trait.

For example, if you used the ifrit's Scorching Disarm action, you could channel fire energy into your weapon via Conduct Energy, as Scorching Disarm itself has the fire trait.

However, if you made a Strike with a flaming weapon, the Strike action does not have the fire trait, so you couldn't use Conduct Energy.

**Can nephilim characters take aasimar or tiefling feats from this book?**

Yes. Aasimar and tiefling feats from this book and any other book are available to nephilims, subject to rarity and GM ruling as normal. As with any legacy material, players may need to work with their GM to determine appropriate rulings, such as swapping references to good or evil damage with spirit damage with holy or unholy sanctification.

## PURGE SINS

## FEAT 13

AASIMAR HEALING

**Frequency** once per day

You call on your celestial forebears to rid your body of all toxins and impurities. For each disease or poison currently affecting you, attempt a Religion check to counteract that disease or poison. As normal, your counteract level is equal to half your level, rounded up.

**WINGLETS****FEAT 5****KOBOLD**

You're among the few kobolds who grow a set of draconic wings later in life. The wings are initially small and weak; while not enough for full flight, a strong flap allows you to jump further. When Leaping horizontally, you move an additional 5 feet (this additional distance isn't cumulative with the increased Leap distance from the Powerful Leap feat). You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you attempt a Long Jump, you can jump a distance up to 10 feet longer than you normally would based on the result of your Athletics check, though you still can't jump farther than your Speed.

## **FRUIT LESHY**

Your body continually produces small fruits imbued with primal magic. At dawn each day, a new fruit ripens. You or an ally can remove this fruit as an Interact action. If a living creature that can derive sustenance from fruit consumes it as an Interact action within the next hour, they regain 1d8 Hit Points, plus an additional 1d8 Hit Points for every 2 of your levels beyond 1st. This effect has the healing, necromancy, positive, and primal traits.



**ORC**

**Prerequisites** Orc Warmask

**Trigger** You start your turn with the frightened condition.

**Requirements** You're wearing your *warmask*.

Your *warmask* burns off of your face, releasing your apprehension. You remove the frightened condition. Your *warmask* is destroyed, and you can't reapply it until your next daily preparations.

**Special** You can use this free action even if you have a condition tied to the frightened condition that would normally prevent you from using a free action, such as “fleeing as long as you're frightened” or “paralyzed as long as you're frightened.”

## **BEASTKIN (RARE HERITAGE)**

The blood of a beast flows through your veins, granting you the ferocity and might of animals. Only creatures with the humanoid trait can take the beastkin versatile heritage. Choose a type of animal such as bat, eagle, shark, spider, tyrannosaurus, wasp, or wolf. This is the type of animal tied to your heritage and is known as your inherent animal. You gain the beast and beastkin traits, in addition to the traits from your ancestry. You gain the Change Shape ability (see below). A beastkin's hybrid form is their natural shape. You can choose from beastkin feats and feats from your ancestry whenever you gain an ancestry feat.

**ANIMAL SHAPE****FEAT 17**

You have full control over your shape and can transform into your inherent animal. You can use Change Shape to enter an animal shape. When you gain this feat, choose either *aerial form*, *animal form*, *dinosaur form* or *insect form*; after you choose a form, you can't change the form. While in animal shape, you gain the effects of a 5th-level casting of your chosen form spell, except you always transform into an animal matching your inherent animal and can use your humanoid form's AC if it's higher than what the animal form grants. If your inherent animal isn't among the animals listed in the form, you default to the statistics and abilities of the bird battle form, cat battle form, deinonychus battle form, or ant battle form for *aerial form*, *animal form*, *dinosaur form*, and *insect form*, respectively (at the GM's discretion, you instead default to a different form that is closest to your inherent animal). You can remain in animal shape indefinitely and can use Change Shape to return to your humanoid or hybrid shape at any time.

If you have the Critter Shape feat, you can choose to gain the effects of a 4th-level *pest form*, can remain in critter shape indefinitely, and can return to your critter shape at any time after leaving the shape, just as you can with Animal Shape.



## **HIT POINTS**

10

## **SIZE**

Medium or Small

## **SPEED**

25 Feet

## **ABILITY BOOSTS**

Constitution

Free

## **LANGUAGES**

Common

Additional languages equal to your Intelligence modifier (if positive). Choose from Aklo, Draconic, Dwarven, Elven, Goblin, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

## **TRAITS**

Aberration

Humanoid

## **LOW-LIGHT VISION**

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

## **UNUSUAL ANATOMY**

Your unorthodox body resists physical afflictions meant for other creatures. You gain a +1 circumstance bonus to saves against diseases and poisons.



## EERIE COMPRESSION

## FEAT 9

### FLESHWARP

**Prerequisites** Medium size

Your limbs and even your torso can collapse in on themselves, allowing you to fit through tight spaces as though you were a Small creature. You can move at full Speed while Squeezing.

## INVIGORATING FEAR

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**Frequency** once per hour

**Trigger** A creature withing 60 feet gains the frightened condition.

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You are invigorated by the shock of a prank or the thrum of terror. You gain temporary Hit Points equal to the creature's level or 3, whichever is higher. You lose any temporary Hit Points after 1 minute.

**FOXFIRE****FEAT 1****KITSUNE**

A crack of your tail sparks wisps of blue energy. Choose either electricity or fire when you gain this feat. You gain a foxfire ranged unarmed attack with a maximum range of 20 feet. The attack deals 1d4 damage of the chosen type (no ability modifier is added to the damage roll). Your foxfire is in the sling weapon group and has the magical trait. Like other unarmed attacks, you can improve this attack with *handwraps of mighty blows*.

**Special** If you are a frozen wind kitsune, your foxfire deals cold damage instead of electricity or fire.

**STAR ORB****FEAT 1****KITSUNE**

Your magic has crystallized into a spherical stone. You gain a familiar, except it's a star orb: a Tiny stone of light Bulk. The familiar has no Speeds and must select a Speed familiar ability before it can move, animating in a way appropriate to the chosen Speed and using the statistics of a normal familiar for that day; when it's an immobile stone, it can't select any familiar or master abilities that require it to move. It always has the innate surge master ability (*Advanced Player's Guide* 147), which counts against your limit for familiar and master abilities.



## EVANESCENT WINGS ◆

## FEAT 1

SPRITE

**Frequency** once per round

You've manifested wings that can flutter for brief spurts. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 15 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.

## ENERGIZE WINGS FEAT 5

**SPRITE**

**Prerequisites** Evanescent Wings

**Frequency** once per hour

Your magic energizes your wings, allowing you to fly farther. The fly Speed you gain from Evanescent Wings increases to 25 feet.

## HERO'S WINGS FEAT 9

**SPRITE**

**Prerequisites** Energize Wings

**Frequency**

**Trigger**

**Requirements**

Your wings have grown to their full, majestic form, granting you the unlimited power of flight. You have a fly Speed of 25 feet at all times. Furthermore, sprites recognize you as a powerful hero (or villain) by your unique wings and are appropriately impressed. You gain a +2 circumstance bonus on all Diplomacy and Intimidation checks against sprites and gain the benefits of the Glad-Hand skill feat against other sprites, without taking a -5 penalty to your Diplomacy check.

## **HIT POINTS**

8

## **SIZE**

Medium

## **SPEED**

25 Feet

## **ABILITY BOOSTS**

Dexterity

Free

## **LANGUAGES**

Common

Strix

Additional languages equal to your Intelligence modifier (if positive). Choose from Draconic, Giant, Gnome, Infernal, and any other languages to which you have access (such as the languages prevalent in your region).

## **TRAITS**

Humanoid

Strix

## **WINGS**

All strix possess powerful wings. While not all strix focus on honing their flying skills, a strong flap of their wings allows strix to travel longer distances when jumping. When Leaping horizontally, you move an additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you make a Long Jump, you can jump a distance up to 10 feet further than your Athletics check result, though still with the normal maximum of your Speed. Additionally, you take no damage from falling, no matter what distance you fall.

## **LOW-LIGHT VISION**

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.



Remove the Nestling Fall feat.

## **FLEDGLING FLIGHT** ◆ **FEAT 1**

**STRIX**

**Frequency** once per round

You can fly through the air in short bursts. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 15 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.

## WING STEP ◆

FEAT 9

### STRIX

With a sharp flap of your wings, you stay light on your feet as you move. You Step 5 feet twice.

## FULLY FLIGHTED

FEAT 9

### STRIX

**Prerequisites** Juvenile Flight

You can take to the skies at any time. You have a fly Speed of 25 feet at all times.

**Special** You can take this feat a second time. If you do, your fly Speed increases to 35 feet.

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**Rungu:** This specialized club is designed for throwing and is useful for both combat and hunting. Rungus were invented by Zenj humans of the Mwangi Expanse and are most common among their tribes, though gripplis have also adopted rungus for hunting creatures that hide high in treetops.

**Taw Launcher:** Designed by conrasu warriors, this complex device is a crossbow and fires small wooden bullets known as taws. A system of blades within the launcher can rapidly reshape a taw as it's loaded, allowing the launcher to fire taws of different shapes, such as fléchettes.



**TABLE 1-1: MELEE WEAPONS**

Uncommon Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Wish knife	2 gp	1d4 P	L	1	Knife	agile, disarm, finesse, geniekin, resonant, versatile S

**TABLE 1-2: RANGED WEAPONS**

Uncommon Advanced Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Taw launcher	10 gp	1d10 modular	100 ft.	1	1	2	Bow	conrasu, deadly 1d10, modular (B, P, or S)