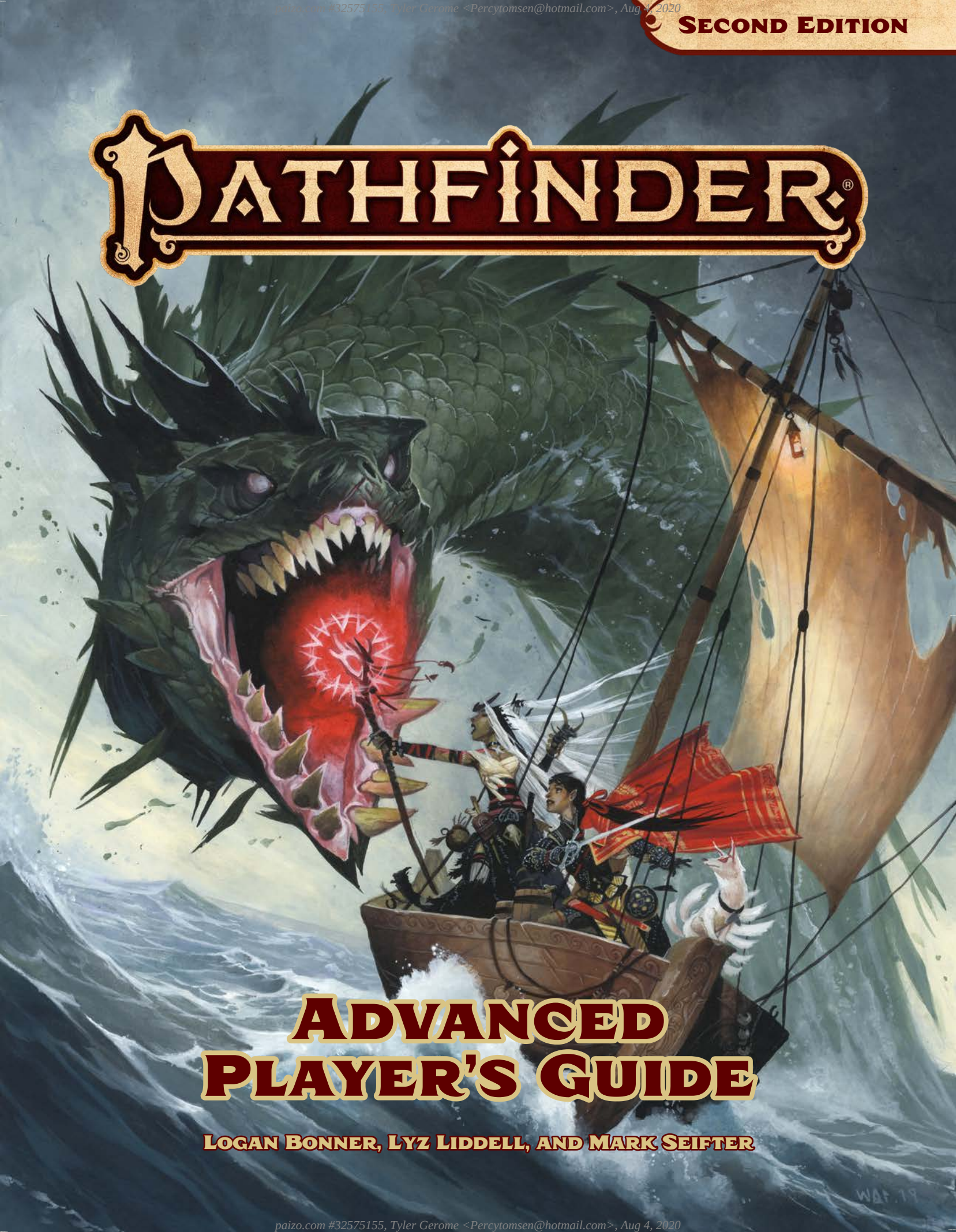
paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Second Edition

Pathfinder®



Advanced Player's Guide

Logan Bonner, Lyz Liddell, and Mark Seifter

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Pathfinder

Advanced Player's Guide

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

AUTHORS
Logan Bonner, Lyz Liddell, and Mark Seifter

ADDITIONAL WRITING
Amirali Attar Olyaee, Alexander Augunas, Kate Baker, Brian Bauman, Carlos Cabrera, James Case, Jessica Catalan, John Compton, Paris Crenshaw, Jesse Decker, Fabby Garza Marroquín, Steven Hammond, Sasha Laranoa Harving, Joan Hong, Nicolas Hornyak, Vanessa Hoskins, James Jacobs, Erik Keith, Luis Loza, Ron Lundeen, Patchen Mortimer, Dennis Muldoon, Stephen Radney-MacFarland, Jessica Redekop, Mikhail Rekun, Alex Riggs, David N. Ross, Michael Sayre, Kendra Leigh Speedling, Jason Tondro, Clark Valentine, and Andrew White

DESIGN LEAD
Mark Seifter

DESIGNERS
Logan Bonner, Lyz Liddell, and Mark Seifter

EDITING LEADS
James Case and Leo Glass

EDITORS
Judy Bauer, Leo Glass, Patrick Hurley, Avi Kool, Kieran Newton, Lu Pellazar, and Josh Vogt

COVER ARTIST
Wayne Reynolds

INTERIOR ARTISTS
Hazem Ameen, Marius Bota, Dominik Derow, Pedro Krüger Garcia, Alexander Gorbunov, Igor Grechanyi, Gunship Revolution (Oliver Morit, Marcus Reyno, Jen Santos), Jorge Jacinto, Raf Kayupov, Ksenia Kozhevnikova, Valeriya Lutfullina, Víctor Manuel Leza Moreno, Stefano Moroni, Riccardo Moscatello, Vladislav Orlowski, Nikolai Ostertag, Mirco Paganessi, Wayne Reynolds, Kiki Moch Rizky, Henrik Rosenborg, Alex Stone, and Warmics Mario Vazquez

ART DIRECTION AND GRAPHIC DESIGN
Emily Crowell, Kent Hamilton, Sonja Morris, and Sarah E. Robinson

CREATIVE DIRECTOR
James Jacobs

DIRECTOR OF GAME DESIGN
Jason Bulmahn

PROJECT MANAGER
Glenn Elliott

PUBLISHER
Erik Mona

Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

Table of Contents

Introduction 4

1 Ancestries & Backgrounds 6

Catfolk	8	Dwarf	42
Kobold	12	Elf	43
Orc	16	Gnome	44
Ratfolk	20	Goblin	45
Tengu	24	Halfling	46
Versatile Heritages	28	Human	47
Changeling	30	Common Backgrounds	48
Dhampir	32	Rare Backgrounds	50
Planar Scions	34		

2 Classes 52

Investigator	54	Druid	124
Oracle	66	Fighter	126
Swashbuckler	82	Monk	128
Witch	94	Ranger	132
Alchemist	106	Rogue	134
Barbarian	108	Sorcerer	138
Bard	112	Wizard	142
Champion	116	Animal Companions	144
Cleric	122	Familiars	146

3 Archetypes 148

Investigator	151	Herbalist	176
Oracle	152	Horizon Walker	177
Swashbuckler	153	Linguist	178
Witch	154	Loremaster	179
Acrobat	155	Marshal	180
Archaeologist	156	Martial Artist	182
Archer	157	Mauler	183
Assassin	158	Medic	184
Bastion	159	Pirate	185
Beastmaster	160	Poisoner	186
Blessed One	162	Ritualist	187
Bounty Hunter	163	Scout	188
Cavalier	164	Scroll Trickster	189
Celebrity	166	Scrounger	190
Dandy	167	Sentinel	191
Dragon Disciple	168	Shadowdancer	192
Dual-Weapon Warrior	170	Snarecrafter	194
Duelist	171	Talisman Dabbler	195
Eldritch Archer	172	Vigilante	196
Familiar Master	174	Viking	198
Gladiator	175	Weapon Improviser	199

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

4 Feats 200

Feat Tables 201
General and Skill Feats 202

5 Spells 210

Spell Lists 212
Spell Descriptions 214
Focus Spells 228
Rituals 240

6 Items 246

Weapons and Adventuring Gear 248
Treasure Table 250
Alchemical Items 252
Snares 256
Magical Items 256

Glossary & Index 266

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Introduction

Pathfinder is a game of imagination where you can bring nearly any idea to life. The Core Rulebook *provides classic options to play a countless variety of customizable characters. This book expands those core options, giving you even more ways to play the character you want!*

More of Everything

The *Advanced Player's Guide* expands upon the options for player characters provided in the *Pathfinder Core Rulebook*. Along with the new ancestries and classes summarized on the following page, there are also expanded rules for the existing ancestries and classes. Following these new options is an entire chapter of new archetypes, including multiclass archetypes for the four new classes as well as a huge selection of archetypes suitable for any character. New backgrounds, additional general feats and skill feats, and a bevy of new spells, equipment, and treasure round out your character's adventuring kit.

How to Use This Book

The options in this book expand upon the rules contained in the *Core Rulebook*, and that book is required to use the *Pathfinder Advanced Player's Guide*. Some rules of this book indicate other material found in this book with page references. Other products referencing the rules in this book may do so using the superscript citation "APG."

Access Entries

Sometimes, a stat block for an uncommon rules element includes an Access entry that lists specific criteria. A character who meets the criteria listed in the Access entry, such as hailing from a particular locale or being a member of a particular organization, gains access to the rules element. For instance, a draconic bloodline sorcerer gains access to the dragon disciple archetype (page 168), even though the archetype is uncommon.

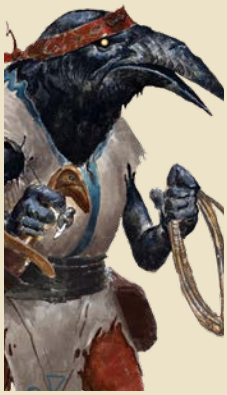
As always, the GM has the final say on who can access uncommon or rarer options, or whether specific options are allowed in the game at all. They may decide that a character's upbringing or abilities make sense for a specific rules option and grant them access even if the character doesn't automatically qualify, or they may decide that same option can't be taken by anyone at all.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

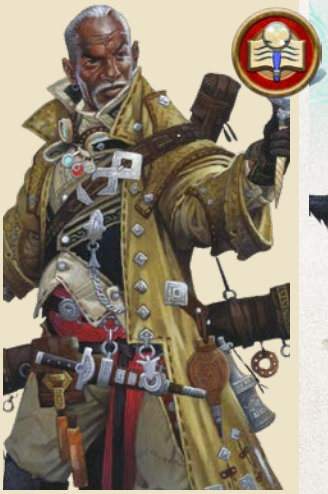
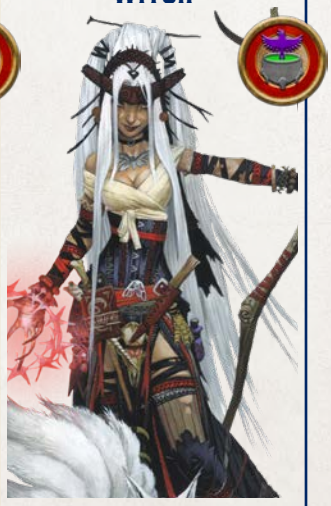
paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

ANCESTRIES

CATFOLK	KOBOLD	ORC	RATFOLK	TENGU
				
Catfolk are highly social, feline humanoids prone to curiosity and wandering.	Kobolds are small, reptilian creatures with outsized personalities and a love of dragons.	Orcs are proud, strong people with hardened physiques who value physical might and glory in combat.	Ratfolk are small, clever, and adaptable humanoids with ratlike features and a love of community.	Tengus are gregarious and resourceful avian humanoids who collect knowledge and treasures alike.
ABILITY BOOSTS				
Dexterity, Charisma, free	Dexterity, Charisma, free	Strength, free	Dexterity, Intelligence, free	Dexterity, free
ABILITY FLAW				
Wisdom	Constitution	–	Strength	–

CLASSES

INVESTIGATOR	ORACLE	SWASHBUCKLER	WITCH
			
The investigator uses knowledge to uncover mysteries and best their foes.	The oracle balances powerful divine magic with a supernatural curse.	The swashbuckler earns panache through showy acts and leverages this flair to thwart their foes.	The witch casts spells and hexes learned through a powerful familiar from a mysterious patron.
KEY ABILITY SCORE*			
Intelligence	Charisma	Dexterity	Intelligence
SECONDARY ABILITY SCORES			
Dexterity, Wisdom	Dexterity, Constitution	Strength, Charisma	Dexterity, Wisdom

* A character receives an ability boost to their class's key ability score.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Chapter 1: Ancestries & Backgrounds

Your character's ancestry and background tell the story of who you were before you became an adventurer, as well as who you might strive to become one day. But not everyone fits neatly into the most common ancestries or backgrounds. You might be a birdlike tengu, a scaled kobold, or a curious catfolk, with a one-of-a-kind background in your story. Perhaps your ancestry has mixed with the blood of angels or demons. Only you can decide!

This chapter expands your starting character options from those in the *Core Rulebook*, including each of the following sections.

Ancestries

Expand beyond the populous ancestries found in the *Core Rulebook*. The ancestry entry format is described on page 33 of the *Core Rulebook*.

- **Catfolk** (page 8), or amurruns, are humanoid felines who believe they were created to protect the wilderness from great danger.
- **Kobolds** (page 12) are small reptiles connected to dragons and fond of traps.
- **Orcs** (page 16) are warlike and honest people who respect strength, toughness, and survival above all.
- **Ratfolk** (page 20), or ysoki, pack into tight spaces and are markedly industrious and fastidious.
- **Tengus** (page 24) are corvid-like humanoids with an affinity for blades and the rumored mystical ability to absorb bad luck.

Versatile Heritages

While the *Core Rulebook* presented heritages as subgroups of a particular ancestry, certain heritages can occur across all ancestries. For instance, if your mother was a hag, you could be a changeling whether you're a human, orc, or catfolk. Rules for versatile heritages are found on page 28.

- **Changelings** (page 30) are the children of hags, left as foundlings and subject to the danger of their mother's tempting call.
- **Dhampirs** (page 32) are part vampires due to an early connection to vampire blood.
- **Planar Scions** (page 34) are descended from a distant planar ancestor or tied strongly to another plane. This book details the celestial aasimars, psychopomp-tied duskwalkers, and fiendish tieflings.

Ancestry Options

New heritages and ancestry feats expand on the *Core Rulebook* ancestries.

- **Dwarves** (page 42)
- **Elves** (page 43)
- **Gnomes** (page 44)
- **Goblins** (page 45)
- **Halflings** (page 46)
- **Humans** (page 47)

Backgrounds

This chapter contains new backgrounds for characters from all walks of life, from bandits to teachers. This section also includes a set of special rare backgrounds that you and your GM might agree to use in a campaign.

- **Common Backgrounds** (page 48)
- **Rare Backgrounds** (page 50)

Uncommon Ancestries and Heritages

Each new ancestry in this book is uncommon. Though uncommon elements of the game are usually acquired during play, you choose your ancestry and heritage at the beginning of the game. This means you should talk to your group and GM about which uncommon ancestries and heritages make sense for the story. In the piratical Shackles, tengus are a regular sight. But they're even more common in the eastern continent of Tian Xia, where halflings and dwarves are uncommon! Even if your chosen ancestry isn't particularly common in the area where the story takes place, most times you can work with your GM and the other players to find a great way to incorporate that character into the narrative. For these options, the uncommon trait just means you should take that extra step to talk about it first. In a Pathfinder Adventure Path, the accompanying player's guide might include information about additional uncommon options that make sense for that story and its region and grant you automatic access to play them during those adventures.

Rare and Unique Backgrounds

Some backgrounds have enough story weight that you need to work with the rest of your group to determine if they're right for a particular story, like being heir to a throne. You can find more information about these special backgrounds on page 50.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

CATFOLK

Curious and gregarious wanderers, catfolk combine features of felines and humanoids in both appearance and temperament. They enjoy learning new things, collecting new tales and trinkets, and ensuring their loved ones are safe and happy. Catfolk view themselves as chosen guardians of natural places in the world and are often recklessly brave, even in the face of overwhelming opposition.

Catfolk are outgoing, active humanoids who delight in discovery, whether of hidden ruins or a comfortable place to nap. They are exceptionally social, both within their tight-knit communities and with other creatures they meet. Remarkably brave, catfolk see themselves as guardians of the world against forces that would assail it, and they believe that strong communities, breadth of experience, and continual self-improvement aid them in this fight.

Catfolk have fast reflexes and are even able to twist themselves in the air while falling to land on their feet. As quick as these reflexes are, catfolk have quicker tempers, shifting from effusive glee to aggrieved fury in an instant. Like mundane felines, catfolk involuntarily purr when pleased and growl when surprised or angry.

If you want a character who is curious, brave, friendly, and nimble in body and mind, you should play a catfolk.

YOU MIGHT...

- Demonstrate genuine interest by asking a lot of enthusiastic questions.
- Avoid interpersonal conflict by giving someone a cold shoulder or by simply leaving the area.
- Carefully scout a target or problem before striking at it quickly.

OTHERS PROBABLY...

- Think you monopolize conversations with your incessant queries or opinions.
- Consider you haughty or prideful.
- Ascribe more emotion than you feel to your involuntary purrs or growling.

PHYSICAL DESCRIPTION

Although all catfolk walk upright and have soft fur, a long tail, large ears, and vertical pupils, they show at least as much variety as ordinary felines. Catfolk have nimble fingers with short claws that are usually retractable. Most catfolk take great pride in maintaining their appearance and rarely suffer the indignity of being wet or dirty if they can avoid it.

Catfolk mature quickly and are able to walk at only a few months old, but they otherwise start their careers at roughly the same age as humans do and live to be 60 or 70 years of age. Catfolk are rarely taller than the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

average human and, because of their lean builds, almost never weigh as much as a human of similar height.

Society

Catfolk call themselves amurruns, although many consider this name to be private. They raise their children in large extended families, where they are given what many other humanoids see as a distressing latitude to explore and get into trouble from a remarkably young age. Catfolk learn a trade in a loose apprenticeship, and the majority learn several trades over their lives.

Catfolk societies are often led by an appointed leader who speaks on behalf of the community and mediates disputes. A catfolk leader is most often a spellcaster and usually female. Catfolk prefer to deal with grievances by making an elaborate showing of disinterest, or even leaving a community for a time so the problem can die away or work itself out.

Alignment and Religion

Catfolk aren't a particularly religious people, but most do believe they were uplifted from great primeval cats to confront the evil abominations despoiling natural places and laboring to unmake reality. The gods blessed catfolk with language, the use of tools and weapons, and a strong sense of community.

Most catfolk are good. They enjoy the freedom to travel and like to set their own paths in life, so more catfolk are chaotic than lawful. Religious catfolk most often practice a nebulous form of animism, appeasing the spirits of the land and the creatures they hunt to preserve the natural order.

Names

Catfolk are given short names in their youth. Adolescent catfolk are free to choose a different name when they first leave home, though some simply keep the name they've gotten used to. Catfolk love to add titles and honorifics to their names. Some catfolk use their titles exclusively among non-catfolk, and so become known by epithets like Six Fates, Fiend Killer, or Mistcloak.

Sample Names

Alyara, Crinto, Drewan, Espes, Ferrus, Gerran, Halhat, Hoya, Ruun, Sevastin, Tespa, Yonsol, Zakkar, Zathra

Catfolk Heritages

Catfolk have ancestors as varied as any felines. Choose one of the following catfolk heritages at 1st level.

Clawed Catfolk

Your family has particularly long, sharp claws capable of delivering bleeding wounds with a wicked swipe. You gain a claw unarmed attack that deals 1d6 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

Hunting Catfolk

You come from a long line of skilled hunters and trackers and have a particularly keen sense of smell. You gain imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine a creature's location, as explained on page 465 of the *Core Rulebook*. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

In addition, you gain a +2 circumstance bonus to Track a creature or object if you've smelled it before.

Rarity
Uncommon

Hit Points
8

Size
Medium

Speed
25 feet

Ability Boosts
Dexterity
Charisma
Free

Ability Flaw
Wisdom

Languages
Amurrun
Common
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Elven, Gnomish, Goblin, Halfling, Iruxi (the language of lizardfolk), Jotun, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

Traits
Catfolk
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.

Land on Your Feet
When you fall, you take only half the normal damage and don't land prone.

Introduction
Ancestries & Backgrounds
Classes
Archetypes
Feats
Spells
Items
Glossary & Index

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

JUNGLE CATFOLK

You're descended from jungle stalkers and can move swiftly through scrub and underbrush. You ignore difficult terrain from undergrowth, and greater difficult terrain from undergrowth is only difficult terrain for you.

NINE LIVES CATFOLK

Your family has always seemed to bounce back from disaster, not through physical hardiness or specialized skill, but from sheer luck. Other catfolk whisper that you have nine lives. If you are reduced to 0 Hit Points by a critical hit on an attack roll, you become dying 1 instead of dying 2.

WINTER CATFOLK

You have a thick coat of fur that protects you from the cold. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a catfolk, you select from among the following ancestry feats.

1ST LEVEL

CAT'S LUCK ◆ — FEAT 1

CATFOLK FORTUNE

Frequency once per day

Trigger You fail a Reflex saving throw.

You instinctively twist away from danger. You can reroll the triggering saving throw and use the better result.

CATFOLK LORE — FEAT 1

CATFOLK

Growing up among catfolk has taught you the traditional values of freedom to travel, stewardship of the land, and quick reactions when your curiosity lands you in trouble. You gain the trained proficiency rank in Acrobatics and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Catfolk Lore.

CATFOLK WEAPON FAMILIARITY — FEAT 1

CATFOLK

You favor weapons that you can use with quick, darting slashes like a cat's claws. You are trained with the hatchet, kama, kukri, scimitar, and sickle. In addition, you gain access to kama, kukris, and all uncommon catfolk weapons. For you, martial catfolk weapons are simple weapons and advanced catfolk weapons are martial weapons.

WELL-MET TRAVELER — FEAT 1

CATFOLK

You have seen people from so many walks of life in your travels that you naturally adopt a pleasant and affable demeanor when meeting others. You are trained in Diplomacy. If you would automatically become trained in Diplomacy (from your background or class, for example), you instead become trained in a skill of your choice.

In addition, you gain the Hobnobber skill feat.

5TH LEVEL

CATFOLK WEAPON RAKE — FEAT 5

CATFOLK

Prerequisites Catfolk Weapon Familiarity

You know how to efficiently use weapons that rake across your enemies. Whenever you critically hit using a catfolk weapon or one of the weapons listed in Catfolk Weapon Familiarity, you apply the weapon's critical specialization effect.

CLIMBING CLAWS — FEAT 5

CATFOLK

You can extend your claws to aid you in climbing. You gain a climb Speed of 10 feet.

EXPANDED LUCK — FEAT 5

CATFOLK

Prerequisites Cat's Luck

You are luckier even than most catfolk. You can trigger Cat's Luck when you fail or critically fail a Fortitude or Will saving throw in addition to Reflex saving throws. You still can use Cat's Luck only once per day.

LIGHT PAWS ◆◆ — FEAT 5

CATFOLK

You can balance on your toes to step carefully over obstructions. You Stride and then Step, or Step and then Stride, ignoring difficult terrain during this movement.

SPRINGING LEAPER — FEAT 5

CATFOLK

Prerequisites expert in Athletics

Your powerful legs allow you to make sudden and dramatic leaps. You can Leap as a 2-action activity to double the distance you can Leap vertically, or Leap as a 3-action activity to triple the distance you can Leap vertically. You don't automatically fail Long Jumps for jumping in a different direction than your Stride.

9TH LEVEL

AGGRAVATING SCRATCH — FEAT 9

CATFOLK DISEASE

Prerequisites claw unarmed attack

Your claws carry an irritant that is harmless to you but can be damaging to others. Your claw Strikes deal an additional 1d4

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

persistent poison damage on a critical hit.

SHARED LUCK — FEAT 9

CATFOLK

Prerequisites Cat's Luck

When you use Cat's Luck to reroll a Reflex saving throw, any creatures you choose within 10 feet who also just failed a Reflex saving throw against the same effect (such as a single spell) can also reroll their saving throws and use the better result.

WARY SKULKER — FEAT 9

CATFOLK

Ever alert, you scout for danger even when you are trying to stay hidden. You can perform the Scout exploration activity at the same time as the Avoid Notice exploration activity.

WELL-GROOMED — FEAT 9

CATFOLK

You are fastidious about keeping yourself clean, whether licking your fur or carefully using traditional catfolk hygiene products, to salubrious effect. You gain a +1 circumstance bonus to saving throws against diseases. If you roll a success on a saving throw against a disease, you get a critical success instead.

13TH LEVEL

BLACK CAT CURSE ↻ — FEAT 13

CATFOLK | DIVINATION | MISFORTUNE | OCCULT

Frequency once per day

Trigger A creature within 30 feet you can see would succeed at a save.

You hiss a spiteful curse at the creature. The target must reroll the triggering saving throw and use the worse result.

CATERWAUL ↻ — FEAT 13

AUDITORY | CATFOLK | CONCENTRATE | EMOTION | MENTAL

Frequency once per day

Trigger An ally within 30 feet would be reduced to 0 HP but not immediately killed.

You give a daring yowl in the face of adversity, calling your companion back from the brink of unconsciousness. Your ally isn't knocked out and remains at 1 Hit Point. Your ally's wounded condition still increases by 1 as though they had been dying and recovered.

CATFOLK WEAPON EXPERTISE — FEAT 13

CATFOLK

Prerequisites Catfolk Weapon Familiarity

Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in all weapons you are trained in from Catfolk Weapon Familiarity.

17TH LEVEL

RELIABLE LUCK — FEAT 17

CATFOLK

Prerequisites Cat's Luck

You have gone well past nine lives to survive danger with surprising regularity. You can use Cat's Luck once per hour, rather than once per day.

CATFOLK ADVENTURERS

Catfolk delight in venturing into unexplored areas, whether untrammeled wildernesses or ancient dungeons. They like finding treasures and baubles, but for most catfolk, the experience of the journey itself is the true reward.

Typical catfolk backgrounds include acrobat, artist, gambler, hunter, nomad, and scout from the *Core Rulebook*, plus bandit, courier, insurgent, outrider, and root worker from this book. Catfolk's inherent curiosity and agility mean they excel as swashbucklers, bards, fighters, and rogues. Their love of the natural world and drive to puzzle out secrets of all types leads many to become investigators, druids, or sorcerers.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

KOBOLD

Every kobold knows that their slight frame belies true, mighty draconic power. They are ingenious crafters and devoted allies within their warrens, but those who trespass into their territory find them to be inspired skirmishers, especially when they have the backing of a draconic sorcerer or true dragon overlord. However, these reptilian opportunists prove happy to cooperate with other humanoids when it's to their benefit, combining caution and cunning to make their fortunes in the wider world.

Kobolds are resourceful survivors whose snare-guarded warrens and opportunistic scavenging have cast them as villains to most other humanoids, with their draconic reverence lending them a reputation as mere minions and nuisances. Yet some kobolds have emerged from their secluded warrens seeking the relative safety of surface settlements, the lucrative prospects of the adventuring life, or validating awe from followers of their own.

If you want a character with oversized confidence, deadly cunning, and the ancient power of dragons flowing through their veins, you should play a kobold.

YOU MIGHT...

- Take pride in your draconic connections, whether you believe dragons are your ancestors or simply patrons.
- Analyze your surroundings, always looking for ambushes, advantageous terrain, and escape routes.
- Naturally observe, adopt, and respect group dynamics, whether as leader, subordinate, or equal.

OTHERS PROBABLY...

- Assume that you are cowardly and won't stick around in the face of danger.
- Appreciate your ingenuity and resourcefulness, especially when it comes to building defenses.
- Consider your claims of draconic power to be overblown, delusional, or endearing.

PHYSICAL DESCRIPTION

Kobolds are short (about 3 feet tall) reptilian humanoids with slender bodies and long tails. They often boast distant draconic ancestry, and every kobold displays one or more draconic features, such as stout horns, razor-sharp teeth, or—more rarely—vestigial wings or draconic breath. They mature quickly, reaching adulthood by about 12 years and living to about 60.

The color of a kobold's scales can vary widely. Most often, they mimic the hues of chromatic or metallic dragons, with a mix of slightly darker or lighter scales that create a mottled appearance. The scales of newly hatched kobolds often reflect the community's draconic exemplar (page 13), whether that's the dragon they currently serve or the dragon type from which they're descended.

SOCIETY

Kobolds have an ingrained cautiousness that keeps them alive. They're secretive or subservient around powerful creatures to avoid becoming victims. This meekness fades once kobolds secure either a formidable patron (like a dragon) or a potent source of supernatural power (like an artifact or sorcerous leader). They often achieve an unshakable fervor and loyalty to their new cause or leader. However, kobolds are infamous for sensing a proverbial sinking ship, and once their source of power fails or seems doomed, their morale breaks swiftly.

Whether led by a dragon or not, kobolds almost always identify themselves with a type of

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

TABLE 1-1: DRACONIC EXEMPLARS

Dragon	Breath Weapon Shape	Damage Type	Saving Throw
Black	Line	Acid	Reflex
Blue	Line	Electricity	Reflex
Green	Cone	Poison	Fortitude
Red	Cone	Fire	Reflex
White	Cone	Cold	Reflex
Brass	Line	Fire	Reflex
Bronze	Line	Electricity	Reflex
Copper	Line	Acid	Reflex
Gold	Cone	Fire	Reflex
Silver	Cone	Cold	Reflex

dragon that serves as their spiritual exemplar. Their societies regularly adopt laws and cultural norms inspired by the exemplar's personality.

ALIGNMENT AND RELIGION

All but the most iconoclastic kobolds have a natural respect for hierarchies and rules, and so kobolds are rarely chaotic. Kobold adventurers tend to be lawful neutral or neutral, relying on their ancestral social strategies for survival.

Organized religion feels natural for most kobolds, especially when a deity assumes a commanding or tyrannical disposition. Many gravitate toward Abadar's order or Shelyn's artistic flair. More sinister communities uphold Asmodeus and other archdevils as common patrons. The dragon deities Apsu and Dahak are also common subjects of worship (for more about these two deities, see *Pathfinder Lost Omens Gods and Magic* page 130). Kobolds also often find themselves drawn to cults, particularly those with dragons or devils as figureheads.

NAMES

A young kobold's given name is rarely more than a syllable or two. However, as they age, achieve status, and accomplish great deeds, kobolds add more syllables to their names, imitating a common draconic practice. Kobolds rarely have surnames except in an effort to better fit into a community, in which case they typically adopt the surname of an inspiring figure in that group.

Sample Names

Azrnak, Draahzin, Enga, Fazgyn, Fazij, Jekkajak, Kib, Kirrok, Mirkol, Tarka, Urkak, Varshez, Vroklan, Zekstikah, Zgaz

Kobold Heritages

Proud, opportunistic, and crafty, kobolds manifest draconic power and diminutive tenacity. Choose one of the following kobold heritages at 1st level.

CAVERN KOBOLD

You hatched into a warren among narrow tunnels and countless kin. Your body is flexible. When Climbing rock walls, stalactites, and other natural stone features, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Climb). This doesn't affect you if you're using a climb Speed. If you roll a success on an Acrobatics check to Squeeze, you get a critical success instead.

DRAGONSCALED KOBOLD

Your scales are especially colorful, possessing some of the same resistance a dragon possesses. You gain resistance equal to half your level (minimum 1) to the damage type associated with your draconic exemplar (see Table 1–1). Double this resistance against dragons' Breath Weapons.

RARITY
Uncommon

HIT POINTS
6

SIZE
Small

SPEED
25 feet

ABILITY BOOSTS
Dexterity
Charisma
Free

ABILITY FLAW
Constitution

LANGUAGES
Common
Draconic
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Dwarven, Gnomish, Infernal, Terran, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Humanoid
Kobold

DARKVISION
You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

DRACONIC EXEMPLAR
You draw minor powers from your draconic exemplar. Choose a type of chromatic or metallic dragon to be your exemplar. This determines your scale color and appearance, and dragons sometimes look more favorably upon those kobolds who resemble them, at the GM's discretion. Your exemplar may also determine details of other abilities you have, using the Draconic Exemplars table.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Spellscale Kobold

A trace of draconic magic flows through your veins. Choose one cantrip from the arcane spell list (*Core Rulebook* 307). You can Cast this Spell as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. You gain the trained proficiency rank in arcane spell attack rolls and spell DCs, and your key spellcasting ability is Charisma.

Strongjaw Kobold

Your bloodline is noted for their powerful jaws and sharp teeth. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits.

Venomtail Kobold

A vestigial spur in your tail secretes one dose of deadly venom each day. You gain the Tail Toxin action.

Tail Toxin ◆

KOBOLD | POISON

Frequency once per day

Requirements You are wielding a piercing or slashing weapon.

You apply your tail's venom to a piercing or slashing weapon. If your next Strike with that weapon before the end of your next turn hits and deals damage, you deal persistent poison damage equal to your level to the target.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a kobold, you select from among the following ancestry feats.

1st Level

Cringe ↻ — Feat 1

EMOTION | KOBOLD | MENTAL | VISUAL

Trigger A creature you are aware of critically succeeds on a Strike against you and would deal damage to you.

With pitiful posturing, you cause your foe to pull back a deadly attack. The attacking creature takes a circumstance penalty to the damage of the triggering Strike equal to your level + 2. This penalty applies after doubling the damage for a critical hit. The attacker is then immune to your Cringe for 24 hours.

Dragon's Presence — Feat 1

KOBOLD

As a member of dragonkind, you project unflappable confidence (that collapses catastrophically against the deadliest foes). When you roll a success on a saving throw against a fear effect, you get a critical success instead. When you roll a failure against a fear effect, you get a critical failure instead.

In addition, when you attempt to Demoralize a foe of your level or lower, you gain a +1 circumstance bonus to the Intimidation check.

Kobold Breath ◆◆ — Feat 1

ARCANE | EVOCATION | KOBOLD

You channel your draconic exemplar's power into a gout of energy that manifests as a 30-foot line or a 15-foot cone, dealing 1d4 damage. Each creature in the area must attempt a basic saving throw against the higher of your class DC or spell DC. You can't use this ability again for 1d4 rounds.

At 3rd level and every 2 levels thereafter, the damage increases by 1d4. The shape of the breath, the damage type, and the saving throw match those of your draconic exemplar (see Table 1–1). This ability has the trait associated with the type of damage it deals.

Kobold Lore — Feat 1

KOBOLD

You attentively learned key kobold survival strategies and mythology from your elders. You gain the trained proficiency rank in Stealth and Thievery. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Kobold Lore.

Scamper ◆ — Feat 1

KOBOLD

Requirements You are adjacent to at least one enemy.

You instinctively know how to flee danger. You Stride up to your Speed, with a +5-foot status bonus to your Speed, and you gain a +2 circumstance bonus to AC against reactions triggered by this movement. You must end this movement in a space that's not adjacent to any enemy.

Snare Setter — Feat 1

KOBOLD

Prerequisites trained in Crafting

You are adept at the time-honored kobold art of trap making. You gain the trained proficiency in Crafting. If you were already trained in Crafting, you instead become trained in a skill of your choice. You gain access to all uncommon kobold snares. You gain the Snare Crafting feat, though when choosing your formulas for that feat, you can also choose from uncommon kobold snares, as well as common snares.

5th Level

Ally's Shelter ↻ — Feat 5

FORTUNE | KOBOLD

Frequency once per day

Trigger You attempt a saving throw while adjacent to one or more allies, but you haven't rolled yet.

In stressful circumstances, you find strength in your allies' example. Roll the save using an adjacent ally's modifier for that type of saving throw instead of your own.

Grovel ◆ — Feat 5

AUDITORY | CONCENTRATE | EMOTION | KOBOLD | MENTAL

Prerequisites trained in Deception

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

With obsequious words and begging gestures, you convince your foe you're less of a threat. You attempt to Feint against a creature. Unlike a normal Feint, the creature can be within 30 feet instead of in your melee reach, and you make your check against its Will DC instead of its Perception DC.

SNARE GENIUS — FEAT 5

KOBOLD

Prerequisites expert in Crafting, Snare Crafting

Your expertise makes your snares more powerful, and you can place them quickly and efficiently. Each day during your daily preparations, you can prepare three snares from your formula book for quick deployment; if the snare normally takes 1 minute to Craft, you can Craft it with 3 Interact actions. Snares prepared in this way don't cost you any resources to Craft. The number of snares you can prepare this way increases to four if you are a master in Crafting, and to five if you are legendary.

When you Craft and deploy a snare that deals damage, any creature that critically fails its saving throw against the snare's initial effect and takes damage becomes flat-footed until the end of its next turn.

9TH LEVEL

BETWEEN THE SCALES — FEAT 9

KOBOLD

Underestimating you is a grave mistake, but it's one others keep making. You've learned to take advantage of slips in your foes' defenses. When you Strike a flat-footed creature using a melee weapon or unarmed attack that has the agile and finesse traits, it gains the backstabber trait.

DRACOMANCER — FEAT 9

KOBOLD

Your inborn arcane power manifests as your exemplar's most time-honored spells. Choose one 1st-level spell and one 2nd-level spell from those listed for a dragon spellcaster of your draconic exemplar's type, as presented on pages 104–126 of the *Bestiary* (such as *alarm*, *blur*, *invisibility*, and *true strike* for a black dragon exemplar). You can cast each of these spells once per day as arcane innate spells. You gain the trained proficiency rank in arcane spell attack rolls and spell DCs, and your key spellcasting ability is Charisma.

DRAGON'S BREATH — FEAT 9

KOBOLD

Prerequisites Kobold Breath

You can put more effort into your Kobold Breath to channel greater draconic power, though it takes more out of you. When you use Kobold Breath, you can increase the damage dice to d8s and increase the area to 60 feet for a line breath weapon or 30 feet for a cone. If you do, you can't use Kobold Breath again for 1 hour.

13TH LEVEL

ELITE DRACOMANCER — FEAT 13

KOBOLD

Prerequisites Dracomancer

Your magic rivals that of lesser dragons. Choose one 3rd-level spell and one 4th-level spell from those listed for a dragon spellcaster of your draconic exemplar's type, as on pages 104–126 of the *Bestiary* (such as *paralyze* and *stinking cloud* for a black dragon exemplar). You can cast each of these spells once per day as arcane innate spells.

KOBOLD ADVENTURERS

Kobolds often adventure in pursuit of the power, lore, and treasure that they feel befit their disproportionately large egos. When adventurers, militias, or careless tyrants shatter a kobold community, the survivors often latch onto new families, seeking emotional solace—and sometimes revenge.

Typical kobold backgrounds include artisan, artist, criminal, hunter, miner, scout, and tinker from the *Core Rulebook*, plus bandit, cultist, scavenger, and servant from this book. Kobolds excel as bards, rangers, rogues, and sorcerers, though they also often channel their ingenuity as alchemists or wizards.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

ORC

Orcs are forged in the fires of violence and conflict, often from the moment they are born. As they live lives that are frequently cut brutally short, orcs revel in testing their strength against worthy foes, whether by challenging a higher-ranking member of their community for dominance or raiding a neighboring settlement. Many orcs seek glory as soon as they can walk and carry a blade or club, taming wild beasts or hunting deadly monsters.

Orcs often struggle to gain acceptance among other communities, who frequently see them as brutes. Those who earn the loyalty of an orc friend, however, soon learn that an orc's fidelity and honesty are unparalleled. Orc barbarians, fighters, and rangers are prized as gladiators and mercenaries. While some human settlements might be hesitant to accept an entire orc community into their midst, a small handful of orc mercenaries can do the job of an entire squad of human conscripts, so long as the orcs are well fed and well paid. Though the belief that orcs are only suited for battle is pervasive among other humanoids, the harsh orc mentality comes from a long history of conflict rather than a lack of ability in other areas.

Orc culture teaches that they are shaped by the challenges they survive, and the most worthy survive the most hardships. Orcs who attain both a long life and great triumphs command immense respect.

If you want a character who is hardy, fearsome, and excels at feats of physical prowess, you should play an orc.

YOU MIGHT...

- Eagerly meet any chance to prove your strength in a physical contest.
- Believe that lies and treachery are for those who lack the strength to seize what they want.
- View dying in glorious combat as preferable to a mundane death from old age or illness.

OTHERS PROBABLY...

- See you as violent or lacking in discipline.
- Underestimate your intellect, cunning, and knowledge.
- Admire your forthrightness and blunt honesty.

PHYSICAL DESCRIPTION

Orcs are tall and powerfully built, with long arms and stocky legs. Many orcs top 7 feet in height, though they tend to adopt broad, almost bow-legged stances and slouch forward at the shoulders. The combination makes for a seeming contradiction, sharing an eye level with most humanoids while simultaneously towering over them. Orcs have rough skin, thick bones, and rock-hard muscles, making them suited to war and other physically demanding tasks. Despite the roughness of their skin, orcs scar easily, and most orcs take great pride in the scars they have accumulated. Orc skin color is typically green and occasionally gray, though some orcs have other skin colors that reflect adaptations to their environments.

Orcs consider powerful builds and heavily scarred skin attractive, regardless of gender. A powerful orc makes

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

the hold stronger, and scars are signs of victories won or hardships survived. Similarly, many orcs consider large, jutting tusks to be more attractive than smaller tusks, since the former make more effective weapons. Many orcs also find tattoos to be attractive, particularly large or painful ones that cover a significant amount of skin.

SOCIETY

Most orc communities define themselves through two things: pain and glory. Each earns respect in near equal measure, so long as the pain is borne with stoicism. An orc with many scars who walks uncomplaining with a broken leg draws as much admiration as one who wins a great victory on the battlefield.

Power in an orc hold comes from strength or family lineage. The structure tends to be feudal, with weaker orcs working at the behest of the strong. The Hold of Belkzen is the largest such society, and power changes hands there quickly. One mighty orc dying in battle can shake up an entire power structure, leading to squabbling and duels to decide control. Many orcs who tire of being subservient split off to form their own warbands, traveling to new territory.

Young orcs are typically raised by the entire community. Indeed, it would be almost impossible for orcs to raise their young any other way, since twins, triplets, and even quadruplets are quite common in orc families, as are deaths among orcs in their child-rearing years. Many orc holds conduct ceremonies when a young orc comes of age, typically around their tenth or eleventh birthday, during which the new adults are told what their role in the hold will be. For communities that practice ritual scarification or tattooing, this is often when the young orcs receive their first hold-scar or tattoo as well.

Orcs fear very little, but most distrust magic. Magic is seen as a tool that bypasses the physical and allows the weak to contend with the strong, a belief that runs at odds with orc values. While they respect the physical might of Gorumite warpriests, and even druids who take on the forms of great beasts, they find arcane and occult magic questionable at best and unethical on the whole. All but the most depraved orc communities see necromancy as a foul art that steals glory from the dead, and their growing struggles against the undead have given them newfound common ground with their humanoid neighbors.

ALIGNMENT AND RELIGION

A common orc saying is, "You are the scars that shape you." Violent, chaotic lives in violent, chaotic lands mean that most orcs tend heavily toward chaotic alignments. Gorum, Lamashtu, and Rovagug are all commonly worshiped among orc communities, though less violent holds worship nature deities like Gozreh or gods like Sarenrae, whose tenets of fire, redemption, and glory all hold some appeal to orc sensibilities.

While there are orc deities, their worship is surprisingly uncommon among orcs. Orcs believe that if a creature has a face and a name, it can be killed, and so their own deities are targets, rather than objects of reverence. Some orc holds teach that the greatest members of the hold can earn a chance to challenge the orc deities for a place amid the pantheon. Most orcs don't waste their dying moments praising the divine or praying for a place in the afterlife, but spitting a blood-flecked warning at their deities, promising a new challenger through broken teeth.

NAMES

Orcs have a harsh, guttural language, and their naming conventions are no exception. Many orc names are simply the Orcish word for a particularly desirable trait, such as great strength, height, or ferocity. Orcs commonly use either their hold name or a name referencing a particularly memorable accomplishment as their surname.

RARITY
Uncommon

HIT POINTS
10

SIZE
Medium

SPEED
25 feet

ABILITY BOOSTS
Strength
Free

LANGUAGES
Common
Orcish
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Goblin, Jotun, Terran, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Orc
Humanoid

DARKVISION
You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Sample Names

Arkus, Ausk, Durra, Grask, Grillgiss, Krugga, Mahja, Murdut, Ollak, Onyat, Thurk, Uirch, Unach

Orc Heritages

Orcs have a long history on the surface of the world, and a far longer history underground. Their hardy physiques and demanding lifestyles have led to various adaptations. Choose one of the following orc heritages at 1st level.

Badlands Orc

You come from sun-scorched badlands, where long legs and an ability to withstand the elements helped you thrive. You can Hustle twice as long while exploring before you have to stop, and you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

Deep Orc

Your calloused hands and red eyes speak to a life spent in the deep darkness of mountain caverns, where you learned to battle on rocky cliffs and survive with minimal resources. You gain the Terrain Expertise skill feat for underground terrain and the Combat Climber skill feat.

Hold-Scarred Orc

You are part of an orc community that participates in ritual scarification or tattooing. The marks on your skin show your exceptional hardiness and vitality. You gain 12 Hit Points from your ancestry instead of 10. You also gain the Diehard feat.

Rainfall Orc

You were born in a rain forest with only tangles of trees providing protection from torrential rainstorms and flash floods. You've learned to move adeptly through jungle terrain and resist the various ailments common in humid environs. You gain a +2 circumstance bonus to Athletics checks to Climb or Swim and a +1 circumstance bonus to saving throws against diseases.

Orc Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As an orc, you can select from among the following ancestry feats, plus the feats with the orc trait listed in the Half-Orc Ancestry Feats section on page 59 of the *Core Rulebook*.

1st Level

BEAST TRAINER — **FEAT 1**

ORC

You have an impressive innate ability to tame and command ferocious beasts. You become trained in the Nature skill and gain the Train Animal skill feat.

IRON FISTS — **FEAT 1**

ORC

Your fists have been forged by battle, your naturally tough skin and dense bone further hardened by conflict. Your fist unarmed attacks no longer have the nonlethal trait and gain the shove weapon trait.

ORC LORE — **FEAT 1**

ORC

The hold elders taught you your people's histories, told tales of great athletic feats, and shared with you the hardships your ancestors endured so that you can pass this wisdom down to future generations. You become trained in Athletics and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Orc Lore.

TUSKS — **FEAT 1**

ORC

You have particularly long, jagged tusks perfect for tearing meat from bone. You gain a tusks unarmed attack that deals 1d6 piercing damage. Your tusks are in the brawling group and have the finesse and unarmed traits.

Special You can take this feat only at 1st level, and you can't retrain into this feat. You can retrain out of this feat only through drastic measures such as breaking or filing your tusks.

5th Level

ATHLETIC MIGHT — **FEAT 5**

ORC

Surviving in hostile terrain has given you a great talent for mobility. Whenever you roll a success on an Athletics check to Climb or Swim, you get a critical success instead.

BLOODY BLOWS — **FEAT 5**

ORC

Your lethal unarmed attacks leave bloody gouges or cause severe internal bleeding. When you critically hit with a Strike using an unarmed attack that isn't nonlethal, the target takes 1d4 persistent bleed damage. This can be because you're taking the penalty to use a fist for a lethal attack or because you have an unarmed attack without the nonlethal trait due to Iron Fists, Tusks, or a similar ability.

HOLD MARK — **FEAT 5**

ORC

You bear scars or tattoos enhanced by the mark of your community's prowess. When you select this feat, choose one of the options on the following page. When you critically hit using a weapon of the listed group, you apply the weapon's critical specialization effect. You gain a large brand or tattoo

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

in the shape of the chosen emblem or a similar image (for example, the axe could be a bear or other symbol of ferocious strength, while the shield might be a turtle or another symbol associated with a strong defense) and gain the listed benefit.

- **Axe** axe or pick
- **Shield** hammer or shield
- **Torch** bomb or knife

9TH LEVEL

DEATH'S DRUMS — FEAT 9

ORC

Your life has been spent challenging death itself, and proximity to that implacable foe only makes your heart beat harder. When you are taking persistent damage or your wounded value is 1 or greater, you gain a +2 circumstance bonus to Fortitude saving throws.

UNDYING FEROCITY — FEAT 9

ORC

Prerequisites Orc Ferocity (*Core Rulebook* 59)

You resist death's clutches with supernatural vigor. When you use Orc Ferocity, you gain temporary Hit Points equal to your level.

13TH LEVEL

FEROCIOUS BEASTS — FEAT 13

ORC

Prerequisites Beast Trainer or animal companion, Orc Ferocity (*Core Rulebook* 59)

Since ancient times, the mightiest orc beast tamers would draw out the true fighting spirit of their companion beasts by feeding the creatures a draft incorporating the orc's own blood. Animal companions or bonded animals you have gain the Orc Ferocity feat, and they gain a reaction they can use only for Orc Ferocity. If you have the Undying Ferocity ancestry feat, all animal companions or bonded animals you have also gain the benefits of that feat when using the Orc Ferocity reaction.

SPELL DEVOURER — FEAT 13

ORC

Prerequisites Pervasive Superstition (*Core Rulebook* 59)

You don't just resist magic; you devour it. Whenever you succeed at a saving throw against a spell or magical effect, you gain temporary Hit Points equal to double the spell's level, or equal to the level if the magical effect isn't a spell. These temporary Hit Points last until the end of your next turn.

17TH LEVEL

RAMPAGING FEROCITY ◆ — FEAT 17

ORC

Prerequisites Orc Ferocity (*Core Rulebook* 59)

Trigger You use Orc Ferocity.

You lash out viciously even as you fend off death. Make a single melee Strike. If this Strike brings a foe to 0 Hit Points, this activation of Orc Ferocity doesn't count against its frequency.

ORC ADVENTURERS

An orc's drive to overcome challenges and prove themself spurs many orcs to become adventurers, though orcs are more likely to set out on their own or with other orcs than alongside adventurers of other ancestries.

Common orc backgrounds include gladiator, hunter, martial disciple, nomad, and warrior from the *Core Rulebook*, plus bandit, outrider, and refugee from this book. Orcs thrive in martial classes like barbarian and fighter.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

RATFOLK

Ysoki—as ratfolk call themselves—are a clever, adaptable, and fastidious ancestry who happily crowd their large families into the smallest of living spaces.

Most surface-dwelling humanoids call ysoki "ratfolk" and know them as a communal people who prefer cramped conditions, with up to 100 individuals living in a given house. If they can't find homes in town, ysoki may instead live in caves and cavern complexes, as these provide great storage for the many and varied goods they bring back from trading expeditions.

Ratfolk love to travel, and they can often be found on the road in merchant caravans. They're good with their hands and have a keen eye for spotting anything out of the ordinary, from threats to treasures. They're also inveterate hoarders; ysoki warrens are crammed full of unusual odds and ends gathered by previous generations and stowed away in preparation for some future emergency.

If you want a character who is smart, fast, well-traveled, and adaptable, try playing a ysoki!

YOU MIGHT...

- Have pride in your large extended family, and stay in contact with everyone in it.
- Like to travel near and far in search of new experiences, likely collecting trinkets along the way.
- Work well with others.

OTHERS PROBABLY...

- Mistake you for a wererat or another monster.
- Are surprised by your careful grooming and other fastidious habits.
- Think you're crowding them and invading their personal space.

PHYSICAL DESCRIPTION

Ratfolk have whiskered snouts, large ears, and hairless tails, and typically have red eyes and short brown or black fur. A common ysoki is 4 feet tall and weighs around 80 pounds. Ratfolk vary considerably, however; even a single family group can exhibit substantial variation in hair color, eye color, or size.

Instinct drives ysoki to maintain cleanliness, though this is also reinforced through their strong social structures. Other condescending humanoids often presume ratfolk are dirty or diseased, but in actuality, they are meticulous about personal hygiene. Because their appearance is often considered unnatural—and other people mistake them for wererats—ysoki often conceal their physical features with hoods, gloves, shoes, long-sleeved tunics, robes, and other layers of clothing when moving through spaces dominated by other ancestries.

SOCIETY

Ysoki culture values cooperation and community. Every ysoki learns—through communal games, social occasions, and sports—to forge fast friendships and connections with ysoki outside their family. You may never know whose help you're going to need, but when you do, you're going to need it *now*.

With a long tradition of working as traders and tinkers, ysoki travel frequently from one town to another. Their wagons are usually grouped into caravans of up to half a dozen vehicles. Ysoki wagons are pulled by exceptionally large giant rats; many ysoki can speak to such animals.

Discrimination against ysoki has shaped their culture, prompting them to rely on each other and strengthening their family and communal bonds. Ysoki are very good

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

at differentiating between bad actors and those who are simply acting out of ignorance, modeling good behavior and slowly working to reverse generations of discrimination for those willing to learn. They are always on the lookout for members of other ancestries who don't judge them for their appearance, embracing these individuals as true friends and welcoming them into their communities. But they also can quickly spot determined bigots prone to violence and steer clear of such individuals, minimizing any opportunity for tragedy.

ALIGNMENT AND RELIGION

Ysoki care more about their family than abstract concepts of good and evil. Their warrens might be chaotic dens filled with hoarded knickknacks, but they also obey strict social codes. Most ysoki are neutral.

Though ysoki revere their ancestors and tend to acknowledge whatever deity is prevalent in their local area, Lao Shu Po has a special role in ysoki culture. Grandmother Rat, as she is sometimes known, embodies many things that are otherwise antithetical to ratfolk—she urges followers to put their own interests above others, and she encourages deceit and trickery. To most ysoki, Grandmother Rat accomplishes all those things ratfolk need done, but which no reasonable ratfolk would wish to do. For more information about Lao Shu Po, see page 132 of *Lost Omens Gods and Magic*.

NAMES

Every ysoki family has perhaps two dozen names that have been passed down from generation to generation, sometimes with minor alterations or alternative nicknames. A grandfather might be Grivver, for example, while his daughter goes by Griva and her son is simply Griv. Ratfolk are often assigned nicknames and sobriquets by humanoids they interact with, but most ysoki find these names distasteful and endure them only when outside ysoki communities.

Sample Names

Barnan, Chikis, Chonan, Deto, Jass, Jix, Knagi, Kubi, Lolo, Ninnec, Nos, Rak, Renzi, Skigim, Tali, Zess

Ratfolk Heritages

Ysoki are native to underground regions, but they are a highly adaptable ancestry that has been found in almost every environment. Choose one of the following ratfolk heritages at 1st level.

DEEP RAT

Your ancestors lived deeper underground than other ratfolk, granting you the ability to see in the dark. You gain darkvision.

DESERT RAT

You are native to arid plains and likely grew up traveling the roads. You have a leaner build than other ratfolk, with longer limbs and short fur. If you have both hands free, you can increase your Speed to 30 feet as you run on all fours. In addition, environmental heat effects are one step less extreme for you, and you can go 10 times as long as normal before you are affected by starvation or thirst. However, unless you wear protective gear or take shelter, environmental cold effects are one step more extreme for you.

LONGSNOUT RAT

The long snouts that run in your family give you a keener sense of smell than most ratfolk. You gain imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine a creature's location, as explained on page 465 of the *Core Rulebook*. The GM will usually double the range if

RARITY
Uncommon

HIT POINTS
6

SIZE
Small

SPEED
25 feet

ABILITY BOOSTS
Dexterity
Intelligence
Free

ABILITY FLAW
Strength

LANGUAGES
Common
Ysoki
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Draconic, Dwarven, Gnoll, Gnomish, Goblin, Halfling, Orcish, Undercommon, or any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Humanoid
Ratfolk

LOW-LIGHT VISION
You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

you're downwind from the creature or halve the range if you're upwind.

In addition, you gain a +2 circumstance bonus to Perception checks to Seek a creature or object within the range of your scent.

SEWER RAT

You come from a long line of ysoki from a community based in the sewers beneath a large settlement. You are immune to the disease filth fever. Each of your successful saving throws against a disease or poison reduces its stage by 2, or by 1 for a virulent disease or poison. Each critical success against an ongoing disease or poison reduces its stage by 3, or by 2 for a virulent disease or poison.

SHADOW RAT

Your ancestors lived in dark spaces underground, granting you dark fur and a vaguely unnatural mien that unnerves sapient creatures and frightens animals. You gain the trained proficiency rank in Intimidation and can use Intimidation to Coerce animals. When you Demoralize an animal, you don't take a penalty for not sharing a language with it. If you would automatically become trained in Intimidation (from your background or class, for example), you become trained in another skill of your choice.

Animals' attitudes toward you begin one degree worse than normal, usually starting at unfriendly instead of indifferent for domesticated animals, and hostile instead of unfriendly for wild animals.

Ratfolk Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a ysoki, you select from among the following ancestry feats.

1ST LEVEL

CHEEK POUCHES — FEAT 1

RATFOLK

Your cheeks are stretchy, and you can store up to four items of light Bulk or less in these cheek pouches. None of these items can have a dimension longer than 1 foot. As long as you have at least one item in your cheek pouches, your speech is noticeably difficult to understand. Placing an item in your cheek pouch or retrieving one is an Interact action. You can empty your mouth with a single action, causing everything you had stored in your cheek pouches to fall to the ground in your square.

PACK RAT — FEAT 1

RATFOLK

Years of packing for travel have taught you how to cram vast quantities into small spaces. You can fit an additional 50% of the listed Bulk capacity into mundane storage containers or vehicles. For example, you can fit 6 Bulk in a backpack, or 12 Bulk in a chest. This doesn't alter the items' Bulk, nor does it change how much you can store in a magical or extradimensional storage space, such as a *bag of holding*.

RAT FAMILIAR — FEAT 1

RATFOLK

You have a pet rat that has become magically bonded to you. You gain a familiar using the rules on page 217 of the *Core Rulebook*, and this familiar must be a rat. It still gets the benefits of familiar abilities, but its base form remains a rat.

RATFOLK LORE — FEAT 1

RATFOLK

Years of experience among ratfolk communities have made you nimble, and you've learned to run and hide when enemies threaten. You gain the trained proficiency rank in Acrobatics and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Ratfolk Lore.

RATSPEAK — FEAT 1

RATFOLK

To you, the squeaking of rats and other rodents makes a strange kind of sense. You can ask questions of, receive answers from, and use the Diplomacy skill with rodents, including beavers, mice, porcupines, rats, and squirrels, but not with other mammals, such as dogs or bats. The GM determines which animals count as rodents.

TINKERING FINGERS — FEAT 1

RATFOLK

You're good with your hands and can quickly improvise a fix for broken or damaged equipment. You're trained in Crafting. If you would automatically become trained in Crafting (from your background or class, for example), you instead become trained in a skill of your choice. You can Repair an item without using a repair kit without taking the –2 circumstance penalty, improvising tools from whatever you have at hand.

VICIOUS INCISORS — FEAT 1

RATFOLK

You've let your incisors grow long enough to serve as formidable weapons. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits. Unlike most creatures, you can file down your teeth and regrow them later on, enabling you to select this feat at any level, and to retrain into and out of this feat.

WARREN NAVIGATOR — FEAT 1

RATFOLK

You're particularly good at solving mazes and navigating twists and turns. You gain the trained proficiency rank in Survival. If you would automatically become trained in Survival (from your background or class, for example), you become trained in another skill of your choice. When you Sense Direction or

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

attempt a roll against a *maze* spell, you get a result one degree of success better than you rolled. You don't take a penalty to Sense Direction when you lack a compass.

5TH LEVEL

LAB RAT — FEAT 5

RATFOLK

You've spent more than your share of time in an alchemy lab. You might have been an alchemist yourself, an assistant, or perhaps even a test subject. Either way, you have been exposed to a wide variety of alchemical poisons and elixirs, leaving you with increased tolerance of their effects. You have a +1 circumstance bonus to saves against poison and harmful effects from elixirs. If you roll a success on your saving throw against an elixir or poison, you get a critical success instead.

QUICK STOW ◆ — FEAT 5

RATFOLK

Prerequisites Cheek Pouches

Frequency once per round

You are adept at quickly moving items into your cheek pouches. You Interact to store one held item in your cheek pouches (provided it fits).

RAT MAGIC — FEAT 5

There always seems to be a little rat around to carry messages for you. You can cast *animal messenger* once per day as a primal innate spell. When you do, the animal that responds is always a rat. If there are no rats within range, the spell is lost.

9TH LEVEL

BIG MOUTH — FEAT 9

RATFOLK

Prerequisites Cheek Pouches

Your cheek pouches are especially stretchy. Instead of storing up to four items of Light Bulk in your cheek pouches, you can store up to 1 Bulk worth of items. The maximum size of a given item is unchanged.

OVERCROWD — FEAT 9

RATFOLK

Your physiology is slight, and you can pack into small spaces with others of similar stature. As long as you are Small, you can end your movement in the same square as a Small ally. Only two creatures total can share the same space when using this ability or a similar one.

RAT FORM ◆ — FEAT 9

CONCENTRATE POLYMORPH PRIMAL RATFOLK TRANSMUTATION

You can transform into an innocuous-looking rat to scout an area or slip through tight spaces. You gain the effects of a 1st-level *pest form* spell, except that you must assume the battle form of a Tiny rat.

13TH LEVEL

WARREN DIGGER — FEAT 13

RATFOLK

You've learned to put your sturdy claws to work digging through the earth. You gain a burrow Speed of 15 feet.

RATFOLK ADVENTURERS

Ratfolk might take up the adventuring life to explore and travel, to defend their family or community, or for any number of other reasons.

Their natural wit and nimble fingers make ratfolk excellent alchemists and rogues, while some specialize in ranged weapons as fighters or rangers.

Typical ratfolk backgrounds include animal whisperer, artisan, merchant, medic, nomad, scout, and tinker from the *Core Rulebook*, plus bandit, barber, scavenger, and teacher from this book.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

TENGU

Tengus are a gregarious and resourceful people that have spread far and wide from their ancestral home in Tian Xia, collecting and combining whatever innovations and traditions they happen across with those from their own long history.

Tengus are survivalists and conversationalists, equally at home living off the wilderness and finding a niche in dense cities. They accumulate knowledge, tools, and companions, adding them to their collection as they travel.

The tengu diaspora has spread across Golarion in search of a better life, bringing their skill with blade crafting to lands far from their home. In maritime regions, tengus notably work as fishers, blacksmiths, and "jinx eaters"—members of ships' crews who are believed, accurately or otherwise, to absorb misfortune. Having lived in a variety of conditions and locations, tengus tend to be nonjudgmental, especially with regard to social station, though their willingness to associate with lawbreakers has often led some to look at them with suspicion.

If you want to play a character hailing from a rich history of artisanship and tradition, but who happily picks up new practices, companions, words, and items as needed, you should play a tengu.

YOU MIGHT...

- Be gregarious and eager to find a flock of your own.
- Voraciously absorb the practices of those around you, sometimes even forgetting where they came from.
- Be willing to take on any task or job, no matter what others think.

OTHERS PROBABLY...

- Look to you as a source of eclectic skills and knowledge, especially relating to languages.
- Get confused by your simultaneous respect for and disregard of tradition.
- Have trouble reading your expressions or regard you with suspicion and superstition.

PHYSICAL DESCRIPTION

Tengus have many avian characteristics. Their faces are tipped with sharp beaks and their scaled forearms and lower legs end in talons. As closed footwear tends to fit poorly unless custom made, many tengus wear open sandals or simply go barefoot. Tengus are rarely more than 5 feet tall, and they are even lighter than their smaller frames would suggest, as they have hollow bones. A small number of tengus have vestigial wings incapable of true flight.

Tengus hatch from eggs and are featherless for their first year of life, during which they rarely leave home. They soon grow a downy gray coat, which is replaced by a dark covering of adult feathers by the time they come of age at around 15 years. Tengus use their shed feathers in a variety of tools, from simple writing quills to magical fans to focus their ancestral magic. Many tengus modify their appearance by dyeing patterns into their feathers or talons, which amplifies their body language and has the added benefit of aiding other humanoids in understanding their expressions.

SOCIETY

Tengus are extremely social, banding together in extended communities with many families living in adjacent houses

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

and sharing the work of the household. In cities, a community may also contain members of other ancestries. Tengu children raised in the same unit consider each other siblings, usually forgetting which of them share a biological connection.

The greatest divide in tengu society is between tengus remaining in their ancestral home and those who have dispersed across the world. Tengus refer to these two groups as those "in the roost" and those "migrating," respectively. Roosted tengus tend to be more traditionalist and conservative and are especially concerned with preserving their culture in the face of years of erosion from oppression. Migrating tengus, on the other hand, voraciously absorb the culture of the various nations and settlements that they now call home.

ALIGNMENT AND RELIGION

Tengus often follow the faith of the region in which they were raised, though the tengu ancestral deity is the storm god Hei Feng. This god's notorious drunken carousing and emotional swings causes many tengus to instead focus their attention on gods of freedom and travel, such as Desna or Cayden Cailean, or deities of nature, such as Gozreh. Besmara is also a common subject of tengu worship, especially among tengus who live on the sea. More about Besmara and Hei Feng can be found in *Lost Omens Gods and Magic* (pages 55 and 63).

Before their diaspora, tengus practiced a syncretic faith that blended a polytheistic worship of the deities responsible for creating the natural world. As tengu folklore posits that tengus long ago descended from the night sky on shooting stars to rest upon Golarion's highest peaks, animist rites were practiced on mountains and other great natural features. Even today, tengus rarely differentiate between divine and primal worship.

Tengus are far more concerned with the balance between traditionalism and adaptability than they are with good and evil, with lawful tengus more common among the roosted and chaotic tengus more common among the migratory.

NAMES

Though roosted tengus tend toward more traditional names with the hard consonants often seen in the Tengu language, migrating tengus' tendency to readily absorb and repurpose the culture of those around them has led to names that combine elements of whatever languages suited the namer's fancy.

Sample Names

Arkkak, Chuko, Dolgra, Dorodara, Kakkariel, Kora, Marrak, Mossarah, Pularrka, Rarorel, Ruk, Tak-Tak, Tsukotarra

Tengu Heritages

As a fluid people scattered from their original homes, there are a wide variety of tengus on Golarion. Choose one of the following tengu heritages at 1st level.

JINXED TENGU

Your lineage has been exposed to curse after curse, and now, they slide off your feathers like rain. If you succeed at a saving throw against a curse or misfortune effect, you get a critical success instead. When you would gain the doomed condition, attempt a DC 17 flat check. On a success, reduce the value of the doomed condition you would gain by 1.

MOUNTAINKEEPER TENGU

You come from a line of tengu ascetics, leaving you with a link to the spirits of the world and the Great Beyond. You can cast the *disrupt undead* cantrip as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. Each time you cast a spell from a tengu heritage or ancestry feat, you can decide whether it's a divine or primal spell.

RARITY
Uncommon

HIT POINTS
6

SIZE
Medium

SPEED
25 feet

ABILITY BOOSTS
Dexterity
Free

LANGUAGES
Common
Tengu
Additional languages equal to your Intelligence modifier (if positive). Choose from Dwarven, Elven, Halfling, Gnomish, Goblin, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Humanoid
Tengu

LOW-LIGHT VISION
You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

SHARP BEAK
With your sharp beak, you are never without a weapon. You have a beak unarmed attack that deals 1d6 piercing damage. Your beak is in the brawling weapon group and has the finesse and unarmed traits.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Skyborn Tengu

Your bones may be especially light, you may be a rare tengu with wings, or your connection to the spirits of wind and sky might be stronger than most, slowing your descent through the air. You take no damage from falling, regardless of the distance you fall.

Stormtossed Tengu

Whether due to a blessing from Hei Feng or hatching from your egg during a squall, you are resistant to storms. You gain electricity resistance equal to half your level (minimum 1). You automatically succeed at the flat check to target a concealed creature if that creature is concealed only by rain or fog.

Taloned Tengu

Your talons are every bit as sharp and strong as your beak. You gain a talons unarmed attack that deals 1d4 slashing damage. Your talons are in the brawling group and have the agile, finesse, unarmed, and versatile piercing traits.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a tengu, you select from among the following ancestry feats.

1st Level

Scavenger's Search — Feat 1

Tengu

You're always on the lookout for supplies and valuables. Each time you use the Seek action to search for objects (including secret doors and hazards), you can search for objects in your choice of a 10-foot emanation around you or an adjacent 15-foot-by-15-foot area, rather than a single adjacent 10-foot-by-10-foot area.

Squawk! ↻ — Feat 1

Tengu

Trigger You critically fail a Deception, Diplomacy, or Intimidation check against a creature that doesn't have the tengu trait.

You let out an awkward squawk, ruffle your feathers, or fake some other birdlike tic to cover up a social misstep or faux pas. You get a failure on the triggering check, rather than a critical failure. All creatures that witnessed you Squawk are temporarily immune for 24 hours.

Storm's Lash — Feat 1

Tengu

Wind and lightning have always been close friends to you. You can cast the *electric arc* cantrip as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

Tengu Lore — Feat 1

Tengu

You learned skills for surviving in the place where your people were dispersed. You gain the trained proficiency rank in Society and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Tengu Lore.

Tengu Weapon Familiarity — Feat 1

Tengu

You've trained with a blade and other tengu weapons ever since you hatched. You gain access to khakkaras (page 248). Additionally, choose two weapons from the sword group. You can choose from among all common martial swords, plus the katana, temple sword, and wakizashi (page 248). For the purpose of determining your proficiency, that weapon is a simple weapon, and if the weapon isn't common, you gain access to it. If you are trained in all martial weapons, you add common advanced swords to the swords you can choose from.

You also gain access to all uncommon tengu weapons. For the purpose of determining your proficiency, martial tengu weapons are simple weapons, and advanced tengu weapons are martial weapons.

5th Level

Eat Fortune ↻ — Feat 5

Concentrate **Divination** **Divine** **Tengu**

Frequency once per day

Trigger A creature within 60 feet uses a fortune or misfortune effect.

As someone tries to twist fate, you consume the interference. The triggering effect is disrupted. If it's a misfortune effect, Eat Fortune gains the fortune trait; if it's a fortune effect, Eat Fortune gains the misfortune trait. This fortune or misfortune applies to the same roll the triggering effect would have, so you couldn't negate a fortune effect with Eat Fortune and then apply a misfortune effect to the same roll.

Long-Nosed Form ❖ — Feat 5

Concentrate **Polymorph** **Primal** **Tengu** **Transmutation**

You can transform into a specific, curious-looking human form. This human form is the same age and body type as your tengu form and has roughly analogous physical traits, such as height, though your nose remains as long as your beak and your complexion has red undertones, no matter the skin color of your human form. Using Long-Nosed Form counts as creating a disguise for the Impersonate use of Deception. Due to your imperfect transformation, your transformation doesn't automatically defeat Perception DCs to determine whether you are human, though you may be able to explain away or hide your tengu traits. You lose your beak unarmed Strike in your human form, as well as any other unarmed Strikes you gained from a tengu heritage or ancestry feat. You can remain

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

in your human form indefinitely, and you can shift back to your tengu form by using this action again.

ONE-TOED HOP ◆ — FEAT 5

TENGU

Assuming a peculiar stance, you make a short hop on each toe. You make a vertical Leap without triggering reactions that can be triggered by move actions or upon leaving or entering a square.

TENGU WEAPON STUDY — FEAT 5

TENGU

Prerequisites Tengu Weapon Familiarity

You've learned techniques for using blades and other tengu weapons. Whenever you critically hit using one of the weapons from your Tengu Weapon Familiarity, you apply the weapon's critical specialization effect.

9TH LEVEL

ECLECTIC SWORD TRAINING — FEAT 9

TENGU

Prerequisites Tengu Weapon Familiarity

You were always taught that you needed to be able to use whatever weapon came your way. You can change any of the swords designated in your Tengu Weapon Familiarity to different swords that meet the same specifications. You have to practice with a sword during your daily preparations to designate it, and the designation only lasts until your next daily preparations. This changes only your proficiency; it doesn't change your access.

SOARING FLIGHT ◆◆ — FEAT 9

MORPH PRIMAL TENGU TRANSMUTATION

Prerequisites skyborn tengu heritage

Frequency once per day

To be a tengu is to be unburdened by the concerns of the world below. You grow a pair of magical wings or expand your existing ones. For 5 minutes, you gain a fly Speed equal to your land Speed or 20 feet, whichever is greater.

13TH LEVEL

TENGU WEAPON EXPERTISE — FEAT 13

TENGU

Prerequisites Tengu Weapon Familiarity

Study has made you an expert with tengu weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency for the weapons from your Tengu Weapon Familiarity.

17TH LEVEL

GREAT TENGU FORM — FEAT 17

TENGU

Prerequisites Long-Nosed Form

You take on the imposing form of a large, winged oni. Once per day, as part of using Long-Nosed Form, you also gain the benefits of 4th-level *enlarge* and *fly*. This lasts for 5 minutes or until you shift out of your Long-Nosed Form, whichever happens first.

TENGU ADVENTURERS

A tengu that leaves the ancestral homeland feels an intense pull toward adventure, to cross vast distances, collect beautiful treasures, and brave the challenges of combat or the rolling sea.

Tengu backgrounds might reflect their place in the homeland or the tengu diaspora. These could include acrobat, barkeep, charlatan, emissary, entertainer, fortune teller, gambler, merchant, nomad, or sailor from the *Core Rulebook*, plus bandit, courier, insurgent, refugee, and scavenger from this book.

Tengus often become rogues, bards, oracles, rangers, or swashbucklers.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Versatile Heritages

The peoples of Golarion are many, and they have a long history of intermingling. The inevitable offspring of these mixed unions share physiological features with both their parents, manifesting as a specific heritage. The most common of these by far are the half-elf and half-orc human ancestries. Some individuals, however, are born under far stranger circumstances, such as a monstrous, undead, or extraplanar parent, a powerful curse, or an incursion of extraplanar energies. As these circumstances aren't unique to a single ancestry, these heritages—called versatile heritages—are likewise shared by many ancestries.

Golarion is home to a variety of versatile heritages. Some are born to unusual creatures or arise through specific mundane or supernatural circumstances. Many, however, result from an infusion of extraplanar energy, whether through direct parentage, more distant ancestors, or simply direct exposure to the quintessence of that plane. These individuals are known as planar scions.

Because the circumstances that give rise to versatile heritages aren't limited to a single ancestry, a versatile heritage can be chosen by a character of nearly any ancestry. Some versatile heritages are more common among some ancestries than others, and some might list additional restrictions specific to that heritage. Your GM may place other restrictions on which ancestries can use a given versatile heritage based on the story and setting.

Playing a Versatile Heritage

To play a character with a versatile heritage, first select your ancestry, just like you would for any character. You gain Hit Points, size, Speed, ability boosts and ability flaws, languages, traits, and other abilities from that ancestry. Then, instead of choosing a heritage from those normally available to that ancestry, apply your chosen versatile heritage. You gain all the features from your versatile heritage, some of which might modify or replace statistics, abilities, or traits from your ancestry.

Since a versatile heritage is a heritage, you can have only one, and you can't have any other heritage in addition to your versatile heritage.

Sometimes a versatile heritage might give you an ability that conflicts with an ability from your ancestry. In these cases, you choose which of the conflicting abilities your character has.

When selecting ancestry feats, you can choose from those available to your ancestry as well as those specific to your versatile heritage.

Lineage Feats

Some ancestry feats within a versatile heritage have the lineage trait. These feats specify a physiological lineage your character has—such as the type of hag that birthed a changeling character, or the type of fiend that influenced a tiefling's birth. You can have only one lineage feat; you can select such a feat only at 1st level, and you can't retrain into or out of this feat.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

In This Book

This book includes the rules for five versatile heritages, including three planar scions.

Changeling

Children of the malevolent, magical crones known as hags, changelings share some of their mothers' abilities, such as sharp claws and occult magic. Many changelings experience or dread the psychic summons of their hag mothers, known as the Call, urging them to seek out their mothers so they might be transformed into hags themselves.

Changeling lineages affect the appearance of one of the changeling's eyes, and are as follows: brine may for the child of a sea hag, callow may for a green hag, dream may for a night hag, and slag may for an annis hag.

Dhampir

The mortal offspring of undead vampires are caught between life and undeath, mortality and immortality, mundane existence and powerful magic. Dhampirs enjoy long life spans and otherworldly charm, but their ghostly pallor and the nature of their parentage make their lives in humanoid societies difficult.

The two lineages for dhampirs found here are the svetocher, who come from the most common vampires called the moroi, and the straveika, born of the aged and unsettling nosferatu.

Planar Scions

Life is present everywhere across the planes of the Great Beyond, and the intermingling of Material Plane mortals and extraplanar beings is no rare thing. The resultant children of these relationships—and sometimes the descendants of those children—are known as planar scions. There are numerous types of planar scions, just as there are countless types of beings across the planes that might consort with mortals. This book focuses on the following three.

Aasimar

These planar scions bear the blood of celestial beings—angels, archons, azatas, and other benevolent extraplanar entities. Though this grants aasimars certain abilities and characteristics, it also places tremendous pressure upon them to meet expectations due to the assumptions others hold of their heritage.

Aasimar lineages found here include the angelkin, the lawbringers who come from archons, and the musetouched born of azatas.

Duskwalker

A duskwalker isn't born; they are instead created, each manifesting as a mortal child in a location with close ties to death. They embody the somber powers of the psychopomps, immortal guardians and shepherds of the dead, and they maintain a fascination with and deep understanding of death throughout their lives. More singular than other versatile heritages, duskwalkers don't have different lineages.

Tiefling

The influence of fiendish blood or energy gives rise to tieflings. A tiefling's heritage is boon and bane, as none can contest the powers they command, but few communities are willing to overlook the physical features that accompany fiendish blood—horns, hoofed feet, and tails being but a few examples.

The lineages for tieflings in this book are hellspawn born of devils, pitborn made with the influence of demons, and the grimspawn of daemonic origin.

Many Ancestries

Though a character can have only one heritage, it doesn't mean characters with lineages tracing back to multiple ancestries or heritages don't exist. It's certainly possible for a dhampir to be born to a half-elf mother, or for a duskwalker to appear in a community of death warden dwarves. In these cases, the influence of the versatile heritage overshadows the other heritage–the dhampir heritage overshadows the half-elf heritage, and the duskwalker abilities replace those of the death warden dwarf heritage. So while, superficially, a character might bear a resemblance to both heritages, mechanically, they only gain the benefits of the versatile heritage.

Supernatural Origins

The circumstances that give rise to individuals with versatile heritages vary widely, from direct biological descendance to clandestine rituals, planar incursions, or unique mystical phenomena. It's up to you to decide the details of your character's heritage and how they came into being. The sections in this book provide some broad suggestions that you can use as a jumping-off point, but these aren't restrictions. Hags, for example, typically give birth to mammalian offspring, but they are devious creatures and might just as easily change form to that of a kobold long enough to hatch a changeling kobold child–or perhaps your changeling character arose as a result of a hag's occult meddling rather than direct lineage. It's your story to tell!

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Changeling

Tales of children stolen away and replaced by monsters exist across countless cultures—but the true monsters are the hag mothers of these strange children. After the hag seduces, uses, and disposes of their father, the changeling child is usually abandoned in their father's community to be raised among them. Such a child faces no end of challenges, often beginning life as an orphaned outsider.

Though a changeling generally resembles a member of their father's ancestry, their distinctive eyes—each a different color—set them apart. One of their eyes matches that of their father's lineage, while the other matches the color of their hag mother's, often in an unnatural shade such as violet or a vivid green. Not everyone with differently colored eyes is a changeling, but this manifestation of changeling heritage makes it difficult for them to hide their nature and can lead to banishment from their community. As they come of age, they manifest other characteristics from their mother, including supernatural abilities. Darkvision, clawlike fingernails, and innate magic are the most common, but stranger abilities specific to the hag mother can also arise.

Changelings can be any gender, but women in particular are vulnerable to the Call, a psychic influence that urges them to abandon their mortal life, join the hag's coven, and eventually become a hag. Changelings who understand their heritage often fear the Call and work to resist its pull. Those who remain ignorant of their origin may find themselves subject to a terrible compulsion without knowing why.

You Might...

- Cherish and protect those friends and family who accept you as you are.
- Seek to better understand your hag mother and the gifts she gave you, for good or ill, or distance yourself from your heritage.
- Fear the day you hear the Call and worry you might not be able to resist—or perhaps you already fight to resist it every day.

Others Probably...

- Assume you practice occult or primal magic, or that you participate in a coven.
- Worry that you might secretly be a monster, or become one, and turn on them.
- Notice and speculate about your distinctive eyes.

Changeling (Uncommon Heritage)

Your mother was a hag. Your heterochromatic eyes are the most obvious signifier of this parentage, but you likely also have a slighter build, paler skin, and darker hair than most members of your other parent's ancestry. You gain the changeling trait. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can select from changeling feats and feats from your other parent's ancestry whenever you gain an ancestry feat.

Changeling Feats

The following feats are available to changeling characters.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

1ST LEVEL

BRINE MAY — FEAT 1

CHANGELING LINEAGE

Your mother was a sea hag, granting you one sea-green or blue eye. You find comfort both in the sea and on the shore. Whenever you roll a success on an Athletics check to Swim, you get a critical success instead. If you end your turn in water without having succeeded at a Swim action that round, you don't sink (but you might still be moved by the current).

CALLOW MAY — FEAT 1

CHANGELING LINEAGE

You are among the most common of changelings—those born to green hags—and a vibrant green eye signifies that parentage. Your mother's manipulative nature and versatile voice gives you an edge when deceiving others. You gain the Charming Liar skill feat. If you roll Deception for initiative, foes in that combat encounter that haven't acted yet are flat-footed against you.

CHANGELING LORE — FEAT 1

CHANGELING

All too aware of your true nature, you've studied hags and their powers. You gain the trained proficiency rank in Deception and Occultism. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Hag Lore.

DREAM MAY — FEAT 1

CHANGELING LINEAGE

You are the child of a night hag, making one of your eyes violet or even black. Your mother's powers over sleep and dreams have given you a degree of resistance to those effects, granting you a +2 circumstance bonus to all saving throws against sleep effects and effects that cause or alter dreams.

In addition, sleep is more restorative for you. You regain HP equal to your Constitution modifier times double your level instead of just times your level, and you reduce any drained and doomed conditions you have by 2 instead of by 1.

HAG CLAWS — FEAT 1

CHANGELING

When you came of age, your fingernails grew long and sharp. You gain a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

Special Hag claws can develop at any point in a changeling's life, allowing you to select this feat anytime you would gain an ancestry feat, but once you've selected it, you can't retrain out of it.

HAG'S SIGHT — FEAT 1

CHANGELING

You've nurtured the supernatural abilities gifted by your hag mother, particularly your sight. You gain darkvision.

SLAG MAY — FEAT 1

CHANGELING LINEAGE

Your mother was an annis hag, known for physical prowess, and you have one violet or steel-gray eye. You have thick, sturdy claws made of cold iron that grow naturally from your body. You gain a claw unarmed attack that deals 1d6 slashing damage. Your claws are in the brawling group, have the unarmed and grapple traits, and are cold iron.

5TH LEVEL

CALLED — FEAT 5

CHANGELING

You have heard the Call, and in constantly resisting that persistent demand, you've developed a mental bulwark against effects that would target your mind. You gain a +1 circumstance bonus to Will saving throws against mental effects. If you roll a success on your saving throw against a mental effect that would make you controlled, you get a critical success instead.

MIST CHILD — FEAT 5

CHANGELING

You blend in with unnatural subtlety. When you are concealed or hidden, increase the DC of the flat check to target you to 6 if you're concealed or 12 if you're hidden.

9TH LEVEL

ACCURSED CLAWS — FEAT 9

CHANGELING

Prerequisites claw unarmed attack

Your claws carry your mother's hag magic. When you critically hit with a claw Strike, the target takes an additional 1d4 persistent mental damage.

OCCULT RESISTANCE — FEAT 9

CHANGELING

Prerequisites expert in Occultism

Your study of occult practices has shown you how to best defend against them. You gain a +1 circumstance bonus to all saving throws against occult effects.

13TH LEVEL

HAG MAGIC — FEAT 13

CHANGELING

Through your heritage, you can replicate some of a hag's magic. Choose one common spell of 4th level or lower from those available to a coven, including the spells contributed to a coven by a hag of your mother's type. You can cast this spell once per day as a 4th-level occult innate spell.

Spells available to all covens are *augury, charm, clairaudience, clairvoyance, dream message*, and *illusory disguise*. The eligible spells granted by the most prominent types of hag are: **Sea Hag** *acid arrow, water walk*; **Green Hag** *entangle, outcast's curse, wall of thorns*; **Annis Hag** *earthbind*; **Night Hag** *nightmare*

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

DHAMPIR

Many call vampires the children of the night, but it is dhampirs who can truly claim that title. These mortal offspring of vampires walk the line between life and undeath not just physiologically, but also in their social standing, temperament, and worldview.

The circumstances surrounding a dhampir's birth are rare, complex, and often shrouded in horrific rumors stoked by societal revulsion at the idea of an undead monstrosity producing mortal offspring. Some dhampirs are the child of one mortal and one vampiric parent, while others are born to those who were turned into vampires while pregnant. Still others rise from dark rituals or other supernatural influences that impose a vampiric curse onto a mortal infant. The life of a dhampir is often difficult: few vampiric parents have the time or inclination to raise a mortal child, while mortal communities find a dhampir's sallow flesh, piercing eyes, and unnerving presence off-putting at best.

Despite being living creatures, dhampirs respond to positive and negative energy as if they were undead, making them unwelcome in many holy communities and often driving them toward necromantic arts. Dhampirs aren't immortal, but age far more slowly than most mortals, with a lifespan similar to that of an elf. Dhampirs have difficulty producing children of their own, and those few born to a dhampir are never dhampirs themselves.

A dhampir generally resembles a member of their non-vampire parent's ancestry, but with a ghostly pallor and eyes so light it seems they have only pinpoint pupils and no iris. All dhampirs have elongated incisors, some nearly as long as those of a true vampire. Many command grace, beauty, and charm, despite their unsettling appearance.

YOU MIGHT...

- Distance yourself from your heritage by trying to blend into society or even hunting undead.
- Take special precautions to avoid being exposed to "helpful" healing magic.
- Find yourself fascinated by the sight, smell, or taste of blood.

OTHERS PROBABLY...

- Feel unsettled by your ghostly pallor and sharp teeth.
- Wonder about or even romanticize your origins and motivations.
- Find themselves strangely drawn to your grace, charm, and appearance.

DHAMPIR (UNCOMMON HERITAGE)

You are the scion of a vampire, half living and half undead, gifted with uncanny charm and grace, a bloodless pallor, and elongated incisors. You gain the dhampir trait, in addition to the traits from your ancestry. You have the negative healing ability, which means you are harmed by positive damage and healed by negative effects as if you were undead. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from dhampir feats and feats from your ancestry whenever you gain an ancestry feat.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Dhampir Feats

The following feats are available to dhampir characters.

1st Level

EYES OF NIGHT — **FEAT 1**

DHAMPIR

Prerequisites low-light vision

You can see in the darkness as easily as a true vampire. You gain darkvision.

Special You can select this feat only at 1st level, and you can't retrain into or out of this feat.

FANGS — **FEAT 1**

DHAMPIR

Your incisors have grown into true fangs: long, sharp, and well-suited to drawing blood. You gain a fangs unarmed attack that deals 1d6 piercing damage. Your fangs are in the brawling group and have the grapple and unarmed traits.

STRAVEIKA — **FEAT 1**

DHAMPIR LINEAGE

You descend from one of the truly ancient vampires, a nosferatu cursed to eternal life but not eternal youth. People call you straveika, or ancient-born. The vestiges of your forebear's powers of domination have left you with an understanding of how a creature's intentions change its behaviors. You gain a +1 circumstance bonus to Perception checks to Sense Motive and Perception DCs against attempts to Lie to you.

SVETOCHER — **FEAT 1**

DHAMPIR LINEAGE

You were born to one of the moroi, the most common vampires, and you share their supernatural fortitude and power of persuasion. When you have the drained condition, calculate the penalty to your Fortitude saves and your Hit Point reduction as though the condition value were 1 lower. You are trained Diplomacy. If you would automatically be trained in it, you instead become trained in a skill of your choice.

VAMPIRE LORE — **FEAT 1**

DHAMPIR

You were raised by your vampiric parent, or you've invested substantial time and energy researching the secrets of your undead progenitors. You gain the trained proficiency rank in Religion and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Vampire Lore.

VOICE OF THE NIGHT — **FEAT 1**

DHAMPIR

You hear and understand the words of creatures you share the darkness with. You can ask questions of, receive answers from, and use Diplomacy with bats, rats, and wolves. You also gain a +1 circumstance bonus to Make an Impression on such animals.

5th Level

ENTHRALLING ALLURE — **FEAT 5**

DHAMPIR

The powers of domination employed by your progenitors have manifested in you as well. Once per day, you can cast *charm* as a 1st-level divine innate spell.

NECROMANTIC PHYSIOLOGY — **FEAT 5**

DHAMPIR

Your unusual physiology has developed in a way that makes it difficult for parasites and other infestations to prey upon you. You gain a +2 circumstance bonus to saves against diseases.

UNDEAD SLAYER — **FEAT 5**

DHAMPIR

Your knowledge of your own not-quite-living anatomy, combined with your experience in combat, helps you take down undead foes with ease. Against undead creatures, you gain a circumstance bonus to damage with weapons and unarmed attacks equal to the number of weapon damage dice for the Strike. This bonus increases to double the number of weapon damage dice if your target has the vampire trait.

9th Level

BLOODLETTING FANGS — **FEAT 9**

DHAMPIR

Prerequisites fangs unarmed attack

You emulate your vampiric parent's techniques for drawing blood from a victim. Your fangs Strikes deal an additional 1d4 persistent bleed damage on a critical hit.

NIGHT MAGIC — **FEAT 9**

DHAMPIR

You can tap into the magic that runs through your blood. You gain *animal form* (wolf only, using the statistics for a canine) and *obscuring mist* as 2nd-level divine innate spells. You can cast each of these spells once per day.

13th Level

FORM OF THE BAT ◆ — **FEAT 13**

CONCENTRATE DHAMPIR DIVINE POLYMORPH TRANSMUTATION

Frequency once per hour

You can transform into a harmless bat. You gain the effects of a 4th-level *pest form*, except you always transform into a bat.

17th Level

SYMPHONY OF BLOOD — **FEAT 17**

DHAMPIR

You call forth the blood of your foes to grant you vigor. Once per day, you can cast *vampiric exsanguination* as a 7th-level divine innate spell.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Planar Scions

Countless legends tell of mortals and immortals entwined, and of the children born to those lovers. These children, known as planar scions, are mortals who inherit the supernatural essence of another plane, which manifests through their distinctive physical features and otherworldly powers. There are as many types of planar scions as there are creatures in the Great Beyond, but this section presents rules for three: the celestial aasimars, psychopomp-infused duskwalkers, and fiend-blooded tieflings.

Aasimar

Born with the power of benevolent celestial entities, aasimars are thought to be supremely blessed with strength of will, extraordinary beauty, and innate magical gifts. But many aasimars find that these perceived talents—whether they actually have them or not—set them apart from their friends and family, fostering loneliness in themselves and jealousy in others. Aasimars with a positive outlook face these challenges by serving their communities, populating the environment with kindness or artwork, or simply supporting those who are less fortunate. Some aasimars hold a more hostile worldview, however, and risk falling into resentment, despair, or even the temptations of evil. Even then, the stereotypes surrounding an aasimar cling close, causing others to view them as tragic figures in need of redemption.

The powers and physical appearances passed down from celestial beings vary according to an aasimar's lineage. Those who descend from archons are sometimes known as lawbringers, while those who possess angelic blood are called angelkin, and those related to azatas are referred to as musetouched.

If you want a character brimming with celestial power, unique physical characteristics and the potential for strong faith, you should play an aasimar.

You Might...

- Possess a strong sense of fashion, favor exquisitely crafted tools, or carry yourself with instinctual grace.
- Feel a strong kinship with outcasts, orphans, or others who have been misunderstood or marginalized.
- Have a beloved pet or a close relationship with a sibling or childhood friend.

Others Probably...

- Assume you are a supernatural messenger from beyond or whole-heartedly enjoy your supernatural legacy.
- Treat you with worship or reverence, but distance you by putting you on a pedestal.
- Think you can provide simple and free supernatural solutions for all their problems.

Physical Description

An aasimar's physical appearance depends as much upon the features of their parents as it does upon the nature of their celestial heritage. While an aasimar is recognizably a member of their humanoid ancestry, they always bear a few physical traits that set them apart, such as glowing eyes, a faint halo of light above their head, feathers for hair, antennae on the brow, a metallic sheen to the skin, lack of a belly button, a strangely musical voice, or a naturally pleasing floral scent. It's a common stereotype that all aasimars are handsome or beautiful—another assumption aasimars face throughout their lives.

Society

Aasimars are too widely dispersed in most regions to create societies of their own, and they instead tend to assimilate into the society and culture of their mortal parents. They thrive in societies that hold freedom, civility, and justice as virtues. Whether due to inborn charm and confidence or others' tendency to ascribe greater weight to their words, aasimars often find themselves in positions of leadership, even when they don't seek out such roles, and they must take care that their actions and words don't unduly influence others. When aasimars gather in numbers large enough to develop their own societies, they tend to be tightly knit but open and friendly to visitors, yet swift in their justice against proven enemies.

Alignment and Religion

An aasimar's celestial nature doesn't force goodness or faith into their life—each aasimar is free to form their own personality and beliefs. In many cases, these beliefs are shaped by the nature of their upbringing, their parents, and the society in which they were raised. Most aasimars are good, whether because society tends to accept, foster, and support aasimars, or because the influence of the celestial planes is enough to subtly encourage them down such paths. Good faiths are more likely to draw an aasimar's attention, particularly those with portfolios associated with celestial concerns, such as Desna, Erastil, or Sarenrae. Those who choose lives of evil tend to be particularly cruel or sadistic, almost as if they feel the need to work that much harder to justify and pursue their life choices.

Aasimar (Uncommon Heritage)

You descend from celestials or were touched by the celestial realms, gaining an air of awe and grace, as well as features distinctive to your celestial forebears.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

You gain the aasimar trait, in addition to the traits from your ancestry. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from aasimar feats and feats from your ancestry whenever you gain an ancestry feat.

AASIMAR FEATS

1ST LEVEL

ANGELKIN — FEAT 1

AASIMAR LINEAGE

You descend from an angel—a winged messenger from Nirvana or one of the other celestial realms—which gives you a knack for cultures and languages. You gain the trained proficiency rank in Society. If you would automatically become trained in Society (from your background or class, for example), you instead become trained in a skill of your choice. You know the Celestial language, and you gain the Multilingual skill feat.

CELESTIAL EYES — FEAT 1

AASIMAR

Prerequisites low-light vision

You can see through darkness. You gain darkvision.

Special You can select this feat only at 1st level, and you can't retrain into or out of this feat.

CELESTIAL LORE — FEAT 1

AASIMAR

You were raised with an aasimar or celestial relative, or you've devoted yourself to researching the secrets of the celestial realms. You gain the trained proficiency rank in Diplomacy and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in a Lore skill related to the celestial realm from which you trace your lineage (usually Elysium Lore, Heaven Lore, or Nirvana Lore).

HALO — FEAT 1

AASIMAR

You are surrounded by a halo of light and goodness at all times. Your halo sheds light with the effects of a divine *light* cantrip. A cantrip is heightened to a spell level equal to half your level rounded up. You can suppress or reestablish the halo with a single action, which has the concentrate trait.

LAWBRINGER — FEAT 1

AASIMAR LINEAGE

You trace your lineage to archons: embodiments of heavenly virtues, guardians of the seven-tiered mountain of Heaven, and nurturers of law and virtue within mortals. Your own virtue and orderly mind protect you from foes who would turn your emotions against you. You gain a +1 circumstance bonus to saves against emotion effects, and if you roll a success on a save against an emotion effect, you get a critical success instead.

MUSETOUCHED — FEAT 1

AASIMAR LINEAGE

Your blood sings with the liberating power of the azatas, living embodiments of freedom from the wild realm of Elysium. You gain a +1 circumstance bonus to Escape. When you roll a critical failure on a check to Escape, you get a failure instead, and when you roll a success, you get a critical success instead.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

5TH LEVEL

BLESSED BLOOD — FEAT 5

AASIMAR

Your freshly spilled blood is sanctified, and ingesting it causes effects similar to those of *holy water* (*Core Rulebook* 571). Whenever a fiend, undead, or creature with a weakness to good damage drinks your blood or deals piercing or slashing damage to you with jaws, fangs, or a similar attack, that creature takes 1d6 good damage. You gain a +4 circumstance bonus to Crafting checks to Craft *holy water* using your own blood as one of the ingredients.

CELESTIAL RESISTANCE — FEAT 5

AASIMAR

Your growing connection to your celestial forebears has granted you one of their resistances as well. Choose one of the following energy damage types: acid, cold, electricity, fire, or sonic. You gain resistance 5 to that damage type.

Though you can choose any of these energy damage types, the damage type typically matches a celestial associated with your bloodline. For instance, an angelkin might choose resistance to cold or fire with a cassisian forebear, resistance to fire with a balisse forebear, or resistance to sonic with a choral forebear.

EMPYREAL BLESSING — FEAT 5

AASIMAR

You can call forth a benediction upon your allies, whether you pray to a deity of the celestial realms or just find the power within yourself. You can cast *bless* once per day as a 1st-level divine innate spell.

9TH LEVEL

ANGELIC MAGIC — FEAT 9

AASIMAR

Prerequisites Angelkin

You can tap into the magic of angels that runs through your blood. You can cast *humanoid form* and *remove fear* each once per day as 2nd-level divine innate spells.

ARCHON MAGIC — FEAT 9

AASIMAR

Prerequisites Lawbringer

You can tap into the heavenly magic that is your birthright. You can cast *continual flame* and *shield other* each once per day as 2nd-level divine innate spells.

AZATA MAGIC — FEAT 9

AASIMAR

Prerequisites Musetouched

Your lineage traces back to the realm of Elysium, and you can harness its magic using this connection. You can cast *glitterdust* and *remove paralysis* each once per day as 2nd-level divine innate spells.

CELESTIAL WINGS ◆◆◆ — FEAT 9

AASIMAR DIVINE MORPH TRANSMUTATION

Frequency once per day

With effort, you can call forth magical wings from your back, similar in appearance to those of your celestial forebears. These wings remain for 10 minutes. You gain a fly Speed equal to your Speed while you've manifested your wings.

DIVINE COUNTERMEASURES — FEAT 9

AASIMAR

You've studied your celestial heritage with the intent of better defending yourself, and you've found that your techniques are equally powerful against celestials, fiends, and other divine entities. You gain a +1 circumstance bonus to all saving throws against divine effects.

13TH LEVEL

AASIMAR'S MERCY — FEAT 13

AASIMAR

Your celestial powers allow you to remove lesser afflictions with ease. Each day, you can cast two 4th-level divine innate spells. You can choose from the following spells each time you cast: *remove curse*, *remove disease*, and *neutralize poison*.

CELESTIAL STRIKES — FEAT 13

AASIMAR

Your connection to good arms all your attacks against forces of evil. All your weapon and unarmed Strikes deal 1 additional good damage and have the good and magical traits.

SUMMON CELESTIAL KIN — FEAT 13

AASIMAR

Prerequisites any aasimar lineage feat

You have a connection to the celestial realms, allowing you to summon a celestial ally. Once per day, you can cast *summon celestial* as a 5th-level divine innate spell, but the celestial summoned must be from the same category as your own lineage, such as a creature with the angel trait if you are angelkin.

17TH LEVEL

CELESTIAL WORD — FEAT 17

AASIMAR

You can call forth a holy word from the celestial realms to punish your foes. Once per day, you can cast *divine decree* as a 7th-level divine innate spell. You must choose good for the spell's alignment, and you can Cast the Spell regardless of whether you worship a deity or what their alignment is.

ETERNAL WINGS — FEAT 17

AASIMAR

Prerequisites Celestial Wings

Your wings are now a permanent part of your body. You gain the effects of Celestial Wings at all times, rather than just once per day for 10 minutes.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Duskwalker

The first duskwalkers manifested as the result of a bargain between two powerful psychopomps, the immortal guardians and guides of souls after death. One believed that certain souls who helped preserve the cycle of life and death but had their own lives cut short deserved reincarnation, while the other felt this would too greatly violate that same cycle. In the end, the duskwalkers rose from a concession between the two that allowed such rebirths to occur but limited their frequency—only a finite number of duskwalkers ever exist at any one point in time.

When they were first created by psychopomps, duskwalkers were expected to perform roles that would serve the goddess of death, Pharasma, and by extension her realm, the Boneyard. But now duskwalkers have found themselves with more freedom of choice and after a century, have only now come to terms with the fact that their destinies are their own to choose. As they are created, not born, most duskwalkers either struggle to integrate with society or seek out communities and organizations to serve as a surrogate family.

Duskwalkers have an inherent understanding of the cycle of life and death. In most cases this manifests as a deep respect for that cycle and pushes the duskwalker toward occupations that help them to protect it, such as hunters of the undead, midwives, morticians, and priests.

If you want a character who has a mysterious background, seeks a society or organization to join, or looks to fight against undead, you should play a duskwalker.

You Might...

- Seek out opportunities to form strong friendships with a diverse array of companions.
- Become focused on preventing the spread of undeath.
- Be intrigued at finding your identity in a previous life.

Others Probably...

- Assume you're a necromancer or have some other strange interest in death or the dead.
- Want to know if you remember your past life or ask you about the secrets of death or the afterlife.

Physical Description

As a reincarnated soul, a duskwalker retains many of the physical traits they possessed in their previous life and is a member of that ancestry, though as a duskwalker they have distinctive ash-gray or dark blue skin. However, sometimes a duskwalker forms from an unusual creature, like a dragon. These duskwalkers appear to be of a humanoid ancestry, but have features like draconic scales or horns.

When a duskwalker perishes and faces final judgment, a new one incarnates within a year from a deserving soul, typically somewhere far from the previous duskwalker's birthplace. Duskwalkers manifest in locations with a sanctified connection to death, such as graveyards or temples, and begin their lives at adolescence. No duskwalker is capable of bearing or siring biological children, but this doesn't prevent them from establishing families, typically through adoption.

Society

It's not uncommon for a duskwalker to go their entire life without encountering another of their kind. Despite their overall rarity, duskwalkers are likely to become adventurers, both due to the strange conditions of their creation and common feelings of social isolation.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Alignment and Religion

Most duskwalkers are neutral or have a neutral component to their alignment. While the typical duskwalker worships or at least respects Pharasma and her powerful psychopomp ushers, any deity associated with death, society, or the occult might attract a duskwalker's attention.

Duskwalker (Uncommon Heritage)

Thanks to an ancient bargain, your soul has been reborn as a duskwalker, a planar scion with a connection to psychopomps and the Boneyard. You gain the duskwalker trait in addition to the traits from your ancestry. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. Neither your body nor your spirit can ever become undead. You can choose from duskwalker feats and feats from your ancestry whenever you gain an ancestry feat.

Duskwalker Feats

1st Level

Duskwalker Lore — Feat 1

DUSKWALKER

You either found another duskwalker who taught you the secrets of your kind, or you managed to research your unusual heritage. You gain the trained proficiency rank in Medicine and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Boneyard Lore.

Ghost Hunter — Feat 1

DUSKWALKER

Your connection to the Boneyard ensures that your blows strike true against spectral beings. Your weapon and unarmed attack Strikes against incorporeal creatures become magical. If they are already magical, they instead gain the effects of a *ghost touch* property rune.

Gravesight — Feat 1

DUSKWALKER

Prerequisites low-light vision

You can see in the darkness as easily as a psychopomp. You gain darkvision.

Special You can select this feat only at 1st level, and you can't retrain into or out of this feat.

5th Level

Lifesense — Feat 5

DIVINATION DIVINE DUSKWALKER

You have a limited ability to sense life force, like your psychopomp forebears. You gain lifesense as an imprecise sense with a range of 10 feet. This allows you to sense the life force within living creatures and its counterforce that animates the undead, though you can't distinguish between the two.

Spirit Soother — Feat 5

DUSKWALKER

You are attuned to the minute sounds and sensations of restless spirits. Even if you aren't Searching, you can attempt a check to find haunts that normally require you to be Searching. You still need to meet any other requirements to find the haunt.

Ward Against Corruption — Feat 5

DUSKWALKER

Your soul is warded against the power of undeath and plague, as well as that of the evil former psychopomps known as sahkils. You gain a +1 circumstance bonus to saving throws against death effects, disease, and all effects from undead or sahkils. This bonus increases to +2 against an undead or sahkil's death effect or disease.

9th Level

Duskwalker Magic — Feat 9

DUSKWALKER

Your connection to psychopomps gives you the power to glimpse the near future and protect corpses from the ravages of undeath. You can cast *augury* and *gentle repose* each once per day as 2nd-level divine innate spells.

Spirit Strikes — Feat 9

DUSKWALKER

Your connection to the Boneyard empowers you to bring death to all forms of life and unlife, exploiting their weaknesses. All your weapon and unarmed Strikes are magical and deal 1 additional negative damage to living creatures and 1 additional positive damage to undead.

13th Level

Resist Ruin — Feat 13

DUSKWALKER

Your duskwalker heritage allows you to extend protection against negative energy to yourself or an ally in need. You gain resistance 5 to negative energy, and once per day, you can cast *death ward* as a divine innate spell.

17th Level

Boneyard's Call — Feat 17

DUSKWALKER

You have a powerful connection to the Boneyard and its courts, granting you the ability to travel to and from the Boneyard. You gain *plane shift* as a divine innate spell. You can cast it twice per week. This can be used only to travel to the Boneyard or from the Boneyard to the Material Plane. Due to your unique connection to the Boneyard, your body serves as the focus, and you don't require a tuning fork.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Tiefling

When the influence of a demon, devil, or other fiend infiltrates the bloodline of a mortal family, tieflings are the inevitable result. Tieflings carry the sinister mark of the fiendish planes upon their flesh, and their specific abilities and physical qualities vary according to their heritage. Hellspawn are those who descend from devils, grimspawn hail from daemonic influences, and pitborn bear the influence of demons, though these are only the three most common among a wide variety of tiefling lineages.

Generations might pass between a fiend's direct influence and the time a tiefling child is born. For those born to ignorant or fearful parents, childhood is particularly hard, but even those whose families accept and nurture them face fear and prejudice from society as a whole. In some cases, this rejection encourages a tiefling to embrace the evil within their heritage, though others carve out a place and live a fulfilling life despite the challenges facing them.

If you want a character who is supernaturally infused with sinister forces, might have a unique appearance, and can fill the role of a complicated or unexpected hero, you should play a tiefling.

You Might...

- Have a strong sense of self-confidence born from a life of having to rely on yourself.
- Feel a kinship with society's underprivileged or criminal elements, or even seek positions of power on the wrong side of the law.
- Place incredible value on hard-won friendships and hold these companions closer than your blood family.

Others Probably...

- Assume you've faced numerous challenges due to your heritage.
- Mistake you for an evil agent of a sinister cult, a fiend worshipper, or even a fiend yourself.
- Think you have associations with powerful fiends, potentially trying to bargain with you for power of their own.

Physical Description

Two tieflings, even siblings or twins, might not look similar at all, for the influence of fiendish lineage manifests in unique and unusual ways. These variations never make a tiefling's appearance so strange as to obscure their humanoid ancestry, but horns, a forked tongue, vestigial wings, a tail, or a cloven hoof in place of a foot are all common and obvious signs of their heritage.

Society

Tieflings tend to adopt the society and culture they were born into. Since most societies consider them to be untrustworthy or even monstrous, tieflings typically gravitate toward those segments of society willing to overlook them entirely, or where their reputation can assist rather than hinder them. With determination and persistence, however, tieflings can earn respect and prestige despite their heritage, finding people who accept them as they are. In regions where worship of fiends is widespread, tieflings can live more openly and achieve great power and respect, although exceptions exist—in the Asmodean nation of Cheliax, for example, tieflings are seen as shameful proof of a failure to maintain control in the face of fiendish influence, and as such are cast out.

Alignment and Religion

A tiefling's fiendish heritage doesn't force evil or cruelty into their being, and each tiefling ultimately chooses their own faith, goals, and personality. But every tiefling feels their forbear's influence in the back of their mind, always ready to tempt and goad when the world appears cruel and unjust. That so many societies hate and fear tieflings only pushes them further toward evil, and many tieflings gravitate toward religions that value and admire fiends, such as the churches of Asmodeus or Lamashtu. Tieflings who choose a path of good face their own challenges, finding they must be more diplomatic, understanding, and patient than members of other ancestries since they are so often faced with ignorance and suspicion. Such tieflings embrace faiths and philosophies that uphold empathy and eschew judgment, finding that even followers of good faiths sometimes struggle to see past fiendish features.

Tiefling (Uncommon Heritage)

You descend from fiends or bear the mark of the fiendish realms, manifesting as some unusual feature that belies your heritage, such as horns or a tail. You gain the tiefling trait, in addition to the traits from your ancestry. You also gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from tiefling feats and feats from your ancestry whenever you gain an ancestry feat.

Tiefling Feats

The following feats are available to tiefling characters.

1st Level

Fiendish Eyes — **Feat 1**

TIEFLING

Prerequisites low-light vision

You can see in the darkness as easily as a fiend. You gain darkvision.

Special You can select this feat only at 1st level, and you can't retrain into or out of this feat.

Fiendish Lore — **Feat 1**

TIEFLING

You were raised by a tiefling or a fiendish relative, or you've

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

devoted yourself to researching the secrets of the fiendish realms. You gain the trained proficiency rank in Intimidation and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in a Lore skill related to the fiendish plane from which you trace your lineage (usually Abaddon Lore, Abyss Lore, or Hell Lore).

FORM OF THE FIEND — FEAT 1

TIEFLING

Part of your body has an obvious, fiendish appearance. Your hands end in razor-sharp claws, you have hooves instead of feet, sharp teeth fill your mouth, or a whipping tail extends from your spine. You gain your choice of one of the following unarmed attacks. The attack is in the brawling group and has the listed damage die and traits.

Claw 1d4 slashing (agile, finesse, unarmed, versatile piercing)
Hoof 1d6 bludgeoning (finesse, unarmed)
Jaws 1d6 piercing (finesse, unarmed)
Tail 1d4 bludgeoning (agile, finesse, unarmed)

Special You can select this feat only at 1st level, and you can't retrain into or out of this feat, nor can you change the type of attack you gained.

GRIMSPAWN — FEAT 1

LINEAGE TIEFLING

Your lineage traces back to a daemon, one of the manifestations of horrific forms of death that devour souls within their foul home of Abaddon. As a result, you cling tenaciously to the last shreds of your own life force. You gain the Diehard feat.

HELLSPAWN — FEAT 1

LINEAGE TIEFLING

Your lineage descends from devils, the conniving schemers of Hell's malevolent hierarchy. You're as skilled at noticing lies and twisted wordings as you are at constructing them. You are trained in Deception and Legal Lore. If you were already trained in Deception (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Lie to Me skill feat.

NIMBLE HOOVES — FEAT 1

TIEFLING

Your legs end in hooves rather than feet, with joints and tendons that allow you to move with great haste. Your Speed increases by 5 feet.

Special The Speed increase from this feat isn't cumulative with any Speed increase from your ancestry feats (such as Nimble Elf).

PITBORN — FEAT 1

LINEAGE TIEFLING

Your blood bears the mark of a demon, a living embodiment of sin from the fetid depths of the Abyss. Demonic power pulses through your veins and manifests in a different way for each pitborn, whether you have webbed fingers and thrive in the water, large hands capable of wrestling larger foes, or some other manifestation. You are trained in Athletics. If you were already trained in Athletics (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain any one common 1st-level skill feat with a prerequisite of trained in Athletics, as reflects the manifestation of your Abyssal blood.

5TH LEVEL

FIENDISH RESISTANCE — FEAT 5

TIEFLING

Your connection to your fiendish forebears has granted you one of their resistances as well. Choose one of the following energy damage types: acid, cold, electricity, fire, or sonic. You gain resistance 5 to that damage type.

Though you can choose any of these, the damage type typically matches a fiend associated with your bloodline. For instance, a hellspawn might choose resistance to fire, or a pitborn with a vrock ancestor might choose resistance to electricity.

MALICIOUS BANE — FEAT 5

TIEFLING

Whether your heart is pure or corrupt, you can call forth a malediction upon your foes. You can cast *bane* once per day as a 1st-level divine innate spell.

SKILLFUL TAIL — FEAT 5

TIEFLING

You've always had a tail, but with practice, you've learned to use it for more than signaling your mood. You can perform simple Interact actions with your tail such as opening an unlocked door. Your tail can't perform actions that require fingers or significant manual dexterity, including any action that would require a check to accomplish, and you can't use it to hold items.

9TH LEVEL

DAEMON MAGIC — FEAT 9

TIEFLING

Prerequisites Grimspawn

The magic of Abaddon runs through your blood, and you can wield that power. You can cast *death knell* and *false life* each once per day as 2nd-level divine innate spells.

DEMON MAGIC — FEAT 9

TIEFLING

Prerequisites Pitborn

You can channel the power of the Abyss through your heritage, producing terrible tangible effects. You can cast *paranoia* and *shatter* each once per day as 2nd-level divine innate spells.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

DEVIL MAGIC — FEAT 9

TIEFLING

Prerequisites Hellspawn

Drawing on the infernal power of your sinister forbears, you mislead your foes with magical deception. You can cast *invisibility* and *misdirection* each once per day as 2nd-level divine innate spells.

FIENDISH WINGS ◆◆◆ — FEAT 9

DIVINE | MORPH | TIEFLING | TRANSMUTATION

Frequency once per day

You can strain to call forth bat-like or otherwise fiendish wings from your back, similar in appearance to those of your fiendish ancestors. Once manifested, these wings remain for 10 minutes. You gain a fly Speed equal to your land Speed while you've manifested your wings.

LIGHT FROM DARKNESS — FEAT 9

TIEFLING

You've battled the fiendish power within your nature and come out on top; whatever you decide to do with your life, for good or evil, will be your choice and your choice alone. This struggle has granted you powerful resistance against the divine. You gain a +1 circumstance bonus to all saving throws against divine effects.

13TH LEVEL

FIEND'S DOOR — FEAT 13

TIEFLING

Like many fiends, you have the supernatural ability to teleport yourself to safety. Once per day, you can cast *dimension door* as a 5th-level divine innate spell.

FIENDISH STRIKES — FEAT 13

TIEFLING

Your festering connection to the forces of evil infuses your weapons with debilitating malevolence, tearing down creatures of good with every attack. All your weapon and unarmed Strikes deal 1 additional evil damage and have the evil and magical traits.

SUMMON FIENDISH KIN — FEAT 13

TIEFLING

Prerequisites any tiefling lineage feat

You have a deep connection to the fiendish realms, allowing you to summon a fiend matching your own lineage. Once per day, you can cast *summon fiend* as a 5th-level divine innate spell. The fiend you summon must match your own lineage.

17TH LEVEL

FIENDISH WORD — FEAT 17

TIEFLING

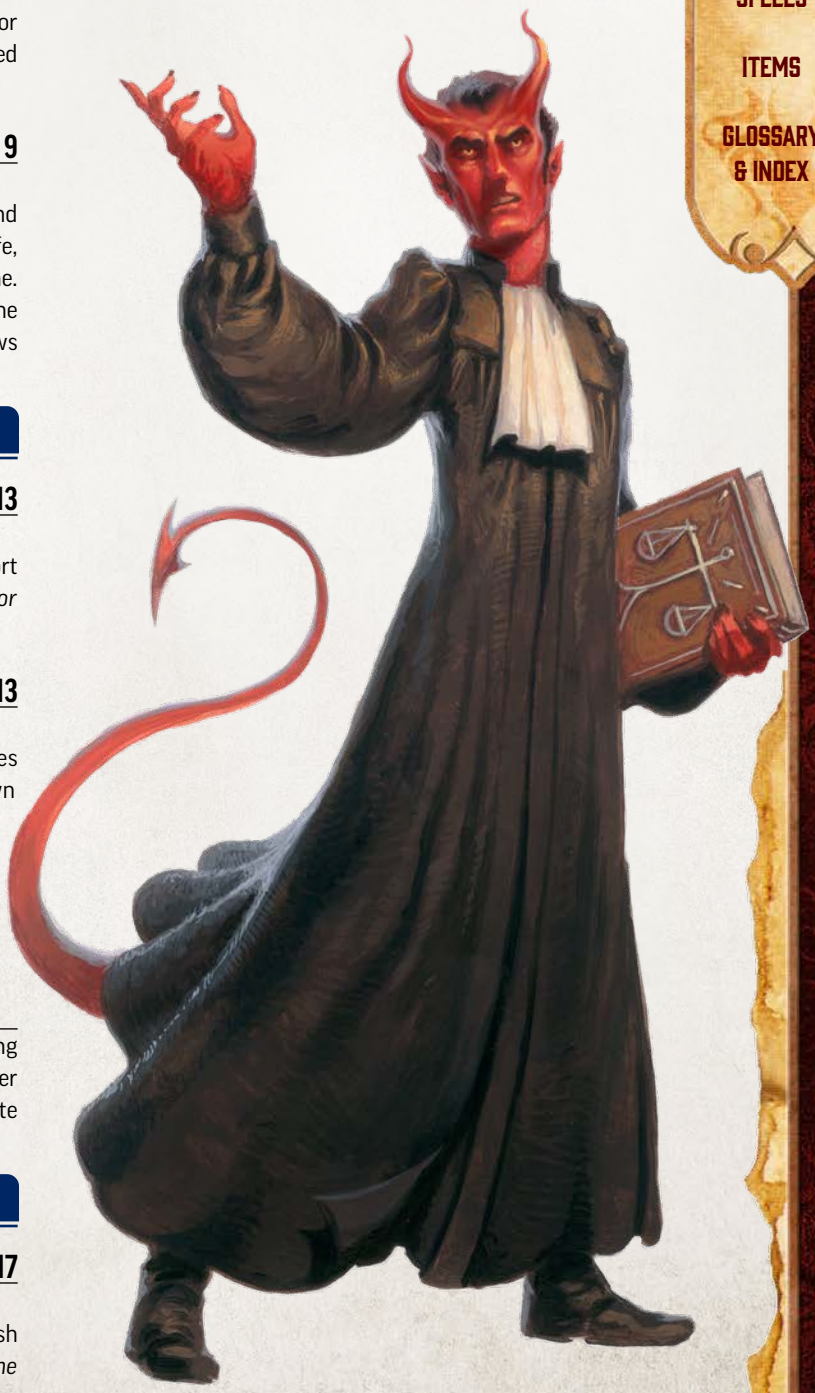
You can call forth a blasphemous word from the fiendish realms to punish your foes. Once per day, you can cast *divine decree* as a 7th-level divine innate spell. You must choose evil for the spell, and you can Cast the Spell regardless of whether you have a deity or what their alignment is.

RELENTLESS WINGS — FEAT 17

TIEFLING

Prerequisites Fiendish Wings

Your wings are now a permanent part of your physiology. You gain the effects of Fiendish Wings at all times, rather than just once per day for 10 minutes.



paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Dwarf Ancestry Feats

1st Level

Dwarven Doughtiness — Feat 1

DWARF

You are either naturally calm and collected in the face of imminent danger, or you are very good at faking it. At the end of your turn, reduce your frightened condition by 2 instead of 1.

Eye for Treasure — Feat 1

DWARF

You know good artisanship when you see it and can wax poetic about crafting techniques and forms. You become trained in Crafting and gain a +1 circumstance bonus on all Crafting checks made to Recall Knowledge. If you would automatically become trained in Crafting (from your background or class, for example), you instead become trained in a skill of your choice. In addition, you gain the Crafter's Appraisal skill feat (page 204), enabling you to identify magic items using the Crafting skill.

5th Level

Defy the Darkness — Feat 5

DWARF

Prerequisites darkvision

Using ancient dwarven methods developed to fight enemies wielding magical darkness, you've honed your darkvision and sworn not to use such magic yourself. You gain greater darkvision, enabling you to see through magical darkness even if it normally hampers darkvision (such as the darkness created by a 4th-level *darkness* spell). You can't cast spells with the darkness trait, use item activations with the darkness trait, or use any other ability with the darkness trait.

Dwarven Reinforcement — Feat 5

DWARF

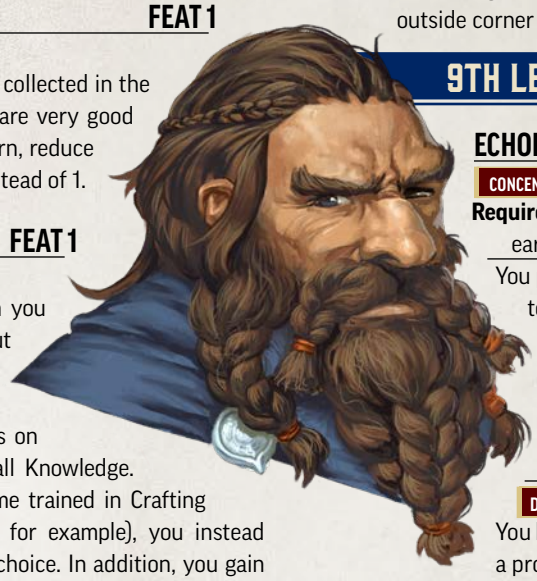
Prerequisites expert in Crafting

You can use your knowledge of engineering and metalwork to temporarily strengthen thick objects and structures. By spending 1 hour working on an item, you can give it a +1 circumstance bonus to its Hardness for 24 hours. If you're a master in Crafting, the bonus is +2, and if you're legendary, the bonus is +3. You can reinforce a portion of a structure, though 1 hour usually reinforces only a door, a few windows, or another section that fits within a 10-foot cube.

Sheltering Slab — Feat 5

DWARF

The stone around you is your ally, and you have learned to use it to shore up your weaknesses. As long as you remain on the ground and are adjacent to a vertical stone wall that rises to your height or taller, you aren't flat-footed against attacks as a result of being flanked. This works even if you are at the outside corner of the wall.



9th Level

Echoes in Stone ◆ — Feat 9

CONCENTRATE DWARF

Requirements You are standing on a stone or earthen surface.

You pause a moment to attune your senses to the stone around you. Until the start of your next turn, you gain a new sense: imprecise tremorsense with a range of 20 feet.

Returning Throw ◆◆ — Feat 9

DWARF

You have mastered the technique of arcing a projectile so that it returns to your hand after being thrown, though this requires a moment to precisely calculate the trajectory and possible ricochets. Make a ranged Strike with a thrown weapon. Once the Strike is complete, the weapon arcs or ricochets back to your hand. If your hands are full when the weapon returns, it falls to the ground in your space.

Stone Bones ↻ — Feat 9

DWARF

Trigger You are struck by a critical hit that deals physical damage.

Your intractable nature can help you shrug off even the most grievous injuries. Attempt a DC 17 flat check. If you are successful, the attack becomes a normal hit.

13th Level

Telluric Power — Feat 13

DWARF

You channel strength from the earth beneath your feet to pummel your enemies. When making a melee Strike against a target who is standing on the same earth or stone surface as you are, you gain a circumstance bonus to the damage roll equal to the number of weapon damage dice.

17th Level

Stonegate — Feat 17

DWARF

Prerequisites Stonewalker

Earthen barriers no longer impede your progress. You gain *passwall* as a 7th-level divine innate spell that you can cast once per day. Unlike the spell, however, this ability can be used only to open passages through barriers of earth or stone.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Elf Ancestry Feats

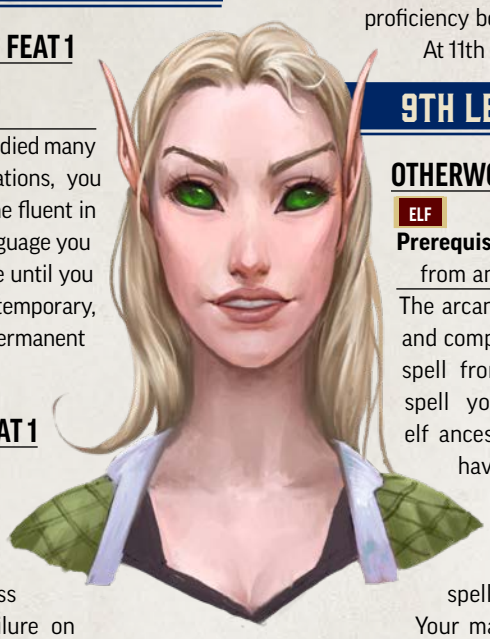
1st Level

Ancestral Linguistics — Feat 1

ELF

Prerequisites at least 100 years old

Over your extensive lifespan, you've studied many languages. During your daily preparations, you can recede into old memories to become fluent in one common language or one other language you have access to. You know this language until you prepare again. Since this knowledge is temporary, you can't use it as a prerequisite for a permanent character option.



Elven Aloofness — Feat 1

ELF

As much as you might care for them, you've come to terms with the ephemeral nature of non-elves, and it makes their threats feel less troublesome. If a non-elf rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (and thus can't try to Coerce you again for 1 week). When a non-elf attempts to Demoralize you, you become temporarily immune for 1 day, instead of 10 minutes.

Know Your Own — Feat 1

ELF

You've spent countless hours studying the history of elves on your world and beyond and are a studied expert in your people's ways. If you critically fail a check to Recall Knowledge about elves, elven society, or elven history, you get a failure instead.

5th Level

Ancestral Suspicion — Feat 5

ELF

Long-lived elves have seen civilizations rise and fall, often at the hands of outside forces. As a result, they have developed a wariness of others who might seek to influence or control them. You've been trained to resist such manipulation, gaining a +2 circumstance bonus to saving throws against effects that would make you controlled, such as *dominate*, and to Perception checks to Sense Motive when trying to determine if a creature is under the influence of such an effect. When you roll a success on a saving throw against such an effect, you get a critical success instead.

Martial Experience — Feat 5

ELF

You've crossed blades with a wide variety of foes wielding a wide variety of weapons, and you've learned the basics of fighting with nearly any of them. When wielding a weapon you aren't proficient with, treat your level as your proficiency bonus.

At 11th level, you become trained in all weapons.

9th Level

Otherworldly Acumen — Feat 9

ELF

Prerequisites at least one innate spell gained from an elf ancestry feat

The arcane magic you possess grows in power and complexity. Choose one common 2nd-level spell from the same tradition as an innate spell you previously gained from another elf ancestry feat (from the arcane list if you have Otherworldly Magic, for example). You can cast that spell as an innate spell once per day, using the same tradition as the list you chose the spell from.

Your magic is adaptable. By spending 1 day of downtime, you can change the spell you chose to a different common 2nd-level spell from the same tradition.

Tree Climber — Feat 9

ELF

You've spent much of your life among the treetops and have become an expert at quickly and safely climbing them. You gain a climb Speed of 10 feet.

13th Level

Avenge Ally ❖ — Feat 13

ELF FORTUNE

Frequency once every 10 minutes

Requirements You are adjacent to an ally with the dying condition.

Though you know that you will eventually outlive your companions, seeing them at death's door brings clarity to your attacks. Make a Strike. Roll twice on the attack roll and use the higher result.

17th Level

Magic Rider — Feat 17

ELF

Your people used powerful magic to travel between distant worlds, and the remnants of that magic make such transportation easier for you. When you are the target of a teleportation spell that transports more than one person, it can affect an additional person beyond the normal limit, chosen by the caster. Additionally, when you're the target of a *teleport* spell, you and the other targets arrive no farther than 1 mile off target, regardless of distance traveled.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Gnome Ancestry Feats

1st Level

Empathetic Plea ↻ — Feat 1

Auditory | Emotion | Gnome | Mental | Visual

Prerequisites trained in Diplomacy

Trigger You are attacked by a creature that you haven't yet acted hostile toward. You must use this reaction before the creature rolls its attack.

The way you cringe or use those puppy-dog eyes you've been practicing elicits an empathetic response in the attacker. Attempt a Diplomacy check against your attacker's Will DC.

Critical Success The creature pulls its attack, wasting its action, and can't use hostile actions against you until the beginning of its next turn.

Success The creature takes a –2 circumstance penalty to damage on the triggering Strike and all its Strikes against you until the beginning of its next turn. The penalty is –4 if you're an expert in Diplomacy, –6 if you're a master, and –8 if you're legendary.

Failure The creature's attack is unaffected, and the creature is temporarily immune to your Empathic Pleas for 24 hours.

Razzle-Dazzle ◆ — Feat 1

Gnome

Frequency once per hour

Trigger You blind or dazzle a creature.

You've spent considerable time practicing the manipulation of light, weaponizing your blade's reflection or bolstering the luminosity of magical displays to unconventional heights. Extend the duration of the blinded or dazzled condition you give the target by 1 round.

5th Level

Project Persona ◆ — Feat 5

Concentrate | Gnome | Illusion | Primal | Visual

Where others etch their armor to serve as a conduit for their imaginations, your vivid mind and bold personality allow you to project a more fitting persona over your lackluster armor. You change the shape and appearance of your armor to appear as ordinary or fine clothes of your imagining. The armor's statistics don't change. This effect lasts as long as you remain conscious and are wearing the armor. A creature can disbelieve the illusion by Seeking or touching your armor. The DC equals your Will DC.

9th Level

Cautious Curiosity — Feat 9

Gnome

Prerequisites at least one arcane or occult innate spell gained from a gnome heritage or gnome ancestry feat

You've learned a few magical techniques for getting yourself both into and out of trouble unnoticed. You gain *misdirection* and *silence* as 2nd-level arcane or occult innate spells. The tradition of these spells must match the tradition you use for your gnome ancestry options. You can cast each spell once per day and can target only yourself.

Life Leap ◆ — Feat 9

Gnome | Move | Necromancy | Teleportation

Requirements You must be adjacent to a living creature.

You phase through a space that a living creature occupies in a flash, spontaneously appearing on the opposite side of it in a vibrant display of colorful light. You move from your current location to another location that's still adjacent to the same living creature, but on the opposite side or corner of the creature's space. To determine whether a position is valid, use the same rules as for flanking: a line through the center of the two spaces must pass through opposite sides or corners of the creature's space.

You pass through the creature's life force, appearing in the selected location; this doesn't trigger reactions based on movement. You must be able to see your destination, and you can't move farther than your Speed would allow.

13th Level

Instinctive Obfuscation ↻ — Feat 13

Gnome | Illusion | Visual

Prerequisites at least one arcane or occult innate spell gained from a gnome heritage or gnome ancestry feat

Frequency once per day

Trigger You are attacked by a foe.

The magic within you manifests as a natural reaction to threats. You gain the effects of *mirror image* but with two images instead of three. The tradition of this action matches the tradition of your gnome ancestry options.

17th Level

Homeward Bound — Feat 17

Gnome

Frequency twice per week

The connection between you and the First World resonates within your body stronger than it does for most gnomes, allowing you to cross the threshold between the Material Plane and the First World. You gain *plane shift* as a primal innate spell. You can cast it twice per week. This can be used only to travel back and forth between the First World and the Material Plane. Due to your body's natural resonance, you can act as the spell focus, and you don't require a tuning fork.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Goblin Ancestry Feats

1st Level

Extra Squishy — Feat 1

GOBLIN

Prerequisites unbreakable goblin heritage

Your rubbery physique makes it easier for you to wedge yourself into tight spaces and more difficult for your enemies to dislodge you. You become trained in Acrobatics. If you would automatically become trained in Acrobatics (from your background or class, for example), you instead become trained in a skill of your choice. If you roll a success to Squeeze, you get a critical success instead. While you're Squeezing, you gain a +4 circumstance bonus to your Fortitude or Reflex DCs against attempts to Shove you or otherwise move you from your space.

Twitchy — Feat 1

GOBLIN

You are naturally suspicious and wary of danger, especially when you suspect someone might be leading you into an ambush. You gain a +1 circumstance bonus to AC and saves against hazards, and to all of your initiative rolls. If at least one of your opponents is using Deception or Diplomacy to determine their initiative, your bonus to initiative from this feat increases to +4.

5th Level

Kneecap ◆ — Feat 5

GOBLIN

You deliver a punishing blow to an enemy's knee, shin, or other vulnerable anatomy within your reach. Make a Strike with one of your melee weapons or melee unarmed attacks. This attack doesn't deal damage. On a hit, the target takes a –10-foot status penalty to its Speed or a –15-foot status penalty on a critical hit. This penalty applies only if the target has a land Speed and depends on legs or other targetable appendages to use its land Speed. As with all penalties to Speed, this can't reduce a creature's Speed below 5 feet.

Loud Singer — Feat 5

GOBLIN

Prerequisites Goblin Song

Staying on pitch, proper breath control, and remembering the words are all less important than the real measure of a good singer: volume! The range of your Goblin Song is increased to 60 feet, and you can target one additional enemy when you use it.

Vandal — Feat 5

GOBLIN

You have a knack for breaking and dismantling things. Putting them back together is the boring part, so you largely don't bother with that. You become trained in Thievery. If you would automatically become trained in Thievery (from your background or class, for example), you instead become trained in a skill of your choice.

In addition, whenever you hit with a Strike against a trap or an unattended object, you ignore the first 5 points of the object's Hardness.

9th Level

Cling ◆ — Feat 9

GOBLIN

Requirements Your last action was a successful Strike.

You hang onto a foe to harry them into submission. If your target moves while you're hanging onto it, you can choose to move with the target. The target is released if you choose not to move with it, at the start of your next turn, or if the target Escapes. Attempts to Escape from a Cling follow the rules for Escape, but use your Acrobatics DC and end the Cling instead of the conditions normally ended by the Escape action.

Special You can use this action without a free hand if your preceding Strike was made with your jaws or a similar unarmed attack you could use to hang on. The GM determines which unarmed attacks apply. Hanging on in this way prevents you from using that unarmed attack.

17th Level

Reckless Abandon ◆ — Feat 17

FORTUNE GOBLIN

Frequency once per day

Despite a lifetime filled with questionable decisions, you've managed to survive, as though you have uncanny luck that lets you avoid the consequences of your own actions. For the remainder of your turn, if you roll a failure or critical failure on a saving throw against a harmful effect, you get a success instead. Further, enemies and hazards that would damage you this turn roll the minimum possible damage.

These benefits apply only to harmful effects incurred entirely during your turn in which you activate Reckless Abandon, such as running through a *prismatic wall*. Persistent damage and conditions that were applied prior to your turn proceed normally, and as soon as your turn ends you are subject to the full consequences of any dangers still threatening you.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

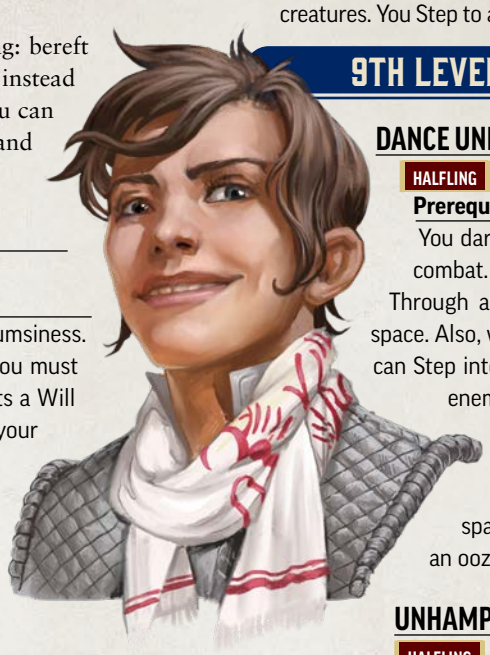
paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Halfling Heritages

Jinxed Halfling

UNCOMMON

You were born with a strange blessing: bereft of the typical halfling luck, you can instead manipulate the fortunes of others. You can never take the Halfling Luck feat, and you gain the Jinx action.



Jinx ◆◆◆

CURSE NECROMANCY OCCULT

Frequency once per day

You can curse another creature with clumsiness. This curse has a range of 30 feet, and you must be able to see your target. The target gets a Will saving throw to resist this jinx, using your class DC or spell DC, whichever is higher.

Success The target is unaffected and is temporarily immune for 24 hours.

Failure The target is clumsy 1 for 1 minute.

Critical Failure The target is clumsy 2 for 1 minute.

Halfling Ancestry Feats

1st Level

Folksy Patter — Feat 1

HALFLING

You are adept at disguising coded messages as folksy idioms. Using slang, jokes, halfling loanwords, and the like, you convey a simple message consisting of three basic words (such as "Danger assassin flee" or "Meet me moonrise"). Your intended listener can attempt a Perception check to discern the message (DC 20 if an ally, DC 15 if a halfling ally, DC 10 if a halfling ally with Folksy Patter). Eavesdroppers can also attempt a Perception check against your Deception DC to discern your meaning. Any bonuses or penalties to Perception checks to Sense Motive apply.

Prairie Rider — Feat 1

HALFLING

You grew up riding your clan's shaggy ponies and riding dogs. You become trained in Nature. If you would automatically become trained in Nature (from your background or class, for example), you instead become trained in a skill of your choice. You also get a +1 circumstance bonus to Command an Animal if the target is a traditional halfling mount, such as a pony or riding dog.

5th Level

Step Lively ↻ — Feat 5

HALFLING

Trigger A Large or larger enemy ends a move action adjacent to you.

You are an expert at avoiding the lumbering footsteps of larger creatures. You Step to another space adjacent to the enemy.

9th Level

Dance Underfoot — Feat 9

HALFLING

Prerequisites Step Lively

You dart under the legs of your enemies in combat. You can end a successful Tumble Through action in a Large or larger enemy's space. Also, when using the Step Lively feat, you can Step into the triggering enemy's space. The enemy must have limbs or otherwise leave you enough room for this maneuver, as determined by the GM. For instance, you could share space with a giant or dragon, but not an ooze.

Unhampered Passage — Feat 9

HALFLING

You won't allow others to restrain you. You can cast *freedom of movement* on yourself as a primal innate spell once per day.

13th Level

Toppling Dance — Feat 13

HALFLING

Prerequisites Dance Underfoot

While sharing a creature's space using Dance Underfoot, your weapons and unarmed attacks gain the trip trait, but only against the creature whose space you share. You can be in the same space as a Large or larger prone creature, even if it's not your ally.

17th Level

Shadow Self — Feat 17

HALFLING

Prerequisites legendary Stealth

Frequency once per hour

Trigger You successfully use Stealth to Hide and become hidden from all your current foes, or use Stealth to Sneak and become undetected to all your current foes.

With a powerful talent for misdirection, you slip from your adversaries' notice so thoroughly you appear to be somewhere else. You become invisible for 1 minute or until you take a hostile action, whichever comes first. Choose a location within 10 feet of you. Until your invisibility ends, you appear to be hidden in that location to anyone trying to find you. If the searcher gets clear evidence that you're not there, they no longer think you're hidden there, but they don't discover your actual location.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Human Ancestry Feats

5th Level

Sense Allies — Feat 5

HUMAN

Like many humans raised in a close-knit community, you have always been strongly attuned to the presence of others. Willing allies that you are aware of within 60 feet that would otherwise be undetected by you are instead hidden from you. The flat check for you to target willing allies within 60 feet that are hidden from you is 5 instead of 11.

9th Level

Group Aid — Feat 9

HUMAN

Your upbringing emphasized teamwork and helping your allies comes naturally to you. After you Aid an ally at a skill check that doesn't have the attack trait, you can also Aid any other ally who attempts the same skill check for the same purpose that round. You do so as a free action rather than a reaction.

The preparation you did to help must still apply to the other allies, and you can Aid each ally only once. For example, if you helped lift up an ally to Aid them on an Athletics check to scale a wall, you could keep the same posture to give a boost to other allies attempting to scale the wall in the same round.

Hardy Traveler — Feat 9

HUMAN

There's no journey too far or burden too heavy when your friends are at your side. Increase your maximum and encumbered Bulk limits by 1. In addition, you gain a +10-foot circumstance bonus to your Speed during overland travel.

13th Level

Advanced General Training — Feat 13

HUMAN

Over the course of adventuring, your adaptability has let you pick up numerous useful abilities. You gain a general feat of 7th level or lower. You must meet the feat's prerequisites.

Special You can select this feat multiple times, choosing a different feat each time.

Bounce Back ◆ — Feat 13

HUMAN

Frequency once per day

Trigger You lose the dying condition.

You recover from near-death experiences with astounding resilience. Don't increase the value of your wounded condition due to losing the dying condition.

Stubborn Persistence — Feat 13

HUMAN

Humans are renowned for their ability to persist through the most grueling of trials. When you would become fatigued, attempt a DC 17 flat check. On a success, you aren't fatigued. If the fatigued condition has an underlying cause that you don't address, such as lack of rest, you must attempt the check again at an interval determined by the GM until you fail the flat check or address the underlying cause.

17th Level

Heroic Presence ◆ — Feat 17

EMOTION HUMAN MENTAL

Frequency once per day

The blood of heroes courses through your veins, and you inspire your allies to dig deep and find a new level of resolve. You grant up to 10 willing creatures within 30 feet the effects of a 6th-level *zealous conviction*, though the effect automatically ends on a target if you give that target a command they would normally find repugnant. This action has the auditory trait or visual trait, depending on how you inspire your allies.

Half-Elf Ancestry Feats

1st Level

Earned Glory — Feat 1

HALF-ELF

Elves are often skeptical of their half-elven kin, and you are experienced at telling stories of your accomplishments to gain their respect. You are trained in Performance. If you would automatically become trained in Performance (from your background or class, for example), you instead become trained in a skill of your choice.

You gain the Impressive Performance feat (*Core Rulebook* 262). When you attempt a Performance check to Make an Impression on an elf, if you roll a critical failure, you get a failure instead.

9th Level

Pinch Time — Feat 9

HALF-ELF

One of your parents has a human life span and another an elven life span, with your own somewhere between. As a result, you have an unusual perspective on time, which you've learned to manifest to aid yourself in moments of stress. You gain *haste* as a 3rd-level arcane innate spell, though you can target only yourself. You can Cast this Spell once per day.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Common Backgrounds

Your character's abilities don't spring into existence at the moment they take up the adventuring life. Their background—the role they had before they became an adventurer—also provides a number of abilities. Most backgrounds are common and can be selected by any character, but some adventurers come from more distinctive roots. The particular histories behind these rare backgrounds provide specialized benefits.

The following common backgrounds supplement those found in the *Core Rulebook* and are available to any character during character creation. Some of these backgrounds grant skill feats from Chapter 4 of this book.

Bandit — Background

Your past includes no small amount of rural banditry, robbing travelers on the road and scraping by. Whether your robbery was sanctioned by a local noble or you did so of your own accord, you eventually got caught up in the adventuring life. Now, adventure is your stock and trade, and years of camping and skirmishing have only helped.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and a Lore skill related to the terrain you worked in (such as Desert Lore or Plains Lore). You gain the Group Coercion skill feat.

Barber — Background

Haircuts, dentistry, bloodletting, and surgery—if it takes a steady hand and a razor, you do it. You may have taken to the road to expand your skills, or to test yourself against a world that leaves your patients so battered and bruised.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Medicine skill and the Surgery Lore skill. You gain the Risky Surgery skill feat (page 208).

Bookkeeper — Background

You ran the numbers on a large farm, for a merchant's endeavors, or with a major guild in the city. You kept track of expenses, payroll, profits, and anything else that had to do with money, for better or worse. If better, you might be adventuring to learn how others ply this trade. If worse, you may be fleeing from impending consequences, in the hope that no one finds you.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill and the Accounting Lore skill. You gain the Eye for Numbers skill feat (page 206).

Cook — Background

You grew up in the kitchens of a tavern or other dining establishment and excelled there, becoming an exceptional cook. Baking, cooking, a little brewing on the side—you've spent lots of time out of sight. It's about time you went out into the world to catch some sights for yourself.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Survival skill and the Cooking Lore skill. You gain the Seasoned skill feat (page 209).

Courier — Background

In your youth, you earned coin running messages for persons of wealth and influence, darting through crowded cobblestone streets. Your dogged commitment to deliver your message was good training for the life of an adventurer.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Society skill and the Lore skill for the city in which you were raised. You gain the Glean Contents skill feat (page 206).

Cultist — Background

You were (or still are) a member of a cult whose rites may involve sacred dances to ensure a strong harvest or dire rituals that call upon dark powers. You might have taken up adventuring to further your cult's aims, to initiate yourself into the world's grander mysteries, or to flee unsavory practices or strictures.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Occultism skill and the Lore skill related to your deity or cult. You gain the Schooled in Secrets skill feat (page 208).

Insurgent — Background

You were more than a rebel; you were a revolutionary, fighting for the promise of a new or better country. You may or may not still believe in the cause, or perhaps victory or exile has led you on this new journey to trumpet your glory... or to escape the consequences of your defeat.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Deception skill and the Warfare Lore skill. You gain the Lengthy Diversion skill feat.

Outrider — Background

In your youth, you galloped on horseback over vast prairies, serving as a vanguard for your settlement, an army, or another group. Seeing so many different lands built a thirst in you to adventure and explore the world instead of just racing past it.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Plains Lore skill. You gain the Express Rider skill feat (page 206).

PILGRIM BACKGROUND

In your youth, you made several pilgrimages to important shrines and holy sites. You might have been a mendicant friar, a seller of holy relics (real or fraudulent), or just a simple farmer following the dictates of your faith. Whatever the aims of your wanderings now, your faith still protects you on the road.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Religion skill and the Lore skill for your patron deity. You gain the Pilgrim's Token skill feat (page 208).

REFUGEE BACKGROUND

You come from a land very distant from the one you now find yourself in, driven by war, plague, or simply in the pursuit of opportunity. Regardless of your origin or the reason you left your home, you find yourself an outsider in this new land. Adventuring is a way to support yourself while offering hope to those who need it most.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Society skill and a Lore skill related to the settlement you came from. You gain the Streetwise skill feat.

ROOT WORKER BACKGROUND

Some ailments can't be cured by herbs alone. You learned ritual remedies as well, calling on nature spirits to soothe aches and ward off the evil eye. Taking up with adventurers has given you company on the road, as well as protection from those who would brand you a fake—or worse.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Occultism skill and the Herbalism Lore skill. You gain the Root Magic skill feat (page 208).

SCAVENGER BACKGROUND

You've made a living sorting through the things society throws away. You might have scavenged simply to survive, or plied a trade as a ragpicker, dung carter, or the like. While you've left that life behind, you still keep one eye on the ground out of habit.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Lore skill for the settlement you grew up scavenging in. You gain the Forager skill feat.

SERVANT BACKGROUND

You held a role of servitude, waiting on nobles and engendering their trust as one of the confidantes of the household. You might have walked away on good terms, or perhaps you know dangerous secrets about your former masters. Regardless, you're adventuring for a change and finding that in this new role, the skills you've learned now serve you.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Society skill and the Labor Lore skill. You gain the Read Lips skill feat.

SQUIRE BACKGROUND

You trained at the feet of a knight, maintaining their gear and supporting them at tourneys and in battle. Now you search for a challenge that will prove you worthy of full knighthood, or you've spurned pomp and ceremony to test yourself in honest, albeit less formal, combat.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and your choice of the Heraldry Lore or Warfare Lore skill. You gain the Armor Assist skill feat (page 203).

TAX COLLECTOR BACKGROUND

Reviled but required, you were sent when taxes were due. Performing your job might have required travel and persuasion, or perhaps you were responsible for collecting taxes on trade. Either way, it sometimes meant dirty hands, and adventuring seemed the next logical step to you.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Lore skill for the settlement that employed you. You gain the Quick Coercion skill feat.

TEACHER BACKGROUND

You are incredibly knowledgeable, skilled, and perhaps even trained to teach children and adults about the world and its wonders. From books to classes, you're committed to imparting knowledge to all. Not everything can be taught or learned from a book, though, so you've become an adventurer to learn subjects more directly and bring that wisdom back to your students.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in your choice of the Performance or Society skills, along with the Academia Lore skill. You gain the Experienced Professional skill feat.

WARD BACKGROUND

When you were young, you became the ward of another house—boarded, fed, and educated, but never quite a part of the family. Perhaps you had to tend to their needs in return for feeding and raising you, or perhaps you were provided for but disregarded. Now, adventuring is your chance to grow and roam free.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Performance skill and the Genealogy Lore skill. You gain the Fascinating Performance skill feat.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

RARE BACKGROUNDS

While most backgrounds are available to any character, some backgrounds are so unusual that just having them makes a character rare and extraordinary.

These rare backgrounds can give a player a significantly different roleplaying experience by setting their character up with a history or legacy beyond the norm. Whether a character with the royalty background is heir to the throne of the kingdom where your campaign takes place or to a distant but powerful nation in the same world, the character is situated in a special position within the narrative. Your character's background is an intrinsic part of where they come from and not something they earn during the game. Rare backgrounds should be chosen only after a discussion between the GM and the other players as to whether one would apply for a particular character in your group's game.

Backgrounds can also be unique, such that no other character can have them if your character does. To create unique backgrounds, you can adapt the rare backgrounds in this section by including more specific details.

AMNESIAC

RARE

Your background is... well... honestly, you can't remember! You might have inklings deep within your mind, undercurrents of unusual emotions or unexpected responses to certain people or situations, but ultimately you don't know who you once were. You might be adventuring specifically to help discover yourself. It's up to you and the GM how to handle the truth of your character's backstory. You could leave it to the GM so it's a secret, work together with the GM, or even choose to leave it undecided until later. In any case, you and your GM should determine a few noteworthy details about your character or their belongings to get the first clues to your past.

You gain three free ability boosts. You choose two, and the GM chooses the third based on their first inklings of your character's possible history.

BLESSED — BACKGROUND

RARE

You have been blessed by a divinity. For an unknown reason, and irrespective of your actual beliefs, a deity has granted you a boon to use for good or ill. Your blessing grants wisdom and insight to aid you in your struggles. You may or may not even know the identity of the being who blessed you, and the blessing might come with a cost you discover later on.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You are trained in a Lore skill associated with the deity who blessed you (such as Shelyn Lore) if you know their identity, or else in a Lore skill of the GM's choice if you don't. Either you can cast *guidance* as a divine innate spell at will, or you gain a similar blessing determined by the GM.

CURSED — BACKGROUND

RARE

You are the victim of a personal or hereditary curse. Through great effort and occult study, you have learned to fend off the curse's worst effects and, by extension, you can protect yourself against other harmful magic. However, the curse still hangs over you and sometimes manifests in dangerous ways.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You are trained in Occultism and Curse Lore. You gain the Warding Sign reaction. You and the GM should determine the full effects of the curse, though you've staved most of them off for now. The GM determines the curse's lingering manifestations on you, which usually include at least a constant or very frequent thematic effect and occasional more dangerous effects.

Warding Sign ↻ (concentrate) **Frequency** once per minute; **Trigger** You attempt a saving throw against a magical effect, but you haven't rolled yet; **Effect** You call on the power of a personal, eldritch sign of protection, which flares brightly before slowly fading. You gain a +2 circumstance bonus to the triggering saving throw, or a +3 circumstance bonus if the effect is a curse.

FERAL CHILD — BACKGROUND

RARE

You spent your youth in the wilderness, living close to or perhaps raised by animals. You have a close, mystical connection with these animals and gained certain abilities from them, though this limited your well-roundedness in mental pursuits.

Choose one ability boost. It must be Strength, Dexterity, or Constitution.

You are trained in Nature and Survival. You gain low-light vision (or darkvision if you already had low-light vision), imprecise scent with a range of 30 feet, and the Forager skill feat.

FEYBOUND — BACKGROUND

RARE

You have spent time in the First World or another realm of the fey and aren't entirely the same person you were before. Perhaps you made a purchase at the legendary Witchmarket or partook deeply of fey food and wine. Whatever the case, willingly or inadvertently, you made a bargain with the fey, the benefits of which come at a price.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You are trained in Fey Lore and gain the Fey's Fortune free action. You must follow some rule or limitation as part of your pact with the fey. If you violate the rule, you lose Fey's Fortune

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

until you receive the effects of a successful *atone* ritual using the Nature skill. The exact limitation is up to you and the GM, but the most common requirement is that you must fulfill a single request from any fey who knows your name.

Fey's Fortune ◆ (concentrate, fortune) **Frequency** once per day; **Trigger** You attempt a skill check and haven't yet rolled; **Effect** Roll the skill check twice and use the better result.

HAUNTED — BACKGROUND

RARE

You are followed by a spirit or entity, either from childhood or since a traumatic or momentous event. You may have seen this entity. Others may have seen it as well. You have studied esoteric subjects trying to understand your situation, but this presence in your life remains a mystery. Whatever this entity is or wants, it influences your life in subtle ways, not always good. Sometimes the entity helps you, but at other times, its influence is malevolent or harmful. The entity is most likely to surface in stressful situations.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You are trained in Occultism and an additional skill in which the haunting entity is well-versed, determined by the GM. Any time you attempt a skill check for the entity's skill, the GM can offer you a +1 circumstance bonus to the check, as though the entity were Aiding you. If you accept but fail the check, you are frightened 2 (frightened 4 on a critical failure). The initial frightened value can't be reduced by effects that would reduce or prevent the condition (such as a fighter's bravery).

RETURNED — BACKGROUND

RARE

You died and miraculously returned with knowledge of the realms beyond death and a stronger link to life. Some dead and undead souls might feel a strange, instinctual kinship with you.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You gain the Diehard feat and the Additional Lore feat for Boneyard Lore.

ROYALTY — BACKGROUND

RARE

You are a prominent member of a royal family. You have taken up the life of an adventurer—perhaps you're a deposed queen hoping to regain her throne, a prince seeking a more exciting life, or a princess on a secret mission.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You are trained in Society. You gain the Courtly Graces skill feat and can influence commoners in your family's territory, as well as nobility anywhere. If you later gain the Connections skill feat, you automatically have common and noble connections within any community in your royal family's territory and have noble connections in large communities outside your territory.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

CHAPTER 2: CLASSES

There are more classes in the world of Pathfinder than those explored in the Core Rulebook, *and each of those classes has near-infinite variety. This chapter introduces the new investigator, oracle, swashbuckler, and witch classes and offers new options for each of the 12* Core Rulebook *classes.*

The entries on pages 54–105 describe four new classes, including all the information you need to play each class from 1st to 20th level. The chapter continues with new content for the *Core Rulebook* classes. If you're looking for something new for your favorite *Core Rulebook* class, those options are listed to the left. The chapter concludes on page 144 with new animal companion and familiar options.

INVESTIGATOR **PAGE 54**

Clever and insightful, the investigator solves mysteries and teems with knowledge. In battle, they play out every possibility in advance, striking true when the time is right. Their methodology grants them an edge, and their high Intelligence and number of skills mean they almost always have the right tool for the job.

ORACLE **PAGE 66**

The oracle is a paradox of divine magic, able to tap into and manipulate energies from disparate sources throughout the universe that would overwhelm anyone else. These mysteries grant unusual powers and revelations, as well as a double-edged curse—which they must learn how to simultaneously endure and exploit.

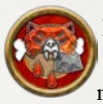
SWASHBUCKLER **PAGE 82**

To a swashbuckler, anything worth doing is worth doing with style. This dynamic daredevil performs bold feats of derring-do and mixes their own unique style with flamboyant attacks. The swashbuckler tumbles around the battlefield, befuddling their foes to set them up for powerful finishing moves.

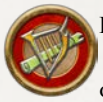
WITCH **PAGE 94**

The witch is a versatile spellcaster who learns a variety of magical lessons from a mystical familiar, sent to them by a powerful and mysterious patron. The witch's mastery of potent hexes from their patron allows them to supplement their other spells with special tricks to solve any problem.

Alchemist (page 106): You can learn a variety of new discoveries or study the new toxicologist research field.



Barbarian (page 108): Achieve new feats of strength and brutality, or gain your rage from the new superstition instinct.



Bard (page 112): Perform new compositions, learn new and unusual tricks, or find a muse in the heat of battle.

Champion (page 116): You can engage in new feats of heroism, or you might even eschew such things completely and devote yourself to evil tenets.

Cleric (page 122): Find new ways to gain additional power and guidance from your deity, including premonitions to help protect you from harm.

Druid (page 124): Your connection to nature teaches you new primal techniques, including feats to sow seeds into weapons and spells alike.

Fighter (page 126): Learn a variety of new martial techniques, including flourishes, presses, reactions, and a new stance.

Monk (page 128): Master new and exciting forms of martial arts, with many new stances for monastic archers and clever scrappers alike.

Ranger (page 132): Discover a brand new type of focus spell called warden spells, as well as additional martial and wilderness techniques.

Rogue (page 134): Pick up all sorts of new tricks, or dig into new rackets: the scheming mastermind or the magical eldritch trickster.

Sorcerer (page 138): Uncover powerful new secrets in your blood, including four new bloodlines: genie, nymph, psychopomp, and shadow.

Wizard (page 142): Research powerful new magical secrets, including the staff nexus thesis.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

INVESTIGATOR

You seek to uncover the truth, doggedly pursuing leads to reveal the plots of devious villains, discover ancient secrets, or unravel other mysteries. Your analytical mind quickly formulates solutions to complicated problems and your honed senses identify even the most obscure clues. Wielding knowledge as a weapon, you study the creatures and dangers you encounter to exploit their weaknesses.

KEY ABILITY

INTELLIGENCE

At 1st level, your class gives you an ability boost to Intelligence.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

Your keen insights regarding your foes make you more dangerous than your physical strength would suggest. After spending a moment to study your enemies, your perceptiveness allows you to act quickly, striking them where it hurts most. You often assist tougher members of your party, wisely protecting yourself while providing vital aid.

DURING SOCIAL ENCOUNTERS...

Few can stand up against your scrutiny. You might not be the most charming, but you see things for what they really are and develop an understanding of a social situation rapidly. Every conversation is an investigation, after all, and you never know what you might uncover!

WHILE EXPLORING...

You look for clues in your environment. You often prove yourself to be a valuable ally by serving as a party scout, analyzing the intricacies of puzzles or mysterious phenomena, and pursuing leads that could reveal beneficial information.

IN DOWNTIME...

You study up on subjects new and old, make new allies you can share information with, and pursue hobbies that keep your active mind satisfied. You might make a bit of coin on the side working as a private detective or consulting with the local constabulary.

YOU MIGHT...

- Start asking questions—including several that are quite involved—immediately after you're presented with a conundrum.
- Strive to uncover the deeper meanings behind anything you encounter and to identify the social machinations that truly drive events behind the scenes.
- Get so involved in a case that you ignore other matters, deeming them trivial.

OTHERS PROBABLY...

- Find the cascades of information you spout forth extremely helpful, if difficult to fully comprehend.
- Get a bit annoyed that you're such a know-it-all.
- Rely on you to solve mysteries, puzzles, or other challenges requiring intellectual curiosity and reasoning.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude
Expert in Reflex
Expert in Will

SKILLS

Trained in Society
Trained in one or more skills determined by your methodology
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple and martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in unarmored defense

CLASS DC

Trained in investigator class DC

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

TABLE 2-1: INVESTIGATOR ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, on the case, Devise a Stratagem, methodology, investigator feat, strategic strike 1d6
2	Investigator feat, skill feat, skill increase
3	General feat, keen recollection, skill increase, skillful lesson
4	Investigator feat, skill feat, skill increase
5	Ability boosts, ancestry feat, skill increase, skillful lesson, strategic strike 2d6, weapon expertise
6	Investigator feat, skill feat, skill increase
7	General feat, skill increase, skillful lesson, vigilant senses, weapon specialization
8	Investigator feat, skill feat, skill increase
9	Ancestry feat, great fortitude, investigator expertise, skill increase, skillful lesson, strategic strike 3d6
10	Ability boosts, investigator feat, skill feat, skill increase
11	Deductive improvisation, general feat, resolve, skill increase, skillful lesson
12	Investigator feat, skill feat, skill increase
13	Ancestry feat, incredible senses, light armor expertise, skill increase, skillful lesson, strategic strike 4d6, weapon mastery
14	Investigator feat, skill feat, skill increase
15	Ability boosts, evasion, general feat, greater weapon specialization, skill increase, skillful lesson
16	Investigator feat, skill feat, skill increase
17	Ancestry feat, greater resolve, skill increase, skillful lesson, strategic strike 5d6
18	Investigator feat, skill feat, skill increase
19	General feat, light armor mastery, master detective, skill increase, skillful lesson
20	Ability boosts, investigator feat, skill feat, skill increase

Class Features

You gain these abilities as an investigator. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

ON THE CASE

As an investigator, you think of your adventures as cases waiting to be solved. You gain one activity and one reaction you can use to investigate cases: Pursue a Lead and Clue In.

PURSUE A LEAD

CONCENTRATE | EXPLORATION | INVESTIGATOR

Frequency once per 10 minutes

You spend 1 minute examining the details of one potential clue, designating the subject related to that clue as the target of your active investigation. This subject is typically a single creature, item, or small location (such as a room or corridor), but the GM might allow a different scope for your investigation. You don't need to know the identity, purpose, or nature of the subject, but you do need to be aware of its existence. For instance, finding a footprint is enough to investigate the creature that left it, and seeing a hasty sketch of an item or location can be enough to start your investigation of that subject.

Whenever you attempt a Perception or skill check to investigate a designated subject, you gain a +1 circumstance bonus to the check. The exact checks this applies to depend on the actions you use to investigate and are determined by the GM, but checks to investigate are typically Perception checks or skill checks that use Intelligence, Wisdom, or Charisma.

You can maintain two active investigations at a time. If you Pursue another Lead after that, the subject must be different from any of your current investigations (or rather, they must be different as far as you know), and you give up on a current subject of your choice. Once you've given up pursuit of a subject, you can't Pursue that Lead again until after the next time you make your daily preparations.

CLUE IN ↻

CONCENTRATE | INVESTIGATOR

Frequency once per 10 minutes

Trigger Another creature attempts a check to investigate a lead you're pursuing.

You share information with the triggering creature. They gain a circumstance bonus to their check equal to your circumstance bonus to checks investigating your subject from Pursue a Lead. The GM can add any relevant traits to this reaction depending on the situation, such as auditory and linguistic if you're conveying information verbally.

DEVISE A STRATAGEM

You can play out a battle in your head, using brains rather than brawn to execute an attack.

DEVISE A STRATAGEM ◆

CONCENTRATE | FORTUNE | INVESTIGATOR

Frequency once per round

You assess a foe's weaknesses in combat and use them to formulate a plan of attack against your enemy. Choose a creature you can see and roll a d20. If you Strike the chosen creature later this round, you must use the result of the roll you made to Devise a Stratagem for your Strike's attack roll instead of rolling. You make this substitution only for the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

first Strike you make against the creature this round, not any subsequent attacks.

When you make this substitution, you can also add your Intelligence modifier to your attack roll instead of your Strength or Dexterity modifier, provided your Strike uses an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon (which must be agile or finesse if it's a melee weapon with the thrown trait), or a sap.

If you're aware that the creature you choose is the subject of a lead you're pursuing, you can use this ability as a free action.

Methodology

Your studies have made you savvy in many areas, but one in particular drew your intense interest. Choose a methodology. The methodologies presented in this book are as follows.

Alchemical Sciences

Your methodology emphasizes chemical and alchemical analysis, collecting information from unusual particles and fluids found on the scene. You possess enough alchemical know-how to whip up a few tinctures to help you with your cases.

You're trained in Crafting and gain the Alchemical Crafting skill feat (*Core Rulebook* 258). In addition, you gain a standard formula book for free and learn the formulas for two additional common 1st-level alchemical items, which must be elixirs or tools. Each time you gain a level, you learn the formula for one common alchemical elixir or alchemical tool of any level of item you can create.

During your daily preparations, you can create a number of versatile vials—alchemical concoctions that can quickly be turned into elixirs and tools—equal to your Intelligence modifier. You can use the Quick Tincture action to turn one of these vials into an elixir or alchemical tool for which you know the formula.

Quick Tincture ◆

INVESTIGATOR | MANIPULATE

Cost 1 versatile vial

Requirements You know the formula for the alchemical item you're creating, you are holding or wearing alchemist's tools, and you have a free hand.

You quickly brew up a short-lived tincture. You create a single alchemical elixir or tool of your level or lower without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the end of the current turn.

Empiricism

Everything comes down to data. Calculating statistics, running numbers, and using inductive reasoning allows you to determine the most likely outcome of any scenario, and anything out of place draws your keen attention.

You are trained in one Intelligence-based skill of your choice. You gain the That's Odd investigator feat (page 60), and you gain the Expeditious Inspection free action.

Expeditious Inspection ◆

INVESTIGATOR

Frequency once per 10 minutes

You observe and assess your surroundings with great speed. You Recall Knowledge, Seek, or Sense Motive.

Introduction
Ancestries & Backgrounds
Classes
Archetypes
Feats
Spells
Items
Glossary & Index

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INVESTIGATOR FEATS

If you need to look up an investigator feat by name instead of by level, use this table.

Feat	Level
Alchemical Discoveries	4
Athletic Strategist	2
Blind-Fight	8
Clue Them All In	8
Connect the Dots	6
Detective's Readiness	4
Didactic Strike	16
Everyone's a Suspect	20
Flexible Studies	1
Foresee Danger	12
Implausible Purchase	16
Just One More Thing	10
Just the Facts	20
Known Weaknesses	1
Lead Investigator	18
Lie Detector	4
Ongoing Investigation	4
Ongoing Strategy	10
Plot the Future	14
Predictive Purchase	6
Reason Rapidly	12
Reconstruct the Scene	16
Red Herring	2
Scalpel's Point	4
Sense the Unseen	14
Shared Stratagem	2
Solid Lead	2
Strategic Assessment	4
Strategic Bypass	14
Suspect of Opportunity	10
Takedown Expert	1
That's Odd	1
Thorough Research	6
Trap Finder	1
Trickster's Ace	18
Underworld Investigator	1
Whodunnit?	8

Forensic Medicine

You've learned that in most cases, especially murders, criminals tend to leave more evidence of the crime on the body than they'd like to believe. Information from bruising, bone fractures, blood spatters, and even the life cycle of carrion insects can provide valuable clues that help reconstruct the scene.

You're trained in Medicine and gain the Forensic Acumen (page 206) and Battle Medicine (*Core Rulebook* 258) skill feats. When you use Battle Medicine, on a success the target recovers additional Hit Points equal to your level, and the target becomes temporarily immune for only 1 hour, not 1 day.

Interrogation

People can't help but trust you, whether through your inherent likableness or your firm insistence on sticking to the truth. You have a way about you that gets others talking, and you've developed interrogative techniques to help you get to the truth of your investigations.

You are trained in Diplomacy. You gain the No Cause for Alarm skill feat (page 208). You can also Pursue a Lead over the course of a conversation rather than spending dedicated time looking into the lead, provided the conversation lasts 1 minute or longer. For example, while trying to Make an Impression, you could pursue the creature you're conversing with as a lead, and you could Pursue a Lead about an object while someone is telling you information about that object. You also gain the Pointed Question action.

POINTED QUESTION ❖

AUDITORY | CONCENTRATE | INVESTIGATOR | LINGUISTIC | MENTAL

You ask a question that charms or needles someone in just the right way. Ask a question of a non-allied creature that you can see and have been conversing with. Attempt a Diplomacy check against the creature's Will DC. The creature is then temporarily immune for 1 hour.

Critical Success The target must directly answer your question. It doesn't have to answer truthfully, but you gain a +4 circumstance bonus to your Perception DC if the creature attempts to Lie to you.

Success As critical success, but the circumstance bonus is +2.

Failure The target can refuse to answer you as normal.

Critical Failure The target can refuse to answer you as normal, and its attitude toward you decreases by one step due to your aggravating attention.

INVESTIGATOR FEATS

At 1st level and every even-numbered level, you gain an investigator class feat.

STRATEGIC STRIKE

When you strike carefully and with forethought, you deal a telling blow. When making a Strike that adds your Intelligence modifier on your attack roll due to Devising a Stratagem, you deal an additional 1d6 precision damage.

As your investigator level increases, so too does the deadliness of your strategic strike. Increase the number of dice by one at 5th, 9th, 13th, and 17th levels.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

SKILL INCREASES 2ND

You gain more skill increases than members of other classes. At 2nd level and every level thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in or to become an expert in one skill in which you're already trained.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

KEEN RECOLLECTION 3RD

You can recall pertinent facts on topics that aren't your specialty. Your proficiency bonus to untrained skill checks to Recall Knowledge is equal to your level instead of +0.

SKILLFUL LESSONS 3RD

At 3rd level and every odd-numbered level thereafter, you gain a skill feat. This feat must be for an Intelligence-, Wisdom-, or Charisma-based skill, or for the skill you gained from your methodology.

ABILITY BOOSTS 5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

WEAPON EXPERTISE 5TH

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert.

VIGILANT SENSES 7TH

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank in Perception increases to master.

WEAPON SPECIALIZATION 7TH

You can inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

GREAT FORTITUDE 9TH

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

INVESTIGATOR EXPERTISE 9TH

You've refined your investigative techniques to an exceptional degree. Your circumstance bonus from Pursue a Lead increases to +2. Your proficiency rank for your investigator class DC increases to expert.

DEDUCTIVE IMPROVISATION 11TH

You use your skills at deduction to perform whatever task is necessary to solve the case. You can attempt any check that requires you to be trained in a skill, even if you're untrained in it; you can attempt any check that requires you to have expert proficiency in a skill so long as you're trained in it; and you can attempt any check that requires you to have master proficiency in a skill as long as you have expert proficiency in it.

RESOLVE 11TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

INCREDIBLE SENSES 13TH

You notice things that are almost impossible for an ordinary person to detect. Your proficiency rank for Perception increases to legendary.

LIGHT ARMOR EXPERTISE 13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

WEAPON MASTERY 13TH

You fully understand your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

EVASION 15TH

You've learned to move quickly to avoid explosions, a dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

GREATER RESOLVE 17TH

Your unbelievable training grants you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

LIGHT ARMOR MASTERY 19TH

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

MASTER DETECTIVE 19TH

As a master detective, you can solve any case and find all the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

clues available. If you're pursuing the subject of a lead and you enter a new location that includes another clue toward solving the mystery, the GM informs you of the existence of the clue and its type: an object, person, spell effect, or the like. When you find the clue, the GM informs you that you've done so. If there is more than one clue in the location, the GM chooses one to inform you about. When you find any of the clues in that location, the GM informs you that you've done so, even if it wasn't the clue they'd chosen or there are other clues you haven't found. Your proficiency rank for your investigator class DC increases to master.

Investigator Feats

At every level that you gain an investigator feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Flexible Studies — Feat 1

INVESTIGATOR

You've collected a cross-section of information on various disciplines you can refer to when preparing for various tasks. During your daily preparations, you can cram on a certain subject to become temporarily trained in one skill of your choice. This proficiency lasts until you prepare again. As this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

Known Weaknesses — Feat 1

INVESTIGATOR

Whenever you Devise a Stratagem, you can also attempt a check to Recall Knowledge as part of that action. If you critically succeed at the Recall Knowledge check, you notice a weakness and gain a +1 circumstance bonus to your attack roll from Devise a Stratagem. If you immediately convey this information to your allies as part of the check, each ally gains a +1 circumstance bonus to their next attack roll against the subject, as long as their attack is made before the beginning of your next turn.

Takedown Expert — Feat 1

INVESTIGATOR

You've mastered combat practices that let you get up close and bring down perpetrators alive. You can use your Intelligence modifier on attack rolls when you Devise a Stratagem if you're using a weapon of the club group in one hand (like a club, staff, or sap), in addition to the usual weapons, and those Strikes qualify for your strategic strike. Additionally, you can make any of your Strikes nonlethal without taking the normal –2 penalty.

That's Odd — Feat 1

INVESTIGATOR

When you enter a new location, such as a room or corridor, you immediately notice one thing out of the ordinary. The GM determines what it is, or whether there's nothing reasonable to pick up, skipping obvious clues that can be easily noticed without a check or specifically looking for them. You learn only that an area or object is suspicious, but not why it's suspicious. For example, if you entered a study with a large bloodstain on the ground, the bloodstain is so obviously suspicious it's evident to you already, so the GM might note that there's something suspicious about the desk drawer instead. You would then need to investigate the drawer further to find out what specifically is out of the ordinary. That's Odd doesn't reveal whether creatures are suspicious.

You don't typically get any benefit when you leave and come back to a place, though if a major change has happened there and time has passed, the GM might determine that you do.

Trap Finder — Feat 1

INVESTIGATOR

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

Underworld Investigator — Feat 1

INVESTIGATOR

Your work as an investigator makes you familiar with the criminal element. You might be a criminal yourself, or you might have gained an understanding of how they operate from the outside. You become trained in Underworld Lore, and you gain your Pursue a Lead circumstance bonus to Thievery checks to investigate the subject of your lead (such as checks to Steal a clue from a suspect or Pick a Lock to open a safe with damning documents).

2nd Level

Athletic Strategist — Feat 2

INVESTIGATOR

Prerequisites trained in Athletics

You know how to calculatedly manipulate joints and body weight. In addition to using Devise a Stratagem to modify a Strike, you can use it to modify a Disarm, Grapple, Shove, or Trip attempt, substituting your Devise a Stratagem roll for the Athletics check. You must apply the substitution to the first eligible attack you make, whether it's a Strike or one of the Athletics actions.

You can also use your Intelligence modifier instead of Strength for the Athletics check when you substitute your Devise a Stratagem roll, unless you're using a weapon for the maneuver and the weapon doesn't fit the restrictions for using Intelligence with a stratagem.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

RED HERRING — FEAT 2

INVESTIGATOR

You have a keen sense for avoiding spurious lines of inquiry. When you Pursue a Lead, the GM tells you if the lead you chose is inconsequential. For example, if you found a splatter of gray mud on the wall, thought it was suspicious, and Pursued it as a Lead, the GM would tell you if there was no greater mystery related to it. When the GM tells you a lead is inconsequential, you can decline to Pursue the Lead, keeping any leads you were already pursuing. You still can't use Pursue a Lead again for 10 minutes, as normal.

SHARED STRATAGEM — FEAT 2

INVESTIGATOR

The plans you make include your allies as well as yourself. When you hit a creature with an attack on which you substituted your attack roll due to Devising a Stratagem, designate one ally. The creature you hit is flat-footed to that ally on the next attack the designated ally makes against that creature before the start of your next turn.

SOLID LEAD — FEAT 2

INVESTIGATOR

Sometimes your case splinters into smaller mysteries, but you never lose sight of the big picture. Once per day when you give up on the subject of a lead due to using Pursue a Lead again, you can designate the lead you stopped pursuing as your solid lead for the day. Even though you stopped following the solid lead, you can change back to your solid lead any number of times by using a single action, which has the concentrate trait. Doing so ends one of your current leads as normal.

During your next daily preparations, you can maintain your solid lead or you can remove it; removing it allows you to designate a new solid lead later that day.

4TH LEVEL

ALCHEMICAL DISCOVERIES — FEAT 4

INVESTIGATOR

Prerequisites alchemical sciences methodology

You've devoted extra time in the lab to improve your knowledge of alchemy. You learn the formulas for two alchemical items each time you level up instead of one; these must still be elixirs or tools. The number of versatile vials you can create each day increases by 1 if you're an expert in Crafting, 2 if you're a master, or 3 if you're legendary.

DETECTIVE'S READINESS — FEAT 4

INVESTIGATOR

When you're on a case, you stay watchful and resolute to avoid tricks your suspect might pull. You gain your circumstance bonus from Pursue a Lead on saving throws (and their DCs, as normal) against the subject of a lead, and you can use Clue In to assist an ally's saving throw against that subject.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

SAMPLE INVESTIGATOR

CORONER

When someone finds a body, you're first on the scene. You share the clues you learn through keen observation with your team to ensure you always apprehend the culprit.

ABILITY SCORES
Intelligence comes first, followed by Wisdom to support your perceptiveness and healing abilities. Dexterity helps your defenses.

SKILLS
Arcana, Athletics, Diplomacy, Medicine, Occultism, Religion, Society, Survival

METHODOLOGY
Forensic medicine

STARTING FEAT
That's Odd

HIGHER-LEVEL FEATS
Scalpel's Point (4th), Thorough Research (6th), Strategic Bypass (14th), Reconstruct the Scene (16th)

LIE DETECTOR — FEAT 4

INVESTIGATOR

Prerequisites empiricism or interrogation methodology

You're adept at noticing the tells of a liar—sweat, flushing, a quavering voice, a quickening pulse. You gain a +1 circumstance bonus to Perception checks to Sense Motive and to Perception DCs against attempts to Lie to you. When you determine someone is lying to you, you can use their deceit to your advantage to gain a +1 circumstance bonus to the next Deception, Diplomacy, Intimidation, or Performance check you attempt against that creature within the next minute.

ONGOING INVESTIGATION — FEAT 4

INVESTIGATOR

You're always investigating what's around you, even as you perform other activities. You can move at full Speed while using the Investigate exploration activity, and you can use another exploration activity while Investigating.

SCALPEL'S POINT — FEAT 4

INVESTIGATOR

Prerequisites forensic medicine methodology

Your stratagems benefit from your precise knowledge of anatomy. When you critically hit with an attack on which you substituted your attack roll due to Devising a Stratagem, if your attack dealt piercing or slashing damage, you also deal 1d6 persistent bleed damage to your target.

STRATEGIC ASSESSMENT — FEAT 4

INVESTIGATOR

You learn your foes' strengths and weaknesses by watching them move. When you critically hit a creature with a Strike on which you substituted your attack roll due to Devising a Stratagem, the GM chooses one of the following pieces of information about the enemy to tell you.

- Which of the enemy's weaknesses is highest
- Which of the enemy's resistances is highest
- Which of the enemy's saving throws is lowest
- One immunity the enemy has

The GM can choose deliberately or at random, but they can't choose information that doesn't apply (such as choosing an immunity for an enemy that has no immunities). This applies only the first time you critically hit a given creature.

6TH LEVEL

CONNECT THE DOTS — FEAT 6

UNCOMMON CONCENTRATE INVESTIGATOR SECRET

Requirements You must be pursuing at least two leads.

Ephemeral connections between people, places, and concepts are invisible to most, but seeing them is your stock and trade. You spend 10 minutes considering two different leads you're pursuing. You then attempt a check to investigate how connected the two are. Unless the GM determines otherwise, this is a Crafting check if they're both items or a Society check for other combinations

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

of leads. If any subjects are creatures, this check usually uses the highest DC among their Deception and Will DCs. If no subjects are creatures, but at least one is an item, the DC is usually a hard DC for the level of the highest-level item. If neither case applies, the DC is usually a hard expert or hard master DC (22 or 32). Once you try to Connect the Dots between two particular leads, you can never try to Connect the Dots between those same leads again unless the GM allows it after you've learned a substantial amount of new information.

Critical Success The GM tells you how connected the two leads are to one another: highly connected, somewhat connected, tangentially connected, or not connected. The GM also tells you one specific way in which they're connected, if they are.

Success As critical success, but the GM doesn't tell you a specific connection.

Failure Your results are inconclusive.

Critical Failure You misconstrue the information. As success, but the GM provides an incorrect degree of connection.

PREDICTIVE PURCHASE — FEAT 6

INVESTIGATOR

You have just the thing for the situation. You gain the Prescient Planner and Prescient Consumable feats (page 208). When using Prescient Planner, you can pull out the item as a 2-action activity to remove your backpack (or a similar container) and draw the item, rather than taking 1 minute.

THOROUGH RESEARCH — FEAT 6

INVESTIGATOR

When you succeed at a Recall Knowledge check, you learn an additional fact about the subject. When you critically succeed at a Recall Knowledge check, you can gain even more additional information or context than normal, at the GM's discretion.

8TH LEVEL

BLIND-FIGHT — FEAT 8

INVESTIGATOR

Prerequisites master in Perception

Your battle insights make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

CLUE THEM ALL IN — FEAT 8

INVESTIGATOR

You can clue in all your allies at once. When you use the Clue In reaction, any of your allies who are attempting the same check to investigate a lead receive the circumstance bonus from Clue In. If you use this ability during an encounter, they must attempt their check within 1 round of when you Clued them In.

WHODUNNIT? — FEAT 8

UNCOMMON INVESTIGATOR

Frequency once per day

You carefully consider your case and narrow down some of the details. When you Pursue a Lead, you can spend 10 minutes instead of 1 minute to ask two questions of the GM as you complete the activity. The GM must answer truthfully with "yes" or "no," though if the answer would be misleading or have no practical application to your investigation the GM can answer "immaterial." You can't use Whodunnit? more than once for the same lead, even across different days.

Your questions must come from the following list, applying to either the creature or the clue you found:

- Was the clue left by a [creature trait]? (Choose a creature trait such as humanoid, undead, or dwarf; this trait must be accurate as of the time the clue was left.)
- Was this clue left within the last hour?
- Was this clue left within the last day?
- Was the creature that left the clue in a heightened emotional state when it left the clue?
- Did the creature attempt to conceal this clue?

10TH LEVEL

JUST ONE MORE THING ❖ — FEAT 10

FORTUNE INVESTIGATOR

Requirements Your most recent action was to Feint, Request, or Demoralize, and you failed but didn't critically fail.

After your attempt to influence someone goes poorly, you add another bit of information or ask a pointed question, possibly salvaging your previous attempt. Reroll the failed check and use the new result. If the target of the failed check is the subject of a lead you're pursuing, double your bonus from Pursue a Lead on the rerolled check. That creature is temporarily immune to Just One More Thing for 1 day.

You can also use this action if you failed, but didn't critically fail, at a check to Lie, Gather Information, Make an Impression, or Coerce. In this case, rather than spending 1 action, adding Just One More Thing takes you half the amount of time you initially spent on the check, to a minimum of 1 more round.

ONGOING STRATEGY — FEAT 10

INVESTIGATOR

Prerequisites strategic strike

You're constantly studying small aspects of everyone's movements, even if you don't have a stratagem in place ahead of time. On any Strike for which you didn't Devise a Stratagem, you still deal precision damage equal to your number of strategic strike damage dice so long as the weapon or unarmed attack you used is one that would have let you use your Intelligence modifier had you Devised a Stratagem.

SUSPECT OF OPPORTUNITY ↻ — FEAT 10

INVESTIGATOR

Frequency once per hour

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

SAMPLE INVESTIGATOR

CHEMIST

With carefully formulated chemical compounds, you find chemical clues at crime scenes and boost your investigative acumen with mutagens and other elixirs.

ABILITY SCORES
Prioritize Intelligence for your alchemy and deductive reasoning. Dexterity helps you stay out of harm's way, while Constitution keeps you healthy.

SKILLS
Acrobatics, Arcana, Crafting, Deception, Diplomacy, Nature, Society, Stealth, Thievery

METHODOLOGY
Alchemical sciences

STARTING FEAT
Known Weaknesses

HIGHER-LEVEL FEATS
Alchemical Discoveries (4th), Predictive Purchase (6th), Implausible Purchase (16th)

Trigger A foe takes a hostile action against you in combat.

Sometimes something intrudes upon your case unexpectedly, such as an ambush sent to bring your investigation to a close. You've learned how to compartmentalize your main lead and pursue a new one for your current predicament. You Pursue a Lead against the triggering foe, setting aside but not ending one of your currently active leads, if you have two leads. At the end of the combat encounter, you stop Pursuing the Lead against the triggering foe and return to the original lead, if you have one.

12TH LEVEL

FORESEE DANGER ↻ — FEAT 12

CONCENTRATE | INVESTIGATOR

Trigger A creature targets you with an attack and you can see the attacker.

You perceive every possible way your foe's attack could land and attempt to avoid them all. The triggering attack roll targets your Perception DC instead of your AC. Though this allows you to avoid taking penalties to your AC, it doesn't remove any conditions or other effects causing such penalties. For example, an enemy with sneak attack would still deal extra damage to you for being flat-footed, even though you wouldn't take the –2 circumstance penalty when defending against the attack.

REASON RAPIDLY ❖ — FEAT 12

INVESTIGATOR

Your mind works through clues at an unbelievable speed. You instantly use up to five Recall Knowledge actions. If you have any special abilities or free actions that would normally be triggered when you Recall Knowledge, you can't use them for these actions.

14TH LEVEL

PLOT THE FUTURE — FEAT 14

UNCOMMON | CONCENTRATE | INVESTIGATOR | PREDICTION

You spend 10 minutes in contemplation to uncannily predict how events will play out. Choose a particular goal or activity you plan to engage in within 1 week, or an event you expect might happen within 1 week. You analyze whether it's likely to come to pass, learning whether it's highly likely, somewhat likely, somewhat unlikely, or highly unlikely. You also gain a piece of advice suggesting a course of action you or your allies could take that might make the chosen event more or less likely, whichever you prefer. The GM determines the likeliness of the event and the piece of advice you learn.

SENSE THE UNSEEN ↻ — FEAT 14

INVESTIGATOR

Trigger You fail a check to Seek.

When you look for foes, you notice the slightest of cues. Even though you failed at the triggering check, you automatically sense any undetected creatures in the area where you're Seeking, making them merely hidden to you.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

STRATEGIC BYPASS — FEAT 14

INVESTIGATOR

Your plans account for your foes' resistances, enabling you to strike a telling blow. When you hit with a Strike on which you substituted your attack roll due to Devising a Stratagem, you ignore an amount of resistance equal to your Intelligence modifier for each resistance that applies against your attack.

16TH LEVEL

DIDACTIC STRIKE — FEAT 16

INVESTIGATOR

Prerequisites Shared Stratagem

When you find a glaring weakness, you can set your allies up to annihilate your foe. When you use Shared Stratagem, you can designate up to 10 allies instead of just one. The foe is flat-footed against the first attack from each designated ally before your next turn, and each ally's first attack deals an extra 2d6 precision damage to the target if it hits.

IMPLAUSIBLE PURCHASE — FEAT 16

INVESTIGATOR

Prerequisites Predictive Purchase

It seems impossible, but you've analyzed every angle and are able to just keep pulling out exactly the item you need, even in far-flung locations. You can use Prescient Planner even if you have already used it after purchasing goods, and you can use it as a single action instead of a 2-action activity, during which you Interact to draw the item. In addition, five times per day, you can use Prescient Planner to pull out a common consumable item up to 6 levels lower than your level.

RECONSTRUCT THE SCENE — FEAT 16

CONCENTRATE INVESTIGATOR

You spend 1 minute surveying a small location (such as a single room) to get an impression of events that occurred there in the last day. This involves moving about the area and studying footprints, the placement of objects, spilled drinks or blood, and so forth. You get an indistinct mental impression of significant events that happened there. This gives you clues and details of the past, including the overall events and their time frame, but it's not a perfect record. This also isn't enough to identify who was involved in these events if you weren't already aware the person was there. As determined by the GM, you also pick out various seemingly small details that could serve as important clues, like a memorable weapon someone used for a murder or the type of cloak someone wore when passing through.

18TH LEVEL

LEAD INVESTIGATOR — FEAT 18

EXPLORATION INVESTIGATOR

Prerequisites Clue Them All In

You spend 1 minute briefing up to four allies about one lead you're pursuing. Those allies gain the same circumstance bonus you do from Pursue a Lead to checks to investigate that lead. This bonus lasts until you cease pursing that lead or for 1 day, whichever comes first. This doesn't confer any other benefits of pursuing a lead, such as adding the circumstance bonus to your saves with Detective's Readiness.

TRICKSTER'S ACE ↻ — FEAT 18

CONCENTRATE INVESTIGATOR

Trigger You specify the trigger when you make your daily preparations (see Requirements below).

Requirements When you make your daily preparations, you must specify a trigger for this reaction using the same restrictions as the triggers for the Ready action. You also choose a single spell from the arcane, divine, occult, or primal list of 4th level or lower. The spell can't have a cost, nor can its casting time be more than 10 minutes. The spell must be able to target a single creature, and you must be a valid target for it.

Whether from jury-rigged magic items, deduction from the study of magical interactions, or other means, you have a contingency in your back pocket for desperate situations. When the trigger occurs, you cause the spell to come into effect. The spell targets only you, no matter how many creatures it would affect normally. If you define particularly complicated conditions, as determined by the GM, the trigger might fail. Once the contingency is triggered, the spell is expended until your next daily preparations.

20TH LEVEL

EVERYONE'S A SUSPECT — FEAT 20

INVESTIGATOR

You are so suspicious of everyone you meet that you keep mental notes on how to defeat them all—even your own allies. After interacting with a creature for at least 1 minute, you automatically Pursue a Lead with that creature as the subject. You can have any number of such leads at any given time, and when you Pursue a Lead again, you don't give up any of these automatic subjects.

JUST THE FACTS — FEAT 20

INVESTIGATOR

Prerequisites Thorough Research

You fundamentally understand everything to the point where your research can't possibly be wrong. You are permanently quickened and can use the extra action to Recall Knowledge. Your checks to Recall Knowledge are no longer secret. When you Recall Knowledge, you use the outcome for one degree of success better than the result of your check, and if an effect (such as Dubious Knowledge) would give you inaccurate information from your Recall Knowledge check, you know which information is inaccurate. When one of your allies Recalls Knowledge and gains false information, you also know that information is inaccurate if they share it with you.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

ORACLE

Your conduit to divine power eschews the traditional channels of prayer and servitude—you instead glean divine truths that extend beyond any single deity. You understand the great mysteries of the universe embodied in overarching concepts that transcend good and evil or chaos and law, whether because you perceive the common ground across multiple deities or circumvent their power entirely. You explore one of these mysteries and draw upon its power to cast miraculous spells, but that power comes with a terrible price: a curse that grows stronger the more you draw upon it. Your abilities are a double-edged sword, which you might uphold as an instrument of the divine or view as a curse from the gods.

KEY ABILITY

CHARISMA

At 1st level, your class gives you an ability boost to Charisma.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You draw upon your mystery to empower yourself in combat, balancing miraculous effects with the increasing severity of your curse as conflicting divine demands overtax your physical body. You cast spells to aid your allies and devastate your foes, or depending on your mystery, you might wade into battle yourself.

DURING SOCIAL ENCOUNTERS...

You rely upon the insights drawn from your mystery. You might leverage your curse to intimidate people or hide its effects to better blend in.

WHILE EXPLORING...

You recenter yourself to bring the terrible metaphysical conflicts causing your curse back under control so you can draw upon your mystery's power again later. You remain aware of supernatural forces acting around you, perhaps peeking into the future to gain insights.

IN DOWNTIME...

You might seek to learn more about your mystery and the divine wellsprings that fuel your power. Associating with others interested in the subject of your mystery can make it easier to live with your curse. You could associate with an organized religion or even start your own faithful following devoted to your mystery.

YOU MIGHT...

- View your oracular powers as a blessing, a curse, or both.
- Push yourself to the limits of what you can withstand to work great acts of magic.
- Rely on magical items to provide a pool of safer and more reliable magic.

OTHERS PROBABLY...

- Don't realize your spellcasting draws upon divine power and instead believe you command stranger—and possibly evil—powers.
- Assume you performed some terrible transgression to become cursed by the gods.
- Admire your determination and the sacrifices you make to perform wondrous acts.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in Religion
Trained in one or more skills determined by your mystery
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in unarmored defense

SPELLS

Trained in divine spell attack rolls
Trained in divine spell DCs

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

TABLE 2–2: ORACLE ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, divine spellcasting, spell repertoire, mystery
2	Oracle feat, skill feat
3	2nd-level spells, general feat, signature spells, skill increase
4	Oracle feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Oracle feat, skill feat
7	4th-level spells, expert spellcaster, general feat, resolve, skill increase
8	Oracle feat, skill feat
9	5th-level spells, ancestry feat, magical fortitude, skill increase
10	Ability boosts, oracle feat, skill feat
11	6th-level spells, alertness, general feat, major curse, skill increase, weapon expertise
12	Oracle feat, skill feat
13	7th-level spells, ancestry feat, light armor expertise, lightning reflexes, skill increase, weapon specialization
14	Oracle feat, skill feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Oracle feat, skill feat
17	9th-level spells, ancestry feat, extreme curse, greater resolve, skill increase
18	Oracle feat, skill feat
19	General feat, legendary spellcaster, oracular clarity, skill increase
20	Ability boosts, oracle feat, skill feat

Class Features

You gain these abilities as an oracle. Abilities gained at higher levels list the level at which you gain them.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

DIVINE SPELLCASTING

Your mystery provides you with divine magical power. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells. Your unconventional access to this divine power means you can usually replace material components with somatic components, so you don't need to use a material component pouch when casting spells.

At 1st level, you can cast up to two 1st-level spells per day. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots. As you increase in level as an oracle, your number of spells per day increases, as does the highest level of spells you can cast, as shown on Table 2–3: Oracle Spells per Day on page 71.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Charisma, your spell attack rolls and spell DCs use your Charisma modifier.

Heightening Spells

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. To cast a heightened spell, you must have the heightened version in your repertoire; for example, you can't cast a 3rd-level version of a spell that is only in your repertoire at 1st level. Many spells have specific improvements when they are heightened to certain levels. The signature spells class feature (page 71) lets you heighten certain spells freely.

Cantrips

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up-this is usually equal to the highest level of spell you can cast as an oracle. For example, as a 1st-level oracle, your cantrips are 1st-level spells, and as a 5th-level oracle, your cantrips are 3rd-level spells.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level spells of your choice and five cantrips of your choice. You choose these from the common spells from the divine spell list, or from other divine spells to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table 2–3), you add a spell of the same level to your spell repertoire. At 2nd level, you select another 1st-level spell; at 3rd level, you select two 2nd-level spells, and so on. When you add spells, you might add a higher-level version of a spell you already have, so you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Swapping Spells in Your Repertoire

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. You can also instead swap a cantrip. You can also swap out spells by retraining during downtime.

Mystery

An oracle wields divine power, but not from a single divine being. This power could come from a potent concept or ideal, the attention of multiple divine entities whose areas of concern all touch on that subject, or a direct and dangerous conduit to raw divine power. This is the oracle's mystery, a source of divine magic not beholden to any deity.

Choose the mystery that empowers your magic. Your mystery grants you special spells called revelation spells and might later grant you divine domain spells. It dictates the effects of your oracular curse, adds an additional cantrip to your repertoire, and gives you one or more trained skills. Drawing insight and power from the collective divine influences that fuel your magic also provides you with a special benefit.

The following oracle mysteries are presented in this book.

Ancestors (page 73): Voices of past generations teach and haunt you.

Battle (page 74): You embody the virtues upheld by heroes of legend.

Bones (page 75): Death always seems near, and the dead speak to you.

Cosmos (page 75): You draw power from the stars and the spaces between.

Flames (page 76): You dance with fire and do your best to remain unscorched by it.

Life (page 77): The teeming energies of life flow through you out into the world.

Lore (page 77): You gain access to unparalleled, overwhelming knowledge.

Tempest (page 78): Wind, waves, and storms rage at your beck and call.

Revelation Spells

The powers of your mystery manifest in the form of revelation spells, which are a type of focus spell. Casting a revelation spell costs 1 Focus Point and increases the effects of your oracular curse (page 70). You start with a focus pool of 2 Focus Points. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to reconcile the conflicting or unconventional nature of your divine mystery.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, and you can't cast them using spell slots (see Divine Spellcasting on page 68). Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

ORACLE FEATS

Use this table to look up oracle feats by name.

Feat	Level
Advanced Revelation	6
Bespell Weapon	4
Blaze of Revelation	18
Cantrip Expansion	2
Debilitating Dichotomy	8
Diverse Mystery	16
Divine Access	4
Divine Aegis	2
Divine Effusion	18
Domain Acumen	2
Domain Fluency	12
Forestall Curse	14
Glean Lore	1
Greater Revelation	12
Magic Sense	12
Mysterious Repertoire	14
Mystery Conduit	20
Oracular Providence	20
Oracular Warning	10
Paradoxical Mystery	20
Portentous Spell	16
Quickened Casting	10
Reach Spell	1
Read Disaster	8
Spiritual Sense	6
Steady Spellcasting	6
Surging Might	10
Vision of Weakness	4
Widen Spell	1

than 3 Focus Points. The full rules for focus spells appear on page 300 of the *Core Rulebook*.

Revelation spells have the cursebound trait, unlike other focus spells. This trait means they increase the severity of your oracular curse (see below) when cast. You can't cast a cursebound spell if you don't have an oracular curse.

You learn two revelation spells at 1st level. The first is an initial revelation spell determined by your mystery. The second is an initial domain spell you select from one of the domains associated with your mystery, which you cast as a revelation spell, causing it to gain the cursebound trait.

Oracular Curse

Drawing on multiple disparate sources of power inevitably places an incredible stress on your body, manifesting as a supernatural curse. The more revelation spells you cast, the worse the effects of your curse, but these increasingly conflicting energies can also provide you with divine benefits.

The specific effects of your curse are tied to your mystery, but all curses follow the same progression. A curse continually gives you a mild but constant reminder that you carry otherworldly power. As you cast revelation spells, your curse intensifies, first to a minor effect and then to a moderate effect.

Your curse progresses to its minor stage the first time you finish casting a revelation spell after your daily preparations. Once your minor curse has manifested, it remains in effect until you rest for 8 hours and again make your daily preparations. If you cast a revelation spell while your minor curse is in effect, you progress to the moderate curse effect immediately after you finish Casting the Spell. The minor effect continues to affect you, though some moderate curse effects might alter the specifics of your minor curse. At higher levels, you can cast more revelation spells, progressing your curse to its major stage and then an extreme stage; these stronger curses are cumulative with the effects of the lower stages and can alter them. When you Refocus while under the effects of your moderate or stronger curse, you reduce your curse's severity to minor in addition to regaining a Focus Point.

Drawing upon your mystery's power while your curse is at its worst causes an irreconcilable conflict between you and the sources of your power. Immediately after casting a revelation spell while under the moderate effect of your curse, you are overwhelmed. While overwhelmed, you can't Cast or Sustain any revelation spells—you effectively lose access to those spells. You can still Refocus to reduce the effects of your curse and regain a Focus Point, but doing so doesn't allow you to cast further revelation spells. These effects last until you rest for 8 hours and make your daily preparations, at which point your curse returns to its basic state. At higher levels, you can grow to withstand your curse's major and even extreme effects, enabling you to cast more revelation spells without becoming overwhelmed.

Your curse has the curse, divine, and necromancy traits. You can't mitigate, reduce, or remove the effects of your oracular curse by any means other than Refocusing and resting for 8 hours. For example, if your curse makes creatures concealed from you, you can't negate that concealed condition through a magic item or spell, such as *true strike* (though you would still benefit from the other effects of that item or spell). Likewise, *remove curse* and similar spells don't affect your curse at all.

ORACLE FEATS — 2ND

At 2nd level and every 2 levels thereafter, you gain an oracle class feat.

SKILL FEATS — 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS — 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

TABLE 2-3: ORACLE SPELLS PER DAY

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	–	–	–	–	–	–	–	–	–
2	5	3	–	–	–	–	–	–	–	–	–
3	5	3	2	–	–	–	–	–	–	–	–
4	5	3	3	–	–	–	–	–	–	–	–
5	5	3	3	2	–	–	–	–	–	–	–
6	5	3	3	3	–	–	–	–	–	–	–
7	5	3	3	3	2	–	–	–	–	–	–
8	5	3	3	3	3	–	–	–	–	–	–
9	5	3	3	3	3	2	–	–	–	–	–
10	5	3	3	3	3	3	–	–	–	–	–
11	5	3	3	3	3	3	2	–	–	–	–
12	5	3	3	3	3	3	3	–	–	–	–
13	5	3	3	3	3	3	3	2	–	–	–
14	5	3	3	3	3	3	3	3	–	–	–
15	5	3	3	3	3	3	3	3	2	–	–
16	5	3	3	3	3	3	3	3	3	–	–
17	5	3	3	3	3	3	3	3	3	2	–
18	5	3	3	3	3	3	3	3	3	3	–
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

* The oracular clarity class feature gives you a 10th-level spell slot that works differently from other spell slots.

SIGNATURE SPELLS — 3RD

Experience enables you to cast some spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning those separately. If you swap out a signature spell, you can replace it with any spell you could have chosen when you first selected it (i.e., of the same spell level or lower). You can also retrain specifically to change a signature spell to a different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

SKILL INCREASES — 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS — 5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if starts out below 18.

ANCESTRY FEATS — 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

EXPERT SPELLCASTER — 7TH

The intricacy of your divine power has grown clearer over time. Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

RESOLVE — 7TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

MAGICAL FORTITUDE — 9TH

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

ALERTNESS — 11TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

MAJOR CURSE — 11TH

You've learned to better balance the conflicting powers wreaking havoc on your body. Immediately after completing the casting of a revelation spell while you are affected by your moderate curse, your curse progresses to its major effect, rather than overwhelming you. This effect lasts until you Refocus, which reduces your curse to its minor effect. If you cast a revelation spell while under the effects of your major curse, you are overwhelmed by your curse.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

In addition, increase the number of Focus Points in your focus pool from 2 to 3. If you spend at least 2 Focus Points before you again Refocus, you recover 2 Focus Points when you Refocus instead of 1.

WEAPON EXPERTISE 11TH

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons and unarmed attacks increase to expert.

LIGHT ARMOR EXPERTISE 13TH

You've learned how to dodge while wearing light or no armor. Your proficiency rank for light armor and unarmored defense increases to expert.

LIGHTNING REFLEXES 13TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

WEAPON SPECIALIZATION 13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

MASTER SPELLCASTER 15TH

You truly understand the deep and complex divine power within your mystery. Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

EXTREME CURSE 17TH

You have mastered a perilous balance between the conflicting divine powers of your mystery, gaining the power to change your fate, but straining both body and soul. When you cast a revelation spell while affected by your major curse, your curse intensifies to an extreme effect instead of overwhelming you. All mysteries share the same effects for their extreme curse.

When affected by your extreme curse, you become doomed 2 (or increase your doomed condition by 2 if you were already doomed). Once every 10 minutes, when you fail an attack roll, skill or Perception check, or saving throw, you can reroll it and use the second result. The reroll has the fortune trait and doesn't require you to spend an action, meaning you can use the reroll even if you can't act. These effects are in addition to all the effects of your major curse, and they can't be removed by any means until you Refocus to reduce your curse to its minor effect.

If you cast a revelation spell while under the effects of this extreme curse, you are overwhelmed by your curse, and you remain doomed 2 even if you Refocus.

Additionally, if you spend at least 3 Focus Points before you again Refocus, you recover 3 Focus Points when you Refocus instead of 1.

GREATER RESOLVE 17TH

Your unbelievable training grants you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success instead. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

LEGENDARY SPELLCASTER 19TH

You can harness divine power at a level few others can match. Your proficiency ranks for divine spell attack rolls and spell DCs increase to legendary.

ORACULAR CLARITY 19TH

You now fully grasp the nature of the divine power behind your mystery, allowing you to work magic akin to miracles. Add two common 10th-level divine spells to your repertoire. You gain a single 10th-level spell slot you can use to cast one of those two spells using oracle spellcasting. You don't gain more 10th-level spells as you level up, unlike other spell slots, and you can't use 10th-level slots with abilities that give you more spell slots or that let you cast spells without expending spell slots. You can take the Oracular Providence feat to gain a second slot.

Mysteries

Choose the divine mystery that fuels your mystical power. Your mystery might represent a pantheistic devotion to all the deities with power over the subject of your mystery, veneration of a particular ideal, or a conduit to raw divine energy. Whatever its origin and nature, your mystery determines the revelation spells you can cast and the oracular curse that overtakes your body when you do. You learn skills related to that mystery, gain access to a cantrip, and gain a special benefit drawn from the combined divine knowledge and experience of your mystery.

READING A MYSTERY ENTRY

A mystery entry contains the following information, followed by a description of that mystery's curse.

Mystery Benefit The mystery benefit is a special ability (or abilities) you gain from your mystery.

Trained Skill You become trained in the listed skill. A few mysteries make you trained in more than one skill.

Granted Cantrip You automatically add this cantrip to your spell repertoire, in addition to those you gain through divine spellcasting.

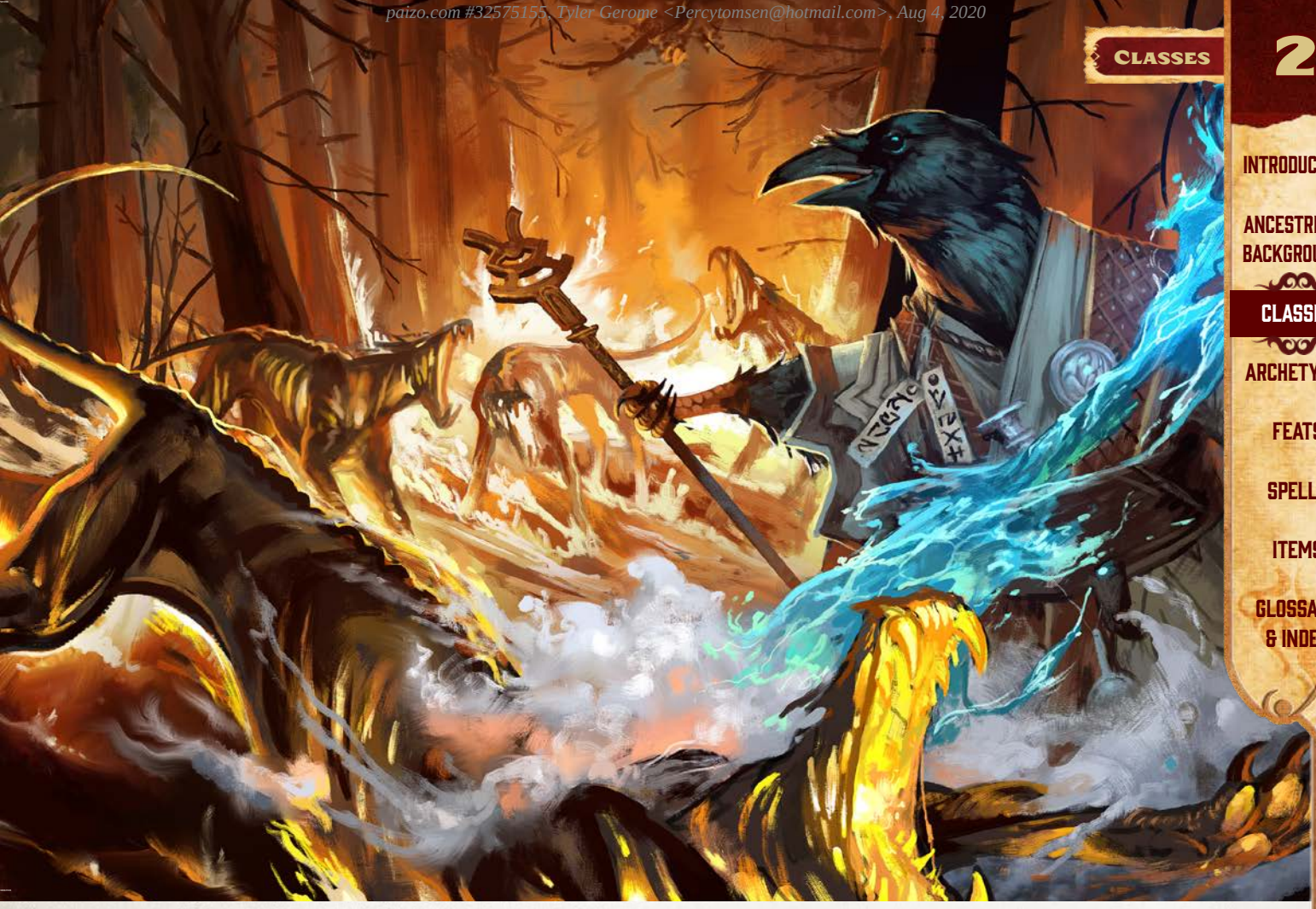
Revelation Spells You automatically gain your mystery's initial revelation spell at 1st level and can gain more by selecting the Advanced Revelation, Greater Revelation, and Diverse Mystery oracle feats. These spells appear starting on page 229.

Related Domains These are the cleric domains associated with your mystery. You select one initial domain spell from one of these domains at 1st level, which you can cast as a revelation spell with the cursebound trait. The domains and their domain spells appear on page 441 of the *Core Rulebook*.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX



ANCESTORS

The voices of generations past speak to you, and you hear their words. You might resent the constant interruption, or you might revere the spirits of those who came before. Perhaps you hail from a culture with strong ancestral traditions, such as the Shoanti Skoan-Quah (Skull Clan), a traditional dwarven community that worships Torag's family pantheon, or a group that reveres Erastil or Pharasma. You might commune with powerful psychopomps who shepherd souls to the afterlife, with the River of Souls itself, or with those spirits who have become trapped outside of the great cycle of spiritual rebirth. You learn from their whispers and the fragments of their memories, but opening your mind to their knowledge and experience also allows them to meddle in your worldly affairs.

Mystery Benefit The whispers of your ancestors have bestowed additional knowledge upon you. You gain an additional ancestry feat at 1st level and another additional ancestry feat at 11th level. These feats can't be ones that grant physiological effects, such as additional senses or unarmed attacks.

Trained Skill Society

Granted Cantrip *guidance*

Revelation Spells initial: *ancestral touch*; advanced: *ancestral defense*; greater: *ancestral form*

Related Domains death, family

Curse of Ancestral Meddling

The ancestral spirits you commune with haunt you and meddle with your belongings and actions, either out of a well-intentioned (but ultimately detrimental) attempt to assist you, as punishment for your audacity in circumventing the traditional means of achieving divine power, for their own amusement, or a mixture of the above. Your hair, clothing, and belongings constantly shift and stir, seemingly of their own volition.

Minor Curse One of your ancestors becomes predominant in their meddling. The first time you gain this effect each day, roll 1d4 on Table 2–4: Ancestral Influence on page 75 to determine which type of ancestor becomes predominant. This predominant ancestor guides you to use their preferred type of action. When you try to use one of the types of actions listed for the other ancestors, you must succeed at a DC 4 flat check. On a failure, you spend the action but gain no effect (though you don't lose the spell if you were Casting a Spell). If your action would take 1 minute or longer, it's long enough that you can overcome the meddling, and you don't need to attempt a flat check.

During combat or another tense, round-by-round encounter, other ancestors wrestle for control of your actions. When you roll initiative, and then at the end of each of your turns during the encounter, roll 1d4 and change your predominant ancestor appropriately. Once the encounter ends, you return to the influence of the ancestor you first rolled for the day.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

SAMPLE ORACLE

FLAME AUGUR

You are a flaming force to be reckoned with on the battlefield, scorching foes near and far.

ABILITY SCORES
Prioritize Charisma for your spellcasting. Constitution improves your hardiness, and Dexterity keeps you out of harm's way.

SKILLS
Acrobatics, Arcana, Intimidation, Occultism, Religion

MYSTERY
Flames

FEATS
Widen Spell (1st), Vision of Weakness (4th), Surging Might (10th), Portentous Spell (16th), Blaze of Revelation (18th)

SPELL REPERTOIRE
1st *bless, burning hands*; **Cantrips** *detect magic, guidance, light, message, produce flame, shield*

Moderate Curse The flat check DC to use other actions is 6, and you get the moderate curse benefit listed for your predominant ancestor in Table 2–4.

Major Curse (11th) The flat check DC is 8, and you get the major curse benefit listed for your predominant ancestor instead of the moderate curse benefit.

BATTLE

Warlike forces fill you with physical might and tactical knowledge, aiming to have you uphold the glory of combat, fight to improve the world, prepare against the necessity of conflict, or endure the inevitability of war. You might draw upon deities such as Gorum, Iomedae, Rovagug, the Horseman of War Szuriel, the Queen of the Night Eiseth, the Vudrani god Diomazul, and others, or you might find power in the unending conflict between the armies of Heaven and Hell, the Elemental Planes, the Outer Gods, or even the collective spirits of those who fought in wars over the ages.

Mystery Benefit You are no stranger to the trappings of warfare. You are trained in medium and heavy armor. At 13th level, if you gain the light armor expertise class feature, you also gain expert proficiency in these armors.

Choose one weapon group that embodies your mystery. You are trained in all martial weapons of that group. At 11th level, if you gain the weapon expertise class feature, you also gain expert proficiency for martial weapons in your chosen group, and you become trained in advanced weapons in that group.

Trained Skill Athletics

Granted Cantrip *shield*

Revelation Spells initial: *call to arms*; advanced: *battlefield persistence*; greater: *heroic feat*

Related Domains might, zeal

Curse of the Hero's Burden

You thrive while adrenaline flows and your life depends on your might alone, but holding the collective battle prowess of the ages within you leaves your body weakened after a fight. You smell faintly of steel and blood no matter how you try to remove or mask the scent, you appear more muscular than you actually are, and you hear the faint clash and clamor of battle in the distance at all times.

Minor Curse Your body languishes when you aren't bringing harm to your foes. You take a –2 status penalty to AC and saving throws, but each time you make a Strike, you can suspend these penalties until the start of your next turn.

Moderate Curse The strain of conflict wears upon your body, even though you gain vitality from it. Making a Strike reduces the penalty from your minor curse to –1 rather than suspending it entirely. You gain a +2 status bonus to weapon and unarmed damage rolls. You also gain fast healing equal to half your level while in a non-trivial combat encounter.

Major Curse (11th) Your body proves capable of truly heroic feats, but doing so interferes with your mental focus. Your moderate curse's fast healing is equal to your level, and its damage bonus is +6. You gain a +1 status bonus to weapon and unarmed attack rolls, but you are stupefied 2.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

TABLE 2-4: ANCESTRAL INFLUENCE

1d4	Ancestor	Preferred Action	Moderate Curse Benefit	Major Curse Benefit
1	Martial	Strikes	Your Strikes gain a +1 status bonus to attack rolls and a +2 status bonus to damage.	Your Strikes gain a +1 status bonus to attack rolls and a +6 status bonus to damage.
2	Skillful	Perception and Skill actions	You gain a +1 status bonus to skill checks and Perception checks.	You gain a +2 status bonus to skill checks and Perception checks.
3	Spellcasting	Cast a Spell	Non-cantrip spells without a duration gain a status bonus to their damage and healing equal to the spell's level.	Non-cantrip spells without a duration gain a status bonus to their damage and healing equal to the spell's level +3.
4	You choose which ancestor guides your actions.			

BONES

Your mystery imparts an understanding of death and undeath in all their macabre complexity. You might have had a brush with death yourself—maybe even dying and returning to life—or carry the touch of undeath in your blood. If you commune with deities, you might speak with guardians of death like Pharasma and the psychopomp ushers (the most powerful among creatures that guide souls through the afterlife); a bringer of death like the Mantis God Achaekek or the Horseman of the Apocalypse Charon; or a herald of undeath such as Urgathoa.

Mystery Benefit You can cleverly leverage the subtleties of life and death to your benefit. Each day during your preparations, you can choose to align yourself in the confluence of positive and negative energy so as to gain negative healing, which means you are harmed by positive damage and healed by negative effects as if you were undead. If you already have negative healing, instead the DC of your recovery checks is equal to 9 + your current dying value.

Trained Skill Medicine

Granted Cantrip *chill touch*

Revelation Spells initial: *soul siphon*; advanced: *armor of bones*; greater: *claim undead*

Related Domains death, undeath

Curse of Living Death

Your body is slowly decaying even though you are alive, and using your powers furthers this unnatural living death. You carry a touch of the grave about you, manifesting as bloodless pallor, a faint smell of earth, or deathly cold skin.

Minor Curse Bones protrude through your skin and your flesh rots, combining with a stench of decay and an unearthly chill. Non-magical effects that would restore your Hit Points only grant you half as many HP as normal.

Moderate Curse Your dead flesh continues to rot, affecting your health. You become drained 1, and this drained condition is cumulative with any other drained conditions you gain. This drained condition is removed only when you Refocus; effects that normally remove the drained condition reduce your drained condition to drained 1 instead. In addition, you gain resistance to poison equal to half your level. You gain a +4 status bonus to saves against diseases, poisons, and death effects, and if you roll a success on such a save, you get a critical success instead.

Major Curse (11th) You stand just steps from the grave. You become wounded 1. This wounded condition is removed only when you Refocus; effects that normally remove the wounded condition reduce your wounded condition to wounded 1 instead. When you would attempt a recovery check, you can choose to get an automatic success instead of rolling, and if you roll a critical failure on a save against a disease, poison, or death effect, you get a failure instead.

COSMOS

Celestial bodies great and small exert influence on you, giving you sublime cosmic power. Perhaps you see the glittering stars as a divine blessing, or perhaps you feel drawn to the infinitely dark spaces between. You might uphold deities like Desna, Sarenrae, or the deific lovers Shizuru and Tsukiyo who represent the sun and the moon—or you might draw power from dark entities from beyond the stars, like certain Outer Gods, or destructive gods of the night like Zon-Kuthon or the rat goddess Lao Shu Po.

Mystery Benefit Your body is as much an astronomical one as it is physical. You gain resistance equal to 2 + half your level against all physical damage.

Trained Skill Nature

Granted Cantrip *dancing lights*

Revelation Spells initial: *spray of stars*; advanced: *interstellar void*; greater: *moonlight bridge*

Related Domains darkness, moon

Curse of the Sky's Call

You have your head in the clouds—and not just figuratively. Your body is drawn toward the heavens, making you lighter and less substantial than you should be. Your eyes glow with starry light, and your hair and clothing float and drift around you.

Minor Curse Your unnatural lightness makes it hard to keep your footing and interact with other physical objects. You are enfeebled 1 and take a –2 penalty to saves and DCs against Grapple, Shove, and other forms of forced movement.

Moderate Curse Your body is drawn further skyward. You are enfeebled 2, and the penalty from your minor curse increases to –3. You are treated as one size smaller for wind effects. You gain a +2 status bonus against Trip attempts, you only take half as much damage from falls, and you gain the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

SAMPLE ORACLE

LIFEBRINGER

You channel divine power into healing energy for your allies, though it taxes your body to do so.

ABILITY SCORES
Focus on Charisma to boost your skills, and Constitution to better withstand the effects of your curse. Wisdom helps you understand and treat the ailments your magic can't heal.

SKILLS
Diplomacy, Medicine, Nature, Religion, Survival

MYSTERY
Life

FEATS
Divine Aegis (2nd), Advanced Revelation (6th), Read Disaster (8th), Oracular Warning (10th), Divine Effusion (18th)

SPELL REPERTOIRE
1st *heal, sanctuary*; **Cantrips** *chill touch, disrupt undead, forbidding ward, message, read aura, stabilize*

effects of the Powerful Leap and Quick Jump skill feats. You weigh only half as much, and your Bulk, should someone need to carry you, is also half as much.

Major Curse (11th) As your body rises, you float just above the ground beneath you. You become enfeebled 4, and the penalty from your minor curse increases to –4. You can walk on liquids as if they were solid; you gain the effects of the Cloud Jump skill feat; and you don't leave tracks, trigger weight-sensitive pressure plates, or otherwise connect with the ground below you.

FLAMES

Fire lives at the center of the world, the center of the sun, and the center of civilization. You might revere this elemental force, siphon power from the Elemental Plane of Fire, or venerate a collection of deities such as Asmodeus, Sarenrae, the Tian goddess of disasters and volcanoes Lady Nanbyo, or the elemental lord of fire Ymeri.

Mystery Benefit Like fire itself, you flicker and dance, avoiding effects that would quench your vitality. You have expert proficiency in Reflex saves. At 13th level, if you gain the lightning reflexes class feature, your proficiency rank for Reflex saves increases to master, and when you roll a success on a Reflex save, you get a critical success instead.

Trained Skill Acrobatics

Granted Cantrip *produce flame*

Revelation Spells initial: *incendiary aura*; advanced: *whirling flames*; greater: *flaming fusillade*

Related Domains fire, sun

Curse of Engulfing Flames

You see flames and smoke wherever you look. These flames might be imagined, or they might be a preternatural glimpse of the metaphorical fires that empower the entire multiverse—but you always see them. Fires flare noticeably (though not dangerously) in your presence, you occasionally smoke slightly, and your body is almost painfully hot to the touch.

Minor Curse The smoke, heat, and crackling flames of your curse fill your vision and all your other senses. Creatures further than 30 feet are concealed from you. You can't benefit from effects that would allow you to ignore or mitigate this concealment, as normal for effects of an oracular curse.

Moderate Curse Smoke and flickering visions of flame fill your senses more completely, and harmless flickers of obscuring flames also fill your space. You are concealed from other creatures, though as the other creatures aren't cursed themselves, they can benefit from effects that would allow them to ignore or mitigate the concealed condition, as normal. All other creatures and objects are concealed from you regardless of distance; however, when casting a fire spell, you automatically succeed at the flat check for this concealed condition for targets within 30 feet.

All your senses become imprecise beyond 30 feet, meaning everything past 30 feet that you'd normally be able to see is hidden from you.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Major Curse (11th) The flames surrounding you are no longer simply visions. An aura of fire surrounds you in a 10-foot emanation, dealing 4d6 fire damage (basic Reflex save) to all other creatures in the aura at the end of each of your turns. You lose 1d6 Hit Points at the end of your turn each round, with no save; if you have a weakness to fire, increase the number of HP you lose by that weakness.

You can suppress your aura until the start of your next turn by spending a single action, which has the concentrate trait, to diminish the flames, causing neither you nor anyone in the aura to take damage. While Refocusing to reduce your curse, you are continually diminishing the flames, so you don't lose HP. The flames subside if you fall unconscious, but they resume when you wake up unless you rested for long enough to reset your curse. As usual for oracular curses, you can't mitigate or reduce the lost Hit Points in any way, though you can still heal the lost HP normally after the fact.

LIFE

The never-ending flow of positive energy within living beings is palpable to you. You might uphold the sanctity of life, or perhaps you seek to undermine it. You might draw power from the collective vitality of the world's living creatures, hold some connection to the Positive Energy Plane, or revere a collection of deities including Irori, Pharasma, Sarenrae, and the god of medicine Qi Zhong.

Mystery Benefit Your body is a deep reservoir of life energy. At each level, you gain Hit Points equal to 10 + your Constitution modifier from the oracle class, instead of 8 + your Constitution modifier.

Trained Skill Medicine

Granted Cantrip *stabilize*

Revelation Spells initial: *life link*; advanced: *delay affliction*; greater: *life-giving form*

Related Domains death, healing

Curse of Outpouring Life

Life energy flows outward from you and connects you to all living things, but you expend your vital essence to do so. Your presence comforts the ill and injured, causes scars to fade slightly, spurs new growth in plants, and otherwise infuses your surroundings with vitality.

Minor Curse As your life force seeps outward, it becomes more difficult to keep your body functioning. Effects that restore Hit Points to you take a status penalty equal to half your level (minimum 1) to the number of HP you recover.

Moderate Curse The flow of life energy away from you can't be reversed. In addition to the effects of your minor curse, you can't be healed by magical effects originating from other creatures. However, if you are unconscious, magical effects can restore you to 1 HP (but no higher). You are affected normally by healing elixirs, potions, and other items. When you cast *heal* and all your targets are living creatures, you roll d12s instead of d8s for the amount of healing.

Whenever you finish casting a non-cantrip spell, you restore Hit Points equal to the spell level to your choice of either one target of the spell or the creature nearest to you. You can't heal yourself in this way. This healing has the healing, necromancy, and positive traits, as well as the tradition trait of the spell.

Major Curse (11th) Life energy tears through you to empower your magic. Some of your spells carry positive energy with them. Each time you use a spell slot to cast a 5th-level or higher spell that takes 2 or more actions to cast, you disperse positive energy in a 30-foot burst with the effects of a 3-action *heal* spell with a level 4 lower than that of the spell you cast. This healing occurs immediately after you finish Casting the Spell. You don't benefit from this healing. Instead, you lose double the number of Hit Points rolled for the *heal* spell.

LORE

Knowledge and information come freely to you. You might use this lore to gain power or perhaps to understand the divine mysteries of the multiverse. You might have a conduit to the fabled Akashic Record, maintain a subtle telepathic connection to the collective subconscious of all living creatures, or follow in the footsteps of deities such as Abadar, Irori, Nethys, Irori's scholarly nephew

KEY TERMS

You'll see these key terms in many oracle class features.

Cursebound: Spells with this trait increase the severity of your oracular curse when cast. Usually only revelation spells have this trait. You can't cast a cursebound spell if you don't have an oracular curse.

Fortune and Misfortune: Fortune and misfortune effects can alter how you roll your dice. You can never have more than one fortune and one misfortune effect come into play on a single roll. If multiple fortune effects would apply, you must pick which to use. If two misfortune effects apply, the GM decides which is worse and applies it. If both a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally.

Metamagic: Actions with the metamagic trait tweak the properties of your spells. These actions usually come from metamagic feats. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

OTHER FOCUS SPELLS

You might gain focus spells that aren't revelation spells and don't have the cursebound trait (by taking an archetype, for instance). Since these spells aren't drawing on the same divine mystery as your revelation spells, casting them doesn't increase the effects of your curse. They still cost Focus Points as normal, and you still can't increase your focus pool to hold more than 3 Focus Points.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Gruhastha, the fey triune goddess of fate Magdh, or the lawful aeon god-figure known as the Monad.

Mystery Benefit You hold more mystical knowledge within you than most. You have one additional spell in your repertoire of each level you can cast.

Trained Skill Occultism and one Lore skill of your choice

Granted Cantrip *read aura*

Revelation Spells initial: *brain drain*; advanced: *access lore*; greater: *dread secret*

Related Domains knowledge, truth

Curse of Torrential Knowledge

You have a link to true divine knowledge, but your mortal mind struggles to process and act on what you know. Loose materials around you, such as dust, grains of rice, and droplets of water, slowly shift to form strange runes or faint indecipherable writing, and you sometimes speak unintelligible truths or statements in unknown languages without realizing it.

Minor Curse You take a –4 penalty to initiative, as trying to process a surge of information about what's happening around you slows your ability to respond to it.

Moderate Curse The flow of information through your mind grows. The attention you divert to process this huge influx of information means you are always flat-footed. At the start of each of your turns, you automatically make one check to Recall Knowledge as a free action. This uses a skill of your choice that has the Recall Knowledge action, using a result equal to 10 + your proficiency bonus in that skill (with no other bonuses, penalties, or modifiers).

Major Curse (11th) The massive flow of information clouding your mind overwhelms your ability to communicate with others. You can understand all languages, but you can't speak, use linguistic effects, or otherwise communicate with your allies. If you Cast a Spell with a verbal component, you must succeed at a DC 5 flat check or the spell is lost. You gain a +4 status bonus on saving throws against linguistic effects.

TEMPEST

The fury of the wind and waves pounds in your heart, whether your power flows from natural storms, a conduit to the elemental Planes of Air and Water, or through reverence of deities such as Gozreh, the tengu god of storms Hei Feng, the demon lord Dagon, or the elemental lords of air and water.

Mystery Benefit You can see perfectly through wind and water, and you send electric charges through both air and water. You never take penalties to Perception from wind, rain, fog, or other precipitation, or from looking through water or being underwater, and such conditions don't cause anything to be concealed from you.

When you deal physical damage with a non-cantrip air or water spell, you deal an additional 1 electricity damage per spell level.

Trained Skill Nature

Granted Cantrip *electric arc*

Revelation Spells initial: *tempest touch*; advanced: *thunderburst*; greater: *tempest form*

Related Domains Air, Water

Curse of the Perpetual Storm

You are the center of your own tiny tempest, ever surrounded by wind and rain that worsens the more you tap into your elemental powers. Even when you are calm and at rest, your hair and clothing are blown about by gentle winds, you are slightly damp, and your touch often comes with a static shock.

Minor Curse An aura of a whirling storm whips up in a 5-foot emanation around you and in your space. The aura puts out small non-magical fires 1 round after they're lit or brought into your aura.

Electrical energy builds up within your storm, turning you into a lightning rod; you gain weakness 2 to electricity, and electricity spells or effects that have additional effects for a creature wearing or holding metal treat you as though you were wearing metal.

Moderate Curse Your minor curse's aura expands to a 10-foot emanation and carries rain on the winds. The whirling winds impose a –2 circumstance penalty on ranged attack rolls using physical ammunition that target you or originate from you. Your weakness to electricity increases to 5 or half your level, whichever is greater, but torrential rain grants you an equal amount of fire resistance.

Major Curse (11th) Your minor curse's aura expands to a 15-foot emanation and grows stronger. High winds blowing outward in the aura impede creatures' progress. The aura is difficult terrain for Large and smaller creatures on the ground, and for Huge or smaller flying creatures. You aren't affected by this difficult terrain.

The electricity arcing through you becomes dangerous. Any creature that touches you, including with a touch spell or a melee unarmed attack, takes 1d6 electricity damage.

Oracle Feats

At every level that you gain an oracle feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Glean Lore ❖ — Feat 1

DIVINATION | DIVINE | ORACLE | SECRET

You tap into the collected lore of the divine, accessing a variety of potentially useful information. Attempt a Religion check to understand the information you gain. The GM sets the DC (similar to the DC to Recall Knowledge), potentially adjusting the DC of the check for topics far removed from your mystery.

Critical Success You comprehend the lore accurately or gain a useful clue from the divine about your situation.

Success You learn two pieces of information about the topic, one true and one erroneous, but you don't know which is which.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Failure You recall incorrect information or gain an erroneous or misleading clue.

Critical Failure You recall two pieces of incorrect information or gain two erroneous or misleading clues.

REACH SPELL ◆ — FEAT 1

CONCENTRATE | METAMAGIC | ORACLE

You can extend your spells' range. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

WIDEN SPELL ◆ — FEAT 1

MANIPULATE | METAMAGIC | ORACLE

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

2ND LEVEL

CANTRIP EXPANSION — FEAT 2

ORACLE

Study broadens your range of simple spells. Add two additional cantrips from your spell list to your repertoire.

DIVINE AEGIS ↻ — FEAT 2

ABJURATION | DIVINE | ORACLE

Trigger You attempt a saving throw against a magical effect, but you haven't rolled yet.

You summon divine energy to shield yourself, offering protection against other traditions but leaving you exposed to other divine effects. Until the beginning of your next turn, you gain a +1 circumstance bonus to saving throws against non-divine magical effects, but you also take a –1 circumstance penalty to saves against divine effects.

DOMAIN ACUMEN — FEAT 2

ORACLE

Every oracle's mystery touches on a divine domain of the deities that fuel it; you can access that power. Choose one of the domains associated with your mystery for which you don't already have an initial domain spell. You gain an initial domain spell from that domain, which you cast as a revelation spell. It gains the cursebound trait. Increase the number of Focus Points in your focus pool by 1.

4TH LEVEL

BESPELL WEAPON ◆ — FEAT 4

ORACLE

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell.

You siphon the residual energy from the last spell you cast into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

- **Abjuration** force damage
- **Conjuration or Transmutation** same type as the weapon
- **Divination, Enchantment, or Illusion** mental damage
- **Evocation** a type the spell dealt, or force damage if the spell didn't deal damage
- **Necromancy** negative damage

DIVINE ACCESS — FEAT 4

ORACLE

Your ability to tap into divine magic surpasses the spells traditionally available to you (the divine spell list). Choose one deity who grants one of your mystery's granted domains. Add up to three cleric spells of your choice granted by that deity to your spell list. You can select from these spells when you add or swap spells in your spell repertoire.

Special You can select this feat more than once. You can't choose the same spells more than once, but you can choose a different domain or a different deity with the same domain you've previously selected with this feat.

VISION OF WEAKNESS — FEAT 4

ORACLE

You can call upon divine insights to single out your foes' weak points. You learn the *vision of weakness* revelation spell (page 234). Increase the number of Focus Points in your focus pool by 1.

6TH LEVEL

ADVANCED REVELATION — FEAT 6

ORACLE

Prerequisites initial revelation spell

You learn an advanced revelation spell associated with your mystery. Increase the number of Focus Points in your focus pool by 1.

SPIRITUAL SENSE — FEAT 6

DIVINATION | DIVINE | ORACLE

You have a vague connection to the Ethereal Plane that enables you to notice spirits. While you're exploring but not Searching, the GM rolls a secret check for you to find haunts that usually require Searching, as well as spirits, creatures on the Ethereal Plane, and beings made entirely of spiritual essence such as celestials, fiends, and monitors.

You can also potentially notice ethereal creatures and spirits inside solid objects, provided they are within 30 feet of you. This applies while Searching, while Seeking, and on the automatic secret check you gain while exploring even if you aren't Searching. You can still notice spirits only on a successful check, and you can't see them if they're more than 5 feet inside an object.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

When you notice a creature with your Spiritual Sense, you also learn its location, making it hidden to you if it had been undetected.

STEADY SPELLCASTING — FEAT 6

ORACLE

Confident in your technique, you don't easily lose your concentration when you Cast a Spell. If another creature's reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

8TH LEVEL

DEBILITATING DICHOTOMY — FEAT 8

ORACLE

You can give others a glimpse of the impossible conflicts and unchecked power that courses through your body. You learn the *debilitating dichotomy* revelation spell (page 231). Increase the number of Focus Points in your focus pool by 1.

READ DISASTER — FEAT 8

DIVINATION | EXPLORATION | ORACLE | PREDICTION

You spend 10 minutes and open yourself to the divine mysteries of the world, peering into the most sinister portents of the future. You gain the effects of *augury*, except you learn only about the dangers ahead; any results of "weal" are instead "nothing," and results of "weal and woe" are instead "woe." If you are legendary in Religion, you take only 1 minute to Read Disaster.

10TH LEVEL

ORACULAR WARNING ◆ — FEAT 10

DIVINATION | DIVINE | ORACLE

Trigger You are about to roll initiative.

You have a flash of insight about impending danger related to one ally, and you can shout or gesture to warn that ally of the threat a moment before it materializes. One ally of your choice can roll twice for initiative and use the better result; this is a fortune effect. If you are legendary in Religion, you receive two visions and can warn two allies, granting them both this benefit.

You are momentarily thrown off by the divine insight, however, and you must roll twice for your initiative roll and use the worse result. This is a misfortune effect. The two effects are tied together; if you would avoid the misfortune effect for any reason, or if any of your allies would negate their fortune effect, your Oracular Warning does nothing. Depending on whether you use gestures or call out, this action gains either the visual or auditory trait, respectively.

QUICKENED CASTING ◆ — FEAT 10

CONCENTRATE | METAMAGIC | ORACLE

Frequency once per day

If your next action is to cast an oracle cantrip or an oracle spell that is at least 2 levels lower than the highest-level oracle spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

SURGING MIGHT ◆ — FEAT 10

MANIPULATE | METAMAGIC | ORACLE

With a complex gesture, you focus the divine power of your spell to overcome enemies' resistances. If the next action you use is to Cast a Spell, the spell ignores an amount of the target's resistance equal to your level against all the following types of damage: chaotic, evil, good, lawful, negative, and positive. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the positive energy within a *field of life*. This doesn't cause the spell to ignore immunities, only resistances.

12TH LEVEL

DOMAIN FLUENCY — FEAT 12

ORACLE

Prerequisites initial domain spell

You command a deep understanding of the divine domains related to your mystery. Choose one of the domains associated with your mystery for which you have an initial domain spell. You gain an advanced domain spell from that domain, which you cast as a revelation spell, causing it to gain the cursebound trait. Increase the number of Focus Points in your focus pool by 1.

GREATER REVELATION — FEAT 12

ORACLE

Prerequisites initial revelation spell

You learn a greater revelation spell associated with your mystery. Increase the number of Focus Points in your focus pool by 1.

MAGIC SENSE — FEAT 12

DETECTION | DIVINATION | DIVINE | ORACLE

You have a literal sixth sense for ambient magic in your vicinity. You can sense the presence of magic auras as though you were always using a 1st-level *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-level *detect magic* spell on things you see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

14TH LEVEL

FORESTALL CURSE ◆ — FEAT 14

CONCENTRATE | METAMAGIC | ORACLE

Frequency once per day

You've learned to forestall the effects of your curse somewhat. If the next action you use is to cast a revelation spell, the severity of your curse doesn't increase.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

MYSTERIOUS REPERTOIRE — FEAT 14

ORACLE

Your mystery holds unknowable depths of magic not always associated with the divine. You can have one spell in your spell repertoire not on the divine spell list, in addition to spells you've added to your spell list from feats like Divine Access. You cast that spell as a divine spell. You can swap which spell you add and from which tradition as you could any other oracle spell, but you can't use this feat to have more than one spell from another tradition in your spell repertoire at the same time.

16TH LEVEL

DIVERSE MYSTERY — FEAT 16

ORACLE

Prerequisites Advanced Revelation

You have broadened your understanding of the divine and can tap into the wonders of a different mystery. Select one revelation spell from a mystery other than your own. You can choose only an initial revelation spell or an advanced revelation spell.

When you cast this revelation spell, you gain the effects of the minor curse from that mystery in addition to the normal curse effects you gain from casting a revelation spell. This additional minor curse effect remains until your next daily preparations. Any ability that lets you cast a revelation spell without increasing the severity of your curse also prevents you from gaining this additional curse effect.

You can't cast your chosen revelation spell if any of the following conditions are true: its mystery's curse effects directly conflict with or negate the effects of your own mystery's curse, the curse would have no effect on you (for example, removing an ability from your original mystery that you lack), or either of these criteria would be met once you finish Casting the Spell.

PORTENTOUS SPELL ❖ — FEAT 16

MANIPULATE | MENTAL | METAMAGIC | ORACLE | VISUAL

Your spellcasting is rife with strange lights, esoteric gestures, and other captivating effects that befuddle your foes. If the next action you use is to Cast a Spell, any creature that attempts to use a reaction triggered by your Cast a Spell activity takes a –2 circumstance penalty to attack rolls and skill checks rolled as part of the reaction. In addition, if the spell includes a spell attack roll or requires a saving throw, creatures you hit or that fail their saves are fascinated with you until the start of your next turn.

18TH LEVEL

BLAZE OF REVELATION — FEAT 18

ORACLE

Your mind and body can, for a short time, withstand the devastation of overdrawing your curse. When you would become overwhelmed by your curse, you can forestall the effects for up to 1 minute. On each of your turns during that time, you can cast one revelation spell granted by your mystery (but not domain spells, spells from Diverse Mystery, or other revelation spells you gained from other abilities) without spending Focus Points or taking any further negative effects.

At the end of the minute, the durations of any revelation spells you cast during that time end, you take the normal effects from being overwhelmed by your curse, and you must attempt a DC 40 Fortitude save.

Critical Success You aren't otherwise affected.

Success You are drained 2 and can't reduce or remove this condition until your next preparations.

Failure You are drained 4 and can't reduce or remove this condition until your next preparations.

Critical Failure You die.

DIVINE EFFUSION — FEAT 18

ORACLE

The power of your mystery surges through you like a font of divine energy, even when your own magic dwindles. Twice per day, you can cast a spell after you've run out of spell slots of the appropriate spell level; the two spells you cast with this feat must be of different spell levels.

20TH LEVEL

MYSTERY CONDUIT — FEAT 20

ORACLE

The power of your mystery enables you to cast more than just revelation spells. When you cast a spell of 5th level or lower that has no duration, instead of spending a spell slot, you can advance the effects of your oracular curse in the same manner as when you cast a revelation spell. A spell cast in this way gains the cursebound trait.

ORACULAR PROVIDENCE — FEAT 20

ORACLE

Prerequisites oracular clarity

Your mystery grants you access to deep reserves of truly miraculous divine power. You gain an additional 10th-level spell slot.

PARADOXICAL MYSTERY — FEAT 20

ORACLE

Prerequisites Greater Revelation

The truest depths of your divine mystery are fathomless and contradictory, granting you changing powers that even you can barely begin to fathom. Each day during your daily preparations, choose one basic or advanced domain spell from any domain from the *Core Rulebook* or another domain to which you have access, or any initial or advanced revelation spell from another mystery. You gain that spell as a revelation spell until your next daily preparations, and it has the cursebound trait.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

SWASHBUCKLER

Many warriors rely on brute force, weighty armor, or cumbersome weapons. For you, battle is a dance where you move among foes with style and grace. You dart among combatants with flair and land powerful finishing moves with a flick of the wrist and a flash of the blade, all while countering attacks with elegant ripostes that keep enemies off balance. Harassing and thwarting your foes lets you charm fate and cheat death time and again with aplomb and plenty of flair.

KEY ABILITY

DEXTERITY

At 1st level, your class gives you an ability boost to Dexterity.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You show off to gain panache, leveraging your flair to build up to powerful finishing moves. You stay nimble, moving into the best position to perform your maneuvers while dodging enemy blows and responding with swift ripostes. Depending on your swashbuckler's style, you might dance among your foes; slip past their defenses; or beguile, distract, or frighten them.

DURING SOCIAL ENCOUNTERS...

You are equally likely to charm or intimidate others—or both. You might be an adept socialite, or you might create distractions for others who do the talking.

WHILE EXPLORING...

You keep a careful eye on your surroundings and other people, always prepared to leap into action with bravado and flair. You interact with the environment in bold, sweeping strokes rather than skulking to avoid detection.

IN DOWNTIME...

You might carouse at the tavern, repair and maintain your armaments, or train to learn new techniques. To maintain your impressive reputation, you might build an organization in your name or establish a following of admirers.

YOU MIGHT...

- Portray yourself as a heroic daredevil or a roguish braggart, knowing you can live up to the image you present.
- Hold yourself in high esteem, confident in your abilities and your reputation.
- Practice your skills and maneuvers regularly to ensure you never grow rusty.

OTHERS PROBABLY...

- Admire your theatrics, bravado, and skill with a blade.
- Find you arrogant unless they know you well enough to appreciate your style.
- Underestimate how much of a threat you pose until they face the end of your deadly blade.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude
Expert in Reflex
Expert in Will

SKILLS

Trained in Acrobatics
Trained in one skill determined by your swashbuckler's style
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in unarmored defense

CLASS DC

Trained in swashbuckler class DC

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

TABLE 2–5: SWASHBUCKLER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, panache, swashbuckler's style, precise strike (2d6), confident finisher, swashbuckler feat
2	Skill feat, swashbuckler feat
3	General feat, great fortitude, opportune riposte, skill increase, stylish trick, vivacious speed +10 feet
4	Skill feat, swashbuckler feat
5	Ability boosts, ancestry feat, precise strike (3d6), skill increase, weapon expertise
6	Skill feat, swashbuckler feat
7	Evasion, general feat, skill increase, stylish trick, vivacious speed +15 feet, weapon specialization
8	Skill feat, swashbuckler feat
9	Ancestry feat, exemplary finisher, precise strike (4d6), skill increase, swashbuckler expertise
10	Ability boosts, skill feat, swashbuckler feat
11	Continuous flair, general feat, skill increase, vigilant senses, vivacious speed +20 feet
12	Skill feat, swashbuckler feat
13	Ancestry feat, improved evasion, light armor expertise, precise strike (5d6), skill increase, weapon mastery
14	Skill feat, swashbuckler feat
15	Ability boosts, general feat, greater weapon specialization, keen flair, skill increase, stylish trick, vivacious speed +25 feet
16	Skill feat, swashbuckler feat
17	Ancestry feat, precise strike (6d6), resolve, skill increase
18	Skill feat, swashbuckler feat
19	Eternal confidence, general feat, light armor mastery, skill increase, vivacious speed +30 feet
20	Ability boosts, skill feat, swashbuckler feat

Class Features

You gain the following abilities as a swashbuckler. Abilities gained at higher levels list the level next to the features' names.

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Panache

You care as much about the way you accomplish something as whether you actually accomplish it in the first place. When you perform an action with particular bravado, you can leverage this moment of verve to perform spectacular, deadly maneuvers. This state of flair is called panache, and you are either in a state of panache or you are not.

You gain panache by successfully performing the skill check associated with specific actions that have a bit of flair, including Tumble Through (*Core Rulebook* 240) and additional actions determined by your swashbuckler's style (see below). At the GM's discretion, after succeeding at a check to perform a particularly daring action, such as swinging on a chandelier or sliding down a drapery, you also gain panache if your result is high enough (typically the very hard DC for your level, but the GM can choose a different threshold).

While you have panache, you gain a +5-foot status bonus to your Speeds and gain a +1 circumstance bonus to checks to Tumble Through or to take any actions that give you panache due to your style. The precise strike class feature (page 85) also causes you to deal extra precision damage while you have panache. Powerful finisher actions, including Confident Finisher (page 85), can be used only while you have panache and cause you to lose your panache.

Normally, you gain and use panache only in combat encounters; when an encounter ends, you lose panache.

Swashbuckler's Style

As a swashbuckler, you have your own distinctive style that enables you to gracefully handle everyday events and life-or-death situations alike. Choose a swashbuckler's style. This style determines the additional actions you use to gain panache and makes you trained in the skill related to that action. The styles presented in this book are as follows.

Battledancer

To you, a fight is a kind of performance art, and you command your foes' attention with mesmerizing motions. You are trained in Performance and gain the Fascinating Performance skill feat (*Core Rulebook* 261). You gain panache during an encounter when the result of your Performance check to Perform exceeds the Will DC of an observing foe, even if the foe isn't fascinated.

Braggart

You boast, taunt, and psychologically needle your foes. You are trained in Intimidation. You gain panache during an encounter whenever you successfully Demoralize a foe.

Fencer

You move carefully, feinting and creating false openings to lead your foes into inopportune attacks. You are trained in Deception. You gain panache during an encounter whenever you successfully Feint or Create a Diversion against a foe.

Gymnast

You reposition, maneuver, and bewilder your foes

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

with daring feats of physical prowess. You are trained in Athletics. You gain panache during an encounter whenever you successfully Grapple, Shove, or Trip a foe.

Wit

You are friendly, clever, and full of humor, always knowing just what to say in any situation. Your witticisms leave foes unprepared for the skill and speed of your attacks. You are trained in Diplomacy and gain the Bon Mot skill feat (page 203). You gain panache during an encounter whenever you succeed at a Bon Mot against a foe.

PRECISE STRIKE

You strike with flair. When you have panache and you Strike with an agile or finesse melee weapon or agile or finesse unarmed attack, you deal 2 additional precision damage. If the strike is part of a finisher, the additional damage is 2d6 precision damage instead.

As your swashbuckler level increases, so does your additional damage for precise strike. Increase the amount of additional damage on a Strike and the number of additional dice on a finisher by one at 5th, 9th, 13th, and 17th levels.

CONFIDENT FINISHER

You gain an elegant finishing attack you can make when you have panache. The finisher trait is described on page 87. You gain the Confident Finisher action.

CONFIDENT FINISHER ❖

FINISHER SWASHBUCKLER

You make an incredibly graceful attack, piercing your foe's defenses. Make a Strike with a weapon or unarmed attack that would apply your precise strike damage, with the following failure effect.

Failure You deal half your precise strike damage to the target. This damage type is that of the weapon or unarmed attack you used for the Strike.

SWASHBUCKLER FEATS

At 1st level and every even-numbered level, you gain a swashbuckler class feat.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

GREAT FORTITUDE 3RD

Your physique is incredibly hardy, granting you increased endurance. Your proficiency rank for Fortitude saves increases to expert.

OPPORTUNE RIPOSTE 3RD

You turn the tables on foes who fumble, capitalizing immediately on their mistake. You gain the Opportune Riposte reaction.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

SWASHBUCKLER FEATS

If you need to look up a swashbuckler feat by name instead of by level, use this table.

Feat	Level
After You	2
Agile Maneuvers	6
Antagonize	2
Attack of Opportunity	6
Bleeding Finisher	8
Buckler Dance	10
Buckler Expertise	1
Charmed Life	2
Cheat Death	12
Combination Finisher	6
Deadly Grace	16
Derring-Do	10
Disarming Flair	1
Dual Finisher	8
Dueling Dance	10
Dueling Parry	1
Felicitous Riposte	16
Finishing Follow-Through	2
Flamboyant Athlete	4
Flamboyant Leap	14
Flying Blade	1
Focused Fascination	1
Goading Feint	1
Guardian's Deflection	4
Impaling Finisher	4
Impossible Riposte	14
Incredible Luck	18
Inexhaustible Countermoves	20
Leading Dance	4
Lethal Finisher	18
Mobile Finisher	12
Nimble Dodge	1
Nimble Roll	8
One for All	1
Panache Paragon	20
Parry and Riposte	18
Perfect Finisher	14
Precise Finisher	6
Reflexive Riposte	10
Stunning Finisher	8
Swaggering Initiative	4
Targeting Finisher	10
Tumble Behind	2
Twin Parry	4
Twinned Defense	14
Unbalancing Finisher	2
Vexing Tumble	6
Vivacious Bravado	8
You're Next	1

OPPORTUNE RIPOSTE ↻

SWASHBUCKLER

Trigger A foe within your reach critically fails a Strike against you.

You take advantage of an opening from your enemy's fumbled attack. You either make a melee Strike against the triggering foe or attempt to Disarm it of the weapon it used for the Strike.

SKILL INCREASES — 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

STYLISH TRICKS — 3RD

At 3rd level, 7th level, and 15th level, you gain a skill feat. This feat must be for Acrobatics or the trained skill from your swashbuckler's style.

VIVACIOUS SPEED — 3RD

When you've made an impression, you move even faster than normal, darting about the battlefield with incredible speed. Increase the status bonus to your Speeds when you have panache to a +10-foot status bonus; this bonus increases by 5 feet at 7th, 11th, 15th, and 19th levels. When you don't have panache, you still get half this status bonus to your Speed, rounded down to the nearest 5-foot increment.

ABILITY BOOSTS — 5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS — 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

WEAPON EXPERTISE — 5TH

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. You gain access to the critical specialization effects of all weapons for which you have expert proficiency.

EVASION — 7TH

You've learned to move quickly to avoid explosions, a dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

WEAPON SPECIALIZATION — 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

EXEMPLARY FINISHER — 9TH

You execute your finishing moves with spectacular flair, adding special effects to your finishers. If a Strike you make as part of a finisher hits a foe, you add one of the following effects to the Strike, depending on your swashbuckler's style.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Battledancer: You can Step as a free action immediately after the finisher.

Braggart: If the foe was temporarily immune to your Demoralize, their temporary immunity ends.

Fencer: The foe is flat-footed until your next turn.

Gymnast: If the foe is grabbed, restrained, or prone, you gain a circumstance bonus to the damage roll equal to twice the number of weapon damage dice.

Wit: The foe takes a –2 circumstance penalty to attack rolls against you until the start of your next turn.

SWASHBUCKLER EXPERTISE 9TH

You perform swashbuckling techniques with exceptional flair, making them harder to resist. Your proficiency rank for your swashbuckler class DC increases to expert.

CONTINUOUS FLAIR 11TH

While not equal to the heights of your panache in combat, you have a dramatic flair about you in any situation. Whenever you succeed at a check during exploration that would have granted you panache in combat, you gain a +1 circumstance bonus to further checks for actions that would grant you panache in combat. This benefit ends when the exploration changes to a different scene (as determined by the GM) or shifts to an encounter or downtime.

VIGILANT SENSES 11TH

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

IMPROVED EVASION 13TH

Your ability to elude danger is matchless. Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you roll a failure on a Reflex save against a damaging effect, you take half damage.

LIGHT ARMOR EXPERTISE 13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

WEAPON MASTERY 13TH

You fully understand your weapons. Your proficiency ranks for simple and martial weapons and unarmed attacks increase to master.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

KEEN FLAIR 15TH

You inflict particularly devastating attacks on even well-defended foes. When you Strike with a weapon or unarmed attack with which you have master proficiency, if you roll a 19 on the die and the roll is a success, you critically succeed instead.

RESOLVE 17TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

ETERNAL CONFIDENCE 19TH

As a swashbuckler at the peak of your skill, you swell with confidence and bravado in every attack. Your proficiency rank for your swashbuckler class DC increases to master.

When you Strike as part of a finisher or Opportune Riposte, you can give the Strike the failure effect from the Confident Finisher action, including the increase from Precise Finisher (page 91) if you have that feat. You can do so only if the Strike uses a weapon or unarmed attack that you could use for Confident Finisher.

LIGHT ARMOR MASTERY 19TH

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

Swashbuckler Feats

At each level that you gain a swashbuckler feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

KEY TERMS

You'll see these terms in many swashbuckler abilities.

Finisher: Finishers are spectacular finishing moves that use your panache. You can use a finisher only if you have panache, and you lose your panache immediately after performing a finisher. Once you use a finisher, you can't use actions that have the attack trait for the rest of your turn.

Some actions with the finisher trait also grant an effect on a failure. Effects added on a failure don't apply on a critical failure. If your finisher action succeeds, you can still choose to apply the failure effect instead. For example, you might do this when an attack deals no damage due to resistance.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in that stance for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

1st Level

Buckler Expertise — Feat 1

SWASHBUCKLER

You've learned a flexible way to position your buckler to provide more protection. When you Raise a Shield to gain a circumstance bonus to AC from a buckler, increase the bonus from +1 to +2.

Disarming Flair — Feat 1

SWASHBUCKLER

It's harder for your foes to regain their grip when you knock their weapon partially out of their hands. When you succeed at an Athletics check to Disarm, the circumstance bonus and penalty from Disarm last until the end of your next turn, instead of until the beginning of the target's next turn. The target can use an Interact action to adjust their grip and remove this effect. If your swashbuckler's style is gymnast and you succeed at your Athletics check to Disarm a foe, you gain panache.

Dueling Parry ◆ — Feat 1

SWASHBUCKLER

Requirements You are wielding only a single one-handed melee weapon and have your other hand or hands free.

You can parry attacks against you with your weapon. You gain a +2 circumstance bonus to AC until the start of your next turn as long as you continue to meet the requirements.

Flying Blade — Feat 1

SWASHBUCKLER

Prerequisites precise strike

You've learned to apply your flashy techniques to thrown weapons as easily as melee attacks. When you have panache, you apply your precise strike damage on ranged Strikes you make with a thrown weapon within that weapon's first range increment. The thrown weapon must be an agile or finesse weapon. This also allows you to make a thrown weapon ranged Strike for Confident Finisher and any other finisher that includes a Strike that can benefit from your precise strike.

Focused Fascination — Feat 1

SWASHBUCKLER

Prerequisites Fascinating Performance

When you use Fascinating Performance in a combat encounter, you need only a success, rather than a critical success, to fascinate your target. This works only if you're attempting to fascinate one target. For example, if you were an expert in Performance, you could choose to target multiple creatures normally or target one creature and fascinate it on a success.

Goading Feint — Feat 1

SWASHBUCKLER

Prerequisites trained in Deception

When you trick a foe, you can goad them into overextending their next attack. On a Feint, you can use the following success and critical success effects instead of any other effects you would gain when you Feint; if you do, other abilities that adjust the normal effects of your Feint no longer apply. You can choose whether to use the Goading Feint benefits or the normal benefits each time you Feint a given foe.

Critical Success The target takes a –2 circumstance penalty to all attack rolls against you before the end of its next turn.

Success The target takes a –2 circumstance penalty to its next attack roll against you before the end of its next turn.

Nimble Dodge ↺ — Feat 1

SWASHBUCKLER

Trigger A creature you can see targets you with an attack.

Requirements You aren't encumbered.

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

One for All ◆ — Feat 1

AUDITORY | CONCENTRATE | EMOTION | LINGUISTIC | MENTAL | SWASHBUCKLER

Prerequisites trained in Diplomacy

With precisely the right words of encouragement, you bolster an ally's efforts. Designate an ally within 30 feet; this action counts as sufficient preparation to Aid that ally. When you use the Aid reaction to help that ally, you can roll Diplomacy in place of the usual check. If your swashbuckler's style is wit and your Diplomacy check to Aid meets or exceeds the very hard DC for your level, you gain panache.

You're Next ↺ — Feat 1

EMOTION | FEAR | MENTAL | SWASHBUCKLER

Prerequisites trained in Intimidation

Trigger You reduce an enemy to 0 Hit Points.

After downing a foe, you promise another you're coming after them next. Attempt an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that you can see and that can see you. If you're legendary in Intimidation, you can use this as a free action with the same trigger.

2nd Level

After You ◆ — Feat 2

SWASHBUCKLER

Trigger You're about to roll initiative.

You allow your foes to make the first move in a show of incredible confidence. You don't roll initiative; instead you voluntarily go last. You gain panache. If more than one character uses this ability or another ability to go last, use the normal rules for resolving a tie: NPCs and monsters act before PCs, and within those groups, the creatures can choose whichever order they want.

Antagonize — Feat 2

SWASHBUCKLER

Your taunts and threats earn your foes ire. When you successfully Demoralize a creature, its frightened condition can't decrease to less than 1 at the end of its turn until it either uses a hostile action against you or can no longer observe or sense you for at least 1 round.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

CHARMED LIFE ↻ — FEAT 2

SWASHBUCKLER

Prerequisites Charisma 14

Trigger You attempt a saving throw, but you haven't rolled yet.

When danger calls, you have a strange knack for coming out on top. You gain a +2 circumstance bonus to the triggering save.

FINISHING FOLLOW-THROUGH — FEAT 2

SWASHBUCKLER

Finishing a foe maintains your swagger. You gain panache if your finisher brings the target to 0 HP (or brings the highest-level target to 0 HP, if your finisher attacks multiple targets).

TUMBLE BEHIND — FEAT 2

SWASHBUCKLER

Your tumbling catches your foe off guard. When you Tumble Through successfully, the foe you Tumbled Through is flat-footed against the next attack you make before the end of your turn.

UNBALANCING FINISHER ❖ — FEAT 2

FINISHER SWASHBUCKLER

You attack with a flashy assault that leaves your target off balance. Make a melee Strike. If you hit and deal damage, the target is flat-footed until the end of your next turn.

4TH LEVEL

FLAMBOYANT ATHLETE — FEAT 4

SWASHBUCKLER

Prerequisites expert in Athletics

Your panache allows you to perform incredible feats: climbing, swimming, and leaping far beyond your normal capacity. While you have panache, you gain the following benefits.

- You gain climb and swim Speeds equal to half your land Speed.
- The DCs of your High Jumps and Long Jumps decrease by 10. This doesn't combine with other abilities that reduce those DCs.
- The distance you can move with a vertical Leap increases to 5 feet. Your distance for a horizontal Leap increases to 15 feet if your Speed is at least 15 feet, or to 20 feet if your Speed is at least 30 feet.

GUARDIAN'S DEFLECTION ↻ — FEAT 4

SWASHBUCKLER

Trigger An ally within your melee reach is hit by an attack, you can see the attacker, and a +2 circumstance bonus to AC would turn the critical hit into a hit or the hit into a miss.

Requirements You are wielding a single one-handed melee weapon and have your other hand or hands free.

You use your weapon to deflect the attack against your ally, granting a +2 circumstance bonus to their AC against the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

SAMPLE SWASHBUCKLER

GYMNAST

You fight with both agility and muscle, controlling your foe's movements on the battlefield with style and flair.

ABILITY SCORES
Prioritize Dexterity and Strength for Acrobatics, Athletics, attacks, and damage.

SKILLS
Acrobatics, Athletics, Diplomacy, Intimidation, Medicine, Society

SWASHBUCKLER'S STYLE
Gymnast

STARTING FEAT
Disarming Flair

HIGHER-LEVEL FEATS
Flamboyant Athlete (4th), Agile Maneuvers (6th), Derring-Do (10th), Flamboyant Leap (14th)

triggering attack. This turns the triggering critical hit into a hit, or the triggering hit into a miss.

IMPALING FINISHER ◆ — FEAT 4

FINISHER SWASHBUCKLER

You stab two foes with a single thrust or bash them together with one punch. Make a bludgeoning or piercing melee Strike and compare the attack roll result against the AC of up to two foes. One foe must be adjacent to you, and the other foe must be adjacent to and directly behind the first foe, in a straight line from your space. Roll damage once and apply it to each creature you hit. An Impaling Finisher counts as two attacks when calculating your multiple attack penalty.

LEADING DANCE ◆ — FEAT 4

MOVE SWASHBUCKLER

Prerequisites trained in Performance

Requirements You are adjacent to an enemy.

You sweep your foe into your dance. Attempt a Performance check against an adjacent enemy's Will DC. If your swashbuckler's style is battledancer and you succeed, you gain panache.

Critical Success Your foe is swept up in your dance. You both move up to 10 feet in the same direction, remaining adjacent to one another. Your movement doesn't trigger reactions from the target (and the target's movement doesn't trigger reactions because it's forced movement).

Success As critical success, but you both move only 5 feet.

Failure The foe doesn't follow your steps. You can move 5 feet if you choose, but this movement triggers reactions normally.

Critical Failure You stumble, falling prone in your space.

SWAGGERING INITIATIVE ◆ — FEAT 4

SWASHBUCKLER

Trigger You are about to roll initiative.

You swagger readily into any fight—even an ambush. You gain a +2 circumstance bonus to your initiative roll and can Interact to draw a weapon.

TWIN PARRY ◆ — FEAT 4

SWASHBUCKLER

Requirements You wield two melee weapons, one in each hand.

You use your weapons to parry. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.

6TH LEVEL

AGILE MANEUVERS — FEAT 6

SWASHBUCKLER

Prerequisites expert in Athletics

Your easily maneuver against your foes. Your Grapple, Shove, and Trip actions have a lower multiple attack penalty: –4 instead of –5 if they're the second attack on your turn, or –8 instead of –10 if they're the third or subsequent attack on your turn.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

ATTACK OF OPPORTUNITY ↩ — FEAT 6

SWASHBUCKLER

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You swat a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

COMBINATION FINISHER — FEAT 6

SWASHBUCKLER

You combine a series of attacks with a powerful finishing blow. Your finishers' Strikes have a lower multiple attack penalty: –4 (or –3 with an agile weapon) if it's the second attack on your turn, or –8 (or –6 with an agile weapon) if it's the third or subsequent attack on your turn, instead of –5 and –10, respectively.

PRECISE FINISHER — FEAT 6

SWASHBUCKLER

Prerequisites Confident Finisher

Even when your foe avoids your Confident Finisher, you can still hit a vital spot. On a failure with Confident Finisher, you apply your full precise strike damage instead of half.

VEXING TUMBLE ◆ — FEAT 6

SWASHBUCKLER

You tumble around your foes, expertly avoiding their reactions. Stride up to half your Speed and roll an Acrobatics check. Compare the result to the Reflex DC of each foe whose reach you began in or enter during the movement, in sequence.

Critical Success This movement doesn't trigger reactions from the foe, the foe is flat-footed to you until the end of your turn, and you gain panache.

Success This movement doesn't trigger reactions from the foe, and you gain panache.

Critical Failure Your movement immediately stops when you enter the creature's reach; if you began in the creature's reach, you don't move.

8TH LEVEL

BLEEDING FINISHER ◆ — FEAT 8

FINISHER SWASHBUCKLER

Your blow inflicts profuse bleeding. Make a slashing or piercing Strike with a weapon or unarmed attack that allows you to add your precise strike damage. If you hit, the target also takes persistent bleed damage equal to your precise strike finisher damage.

DUAL FINISHER ◆ — FEAT 8

FINISHER SWASHBUCKLER

Requirements You wield two melee weapons, one in each hand.

You split your attacks. Make two melee Strikes, one with each required weapon, each against a different foe. If the second Strike is made with a non-agile weapon, it takes a –2 penalty. Increase your multiple attack penalty only after attempting both Strikes.

NIMBLE ROLL — FEAT 8

SWASHBUCKLER

Prerequisites Nimble Dodge

You can use Nimble Dodge before attempting a Reflex save, in addition to its original trigger. If you do, the circumstance bonus applies to your Reflex save against the triggering effect.

When you use Nimble Dodge and the triggering attack fails or critically fails, or when you succeed or critically succeed at the saving throw, you can also Stride up to 10 feet as part of the reaction. If you do, the reaction gains the move trait. You can use Nimble Roll while Flying or Swimming instead of Striding if you have the corresponding movement type.

STUNNING FINISHER ◆ — FEAT 8

FINISHER SWASHBUCKLER

You attempt a dizzying blow. Make a melee Strike. If you hit, your foe must attempt a Fortitude save against your class DC with the following results; the save has the incapacitation trait.

Critical Success The target is unaffected.

Success The target can't use reactions until its next turn.

Failure The target is stunned 1.

Critical Failure The target is stunned 3.

VIVACIOUS BRAVADO ◆ — FEAT 8

SWASHBUCKLER

Requirements You gained panache this turn.

Your ego swells, granting you a temporary reprieve from your pain. You gain temporary Hit Points equal to your level plus your Charisma modifier that last until the start of your next turn.

10TH LEVEL

BUCKLER DANCE ◆ — FEAT 10

STANCE SWASHBUCKLER

Requirements You are wielding a buckler.

You spin your buckler defensively toward every attack. While you are in this stance, you constantly have your buckler raised as if you'd used Raise a Shield, as long as you meet that action's requirements.

DERRING-DO — FEAT 10

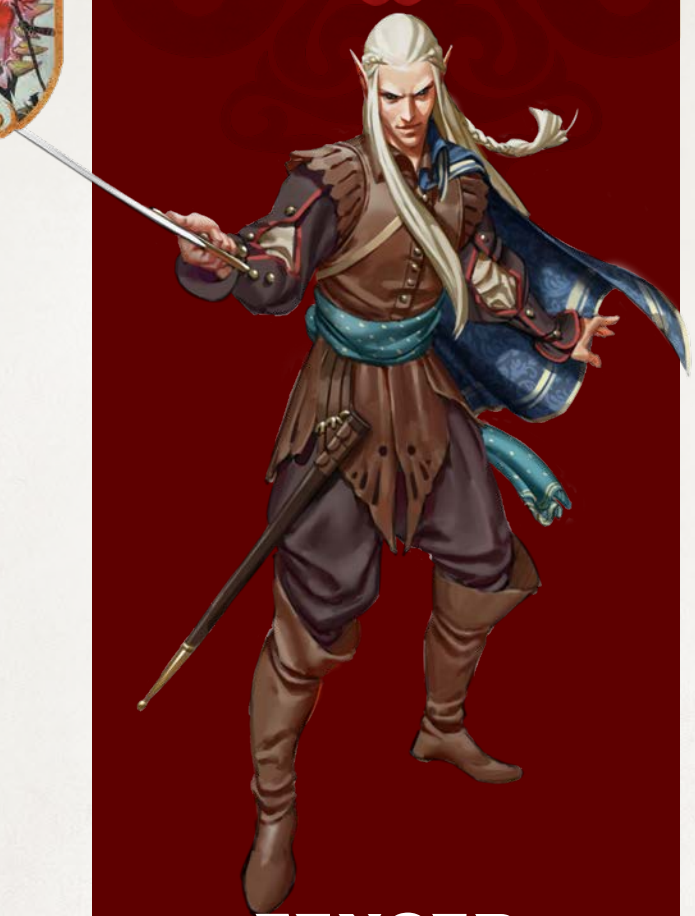
FORTUNE SWASHBUCKLER

When you compound panache with even more derring-do, it somehow tends to work out. When you already have panache, you can roll twice and use the higher result on checks to which the circumstance bonus for having panache applies (Tumble Through and any skill actions listed in your swashbuckler's style).

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

SAMPLE SWASHBUCKLER



FENCER

You befuddle your foes with deft movements, feints, and traps, leading them into your cunning counterattacks.

ABILITY SCORES
Prioritize Dexterity for accuracy, as well as Charisma for Deception.

SKILLS
Acrobatics, Deception, Diplomacy, Society, Stealth, Thievery

SWASHBUCKLER'S STYLE
Fencer

STARTING FEAT
Goading Feint

HIGHER-LEVEL FEATS
Tumble Behind (2nd), Attack of Opportunity (6th), Reflexive Riposte (10th), Felicitous Riposte (16th)

DUELING DANCE ◆ — FEAT 10

STANCE | SWASHBUCKLER

Prerequisites Dueling Parry

Requirements You are wielding only a single one-handed melee weapon and have your other hand or hands free.

Using your free hand as pivot and balance, you both attack and defend with your weapon. While you are in this stance, you constantly have the benefits of Dueling Parry.

REFLEXIVE RIPOSTE — FEAT 10

SWASHBUCKLER

Prerequisites Opportune Riposte

You can riposte almost without a thought. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to perform an Opportune Riposte.

TARGETING FINISHER ◆ — FEAT 10

FINISHER | SWASHBUCKLER

Your attack harms and hinders your foe. Choose a particular part of your foe from the list below and Strike. If you hit and damage the target, apply the effect corresponding to the chosen part. This hindrance lasts until the end of your next turn. On a critical hit, you also apply a lesser effect lasting for 1 minute.

- **Arm (or another limb used for attacks, such as a tentacle)** The target is enfeebled 2. On a critical hit, it is also enfeebled 1 for 1 minute.
- **Head** The target is stupefied 2. On a critical hit, it is also stupefied 1 for 1 minute.
- **Legs** The target takes a –10-foot status penalty to its Speeds. On a critical hit, it also takes a –5-foot status penalty to its Speeds for 1 minute.

12TH LEVEL

CHEAT DEATH ↻ — FEAT 12

SWASHBUCKLER

Trigger You take damage that would reduce you to 0 Hit Points.

Somehow you always escape the reaper by a hair's breadth. You avoid being knocked out or killed and remain at 1 Hit Point, but you become doomed 1 (or increase your doomed value by 1 if you were already doomed). You can't reduce or ignore the doomed condition from Cheating Death. The doomed condition from Cheating Death lasts for 10 minutes, though this doesn't affect the duration of any other doomed condition you have.

MOBILE FINISHER ◆ — FEAT 12

FINISHER | SWASHBUCKLER

You attack in motion. Stride and then Strike. You can use Mobile Finisher while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

14TH LEVEL

FLAMBOYANT LEAP ◆◆ — FEAT 14

SWASHBUCKLER

Prerequisites master in Athletics, Flamboyant Athlete

Requirements You are capable of using a finisher.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

You stylishly leap and deliver a powerful finisher. Make a Leap, High Jump, or Long Jump and attempt one single-action finisher at any point during your jump; the finisher can't be one that includes other movement, such as Mobile Finisher. Immediately after the finisher, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump. If the distance you fall is no more than the height of your jump, you take no damage and land upright. When attempting a High Jump or Long Jump during a Flamboyant Leap, determine the DC using the Long Jump DCs, and increase the maximum distance to double your Speed, rather than just your Speed.

IMPOSSIBLE RIPOSTE — FEAT 14

SWASHBUCKLER

Prerequisites Opportune Riposte

Your ripostes can deflect attacks back at their source. You can use Opportune Riposte with a trigger of "A foe outside of your reach critically fails an attack roll against you" in addition to its usual trigger. When you use Opportune Riposte with this new trigger against a ranged attack, your Strike deflects some of the triggering effect back toward its source. Compare the result of your attack roll to the AC of the triggering foe. On a hit, you deal the normal amount of damage for your Strike, but the damage type changes to that of the triggering attack. For instance, if you used Opportune Riposte to deflect a *ray of frost*, your Strike would deal cold damage instead of its normal damage type.

PERFECT FINISHER ❖ — FEAT 14

FINISHER FORTUNE SWASHBUCKLER

You focus your panache into an impeccable assault. Make a Strike, rolling the attack roll twice and using the better result.

TWINNED DEFENSE ❖ — FEAT 14

STANCE SWASHBUCKLER

Prerequisites Twin Parry

Requirements You wield two melee weapons, one in each hand.

You're always ready to use your off-hand weapon to interfere with attacks against you. While you are in this stance, you constantly gain the benefits of the Twin Parry action.

16TH LEVEL

DEADLY GRACE — FEAT 16

SWASHBUCKLER

Your graceful attacks are especially powerful. When you score a critical hit with an agile or finesse melee weapon that has the deadly trait, you double the number of dice from that trait. When you wield an agile or finesse melee weapon that doesn't have the deadly trait, it gains the deadly d8 trait instead.

FELICITOUS RIPOSTE — FEAT 16

FORTUNE SWASHBUCKLER

You take advantage of your foe's openings with uncanny odds. When you make an Opportune Riposte, roll twice on the attack roll and take the better result.

18TH LEVEL

INCREDIBLE LUCK — FEAT 18

FORTUNE SWASHBUCKLER

Prerequisites Charmed Life

You always seem to bounce back from the worst. When you use Charmed Life, roll the save twice (including the +2 circumstance bonus from Charmed Life) and use the better result.

LETHAL FINISHER ❖ — FEAT 18

DEATH FINISHER SWASHBUCKLER

Prerequisites precise strike 6d6

You stab your foe in a vital organ, possibly killing them outright. Make a Strike. On a success, you forego your precise strike damage from the finisher. Instead, your target takes additional precision damage based on a Fortitude save against your class DC. If your Strike was a critical hit, the target's saving throw outcome is one degree worse.

Critical Success You deal 6 precision damage.

Success You deal 6d6 precision damage.

Failure You deal 12d6 precision damage.

Critical Failure You deal 18d6 precision damage.

PARRY AND RIPOSTE — FEAT 18

SWASHBUCKLER

Prerequisites Opportune Riposte

Your parries and finishers allow you to riposte with the slightest provocation. You can use Opportune Riposte against an enemy who fails at a Strike against you (not just critically fails), provided you have both damaged that creature with a finisher on your last turn and currently have a circumstance bonus to AC from the parry weapon trait, Dueling Parry, or Twin Parry.

20TH LEVEL

INEXHAUSTIBLE COUNTERMOVES — FEAT 20

SWASHBUCKLER

You can react whenever a foe leaves a gap in their defenses. At the start of each enemy's turn, you gain an extra reaction you can use only during that turn to perform an Opportune Riposte, or an Attack of Opportunity if you have that reaction.

PANACHE PARAGON — FEAT 20

SWASHBUCKLER

You find opportunities to perform stylish feats in the moments between others' heartbeats and eye blinks. You are permanently quickened. You can use the extra action only to Tumble Through or perform the skill action listed in your swashbuckler's style as one that allows you to gain panache, or other actions that would allow you to gain panache at the GM's discretion.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

WITCH

You command powerful magic, not through study or devotion to any ideal, but as a vessel or agent for a mysterious, otherworldly patron that even you don't entirely understand. This entity might be a covert divinity, a powerful fey, a manifestation of natural energies, an ancient spirit, or any other mighty supernatural being—but its nature is likely as much a mystery to you as it is to anyone else. Through a special familiar, your patron grants you versatile spells and powerful hexes to use as you see fit, though you're never certain if these gifts will end up serving your patron's larger plan.

KEY ABILITY

INTELLIGENCE

At 1st level, your class gives you an ability boost to Intelligence.

HIT POINTS

6 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You cast spells to change the course of battle. You use magical hexes to hamper enemies and aid allies, while leveraging more powerful spells to control the battlefield, heal, or harm, aided by your extraordinary familiar, brewed potions, and magical items.

DURING SOCIAL ENCOUNTERS...

You provide knowledge on numerous topics, including a variety of magical matters, and you might call upon your patron's magic to charm or deceive others.

WHILE EXPLORING...

You remain alert for magical traps and treasures, employing a clever array of spells to overcome obstacles that stand in your way. Your familiar might aid you through its own considerable set of exceptional abilities.

IN DOWNTIME...

You brew potions, craft other magical items, or hunt for new spells for your familiar to learn. You might try to learn more about your patron, their aims, or your own powers, and you might seek out the company of other witches for collaboration or community.

YOU MIGHT...

- Strive to learn more about your patron or familiar, your patron's goals, why they chose to empower you, and how you fit into their plans.
- Seek out new sources of magic, like scrolls and spellbooks, to supplement the spells your patron provides.
- View your familiar as a steadfast ally, a dear friend, or a necessary nuisance, depending on its personality.

OTHERS PROBABLY...

- Wonder about the nature of your patron and the source of your magic, worrying you'll turn on them or that you unknowingly serve to a foul power3).
- Appreciate your ability to aid them with magic, whether you do so by helping them directly or by hampering their adversaries.
- Take care not to offend you, fearful that you'll place a malicious hex on them if you're angered.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in one skill determined by your patron
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in unarmed attacks

DEFENSES

Untrained in all armor
Trained in unarmored defense

SPELLS

Trained in spell attack rolls of your spellcasting tradition, determined by your first lesson
Trained in spell DCs of your spellcasting tradition, determined by your first lesson

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

TABLE 2-6: WITCH ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, patron, familiar, witch spellcasting, hexes
2	Skill feat, witch feat
3	2nd-level spells, general feat, skill increase
4	Skill feat, witch feat
5	3rd-level spells, ability boosts, ancestry feat, magical fortitude, skill increase
6	Familiar ability, skill feat, witch feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Skill feat, witch feat
9	5th-level spells, ancestry feat, lightning reflexes, skill increase
10	Ability boosts, skill feat, witch feat
11	6th-level spells, alertness, general feat, skill increase, weapon expertise
12	Familiar ability, skill feat, witch feat
13	7th-level spells, ancestry feat, defensive robes, skill increase, weapon specialization
14	Skill feat, witch feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Skill feat, witch feat
17	9th-level spells, ancestry feat, resolve, skill increase
18	Familiar ability, skill feat, witch feat
19	General feat, legendary spellcaster, patron's gift, skill increase
20	Ability boosts, skill feat, witch feat

Class Features

You gain these abilities as a witch. Abilities gained at higher levels list the requisite levels next to their names.

ANCESTRY AND BACKGROUND

In addition to the class features you gain at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training, noted at the start of this class.

PATRON

You weren't born with the power to cast spells, nor have you spent years in devotion to tomes, deities, or mystical secrets. Your power comes through a potent being that has chosen you as their vessel to carry forth some agenda in the world. This entity is typically mysterious and distant, revealing little of their identity and motivations, and they grant you spells and other magical powers through a familiar, which serves as a conduit for their power.

A patron might be a deity or demigod, a coven of powerful hags, a fey lord, an archdevil, or a similarly powerful entity, or perhaps multiple such figures working in tandem. As you gain more of your patron's power, you might learn more about who or what they are—certain combinations of themes and lessons suggest particular patrons or agendas—but patrons empower witches for their own secretive reasons, which they rarely reveal in full.

At 1st level, choose your patron's theme, which determines your spellcasting tradition, a skill, a special cantrip you gain, and a spell added to your familiar. The patron themes presented in this book are found on page 99.

FAMILIAR

Your patron has sent you a familiar, a mystical creature that teaches you and facilitates your spells. This familiar follows the rules beginning on page 217 of the *Core Rulebook*, though as it's a direct conduit between you and your patron, it's more powerful than other familiars. Your familiar gains an extra familiar ability, and gains another extra ability at 6th, 12th, and 18th levels.

Your familiar is the source and repository of the spells your patron has bestowed upon you, and you must commune with your familiar to prepare your spells each day using your witch spellcasting (see below). Your familiar starts off knowing 10 cantrips, five 1st-level spells, and one additional spell determined by your patron's theme. You choose these spells from the common spells of the tradition determined by your patron or from other spells of that tradition you gain access to.

Each time you gain a level, your patron teaches your familiar two new spells of any level you can cast, chosen from common spells of your tradition or others you gain access to. Feats can also grant your familiar additional spells.

Your familiar can learn new spells independently of your patron. It can learn any spell on your tradition's spell list by physically consuming a scroll of that spell in a process that takes 1 hour. You can use the Learn a Spell exploration activity to prepare a special written version of a spell, which your familiar can consume as if it were a scroll. You and your familiar can use the Learn a Spell activity to teach your familiar a spell from another witch's familiar. Both familiars must be present for the entirety of the activity, the spell must be on your spellcasting tradition's spell list, and you must pay the usual cost for that activity, typically in the form of an offering to the other familiar's patron. You can't prepare spells from another witch's familiar.

If your familiar dies, your patron replaces it during your next daily preparations. The new familiar might be a duplicate or reincarnation of your former familiar or a new entity altogether, but it knows the same spells your former familiar knew regardless. Your familiar's death doesn't affect any spells you have already prepared.

WITCH SPELLCASTING

Using your familiar as a conduit, your patron provides you the power to cast spells. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ALCHEMIST
FIGHTER
SPELLS
ITEMS
GLOSSARY & INDEX

At 1st level, you can prepare up to two 1st-level spells and five cantrips each morning from the spells your familiar knows. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a witch, your number of spell slots and the highest level of spells you can cast from spell slots increase, as shown in Table 2–7: Witch Spells per Day on page 98.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Intelligence, your spell attack rolls and spell DCs use your Intelligence modifier.

Heightening Spells

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

Cantrips

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a witch. For example, as a 1st-level witch, your cantrips are 1st-level spells, and as a 5th-level witch, your cantrips are 3rd-level spells.

Hexes

Your patron and familiar teach you special spells called hexes. A hex is a short-term effect drawn directly from your patron's magic. As such, you can cast only one hex each turn; attempts to cast a second hex spell on that turn fail and the spellcasting actions are lost.

Hexes are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to commune with your familiar.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, and you can't cast them using spell slots. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 300 of the *Core Rulebook*.

You learn the *phase familiar* hex (page 239), which you can cast as a reaction to protect your familiar from harm. You learn most other hexes from witch lessons (page 99).

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

TABLE 2-7: WITCH SPELLS PER DAY

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	–	–	–	–	–	–	–	–	–
2	5	3	–	–	–	–	–	–	–	–	–
3	5	3	2	–	–	–	–	–	–	–	–
4	5	3	3	–	–	–	–	–	–	–	–
5	5	3	3	2	–	–	–	–	–	–	–
6	5	3	3	3	–	–	–	–	–	–	–
7	5	3	3	3	2	–	–	–	–	–	–
8	5	3	3	3	3	–	–	–	–	–	–
9	5	3	3	3	3	2	–	–	–	–	–
10	5	3	3	3	3	3	–	–	–	–	–
11	5	3	3	3	3	3	2	–	–	–	–
12	5	3	3	3	3	3	3	–	–	–	–
13	5	3	3	3	3	3	3	2	–	–	–
14	5	3	3	3	3	3	3	3	–	–	–
15	5	3	3	3	3	3	3	3	2	–	–
16	5	3	3	3	3	3	3	3	3	–	–
17	5	3	3	3	3	3	3	3	3	2	–
18	5	3	3	3	3	3	3	3	3	3	–
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

* The patron conduit class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

Hex Cantrips

Hex cantrips are special hexes that don't cost Focus Points, so you can cast them as often as you like, though you can still cast only one hex each round. Hex cantrips are in addition to the cantrips you choose with your witch spellcasting and aren't counted toward your prepared cantrips. Your hex cantrips are determined by your patron theme (page 99).

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

WITCH FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a witch class feat (page 100).

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ABILITY BOOSTS 5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

MAGICAL FORTITUDE 5TH

Your patron's power boosts your physical resiliency. Your proficiency rank for Fortitude saves increases to expert.

EXPERT SPELLCASTER 7TH

You've learned to better control the power your patron has granted you. Your proficiency ranks for spell attacks and spell DCs for your witch spellcasting increase to expert.

LIGHTNING REFLEXES 9TH

Your reflexes are lightning fast, helping you avoid danger. Your proficiency rank for Reflex saves increases to expert.

ALERTNESS 11TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

WEAPON EXPERTISE 11TH

Through sheer experience, you've improved your technique with your weapons. Your proficiency ranks for simple weapons and unarmed attacks increase to expert.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

DEFENSIVE ROBES 13TH

The flow of magic through your spellcasting and your defensive training combine to help you get out of the way before an attack. Your proficiency rank in unarmored defense increases to expert.

WEAPON SPECIALIZATION 13TH

You can inflict greater injuries with the weapons you know. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

MASTER SPELLCASTER 15TH

You've achieved mastery over your patron's magic. Your proficiency ranks for spell attacks and spell DCs for your witch spellcasting increase to master.

RESOLVE 17TH

Communion with your familiar has steeled your mental fortitude. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

LEGENDARY SPELLCASTER 19TH

You've perfected your command of the magic your patron provides. Your proficiency ranks for spell attacks and spell DCs for your witch spellcasting increase to legendary.

PATRON'S GIFT 19TH

Your patron grants you the power to command incredible works of magic. You gain a single 10th-level spell slot and can prepare a spell in that slot using witch spellcasting. Unlike with other spell slots, these spell slots can't be used for abilities that let you cast spells without expending spell slots or abilities that give you more spell slots. You don't gain more 10th-level spells as you level up, though you can take the Patron's Truth feat (page 105) to gain a second slot.

Patron Themes

Each patron has a theme, regardless of their nature or identity. This theme describes the forces over which the patron grants a witch influence. Some patrons are multifaceted, granting different themes and teaching different lessons to different witches. Your patron's theme determines the following.

Spell List You use this magical tradition and spell list.
Patron Skill You become trained in the listed skill.
Hex Cantrip You gain this special hex cantrip.
Granted Spell Your familiar automatically learns the spell listed here, in addition to those you gain through witch spellcasting.

CURSE

Foiling foes and undermining those who stand in your way are the tools of the curse patrons.
Spell List occult
Patron Skill Occultism
Hex Cantrip *evil eye* (page 238)
Granted Spell *ray of enfeeblement*

FATE

Through your patron, you gain glimpses of the future and insight into the ever-woven tapestry of time.
Spell List occult
Patron Skill Occultism
Hex Cantrip *nudge fate* (page 239)
Granted Spell *true strike*

FERVOR

Your patron represents a grand ideal or goal, granting you magic to further their mission and bring others to the cause.
Spell List divine
Patron Skill Religion
Hex Cantrip *stoke the heart* (page 239)
Granted Spell *command*

NIGHT

Your patron speaks from the shadows, granting you power over darkness and dreams.
Spell List occult
Patron Skill Occultism
Hex Cantrip *shroud of night* (page 239)
Granted Spell *sleep*

RUNE

Your patron is one of sigils and symbols, tomes and texts, words and wisdom.
Spell List arcane
Patron Skill Arcana
Hex Cantrip *discern secrets* (page 238)
Granted Spell *magic weapon*

WILD

The wild places of the world feel the touch of your patron.
Spell List primal
Patron Skill Nature
Hex Cantrip *wilding word* (page 239)
Granted Spell your choice of *summon animal* or *summon plant or fungus*

WINTER

Your patron reflects the frozen reaches of the world, bitterly cruel to those who underestimate that power.
Spell List primal
Patron Skill Nature
Hex Cantrip *clinging ice* (page 237)
Granted Spell *gust of wind*

Witch Lessons

A witch's knowledge from their patron comes in the form of lessons, which you can learn by selecting feats like Basic Lesson (page 101). Each lesson grants you a hex and teaches your familiar a new spell, adding it to the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

WITCH FEATS

If you need to look up a witch feat by name instead of by level, use this table.

Feat	Level
Basic Lesson	2
Cackle	1
Cantrip Expansion	2
Cauldron	1
Conceal Spell	2
Counterspell	1
Effortless Concentration	16
Eldritch Nails	4
Enhanced Familiar	2
Familiar's Eyes	12
Familiar's Language	2
Greater Lesson	6
Hex Focus	12
Hex Master	20
Hex Wellspring	18
Improved Familiar	4
Incredible Familiar	8
Living Hair	2
Major Lesson	10
Murksight	8
Patron's Truth	20
Quickened Casting	10
Reach Spell	1
Reflect Spell	14
Rites of Convocation	4
Rites of Transfiguration	14
Siphon Power	16
Split Hex	18
Steady Spellcasting	6
Temporary Potions	10
Widen Spell	1
Witch's Bottle	8
Witch's Charge	6
Witch's Communion	10
Witch's Hut	20
Wortwitch	1

spells you can prepare using your witch spellcasting. You gain this spell even if it's not on your tradition's spell list. Hexes begin on page 237.

BASIC LESSONS

You can select from these lessons when a feat or another effect grants you a basic lesson.

Lesson of Dreams: You gain the *veil of dreams* hex, and your familiar learns *sleep*.

Lesson of the Elements: You gain the *elemental betrayal* hex. Your familiar learns your choice of *burning hands*, *air bubble*, *hydraulic push*, or *pummeling rubble*.

Lesson of Life: You gain the *life boost* hex, and your familiar learns *spirit link*.

Lesson of Protection: You gain the *blood ward* hex; your familiar learns *mage armor*.

Lesson of Vengeance: You gain the *needle of vengeance* hex, and your familiar learns *phantom pain*.

GREATER LESSONS

You can select from these lessons when a feat or other effect grants you a greater lesson.

Lesson of Mischief: You gain the *deceiver's cloak* hex, and your familiar learns *mad monkeys* (page 222).

Lesson of Shadow: You gain the *malicious shadow* hex, and your familiar learns *chilling darkness*.

Lesson of Snow: You gain the *personal blizzard* hex, and your familiar learns *wall of wind*.

MAJOR LESSONS

You can select from these lessons when a feat or other effect grants you a major lesson.

Lesson of Death: You gain the *curse of death* hex, and your familiar learns *raise dead*.

Lesson of Renewal: You gain the *restorative moment* hex, and your familiar learns *field of life*.

Witch Feats

At each level that you gain a witch feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1ST LEVEL

CACKLE — FEAT 1

WITCH

You can extend one of your spells with a quick burst of laughter. You learn the *cackle* hex (page 237). Increase the number of Focus Points in your focus pool by 1.

CAULDRON — FEAT 1

WITCH

You can use the Craft activity to create oils and potions. You immediately gain the formulas for four common 1st-level oils or potions. At 4th level and every 2 levels beyond that, you gain the formula for a common oil or potion of that level or lower (a 4th-level potion if you're 4th level, a 6th-level potion if you're 6th level, and so on). If you have a familiar, you can have your familiar learn these formulas rather than storing them in a formula book. Your familiar can learn new formulas in the same way it learns new spells, and these formulas are transferred from a slain familiar to a new familiar in the same way spells are.

You can brew a great deal of magic within your cauldron. When you Craft a batch of oils or potions, you can make up to six in a batch instead of the usual four per batch.

COUNTERSPELL ↻ — FEAT 1

ABJURATION WITCH

Trigger A creature Casts a Spell that you have prepared.

When a foe Casts a Spell and you can see its manifestations, you can use your own magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

that same spell. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell.

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, primal, or occult).

REACH SPELL ◆ FEAT 1

CONCENTRATE METAMAGIC WITCH

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

WIDEN SPELL ◆ FEAT 1

CONCENTRATE METAMAGIC WITCH

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

WORTWITCH FEAT 1

WITCH

You have a particular affinity for leafy plants. Your patron grants you a leshy familiar. If you already had a familiar, this leshy replaces your previous familiar, as if your previous familiar had been slain. In addition, you gain the ability to see through leaves, vines, and other foliage. You don't take circumstance penalties to ranged spell attacks or Perception checks caused by foliage, and your targeted attacks don't require a flat check to succeed against a target concealed only by such vegetation.

2ND LEVEL

BASIC LESSON FEAT 2

WITCH

Your patron grants you a special lesson, revealing a hidden facet of its nature. Choose a basic lesson from the list on page 100. You gain its associated hex, and your familiar learns the associated spell. Increase the number of Focus Points in your focus pool by 1.

CANTRIP EXPANSION FEAT 2

WITCH

Your patron recognizes your need for flexibility and versatility, and grants you the power to prepare a wider range of simple spells. You can prepare two additional cantrips each day.

CONCEAL SPELL ◆ FEAT 2

CONCENTRATE MANIPULATE METAMAGIC WITCH

You can hide your magical gestures and incantations within

KEY TERMS

You'll see these key terms in many witch class features.

Hex: A hex is a short-term effect generated on the fly from your patron's magic, requiring your familiar to draw from your patron. As such, you can cast only one spell with the hex trait each turn; attempts to cast a second hex spell on the same turn fail and the spellcasting actions are lost.

Metamagic: Actions with the metamagic trait tweak the properties of your spells. These actions usually come from metamagic feats. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

IN SERVICE TO THE UNKNOWN

A witch's patron is a mysterious entity, rarely known or understood even by the witch in that patron's service. The nature of the relationship between a witch and their patron can serve as details for character development and storytelling. When playing a witch, work with your GM to determine the nature of your patron and how much of that nature you know, both as a player and a character. There are countless ways to handle a witch's patron; the following are just a few approaches you might take.

For a character who truly doesn't know their patron, you might have your GM choose your patron's theme and which lessons your witch learns, as the patron determines what powers to bestow upon you as their emissary—and these can provide clues to your patron's nature. You could instead give your GM a list of lessons you'd like for your character and let the GM choose between them, representing a negotiation between your witch and the patron. In this case, you might choose your patron's theme to indicate which aspect of the patron relates to your character, or let your GM choose the theme. If you want to be fully in control of your abilities, you can choose the lessons you most prefer and let the GM tailor the identity of your patron accordingly.

Another approach is for you to craft the details of your witch's patron yourself. You can then provide those details to the GM to incorporate into a larger narrative or to provide additional flavor and roleplaying context for your character. Your character might still remain ignorant of that patron's identity, even if you as a player know it. Perhaps your character knows the nature of their patron but is cursed to never reveal it to others. You might have willingly sworn a pact to your patron but fear the repercussions should others learn of that pact. Or perhaps you and your patron are entirely forthcoming about your relationship.

Every witch is different, and no story is wrong so long as it's fun and engaging for everyone involved!

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

your speech and movement in an attempt to conceal the fact that you are Casting a Spell. If the next action you use is to Cast a Spell, attempt a Stealth check against one or more observers' Perception DCs; if the spell has verbal components, you must also attempt a Deception check against the observers' Perception DC. If you succeed at your check (or checks) against an observer's DC, that observer doesn't notice you're Casting a Spell, even though material, somatic, and verbal components are usually noticeable and spells normally have sensory manifestations that would make spellcasting obvious to those nearby.

This ability hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

ENHANCED FAMILIAR — FEAT 2

WITCH

Prerequisites a familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day instead of two.

Special Add the bonus familiar abilities you gain for being a witch to this amount.

FAMILIAR'S LANGUAGE — FEAT 2

DIVINATION WITCH

Prerequisites a familiar

You've learned to speak with your familiar and other creatures like it. You can ask questions of, receive answers from, and use the Diplomacy skill with creatures of the same family of animals as your familiar. For example, if your familiar were a cat, you could gain the effects of *speak with animals* for any felines (including leopards, lions, and tigers, among others). This ability doesn't make them more friendly than normal. If your familiar ever changes to a different creature, you can't use this ability for 1 week while you absorb your new familiar's language.

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, occult, or primal).

LIVING HAIR — FEAT 2

WITCH

You can instantly grow or shrink your hair, eyebrows, beard, or mustache by up to several feet and manipulate your hair for use as a weapon, though your control isn't fine enough for more dexterous tasks. You gain a hair unarmed attack that deals 1d4 bludgeoning damage; is in the brawling group; and has the agile, disarm, finesse, trip, and unarmed traits.

4TH LEVEL

ELDRITCH NAILS — FEAT 4

WITCH

Your nails are supernaturally long and sharp. You gain a nails unarmed attack that deals 1d6 slashing damage. Your nails are in the brawling group and have the agile and unarmed traits. You can etch your nails with runes with the same cost and restrictions as for etching runes onto *handwraps of mighty blows*; runes etched onto your nails apply to nails unarmed attacks with both hands but not to other unarmed attacks.

You can deliver hexes through your nails. When you successfully cast a non-cantrip hex that requires 2 actions or more to cast and that doesn't require a spell attack roll, if your target is within your reach, as part of the spellcasting activity you can make a nails Strike against the foe before applying any effects of the hex. If this Strike misses, the hex has no effect.

IMPROVED FAMILIAR — FEAT 4

WITCH

You find it easy to attract a powerful and unusual familiar to your side. The number of abilities required to make your familiar a specific familiar (page 147) is two lower than normal.

RITES OF CONVOCATION — FEAT 4

WITCH

Your patron grants you the power to summon other creatures to aid you. Choose one *summon* spell (such as *summon animal*, *summon construct*, and so forth) that appears on the spell list of your spellcasting tradition. You can spend 10 minutes in communion with your familiar to replace one spell you've prepared in one of your witch spell slots with the spell you chose, heightened to the same level. The spell you replaced must be of at least the *summon* spell's minimum spell level.

6TH LEVEL

GREATER LESSON — FEAT 6

WITCH

Your patron grants you greater knowledge. Choose a greater or basic lesson from the list on page 100. You gain its associated hex, and your familiar learns the associated spell. Increase the number of Focus Points in your focus pool by 1.

STEADY SPELLCASTING — FEAT 6

WITCH

Confident in your technique, you don't easily lose your concentration when you Cast a Spell. If another creature's reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

WITCH'S CHARGE — FEAT 6

DETECTION DIVINATION WITCH

You forge a magical link with another creature, granting you awareness of that creature's condition and creating a conduit for spellcasting. During your daily preparations, you can designate one willing creature as your charge. You are always aware of your charge's direction from you, its distance from you, and any conditions affecting it. In addition, you can cast spells with a range of touch on your charge from a range of 30 feet. These effects persist until your next daily preparations.

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, occult, or primal).

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

8TH LEVEL

INCREDIBLE FAMILIAR — FEAT 8

WITCH

Prerequisites Enhanced Familiar

Your familiar is imbued with even more magic than other familiars. You can select a base of six familiar or master abilities each day, instead of four.

Special Add the bonus familiar abilities you gain for being a witch to this amount.

MURKSIGHT — FEAT 8

WITCH

Your vision pierces through non-magical fog, mist, rain, and snow. You don't take circumstance penalties to ranged attacks or Perception checks caused by non-magical precipitation, and your targeted attacks don't require a flat check to succeed against a target concealed only by such effects.

WITCH'S BOTTLE — FEAT 8

WITCH

Prerequisites Cauldron

You spend 10 minutes and 1 Focus Point brewing a special potion containing the power of one of your hexes that targets a creature. A creature that consumes this potion is targeted by the hex. If the hex has a sustained duration and you have *cackle* (page 237), you can cast *cackle* into the bottle just before you seal it. If you do, the hex's duration is extended as if you had cast *cackle* the round after the hex was cast (typically this extends the duration by 1 round). Your cackling laugh sounds out when the potion is unsealed.

Any potion you create this way loses its power the next time you make your daily preparations. While the potion is in your possession, you can render it inert using a single action that has the concentrate trait. You can't regain the Focus Point you spent to create the potion (or the Focus Point you spent to cast *cackle*) until the potion is consumed or loses its magic.

10TH LEVEL

MAJOR LESSON — FEAT 10

WITCH

Your patron grants you even greater secrets. Choose a major, greater, or basic lesson from the list on page 100. You gain its associated hex, and your familiar learns the associated spell. Increase the number of Focus Points in your focus pool by 1.

Special You can select this feat a second time if you're 14th level or higher, and a third time if you're 18th level or higher. Choose a different lesson each time.

QUICKENED CASTING ◆ — FEAT 10

CONCENTRATE METAMAGIC WITCH

Frequency once per day

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

SAMPLE WITCH

HEDGE WITCH

With an eccentric personality and unconventional magic, you and your familiar support your allies and undermine your enemies.

ABILITY SCORES
Intelligence fuels your spells. Dexterity and Constitution provide solid defenses, while Charisma can help you influence people.

SKILLS
Crafting, Diplomacy, Occultism, Society

PATRON THEME
Fate

LESSONS
Basic: protection; greater: mischief; major: renewal

FEATS
Cauldron (1st), Basic Lesson (2nd), Greater Lesson (6th), Witch's Bottle (8th), Major Lesson (10th), Hex Focus (12th)

If your next action is to cast a witch cantrip or a witch spell that is at least 2 levels lower than the highest-level witch spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

TEMPORARY POTIONS — FEAT 10

WITCH

Prerequisites Cauldron

During your daily preparations, you can create a batch of two temporary oils or potions using a formula you know. These items follow the normal rules to Craft them, except for the time they take, with some additional restrictions. They must both be the same type of oil or potion, and their level must be 6 or more levels lower than your level. Any items you create this way become inert bottles of liquid the next time you make your daily preparations, and any remaining effects of the temporary items end. A temporary oil or potion has no value.

If you have master proficiency in your tradition's spell DCs, you can create a batch of three temporary oils or potions during your daily preparations, and if you have legendary proficiency, you can create a batch of four.

WITCH'S COMMUNION — FEAT 10

WITCH

Prerequisites Witch's Charge

You can keep watch over multiple charges. Each day during your preparations, you can designate a number of charges equal to your Intelligence modifier instead of just one.

12TH LEVEL

FAMILIAR'S EYES ❖ — FEAT 12

CONCENTRATE DIVINATION WITCH

Prerequisites a familiar

You use your familiar's senses as easily as your own. You project your senses into your familiar. When you do, you lose all sensory information from your own body, but you can sense through your familiar's body until you Dismiss the effect. While projecting your senses in this way, you can converse telepathically with your familiar if it understands a language.

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, occult, or primal).

HEX FOCUS — FEAT 12

WITCH

Your patron's teachings have allowed you to achieve a deeper focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

14TH LEVEL

REFLECT SPELL — FEAT 14

WITCH

Prerequisites Counterspell

When you successfully use Counterspell to counteract a spell

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

RITES OF TRANSFIGURATION — FEAT 14

WITCH

You can adapt your patron's power to transform other creatures into forms more befitting their behavior or your whims. Your familiar learns *baleful polymorph*, even if *baleful polymorph* isn't on your tradition's spell list. By spending 10 minutes in communion with your familiar, you can replace one spell of 6th level or higher you've prepared in one of your witch spell slots with a *baleful polymorph* spell of the same level.

16TH LEVEL

EFFORTLESS CONCENTRATION ◆ — FEAT 16

WITCH

Trigger Your turn begins.

You maintain your active spells with hardly a thought. You immediately gain the effects of a Sustain a Spell action, allowing you to extend the duration of one of your active witch spells.

SIPHON POWER ◆ — FEAT 16

WITCH

Frequency once per day

Requirements You haven't acted yet on your turn.

You draw upon the reservoir of your patron's magic that resides within your familiar. During your turn, you can cast one spell your familiar knows that was granted by your patron's theme or lessons without spending a spell slot to do so (or even having it prepared). The spell must be at least 1 level lower than the highest-level spell you can cast.

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, occult, or primal).

18TH LEVEL

HEX WELLSPRING — FEAT 18

WITCH

Prerequisites Hex Focus

Focus flows from your patron each time you commune with your familiar. You can recover 3 Focus Points when you Refocus instead of 1 if you have spent at least 3 Focus Points since the last time you Refocused.

SPLIT HEX ◆ — FEAT 18

CONCENTRATE METAMAGIC WITCH

You siphon some of the power from an offensive hex you cast to direct it at a second target as well. If the next action you use is to Cast a Spell to cast a harmful hex with a single target, reduce its level by 2 (making it 2 levels lower than the maximum spell level you can cast). If you do, you can select a second target for that hex to affect.

20TH LEVEL

HEX MASTER — FEAT 20

WITCH

You embody the link to your patron so completely that you can cast your hexes in rapid succession. You are no longer limited to casting only a single hex each turn. In addition, when you cast *cackle* to sustain a hex, you gain the effects of Sustain a Spell for all your active hexes that have a duration of sustained.

PATRON'S TRUTH — FEAT 20

WITCH

Prerequisites patron's gift

You have mastered the greatest secrets of your patron's magic and learned a fundamental truth about your patron, even if their identity still remains a mystery. You gain an additional 10th-level spell slot.

WITCH'S HUT — FEAT 20

WITCH

Your home is an animated structure that obeys your commands. By performing a rite that takes 1 day, you create an animated object from a hut, small house, covered wagon, tent, or similar construction of up to Huge size.

The hut uses your AC, saving throw modifiers, and Perception modifier and has 150 HP and Hardness 10. It has the construct armor ability, meaning once it's reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its AC is reduced by 4 until it is repaired.

The hut can't attack or attempt skill checks. You can give the hut a command as a single action, which has the auditory and concentrate traits; after 1 round of reconfiguring itself, the hut then follows that command until you give it a different command.

- **Guard** The hut watches for trespassers within 120 feet using your Perception modifier and screams if it spots any.
- **Lock** Each entrance to the hut is sealed with a *lock* spell.
- **Move** The hut gains a Speed of 60 feet, growing giant bird or bone legs, if necessary, and follows an extremely basic movement command you give it, such as "follow me" or "move that direction." While perfectly suitable for overland travel, the hut's broad movements and 1-round delay on response time are too imprecise to predictably direct in a combat encounter or other situation where seconds and precise locations count.
- **Hide** The hut appears to be a normal, mundane object of its type. This is a 10th-level illusion effect.

You can have only one hut at a time. If you animate a new hut, your previous hut immediately reverts to its original, mundane form. If you die, the hut continues following the last order you gave it indefinitely.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

ALCHEMIST

Ever innovating, alchemists constantly invent new scientific marvels, weapons, and techniques that push the boundaries of both possibility and safety.

TOXICOLOGIST RESEARCH FIELD

In addition to the research fields in the *Core Rulebook*, you can select the toxicologist research field to study and formulate all sorts of dangerous toxins. The toxicologist field grants the following benefits.

Research Field (1st Level): You specialize in toxins and venoms of all types. You start with the formulas for two common 1st-level alchemical poisons in your formula book, in addition to your other formulas. You can apply an injury poison you're holding to a weapon you're wielding as a single action, rather than as a 2-action activity, and you can change the DCs of your infused poisons to your class DC if it's higher.

Field Discovery (5th Level): When using advanced alchemy to make poisons during your daily preparations, you can spend one batch of reagents to create three poisons in any combination, instead of just two of the same poison.

Perpetual Infusions (7th Level): Choose two common 1st-level alchemical poisons.

Perpetual Potency (11th Level): Choose two common 5th-level or lower alchemical poisons.

Greater Field Discovery (15th Level): You can apply two different injury poisons to the same weapon, though not to a piece of ammunition. The two poisons can be up to six levels lower than your level, and you can't use the poisons made without spending a batch of infused reagents via perpetual infusions. Applying the two poisons requires a separate action to apply each poison. Once completed, you combine the two poisons on the weapon into a double poison with the lower of the two poisons' DCs. This double poison is only virulent if both poisons were virulent, and if the poisons have a different number of stages, the double poison has a number of stages equal to the poison with the lower number of stages. The target takes the effects of both poisons for its current stage.

Perpetual Perfection (17th Level): Choose two common 11th-level or lower alchemical poisons.

ALCHEMIST FEATS

Alchemists can choose from the following feats.

1ST LEVEL

SUBTLE DELIVERY — FEAT 1

ALCHEMIST

You can capably deliver toxins with a blowgun. Your blowgun Strikes can apply injury poisons even if they deal no damage due to a creature's resistance. If you critically succeed at an attack roll using a blowgun loaded with a dart you've poisoned and the target rolls a failure on the poison's initial save, the target critically fails instead.

2ND LEVEL

DEMOLITION CHARGE — FEAT 2

ALCHEMIST

You can rig your bombs to inanimate objects in order to cause destruction to the surrounding area. As an activity that takes 1 minute, you attach between one and four bombs to an inanimate object within your

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

reach, such as a chest, door, wall, or column. This creates a hazard in one square occupied by or adjacent to the inanimate object, and the hazard's Stealth DC to detect it and Thievery DC to disable it are equal to your class DC. The hazard has the following reaction, which you can also trigger as a single action so long as you are within 30 feet of the hazard. The hazard retains its potency until it's triggered, until the inanimate object moves from its space, or until you make your next daily preparations, whichever comes first.

Fire in the Hole ↻ **Trigger** A creature moves into the hazard's space; **Effect** The hazard explodes, dealing the bombs' damage and splash damage to the inanimate object. Combine this damage for the purpose of resistances and weaknesses, and this damage ignores an amount of the object's Hardness equal to your level. Any creatures adjacent to the hazard take the bombs' splash damage, similarly combined for the purpose of resistances and weaknesses. As a reminder, since you didn't throw the bombs, Calculated Splash and similar effects don't apply.

4TH LEVEL

HEALING BOMB ◆ — FEAT 4

ADDITIVE 2 ALCHEMIST

Frequency once per round

Trigger You craft an elixir of life using Quick Alchemy, and that elixir is at least 2 levels lower than your advanced alchemy level.

By adding a special catalyst, you transform a healing elixir into a topical projectile. You grant the elixir the bomb trait. If you throw an elixir of life bomb at a willing target, you hit even on a failure, though not on a critical failure. If your Strike with this elixir bomb hits a living target, the target regains Hit Points as if it had consumed the elixir. On a critical success, the target also gains the elixir's item bonus to saving throws against diseases and poisons for 1 minute.

TENACIOUS TOXINS — FEAT 4

ALCHEMIST

Your victims tend to expire long before your poisons, since the latter have been specifically formulated to last longer. The maximum duration of any poison you create increases by an amount equal to the poison's stage 1 interval, to a maximum of twice the poison's maximum duration.

6TH LEVEL

STICKY POISON — FEAT 6

ALCHEMIST

A combination of additional viscosity and careful application keeps your weapons poisoned even when suffering significant wear and tear. If your Strike with a poisoned weapon would expend its poison without your target attempting an initial save (due to resistance or your Strike being a critical failure, for example), attempt a DC 5 flat check. On a success, your weapon remains poisoned. If your Strike with a poisoned weapon succeeds, attempt a DC 17 flat check. On a success, your weapon remains poisoned until the end of your next turn.

8TH LEVEL

PERPETUAL BREADTH — FEAT 8

ALCHEMIST

Prerequisites perpetual infusions

You have expanded your supply of near-infinite items. Choose a research field. Add one item from the list of options available to that field from perpetual infusions, or two items if you choose your own field. If you have perpetual potency or perpetual perfection, you gain an additional item (or items if you chose your own field) appropriate to the field you chose, for instance a higher-level version of the bomb you chose or a new poison.

PINPOINT POISONER — FEAT 8

ALCHEMIST

Unsuspecting targets are especially vulnerable to your poisons. When you successfully Strike a flat-footed creature with a poisoned weapon or expose a flat-footed creature to an inhaled poison, the flat-footed condition also gives that creature a –2 circumstance penalty to its initial save against that poison.

10TH LEVEL

UNSTABLE CONCOCTION — FEAT 10

ALCHEMIST

You can create extraordinary—albeit volatile—alchemical wonders, though they have an unfortunate tendency to violently explode when you use them. When you use Quick Alchemy, you can create an alchemical item from your formula book whose level is up to 2 higher than your advanced alchemy level. You can spend up to 3 additional batches of infused reagents when creating this item to stabilize it. Upon activating the item, attempt a DC 10 flat check; for every additional batch of infused reagents you spent to create the item, reduce this DC by 2. On a success, the item functions normally. On a failure, the item explodes, dealing force damage to the user equal to twice the item's level (doubled on a critical failure).

16TH LEVEL

CHEMICAL CONTAGION ↻ — FEAT 16

ALCHEMIST

Trigger A creature within 30 feet critically fails its initial saving throw against a poison you created.

With carefully engineered enzymes, you coax some of your poison to infect another target, using the original victim as a carrier. A creature adjacent to the triggering creature is exposed to the triggering poison.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Barbarian

Through the new superstition instinct, a healthy distrust of magic makes you deadlier and more resilient to spellcasters that dare challenge you.

Superstition Instinct

A deep distrust of magic drives you to forgo and counter the metaphysical nonsense of spellcasters. Whether you're a member of a superstitious family or culture that distrusts magic, a warrior in constant battle against wizards and witches, a survivor of a magical accident that instilled an intense aversion in your mind and body, or a scion of a bloodline known for its magic resistance, your rage is inimical to magic. This makes you an excellent mage hunter but slow to trust practitioners of magical arts. Your extremely restrictive anathema grants you powers beyond those of other instincts.

Anathema

Willingly accepting the effects of magic spells (including from scrolls, wands, and the like), even from your allies, is anathema to your instinct. You can still drink potions and invest and activate most magic items you find, though items that cast spells are subject to the same restrictions as all other spells. If an ally insists on using magic on you despite your unwillingness, and you have no reason to believe they will stop, continuing to travel with that ally of your own free will counts as willingly accepting their spells (as do similar circumstances) and thus is also anathema to your instinct.

Superstitious Resilience (Instinct Ability)

While raging, you gain a +2 status bonus to all saves against magic. Increase your damage from Rage from 2 to 4 against creatures that can cast spells. Once every 10 minutes, when you Rage, you regain Hit Points equal to the temporary Hit Points you gain from that Rage action.

Specialization Ability — 7th

Increase the damage from Rage from 4 to 8 against creatures that can cast spells. If you have greater raging specialization, instead increase the damage from Rage to 12 against creatures with spells and 8 against other creatures.

Raging Resistance — 9th

Choose two associated magical traditions: arcane and occult, arcane and primal, divine and occult, or divine and primal. The resistance from your raging resistance class feature applies against all damage you take from spells cast with these two traditions of magic, regardless of the type of damage dealt by the spell.

Barbarian Feats

At each level that you gain a barbarian feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1st Level

Adrenaline Rush — **Feat 1**

Barbarian | Rage

In the heat of battle, you are capable of amazing feats of strength. While you are raging, increase your encumbered and maximum Bulk limits by 2; you also gain a +1 status bonus to Athletics checks to lift heavy objects, Escape, and Force Open.

Draconic Arrogance — **Feat 1**

Barbarian | Rage

Prerequisites dragon instinct

Few can sway you from your goals while the fury of combat fills you. While raging, you gain a +2 status bonus to saving throws against emotion effects.

2nd Level

Bashing Charge ◆◆ — **Feat 2**

Barbarian | Flourish

Prerequisites trained in Athletics

You smash, bust, and charge through solid obstacles without hesitation. Stride twice. Once during your movement, if your movement passes through or ends adjacent to a door, window, fence, wall, or similar obstacle, you can attempt an Athletics check to Force Open the obstacle with a +1 circumstance bonus to the roll; on a failure, your movement ends at that obstacle.

4th Level

Barreling Charge ◆◆ — **Feat 4**

Barbarian | Flourish

Prerequisites trained in Athletics

You rush forward, moving enemies aside to reach your foe. You Stride, attempting to move through your enemies' spaces and make a melee Strike. Roll an Athletics check and compare the result to the Fortitude DC of each creature whose space you attempt to move through during your Stride, moving through its space on a success but ending your movement before entering its space on a failure. You can use Barreling Charge to Burrow, Climb, Fly, or Swim instead of Stride, as long as you have the corresponding movement type.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

OVERSIZED THROW ◆◆ — FEAT 4

BARBARIAN | RAGE

Requirements You have one or more hands free.

With a great heave, you seize a piece of your surroundings, such as a boulder, log, table, wagon, or chunk of earth, and hurl it at your foes. The object must be your size or one size smaller than you, and it must not have too much Bulk for you to lift it in the first place. Make a ranged Strike with the object; regardless of the result, the object takes the same amount of damage it would deal on a success. The object is a simple ranged weapon that deals 1d10 bludgeoning damage, has a range increment of 20 feet, and has the thrown weapon trait. The damage increases to 2d10 if you have weapon specialization in simple weapons, or 3d10 if you have greater weapon specialization.

SPIRITUAL GUIDES ↻ — FEAT 4

BARBARIAN | CONCENTRATE | FORTUNE

Prerequisites spirit instinct

Frequency once per day

Trigger You fail, but don't critically fail, a Perception check or a skill check.

Though no one sees them and only you can hear them, the spirits around you constantly chatter, save when you are raging. Sometimes they're even helpful. You can heed the spirits' guidance to reroll the triggering check, using the second result even if it's worse.

SUPERNATURAL SENSES — FEAT 4

BARBARIAN | RAGE

Prerequisites Acute Scent or precise or imprecise scent

Your scent is preternaturally sharp, and you can always rely on your sense of smell to help guide you when your vision is compromised. When you target a concealed or hidden opponent while you are raging, you reduce the DC of the flat check to 3 for a concealed target or to 9 for a hidden one.

6TH LEVEL

INNER STRENGTH ◆ — FEAT 6

BARBARIAN | CONCENTRATE | RAGE

Your strength is part of your rage, so as long as your anger remains, you can gather your strength and rage to overcome any sort of enfeeblement. You reduce your enfeebled condition's value by 1.

MAGE HUNTER ↻ — FEAT 6

BARBARIAN | RAGE

Prerequisites superstition instinct

Trigger A creature within your reach Casts a Spell.

You use your hatred of magic to lash out at the sight of spellcasting, allowing you to interrupt an enemy's spell. Make a melee Strike against the triggering creature. If the attack is a critical hit, you disrupt the spell.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

NOCTURNAL SENSE — FEAT 6

BARBARIAN | RAGE

Prerequisites Acute Scent, or precise or imprecise scent and low-light vision

Your senses gain even greater clarity. While raging, you gain darkvision if you don't already have it, and the range of your imprecise scent increases to 60 feet.

SCOURING RAGE ◆ — FEAT 6

BARBARIAN

Prerequisites an instinct that allows you to change your additional damage from Rage to a different damage type

Trigger You Rage.

You emit a powerful surge of instinctual energy when you unleash your potential. Each adjacent creature takes damage equal to your level (basic Fortitude save against your class DC) of the same type as your additional damage during that Rage.

8TH LEVEL

DISARMING ASSAULT ◆◆ — FEAT 8

BARBARIAN | FLOURISH | RAGE

Prerequisites trained in Athletics

You attack with enough force to knock the weapon out of your foe's hands. Make a melee Strike; if you hit, you can attempt an Athletics check to Disarm that foe.

FOLLOW-UP ASSAULT ◆◆ — FEAT 8

BARBARIAN | RAGE

Requirements You used your previous action to make a melee Strike that missed.

Even in the face of failure you press the attack, determined to succeed. Make a Strike with the same weapon, adding the effects of the backswing and forceful weapon traits.

FRIENDLY TOSS ◆◆◆ — FEAT 8

BARBARIAN | MANIPULATE | RAGE

Requirements You are adjacent to an ally and have one or more hands free.

You toss your friends around the battlefield. Pick up an adjacent ally of your size or smaller and throw them to an unoccupied space you can see within 30 feet. Their movement doesn't trigger reactions. Your ally ends this movement on their feet and doesn't take damage from the fall. If your ally ends this movement within melee reach of at least one enemy, they can make a melee Strike against an enemy within their reach as a reaction.

INSTINCTIVE STRIKE ◆◆◆ — FEAT 8

BARBARIAN | MANIPULATE | RAGE

Prerequisites Acute Scent or precise or imprecise scent

You trust your instincts and your sense of smell, using all of your senses to pinpoint your opponent's location. Make a melee Strike against an opponent that isn't hiding its scent with an effect like *negate aroma*. This attack ignores any flat check required due to the target being concealed or hidden.

10TH LEVEL

DETERMINED DASH ◆◆◆ — FEAT 10

BARBARIAN | RAGE

Nothing can keep you from your enemy. Stride twice. During this movement you ignore difficult terrain, greater difficult terrain, and any effects that would impose a penalty to Speed. You can attempt an Athletics check instead of an Acrobatics check to Balance when moving across narrow surfaces or uneven ground, using the same DC. This doesn't prevent you from being harmed by hazardous terrain. You can increase the number of actions this activity takes to 3 to Stride three times instead.

IMPRESSIVE LANDING ↻ — FEAT 10

BARBARIAN

Trigger You fall at least 10 feet and land on a solid surface.

You slam into the ground, shattering it around you. Treat the fall as 10 feet shorter. You land on your feet. All adjacent spaces become difficult terrain, and creatures in those spaces when you land take 5 bludgeoning damage as the debris hits them and are flat-footed until the start of their next turn.

OVERPOWERING CHARGE — FEAT 10

BARBARIAN

Prerequisites Barreling Charge

You trample your foes as you charge past them. When you use Barreling Charge and successfully move through a creature's space, that creature takes bludgeoning damage equal to your Strength modifier. If you critically succeed, the creature takes twice this amount of damage and becomes flat-footed until the end of your next turn.

RESOUNDING BLOW ◆◆◆ — FEAT 10

BARBARIAN | RAGE

Requirements You are wielding a melee weapon that deals bludgeoning damage.

You strike your enemy in the head with such force that their ears ring. Make a melee Strike. If the Strike hits and deals damage, the target is deafened until the start of your next turn (or for 1 minute on a critical hit).

SILENCING STRIKE ◆◆ — FEAT 10

BARBARIAN | INCAPACITATION | RAGE

A quick strike to the face or mouth silences your opponent. Make a melee Strike against a foe. The foe must succeed at a Fortitude save against your class DC.

Success The target is unaffected.

Failure The target is dazed and can barely vocalize. It's stunned 1 and its speech is raspy and hard to understand. It must succeed at a DC 11 flat check to use linguistic actions or supply verbal spellcasting components until the end of its next turn.

Critical Failure As failure, but the creature is stunned 3 instead of stunned 1.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

TANGLE OF BATTLE ↻ — FEAT 10

BARBARIAN | RAGE

Trigger You critically hit an adjacent enemy.

Your incredibly vicious Strike pulls you right in close, giving you the opportunity to grab your foe. Attempt to Grapple the triggering enemy.

12TH LEVEL

EMBRACE THE PAIN ↻ — FEAT 12

BARBARIAN | RAGE

Trigger A creature damages you with a melee attack.

Ignoring your pain, you reach out and grab the creature or weapon that caused you harm. Attempt an Athletics check to Grapple the triggering creature or to Disarm the creature of the triggering weapon.

SUNDER SPELL ◆▶▶ — FEAT 12

ATTACK | BARBARIAN | CONCENTRATE | RAGE

Prerequisites superstition instinct

You draw upon your superstitious fury to destroy a spell. Make a Strike with a melee weapon or an unarmed attack against a creature, object, or a spell manifestation (such as the wall created by *wall of fire* or the guardian from *spiritual guardian*). If your Strike hits, you can attempt to counteract a single spell or magical effect on the target. Your counteract level for this attempt is equal to half your level rounded up, and you use the result of your attack roll for the counteract check.

Whether or not you succeed at your Strike, the target becomes temporarily immune to your Sunder Spell for 24 hours.

UNBALANCING SWEEP ◆▶▶▶ — FEAT 12

BARBARIAN | FLOURISH | OPEN

You make a great sweep about yourself, knocking creatures off their feet and away from you. Choose up to three adjacent foes and choose whether to Shove or Trip all three of them. Whichever of the two options you choose, roll a separate Athletics check against each foe, performing the same action against each foe. Each attempt counts toward your multiple attack penalty, but don't increase your penalty until you have made all the attempts.

14TH LEVEL

IMPALING THRUST ◆▶▶ — FEAT 14

BARBARIAN | RAGE

Requirements You are wielding a melee weapon that deals piercing damage.

You impale your enemy and hold them in place with your weapon. Make a melee Strike with the required weapon. If the Strike hits and deals damage, your target is grabbed until they successfully Escape, you attack with the required weapon, or you Release the required weapon, whichever comes first. When the target is no longer grabbed, they take persistent bleed damage equal to the number of weapon damage dice.

SUNDER ENCHANTMENT — FEAT 14

BARBARIAN

Prerequisites Sunder Spell

You can focus your superstition to break the magic of an item, in addition to destroying freestanding spells and those active on creatures. When you Sunder a Spell, you can instead attempt to counteract either an unattended magic item or one of your target's magic items. If your counteract attempt succeeds, the item becomes a mundane item of its type for 10 minutes. If you target an artifact, an intelligent item, or a particularly powerful item, your counteract attempt automatically fails.

16TH LEVEL

FURIOUS VENGEANCE ↻ — FEAT 16

BARBARIAN | RAGE

Prerequisites fury instinct

Trigger An enemy within your melee reach critically hits you with a melee Strike.

Your enemy's blow fuels your rage and provokes your immediate retaliation. Make a melee Strike against the triggering enemy.

PENETRATING PROJECTILE ◆▶▶ — FEAT 16

BARBARIAN | FLOURISH | RAGE

Requirements You are wielding a ranged or thrown weapon that deals piercing damage.

Your projectiles are unhindered by flesh and bone. Make a ranged Strike against each creature in a 30-foot line. These attacks ignore lesser cover, cover, and greater cover granted by creatures. Roll damage only once and apply it to each creature you hit. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you have made all your attacks.

SHATTERING BLOWS — FEAT 16

BARBARIAN | RAGE

Your forceful blows shatter objects with ease. While you are raging, your melee Strikes ignore 5 points of an object's Hardness. If you have the devastator class feature, you instead ignore 10 points of an object's Hardness.

20TH LEVEL

UNSTOPPABLE JUGGERNAUT — FEAT 20

BARBARIAN

You have become a brutal, unstoppable force of nature, able to shrug off mortal wounds with ease. You gain resistance equal to 3 + your Constitution modifier to all damage, and your resistance from raging increases to 8 + your Constitution modifier.

In addition, if you are reduced to 0 Hit Points while raging, you can end your rage as a reaction to stay at 1 Hit Point. If you do, you become wounded 2 (or increase your wounded condition by 2 if you are already wounded).

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Bard

This section presents new feats for bards of any muse, as well as a new muse that draws inspiration from the furious, calamitous dance of battle.

New Muse

The following muse is available to bards in addition to those found on page 97 of the *Core Rulebook*.

Warrior

The battlefield is your stage, the clang of steel, your song. Your muse engages in countless battles, whether reveling in combat or resigned to its necessity. If your muse is a creature, it might be an otherworldly soldier, such as a planetar, archon, cornugon, or purrodaemon. If it's a deity, it might be Gorum. As a bard with a warrior muse, you train for battle in addition to performance, and you prepare your allies for the dangers of battle. You might even wade into the thick of things with them. You gain the Martial Performance feat and add *fear* to your spell repertoire.

New Bard Feats

1st Level

HYMN OF HEALING — **FEAT 1**

BARD

You learn the *hymn of healing* composition spell (page 228), which imbues your music with rich melodies that help your allies recover from harm.

MARTIAL PERFORMANCE — **FEAT 1**

BARD

Prerequisites warrior muse

Your muse has taught you how to handle a wider variety of weapons than most bards, empowering you to effortlessly blend your performance into combat even with the most inelegant tools. You become trained with all martial weapons. If you gain the bard weapon expertise class feature, your proficiency rank with martial weapons increases to expert.

WELL-VERSED — **FEAT 1**

BARD

You're resilient to performative influences that aren't your own. You gain a +1 circumstance bonus to saving throws against effects with the auditory, illusion, linguistic, sonic, or visual traits.

2nd Level

DIRECTED AUDIENCE — **FEAT 2**

BARD

You can shape the area of your composition spells. Whenever you cast a composition spell whose area is an emanation, you can change the spell's area to a cone 10 feet larger, to a maximum of twice the original area. For example, you could modify a composition spell that affects a 30-foot emanation to affect a 40-foot cone, but a 5-foot emanation could only become a 10-foot cone.

SONG OF STRENGTH — **FEAT 2**

BARD

Prerequisites warrior muse

Your performances inspire strength in your allies. You learn the *song of strength* composition cantrip (page 228).

4th Level

COMBAT READING ◆ — **FEAT 4**

BARD SECRET

You use a performer's cold reading techniques, aura reading, and other tricks to discover your foe's strengths and weaknesses. The GM rolls a secret Occultism check for you against the Deception or Stealth DC (whichever is higher) of an enemy of your choice who is engaged in combat and isn't concealed from you, hidden from you, or undetected by you. The GM might apply a penalty for the distance between you and the enemy. The enemy is then temporarily immune to your Combat Reading for 1 day.

Critical Success The GM chooses and tells you two of the following pieces of information about the enemy: which of the enemy's weaknesses is highest, which of the enemy's saving throws has the lowest modifier, one immunity the enemy has, or which of the enemy's resistances is highest. In the event of a tie, the GM should pick one at random.

Success The GM chooses one piece of information from the above list to tell you about the enemy.

Critical Failure The GM gives you false information (the GM makes up the information).

COURAGEOUS ADVANCE ◆ — **FEAT 4**

AUDITORY BARD CONCENTRATE METAMAGIC

Prerequisites warrior muse

With a rousing call, you exhort an ally to advance. If your next action is to cast the *inspire courage* composition cantrip, one ally who gains a status bonus from the spell can immediately use a reaction to Stride.

RITUAL RESEARCHER — **FEAT 4**

UNCOMMON BARD

Prerequisites enigma muse, expert in Occultism

Careful research into the art of rituals has made you better at performing them. You gain a +2 circumstance bonus to

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

all primary and secondary checks you attempt as part of casting a ritual.

6TH LEVEL

ASSURED KNOWLEDGE — FEAT 6

BARD

Prerequisites enigma muse

You can procure information with confidence. Whenever you Recall Knowledge using any skill (including Bardic Lore), you can forgo rolling your check to instead receive a result of 10 + your proficiency bonus (don't apply any other bonuses, penalties, or modifiers). As long as you are an expert in a skill, you meet the prerequisites for the Automatic Knowledge skill feat in that skill, even if you don't have Assurance in that skill.

DEFENSIVE COORDINATION ◆ — FEAT 6

AUDITORY BARD CONCENTRATE METAMAGIC

Prerequisites warrior muse, Inspire Defense

Like the storied heroes who persist in the face of overwhelming odds, you and your allies will hold the line. If your next action is to cast the *inspire defense* composition cantrip, you can Raise a Shield, and one ally who gains a status bonus from the spell can immediately use a reaction to Raise a Shield.

EDUCATE ALLIES ↻ — FEAT 6

ABJURATION BARD CONCENTRATE

Prerequisites Well-Versed

Trigger An ally benefiting from one of your composition spells is subject to an effect with the auditory, illusion, linguistic, sonic, or visual trait.

You tweak the properties of your composition spell to convey a bit of your defensive knowledge. All allies affected by your composition spell gain your +1 circumstance bonus from Well-Versed until the start of your next turn. Teaching your allies also bolsters your own skills; your personal circumstance bonus from Well-Versed also increases to +2 until the start of your next turn.

SONG OF MARCHING — FEAT 6

BARD

You learn the *song of marching* composition cantrip (page 228), which enables you and your allies to cross vast distances without strain.

8TH LEVEL

ACCOMPANY ↻ — FEAT 8

BARD CONCENTRATE MANIPULATE

Trigger An ally within 30 feet Casts a Spell.

You use your performances to supplement an ally's spellcasting, providing magical energy for their spells. Attempt a Performance check, using a very high DC for the ally's level (*Core Rulebook* 503–504), and either spend a Focus Point (if the triggering spell is a focus spell) or expend a spell slot at least 1 level higher than the triggering spell. If you succeed at the Performance check, your ally's spell doesn't cost the Focus Point or spell slot.

CALL AND RESPONSE ◆ — FEAT 8

AUDITORY BARD CONCENTRATE METAMAGIC

Your composition takes the form of a call-and-response chant, which lets your allies continue the effect without you. If your next action is to cast a composition cantrip with a duration of 1 round, it becomes a call. While the spell is active, one ally affected by the spell can respond to your call as a single action that has the auditory and concentrate traits to extend the spell's duration by 1 round. Only one ally can respond to a given call, and responding to the ally's response has no additional effect.

COURAGEOUS OPPORTUNITY ↻ — FEAT 8

AUDITORY BARD CONCENTRATE

Prerequisites warrior muse

Trigger A creature within your reach uses an auditory effect, manipulate action, or move action; makes a ranged attack; or leaves a square during its move action.

Requirements You are affected by *inspire courage*.

You bellow a ferocious call to arms, inspiring yourself to lash out at a foe. Make a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the action is disrupted.

SOULSIGHT — FEAT 8

BARD

Your muse has opened your senses to the world beyond. You gain spiritsense as an imprecise sense with a range of 60 feet. Spiritsense enables you to sense the spirits of creatures, including living creatures, most non-mindless undead, and haunts within the listed range. As with your hearing and other imprecise senses, you still need to Seek to locate an undetected creature. As spiritsense detects spiritual essence, not physical bodies, it can detect spirits projected by spells such as *project image* or possessing otherwise soulless objects. It can't detect soulless bodies, constructs, or objects, and like most senses, it doesn't penetrate through solid objects.

10TH LEVEL

ANNOTATE COMPOSITION — FEAT 10

BARD EXPLORATION LINGUISTIC

By putting composition to paper, you can create a source of stirring words or song that others can read and understand. You spend 10 minutes and 1 Focus Point to transpose a composition spell on a special scroll that you or another creature can later activate. This composition spell must take a single action to cast. If the chosen composition spell requires a Performance check as part of the casting, the GM rolls this check as a secret check when you annotate your score. If you

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

have *inspire heroics* or *lingering performance* and the chosen composition spell allows, you can also use one of those spells to modify the annotated composition, with the GM rolling the secret Performance check. If you do, you spend an additional Focus Point, even if the secret check fails.

Any creature that can read the language you used when annotating your composition can Activate the Item by spending a single action, which has the concentrate trait. This produces the effects of the composition as though the activating creature had Cast the Spell.

A composition you create this way loses its power the next time you make your daily preparations. While the composition is in your possession, you can render it inert using a single action that has the concentrate trait. You can't regain the Focus Points you spent to create the annotated composition until it is activated or loses its magic.

COURAGEOUS ASSAULT ◆ — FEAT 10

AUDITORY | BARD | CONCENTRATE | METAMAGIC

Prerequisites warrior muse

With a mighty shout, you can stir an ally to attack. If your next action is to cast the *inspire courage* composition cantrip, one ally who gains a status bonus from the spell can immediately use a reaction to make a melee Strike.

ODE TO OUROBOROS — FEAT 10

BARD

You learn the *ode to ouroboros* composition spell (page 228), which enables you to temporarily spare your allies from death.

SYMPHONY OF THE UNFETTERED HEART — FEAT 10

BARD

You learn the *symphony of the unfettered heart* composition spell (page 228), which enables you to protect an ally against incapacitating conditions.

12TH LEVEL

ENIGMA'S KNOWLEDGE — FEAT 12

BARD

Prerequisites Assured Knowledge

Your muse whispers knowledge to you at all the right times. You gain the benefits of the Automatic Knowledge skill feat with any skill you can use to Recall Knowledge. As per the special clause in the Automatic Knowledge feat, you can still only use Automatic Knowledge once per round.

REVERBERATE ↻ — FEAT 12

BARD

Trigger You would take sonic damage from a spell.

You can manipulate the acoustics around you to deflect sonic damage back at its source. Attempt a Performance check against the spell DC of the creature that cast the triggering spell.

Critical Success You reduce the triggering damage by an amount up to four times your level. The caster takes sonic damage equal to the amount of damage you reduced in this way.

Success As critical success, but you reduce the triggering damage by an amount up to twice your level.

Critical Failure You misdirect the sonic waves at yourself, taking twice the triggering damage.

SHARED ASSAULT — FEAT 12

BARD

Prerequisites Courageous Assault

In the triumph of battle, you can share the glory with another ally. When the ally you chose for Courageous Assault critically succeeds at the Strike granted by that action, another ally affected by your *inspire courage* composition spell can immediately use a reaction to make a melee Strike. Since the second ally wasn't the ally you chose for Courageous Assault, this effect doesn't continue to a third ally, even if the second ally also critically succeeds at their Strike.

14TH LEVEL

EARWORM — FEAT 14

BARD | EXPLORATION

By endlessly repeating a motif, you implant an earworm, a memorable song that repeats over and over again in your allies' heads, preparing them to respond to it later. Choose a composition cantrip and spend 10 minutes repeating a melody, chant, speech, series of motions, or a similar performance that embodies that cantrip. This activity gains the traits appropriate to the type of performance. You implant the earworm within all allies who can see or hear you (as appropriate for the type of performance) for the entire activity.

Once you've created the earworm, you can attempt a Performance check as a free action to activate it. This check uses a very hard DC of a level equal to that of the highest-level target of the earworm present at the time of activation (*Core Rulebook* 503–504). On a success, you cast the cantrip on all allies who learned the earworm and can perceive your performance; on a failure, the earworm is corrupted and lost. Because it is based on the earlier repetitions, you can't use further free actions like *lingering performance* or *inspire heroics* to modify the activated earworm. Allies forget the earworm after it is activated, if you spend 10 minutes to implant another earworm, or during your next daily preparations, whichever comes first.

TRIUMPHANT INSPIRATION ◆ — FEAT 14

BARD

Prerequisites warrior muse

Trigger You critically hit a foe with a melee weapon Strike or a melee unarmed attack.

With a triumphant shout, you inspire your allies. You cast a composition cantrip you know that normally takes a single action to cast.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

VIGOROUS INSPIRATION ◆ FEAT 14

AUDITORY | BARD | CONCENTRATE | METAMAGIC

You instill magical vigor in your allies when you inspire them to attack. If your next action is to cast the *inspire courage* composition cantrip, you and all affected allies gain temporary Hit Points equal to 3 + your Charisma modifier that last for 1 minute.

16TH LEVEL

COURAGEOUS ONSLAUGHT ◆ FEAT 16

AUDITORY | BARD | CONCENTRATE | METAMAGIC

Prerequisites Courageous Advance, Courageous Assault

You use your performance to orchestrate an onslaught against your enemies. If your next action is to cast the *inspire courage* composition cantrip, one ally who gains a status bonus from the spell can immediately use a reaction to Stride and then make a melee Strike.

RESOUNDING FINALE ↻ FEAT 16

ABJURATION | BARD | CONCENTRATE

Prerequisites maestro muse

Trigger You or an ally benefiting from your composition spell would take sonic damage.

You bring your performance to a sudden, dramatic finish, drowning out other sounds. Your composition spell ends immediately, and all allies that had been benefiting from the spell's effects gain sonic resistance against the triggering damage equal to twice the composition spell's level.

18TH LEVEL

ALL IN MY HEAD ↻ FEAT 18

BARD | ILLUSION | MENTAL

Trigger You would take damage from a Strike or spell that doesn't have the death trait or otherwise cause instant death (such as *disintegrate*).

Using your occult connections and incredible powers of persuasion, you convince yourself that the triggering damage is a figment of your imagination. The damage changes from its usual damage type to mental damage, and the damaging effect gains the nonlethal trait. You can't use this reaction if you are immune to mental effects or mental damage.

DISCORDANT VOICE FEAT 18

BARD | EVOCATION | SONIC

Prerequisites *inspire courage*

Your *inspire courage* lets loose a discordant shriek that imbues your allies' attacks with powerful sonic reverberations. While your allies are affected by your *inspire courage*, their weapon Strikes and unarmed attacks deal an additional 1d6 sonic damage.

20TH LEVEL

PIED PIPING FEAT 20

BARD

You learn the *pied piping* composition spell (page 228), which enables you to control the actions of weak-minded individuals.

ULTIMATE POLYMATH FEAT 20

BARD

Prerequisites polymath muse

You can flexibly cast all of your spells, granting a dizzying array of possible options. All of the spells in your repertoire are signature spells for you.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Champion

Though this section also contains new options for good champions, it is dominated by the vicious tenets and vile abilities of champions of evil.

Evil Champions

The *Core Rulebook* contains the rules for being a champion of good, but just as there are champions of virtue, there are those who champion far more unsavory causes. The vilest of these villains dedicate themselves to truly evil gods and revel in destruction, control, or unfettered self-interest. While many evil champions embraced their terrible path on its own merits, many others were once champions of good who lost themselves to the forces of evil and became the very thing they once fought against.

The tenets and causes of evil follow the rules provided in the *Core Rulebook*. While evil characters in general can range from self-serving but loyal allies to the extremes of depravity, evil champions are particularly vile, with a code that requires, enforces, and depends upon their villainous behavior. This means they can be extremely disruptive to a typical game and should be accessible player character options only in appropriate adventures or campaigns where the group collectively decides to embrace them. The tenets and causes of evil are uncommon options. While the feats and actions suitable for evil champions don't separately list access entries, typically if your GM grants you access to evil tenets, you also gain access to champion actions and feats that require those tenets.

The Tenets of Evil

All champions of evil alignment follow these tenets.

- You must never perform acts anathema to your deity or willingly commit a purely good act, such as giving something solely out of charity, casting a good spell, or using a good item.
- You must never put another person's needs before your own, and you must never put your own needs before those of your deity. Though you can perform acts others might consider helpful, it must be done with the expectation that it ultimately furthers your own goals or those of your master.

Evil Causes

As an evil champion, you must select one of the following causes. Your cause must match your alignment exactly. Your cause determines your champion's reaction (see below), grants you a devotion spell (page 228), and defines part of your champion's code.

Tyrant (Lawful Evil)

Might makes right, and you subjugate the weak to keep them in their proper place. You gain the Iron Command champion's reaction and the *touch of corruption* devotion spell. After the tenets of evil, add these tenets.

- Let no one who is lesser than you wield power over you or lead you.
- Mercilessly enforce established hierarchies of masters and servants. Topple or seize control of illegitimate hierarchies, such as democratic governments or the arrogant echelons of the celestial planes, and fill power vacuums by taking that power for yourself.
- Bind the weak to serve you. This tenet doesn't require you to spare foes' lives if you think they would be disloyal if pressed into servitude, nor does it require you to keep more servants than you find practical or useful.

Desecrator (Neutral Evil)

You always take what pleases you, no matter who it hurts, and you spread the influence of evil across all you touch. You gain the Selfish Shield champion's reaction and the *touch of corruption* devotion spell. After the tenets of evil, add this tenet.

- Subvert or corrupt everything in your path that is pure and good, and sow doubt among those upholding such ideals.

Antipaladin (Chaotic Evil)

You're dishonorable, dishonest, and committed to breaking the false hopes of kindness. You gain the Destructive Vengeance champion's reaction and the *touch of corruption* devotion spell. After the tenets of evil, add these tenets.

- You must not bind yourself with any law or oath beyond that of your code (though you can still select a champion feat with the oath trait). Act dishonorably, take advantage of others, lie, cheat, and steal to get what you want.
- You must destroy that which offends you and that which stands in your way, including—and perhaps especially—the forces of good and law that oppose you. This tenet doesn't force you to take action immediately if it could mean your destruction, nor does it require you to destroy something that might be useful if corrupted toward your ends.

Champion's Reaction

The special reactions for evil causes are as follows: Iron Command for tyrant, Selfish Shield for desecrator, and Destructive Vengeance for antipaladin.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

IRON COMMAND ↻

UNCOMMON | CHAMPION | DIVINE | EMOTION | ENCHANTMENT | MENTAL

Trigger An enemy within 15 feet damages you.

You put an impertinent foe who dared harm you in their proper place. You command your enemy to kneel before you in obedience. If they dare to refuse, they must pay the price in pain and anguish. The foe must choose one of the following options.

- The enemy kneels, dropping prone as a free action.
- The enemy refuses, and you deal 1d6 mental damage to it. This damage increases to 2d6 at 5th level, 3d6 at 9th level, 4d6 at 12th level, 5d6 at 16th level, and 6d6 at 19th level.

In addition, your Strikes against the triggering creature deal 1 extra damage until the end of your next turn. You choose whether the damage type is evil or negative each time you use this reaction. This extra damage increases to 2 at 9th level and 3 at 16th level.

SELFISH SHIELD ↻

UNCOMMON | CHAMPION

Trigger An enemy within 15 feet damages you.

Your self-interest keeps you safe. You gain resistance against the triggering damage equal to 2 + half your level, regardless of damage type.

In addition, your Strikes against the triggering creature deal 1 extra damage until the end of your next turn. You choose whether this extra damage is evil or negative each time you use this reaction. This extra damage increases to 2 at 9th level and 3 at 16th level.

DESTRUCTIVE VENGEANCE ↻

UNCOMMON | CHAMPION

Trigger An enemy within 15 feet damages you.

Bloodshed begets bloodshed as you drag your enemy toward oblivion. You increase the amount of damage you take by 1d6, and you deal 1d6 damage to the triggering enemy, choosing evil or negative damage to deal to the enemy each time you use this reaction. In addition, until the end of your next turn, your Strikes against the triggering creature deal 2 extra damage of the type you chose.

The damage you take and deal when you use this reaction increases to 2d6 at 5th level, 3d6 at 9th level, 4d6 at 12th level, 5d6 at 16th level, and 6d6 at 19th level. The extra damage on your Strikes increases to 4 at 9th level and 6 at 16th level.

DIVINE ALLY 3RD

If you are a champion following the tenets of evil and choose a blade ally as your divine ally, you can choose the following property runes: *fearsome* (page 260), *returning*, or *shifting*.

DIVINE SMITE 9TH

Your champion's reaction improves as follows.

Tyrant: The regrets of disobedience linger. If an enemy refuses your Iron Command, it takes persistent evil damage equal to your Charisma modifier.

Desecrator: If your Charisma modifier is +2 or greater, your resistance against the triggering damage equals your Charisma modifier + half your level.

Antipaladin: An enemy damaged by the initial damage from your Destructive Vengeance also takes persistent evil

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

damage equal to your Charisma modifier. This applies only to the damage the reaction itself deals to the triggering creature, not the damage you deal with subsequent Strikes.

EXALT 11TH

Your champion's reaction improves in the following ways when you gain the exalt class feature at 11th level. These affect enemies rather than allies, as they exalt your dark god to bring pain upon your foes instead of uplifting your companions.

Tyrant: When you use Iron Command, each enemy within 15 feet of you other than the triggering creature must also either drop prone or take mental damage (the enemy chooses). These creatures take only minimum damage (typically 3 damage at 11th level, 4 at 12th, 5 at 16th, and 6 at 19th), and the effects they take can't be adjusted by anything that changes your Iron Command. For instance, the Iron Repercussions feat couldn't turn the damage into persistent mental damage for creatures other than the triggering creature.

Desecrator: When you use Selfish Shield, each enemy within 15 feet of you takes a –1 status penalty to attack rolls against you until the start of your next turn.

Antipaladin: When you use Destructive Vengeance, each enemy within 15 feet of you other than the triggering creature takes half the damage you deal to the triggering enemy, of the same damage type you chose.

Champion Feats

1ST LEVEL

DESPERATE PRAYER ◆ FEAT 1

CHAMPION

Frequency once per day

Trigger You begin your turn and have no Focus Points in your pool.

You call out to your deity in a plea for their aid. You instantly recover 1 Focus Point.

IRON REPERCUSSIONS FEAT 1

UNCOMMON CHAMPION

Prerequisites tyrant cause

Disobeying your Iron Command has lasting consequences. If an enemy refuses to kneel to you, you can deal persistent mental damage instead of normal mental damage. You must decide whether the mental damage will be persistent before your enemy chooses whether to kneel or not. The amount of damage is unchanged.

ONGOING SELFISHNESS FEAT 1

UNCOMMON CHAMPION

Prerequisites desecrator cause

Your powerful personality and incredible ego demand that you protect yourself above all else. After you use Selfish Shield, you gain resistance to all further damage from the triggering enemy until the end of the turn on which you used the reaction. This resistance is equal to half your Selfish Shield resistance.

VICIOUS VENGEANCE FEAT 1

UNCOMMON CHAMPION

Prerequisites antipaladin cause

While your vengeance is painful for both you and your foe, none can doubt that your enemies suffer more. You gain a circumstance bonus to the damage you deal from Destructive Vengeance equal to the number of damage dice from the reaction. This only applies to the damage the enemy takes, not the damage to yourself or the extra damage you gain after using the reaction.

2ND LEVEL

CONCEITED MINDSET FEAT 2

UNCOMMON CHAMPION

Prerequisites tenets of evil

Because you know your mind is superior, you scoff at anyone who would alter your mental state—but this hubris gets the better of you when you're wrong. You gain a +2 circumstance bonus to saves against mental effects. If you succeed at a save against a mental effect, you critically succeed instead; similarly, if you fail at a save against a mental effect, you critically fail instead.

ESOTERIC OATH FEAT 2

CHAMPION OATH

Prerequisites tenets of good

You've sworn an oath to slay the alien abominations that lurk in the remote corners of Golarion. Add the following tenet to your champion's code, after the other tenets. "You must slay evil aberrations you encounter as long as you have a reasonable chance of success."

Your Retributive Strike gains a +4 circumstance bonus to damage against an evil aberration, or +6 if you have master proficiency with the weapon you used. The resistance you gain from Glimpse of Redemption against damage from an evil aberration is 7 + your level. If you use Liberating Step triggered by an evil aberration, your ally gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

You don't consider evil aberrations to be legitimate authorities, even in nations they rule.

LIGHTSLAYER OATH FEAT 2

UNCOMMON CHAMPION OATH

Prerequisites tenets of evil

You've sworn to rid the world of the self-righteousness of celestial beings. Add the following tenet to your code, after the other tenets. "You must banish or slay celestials you encounter as long as you have a reasonable chance of success; in the incredibly unlikely event you find an evil celestial, you don't have to banish or kill it."

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

When you use your champion's reaction against a celestial, the extra damage you deal with Strikes increases by 1 (or by 2 at 9th level and by 3 at 16th level).

4TH LEVEL

ACCELERATING TOUCH — FEAT 4

CHAMPION

Prerequisites devotion spell (*lay on hands*)

Your healing energies are infused with bounding energy. A creature that recovers Hit Points from your *lay on hands* gains a +10-foot status bonus to its Speed until the end of its next turn.

AURA OF DESPAIR — FEAT 4

UNCOMMON CHAMPION

Prerequisites tenets of evil

Your presence as an avatar of evil makes your foes more susceptible to terror and makes it almost impossible for them to shake off fear when you are near. Enemies within 15 feet of you take a –1 circumstance penalty to saving throws against fear. In addition, an enemy that ends its turn within 15 feet of you can't reduce the value of its frightened condition below 1.

CRUELTY ❖ — FEAT 4

UNCOMMON CHAMPION CONCENTRATE METAMAGIC

Prerequisites devotion spell (*touch of corruption*)

The harm you deal with your corrupting touch saps the strength from your enemy's body. If your next action is to cast *touch of corruption* on a living creature, the target is also enfeebled 1 for 1 minute if it fails its save (enfeebled 2 if it critically fails).

6TH LEVEL

CORRUPTED SHIELD — FEAT 6

UNCOMMON CHAMPION DIVINE NECROMANCY NEGATIVE

Prerequisites divine ally (shield), tenets of evil

Your shield ally is more than just a spirit of protection—it's a conduit for deadly divine magic. When you use your shield ally to Shield Block a melee unarmed attack or a melee weapon Strike from an adjacent creature, the attacker takes 1d6 evil or negative damage (your choice). If the attack or Strike breaks or destroys your shield, double this additional damage.

The damage the attacker takes increases to 2d6 at 11th level and 3d6 at 16th level.

INVIGORATING MERCY — FEAT 6

CHAMPION

Prerequisites Mercy

Your divine touch rejuvenates the weak and tired. When you use Mercy, you can instead attempt a counteract check to remove the clumsy or enfeebled conditions, using the source of that condition to determine the counteract level and DC. If the condition was caused by an ongoing effect and you don't remove that effect, the condition returns at the end of your next turn.

SMITE GOOD ❖ — FEAT 6

UNCOMMON CHAMPION

Prerequisites divine ally (blade), tenets of evil

Your blade ally shares your lust for the blood of good creatures. Select one enemy you can see. Until the start of your next turn, your Strikes against that foe using the weapon your blade ally inhabits deal an extra 4 evil damage, increasing to 6 if you have master proficiency with this weapon.

If the chosen enemy attacks you before the start of your next turn, the duration extends to the end of that enemy's next turn.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

If the enemy continues to attack you each turn, the duration continues to extend.

8TH LEVEL

GREATER CRUELTY — FEAT 8

UNCOMMON CHAMPION

Prerequisites Cruelty

The extent of the corruption within you does more than simply sap your foes' strength, it devastates their minds and reflexes. When you use Cruelty, choose whether you want to make the creature enfeebled as normal, to make it clumsy 1 on a failed save (clumsy 2 on a critical failure), or to make it stupefied 1 on a failed save (stupefied 2 on a critical failure).

SACRIFICE ARMOR ↻ — FEAT 8

CHAMPION

Trigger You are hit by a Strike that deals physical damage.

With divine awareness, you twist your body to lessen the impact of an attack. Reduce the damage you take by an amount equal to twice your armor's level. Your armor becomes broken, reducing its Hit Points to its Broken Threshold. If your armor was already damaged, it is destroyed instead.

SENSE GOOD — FEAT 8

UNCOMMON CHAMPION

Prerequisites tenets of evil

The presence of goodness sickens you with its saccharine self-righteousness. When in the presence of an aura of good that is powerful or overwhelming (*Core Rulebook* 328), you detect the aura, though you might not do so instantly, and you can't pinpoint the location. This acts as a vague sense, similar to humans' sense of smell. A good creature using a disguise or otherwise trying to hide its presence attempts a Deception check against your Perception DC to hide its aura from you. If the creature succeeds at its Deception check, it is then temporarily immune to your Sense Good for 1 day.

10TH LEVEL

ELUCIDATING MERCY — FEAT 10

CHAMPION

Prerequisites Mercy

Your mercy grants clarity to those around you just when they need it most. When you use Mercy, you can instead attempt a counteract check to remove the confused or stupefied conditions, using the source of that condition to determine the counteract level and DC. If the condition was caused by an ongoing effect and you don't remove that effect, the condition returns at the end of your next turn.

LITANY OF SELF-INTEREST — FEAT 10

UNCOMMON CHAMPION

Prerequisites devotion spells, tenets of evil

You compel a creature to act toward its own ends rather than consider others. You can cast the *litany of self-interest* devotion spell (page 229). Increase the number of Focus Points in your focus pool by 1.

RESILIENT TOUCH — FEAT 10

CHAMPION

Prerequisites devotion spell (*lay on hands*)

Your healing energies create an aura of protection that defends your allies against more than just blades and arrows. An ally that recovers Hit Points from your *lay on hands* gains a +1 status bonus to their saving throws until the end of their next turn.

12TH LEVEL

AMPLIFYING TOUCH — FEAT 12

CHAMPION

Prerequisites devotion spell (*lay on hands*)

Your healing energies empower attacks. An ally that recovers Hit Points from your *lay on hands* gains a +1 status bonus to their attack rolls and deals 1 additional good damage on all their Strikes until the end of their next turn.

ENFORCE OATH ❖ — FEAT 12

CHAMPION

Frequency once per hour

Prerequisites You've sworn to an oath against a specific type of creature.

You call on your oath to embolden you in combat. When you Enforce your Oath, select one creature you can see that you've sworn to defeat as part of your oath. You gain a +1 status bonus to AC and saves against attacks and effects by the chosen creature. You also gain a +1 status bonus to attack rolls against the chosen creature. However, your dedication to Enforcing your Oath draws your focus away from all other foes. While you are Enforcing your Oath, you take a –1 status penalty to AC, attack rolls, and saves against all other creatures until you stop Enforcing your Oath.

You stop Enforcing your Oath once the chosen creature is reduced to 0 Hit Points or offers a legitimate surrender to you or your allies. You immediately stop Enforcing your Oath if you are unconscious or if the chosen creature goes unnoticed by you for more than 1 minute. You can also stop Enforcing your Oath at any time during your turn as a free action.

GRUESOME STRIKE ❖ — FEAT 12

UNCOMMON CHAMPION

Prerequisites tenets of evil, champion's reaction that grants extra damage with your Strikes

Requirements Your Strikes currently deal extra damage from your champion's reaction.

Make a Strike against the creature that triggered your champion's reaction. If you hit, the target takes double the extra damage from your reaction and must succeed at a Fortitude save against your class DC or be drained 1. Regardless of the result, the creature is temporarily immune to your Gruesome Strike for 24 hours.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

PALE HORSE — FEAT 12

UNCOMMON CHAMPION

Prerequisites divine ally (steed), tenets of evil

Your mount becomes a grotesque creature of foreboding when you ride it. Its appearance transforms as flames erupt from its skin, a whorl of negative energy surrounds it, or poison leaks from its flesh. When you Mount your steed ally, you can choose fire, negative, or poison. As long as you ride it, your steed gains resistance 10 to the chosen damage type, and any creature that touches your steed takes 1d6 damage of the chosen type; this includes hitting the steed with unarmed attacks or with a melee weapon Strike while adjacent to the steed. This damage increases to 2d6 at 16th level and 3d6 at 20th level.

14TH LEVEL

AURA OF PRESERVATION — FEAT 14

CHAMPION

Prerequisites Esoteric Oath

Your aura protects against the twisting powers of aberrations. You and all allies within 15 feet gain a +1 status bonus to Fortitude and Will saves against effects from aberrations. You also gain a +1 status bonus to Fortitude saves against morph or polymorph effects and Will saves against mental effects; this bonus increases to +2 against aberrations' morph, polymorph, or mental effects.

GREATER INTERPOSE — FEAT 14

CHAMPION

Prerequisites Sacrifice Armor

Your divine grace empowers you to avoid hits when you otherwise could not. You can use Sacrifice Armor to reduce any type of damage from an attack or effect requiring a Reflex save. When you use Sacrifice Armor against a critical hit or a critical failure on a Reflex save that would otherwise cause you to take double damage, you take the normal amount of damage instead.

LITANY OF DEPRAVITY — FEAT 14

UNCOMMON CHAMPION

Prerequisites tenets of evil

You undercut your enemy's vain moralism, opening their heart to evil. You can cast the *litany of depravity* focus spell (page 228). Increase the number of Focus Points in your focus pool by 1.

16TH LEVEL

EXPAND AURA ❖ — FEAT 16

CHAMPION CONCENTRATE

Prerequisites You have at least one aura from a champion feat or feature.

You focus your divine power to extend your influence. Select one aura you have from a champion feat or feature, such as Aura of Courage or Aura of Life. The radius of the aura is doubled until the start of your next turn.

INSTRUMENT OF SLAUGHTER — FEAT 16

UNCOMMON CHAMPION

Prerequisites divine ally (blade), tenets of evil

Your blade ally thirsts for the blood of your foes. Whenever you critically hit an enemy with the weapon inhabited by your blade ally while dealing extra damage from your champion's reaction, the target takes persistent bleed damage equal to two of the weapon's damage dice.

18TH LEVEL

FIENDISH FORM — FEAT 18

UNCOMMON CHAMPION

Prerequisites tenets of evil

Your features reshape into those of a type of fiend who serves your deity; for example, as a demon you might have putrid scales, twisted horns, and red eyes. You gain a fly Speed equal to your Speed. You gain darkvision if you don't already have it, and you gain the fiend trait and the trait appropriate to the type of servitor you've become (such as daemon, demon, or devil).

REJUVENATING TOUCH — FEAT 18

CHAMPION

Prerequisites devotion spell (*lay on hands*)

Your healing energies linger after you cast, providing continual benefits. An ally that recovers Hit Points from your *lay on hands* gains 10 temporary Hit Points at the start of their turn during each of the next 10 rounds. This effect ends if the ally is knocked unconscious.

20TH LEVEL

FIENDISH MOUNT — FEAT 20

UNCOMMON CHAMPION

Prerequisites divine ally (steed), tenets of evil

Your steed ally manifests a suite of powerful and sinister gifts granted to it by your deity. It gains darkvision, its maximum Hit Points increase by 40, and it gains weakness 10 to good damage.

Additionally, it grows wings appropriate for a servitor of your deity (such as bat wings for a devil), granting it a fly Speed equal to its Speed. It gains the fiend trait and the trait appropriate to the type of servitor it has become (such as daemon, demon, or devil).

SACRED DEFENDER — FEAT 20

CHAMPION

You are a great warrior that can stand strong against the fiercest opponents to your cause. You gain resistance 10 to bludgeoning, piercing, and slashing damage caused by creatures and effects opposed to your tenets (evil creatures for tenets of good, good creatures for tenets of evil, and so on). In addition, creatures and effects that roll a natural 20 on an attack roll against you don't improve their result by one degree of success.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Cleric

From infusing allies with powerful energies to performing minor miracles, this section provides feats for clerics of any alignment, deity, or doctrine.

Cleric Feats

1st Level

Premonition of Avoidance ↻ — **Feat 1**

Cleric

Trigger You attempt a saving throw against a hazard, but you haven't rolled yet.

Your deity grants you limited foresight, warning you of dangers an instant before they occur. You gain a +2 circumstance bonus to the triggering saving throw.

Vile Desecration — **Feat 1**

Cleric

Prerequisites evil alignment

You combine unholy might with negative energy to damage angels, archons, and other self-righteous denizens of the Outer Planes. When you cast a *harm* spell, you can change the damage you deal to celestial creatures to evil damage instead of negative damage.

2nd Level

Rapid Response ↻ — **Feat 2**

Cleric

Trigger An ally is reduced to 0 Hit Points.

You work quickly and efficiently in times of danger to deliver needed assistance. You Stride towards the triggering ally. You gain a +10-foot circumstance bonus to your Speed during this movement.

4th Level

Radiant Infusion ◆ — **Feat 4**

Cleric | Concentrate | Metamagic

Prerequisites good alignment, healing font

You pour invigorating positive energy into a living ally. If the next action you use is to cast *heal* to restore Hit Points to a single living creature, the target deals an additional 1d6 positive damage with its melee weapons and unarmed attacks until the end of its next turn. If the *heal* spell is at least 5th level, this damage increases to 2d6, or 3d6 if the spell is at least 8th level.

6th Level

Magic Hands — **Feat 6**

Cleric

Prerequisites Healing Hands

The blessing of your deity heightens your healing ability, making your mundane healing work as if by magic. When you succeed at a Medicine check to Treat Wounds, your action gains the divine trait and you heal the maximum amount for the 2d8 (or 4d8 on a critical success). If you have an ability that adds additional dice to your Treat Wounds, you still roll those normally.

8th Level

Martyr ◆ — **Feat 8**

Cleric | Metamagic

Prerequisites divine font

You go to extreme lengths to support your allies, even when it means bringing harm to yourself. If your next action is to cast *harm* or *heal* from your healing or harmful font to restore Hit Points to a single ally, you can channel your own vitality along with the spell. You lose 1d8 Hit Points per level of the spell, which can't be reduced or mitigated in any way, and your ally regains an equal number of Hit Points.

Surging Focus ◆ — **Feat 8**

Cleric

Frequency once per day

Trigger An ally you can see falls to 0 Hit Points.

When an ally you can see falls in battle, your fight or flight response triggers a surge in your deity's might within you. You instantly regain 1 Focus Point.

10th Level

Shared Avoidance — **Feat 10**

Cleric

Prerequisites Premonition of Avoidance

You can project your premonitions of danger to your allies. When you use Premonition of Avoidance, allies within 15 feet of you who are rolling the same saving throw against the same hazard also gain a +2 circumstance bonus to their saving throws.

Shield of Faith — **Feat 10**

Cleric

Prerequisites Domain Initiate

Residual energy from your domain spells bolsters your defenses. When you spend a Focus Point to cast a domain spell, you gain a +1 status bonus to your AC until the start of your next turn.

Through Spell ◆ — **Feat 10**

Cleric | Concentrate | Metamagic

Spells you cast can transform briefly into vital essence,

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

traveling harmlessly through living and undead creatures between you and your target, blocked only by solid objects. If the next action you use is to Cast a Spell that requires a spell attack roll, your targets don't benefit from cover provided by living or undead creatures.

14TH LEVEL

EBB AND FLOW ◆ — FEAT 14

CLERIC | CONCENTRATE | METAMAGIC

Prerequisites Versatile Font

You can pull forth both positive and negative energy simultaneously to harm your enemies and heal your allies. If your next action is to cast a 1-action or 2-action *heal* or *harm* spell, choose one creature in range that would be harmed by the spell, and choose another creature within range that would be healed by the spell. Your *heal* or *harm* targets both creatures.

PREMONITION OF CLARITY ↻ — FEAT 14

CLERIC | FORTUNE

Frequency once per hour

Trigger You fail a saving throw against a mental effect.

Your deity sends you a vision of faith to steel you against mental attacks. Reroll the triggering saving throw with a +2 circumstance bonus. You must use the second result, even if it's worse.

16TH LEVEL

REMEDIATE ◆ — FEAT 16

CLERIC | CONCENTRATE | METAMAGIC

Prerequisites harmful font or healing font

Frequency once per hour

If your next action is to use your divine font to cast a 3-action *heal* or *harm* spell to damage creatures, you can harness the residual energy to counterbalance opposing forces. You use your *heal* or *harm* spell to attempt to counteract one effect in the spell's area with the chaotic, evil, good, or lawful trait. The chosen trait must oppose one component of your deity's alignment; if your deity is neutral, you can choose any one trait.

18TH LEVEL

MIRACULOUS POSSIBILITY — FEAT 18

CLERIC

Your deity empowers you to perform minor miracles, allowing you to readily adapt to the fluctuating needs of your duties. Once during your daily preparations, you can use a spell slot to hold sheer divine potential, rather than using it to prepare a spell. You can use this spell slot to cast any spell you know from the divine spell list that's at least 2 levels lower than the slot you designate. The spell acts in all ways as a spell of 2 levels lower. You don't have any particular spell prepared in that slot until you cast it.

SHARED CLARITY — FEAT 18

CLERIC

Prerequisites Premonition of Clarity

You can project your premonitions of clarity to your allies. When you use Premonition of Clarity, allies within 15 feet of you who failed the same saving throw against the same mental effect can also spend their reactions to reroll the failed saving throw with a +2 circumstance bonus.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Druid

This section contains a selection of new feats that allow druids of all orders to literally grow their own weapons or plant spells in the ground like seeds.

Druid Feats

1st Level

Verdant Weapon — Feat 1

Druid | Exploration

You cultivate a seed that can sprout into a wooden staff, vine whip, or another weapon. You spend 10 minutes focusing primal energy into a seed, imprinting it with the potential of a single level 0 weapon you are trained with and that has no mechanical parts or metal components. When holding the imprinted seed, you can spend a single Interact action to cause it to immediately grow into that weapon; a second Interact action returns it to seed form. Your verdant weapon functions as the imprinted weapon and can be etched with runes or affixed with talismans as normal, which are suppressed when the weapon is in seed form. It also becomes a primal focus.

You can have only one verdant seed at a time. If you prepare a second, your first verdant seed immediately becomes a mundane specimen; any runes on the previous seed that are valid for the new seed transfer between them at no cost, but you lose any inapplicable runes unless you transfer them to a *runestone* or another weapon.

4th Level

Elemental Summons — Feat 4

Druid

You can call the four elements to you. You can spend 10 minutes in concert with nature to replace one of the spells you've prepared in one of your druid spell slots with a *summon elemental* spell of the same level.

Leshy Familiar Secrets — Feat 4

Druid | Metamagic

Prerequisites leaf order

The leaf order's secrets allow your familiar to take advantage of its leshy form. You can select one additional familiar ability each day, which must be one of the following leshy familiar abilities. You can't select more than one leshy familiar ability at a time.

- **Grasping Tendrils** Your familiar can extend vines or similar tendrils, increasing its reach to 15 feet.
- **Purify Air** Your familiar recycles air, providing enough oxygen for a Medium creature in areas with stale air, such as a sealed chamber or extradimensional space. If the leshy is within the area of an inhaled poison effect or an effect that relies on smell, creatures within a 15-foot emanation from the leshy gain a +2 circumstance bonus to their saving throws against the effect.
- **Verdant Burst** When your familiar dies, it releases its primal energy to cast the 3-action version of *heal*, heightened to a level 1 lower than your highest-level spell slot. The *heal* spell gains a status bonus equal to twice the spell's level to the Hit Points it restores to plants. You must be able to cast 2nd-level spells using spell slots to select this familiar ability.

6th Level

Current Spell ❖ — Feat 6

Abjuration | Concentrate | Druid | Metamagic

As you use your magic to manipulate air or water, you divert some of its currents to form a barrier around you. If your next action is to Cast a Spell with the air or water trait, until the start of your next turn, you gain a +1 circumstance bonus to AC or a +2 circumstance bonus against ranged attacks. This effect has the air or water trait, or both, depending on the traits of the spell you cast. You also gain a +1 circumstance bonus to all saves against effects with the air trait, water trait, or both until the start of your next turn, depending on the spell's traits.

8th Level

Deimatic Display ❖ — Feat 8

Druid

Prerequisites trained in Intimidation

Imitating animal threat displays, you make yourself appear larger and more imposing. Roll one Intimidation check to Demoralize and compare the result to the Will DC of each animal, fungus, and plant creature in a 15-foot cone. When you do, Demoralize gains the visual trait, and creatures are affected if they can see you. You don't take a penalty if the creature doesn't understand your language.

10th Level

Pristine Weapon — Feat 10

Druid

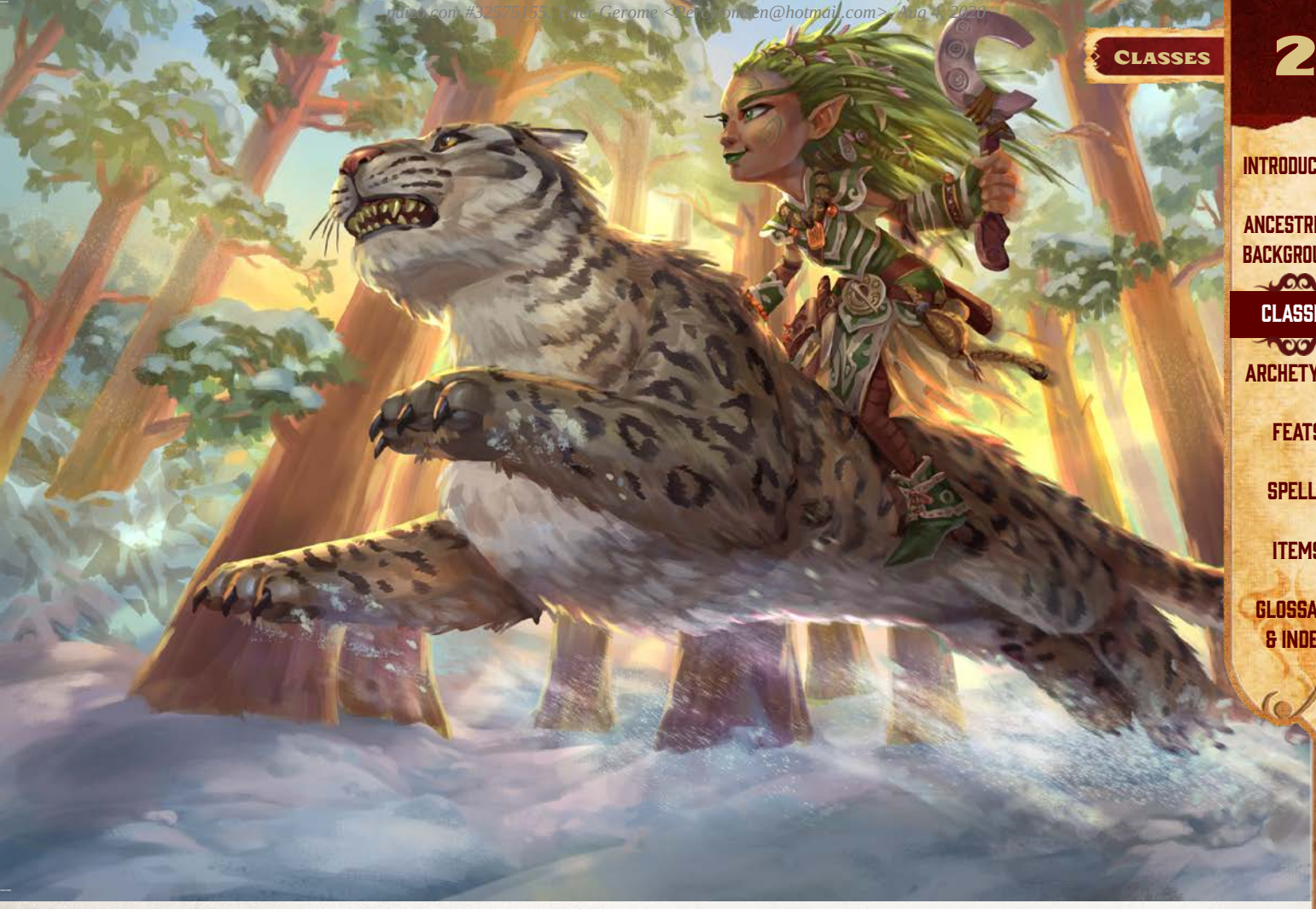
Prerequisites Verdant Weapon

Your verdant weapon can cut through the resistances of magical creatures. The weapon is treated as cold iron and silver. If you critically hit a creature that has a weakness to cold iron or silver, the target takes 1d6 persistent bleed damage as the primal energies within your weapon slow its natural healing.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX



12TH LEVEL

WANDERING OASIS — FEAT 12

DRUID

Prerequisites master in Survival

You're surrounded by soothing energy. You and allies within 60 feet of you are protected from severe environmental heat and cold. If you're legendary in Survival, you and those allies are also protected from extreme environmental heat and cold.

14TH LEVEL

REACTIVE TRANSFORMATION ↻ — FEAT 14

DRUID

Prerequisites Wild Shape; Dragon Shape, Elemental Shape, Plant Shape, or Soaring Shape

Trigger varies

You transform reflexively when in danger. You cast *wild shape* to transform into one form granted by one of the prerequisite feats you have, depending on the trigger. Your form's resistances and weaknesses apply against the triggering damage.

- **Trigger** You fall 10 feet or more; **Effect** Choose a form from *aerial form*.
- **Trigger** You take acid, cold, electricity, fire, or poison damage; **Effect** Choose a form from *dragon form* that resists the triggering damage.
- **Trigger** You take fire damage; **Effect** Choose a fire elemental form from *elemental form*.
- **Trigger** You take poison damage; **Effect** Choose a form from *plant form*.

SOW SPELL ❖ — FEAT 14

CONCENTRATE DRUID METAMAGIC

You fold your spell into a seed. If your next action is to Cast a Spell using 1 action or 2 actions, the spell instead plants itself in an adjacent square. You must make all decisions regarding the spell at the time you cast it. Within the next 10 minutes, you can direct your sown spell to sprout and produce the spell's effects as a reaction, which is triggered when a creature enters the sown spell's space or a square adjacent to it. You can have only one sown spell at a time, and if you don't trigger the spell within 10 minutes, it dissipates and the spell is lost. A creature can notice the sown spell with a successful Perception check against your spell DC.

18TH LEVEL

PRIMAL AEGIS — FEAT 18

DRUID

You surround yourself with a thick field of protective primal energy. You and allies within 30 feet of you gain resistance equal to your Wisdom modifier to acid, cold, electricity, fire, negative, and positive damage.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Fighter

The feats on the following pages provide further options to help fighters size up foes, deflect spells with a slash of their blade, or rend opponents to pieces.

Fighter Feats

1st Level

COMBAT ASSESSMENT ◆ **FEAT 1**

FIGHTER

You make a telegraphed attack to learn about your foe. Make a melee Strike. On a hit, you can immediately attempt a check to Recall Knowledge about the target. On a critical hit, you gain a +2 circumstance bonus to the check to Recall Knowledge. The target is temporarily immune to Combat Assessment for 1 day.

2nd Level

DRAGGING STRIKE ◆ **FEAT 2**

FIGHTER PRESS

You aim your weapon to snag a foe's armor, clothing, or flesh to pull them closer. Make a melee Strike. If you hit a target that is your size or smaller, that creature is flat-footed until the end of your current turn, and you can move it 5 feet toward you. When you move the creature, you can move the same distance in the same direction as it, even if you're adjacent to the target. This movement doesn't trigger reactions.

This Strike has the following failure effect.

Failure The target becomes flat-footed until the end of your current turn.

REBOUNDING TOSS ◆◆ **FEAT 2**

FIGHTER FLOURISH

Requirements You are wielding a thrown weapon.

You bounce your weapon off one foe to strike another. Make a ranged Strike with a thrown weapon. If this Strike hits, the weapon rebounds toward an enemy within 10 feet of the original target. Make an additional Strike against this second target. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both attacks.

4th Level

BARRELING CHARGE ◆◆ **FEAT 4**

FIGHTER FLOURISH

Prerequisites trained in Athletics

You rush forward, moving enemies aside to reach your foe. You Stride, attempting to move through your enemies' spaces, and make a melee Strike. Roll an Athletics check and compare the result to the Fortitude DC of each creature whose space you attempt to move through during your Stride, moving through their space on a success but ending your movement before entering their space on a failure. You can use Barreling Charge to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

PARTING SHOT ◆◆◆ **FEAT 4**

FIGHTER

Requirements You are wielding a loaded ranged weapon or a ranged weapon with reload 0.

You jump back and fire a quick shot that catches your opponent off guard. You Step and then make a ranged Strike with the required weapon. Your target is flat-footed against the attack.

6th Level

DAZING BLOW ◆ **FEAT 6**

FIGHTER PRESS

Requirements You have a creature grabbed.

You pummel a held foe, hoping to stagger them. Make a melee Strike against a creature you have grabbed. The weapon damage from this Strike is bludgeoning damage. If the Strike hits, the creature must attempt a Fortitude save against your class DC; this is an incapacitation effect.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3.

RICOCHET STANCE ◆ **FEAT 6**

FIGHTER STANCE

You adopt a stance designed to rebound your thrown weapons back toward you. While you are in this stance, any thrown weapons you use as part of a ranged Strike to deal bludgeoning or slashing damage immediately return to your hand, enabling you to use them for additional Strikes. You must be within the weapon's listed range increment and have a hand free to catch the weapon. If you make a ranged Strike with a thrown weapon outside of its listed range increment, it instead flies back toward you a number of feet equal to its listed range increment and then falls to the ground.

8th Level

DISORIENTING OPENING **FEAT 8**

FIGHTER

Prerequisites Attack of Opportunity

You use your foes' openings to expose even greater weaknesses. When you hit a creature as part of an Attack of Opportunity, that creature becomes flat-footed until the start of your next turn.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

RESOUNDING BRAVERY — FEAT 8

FIGHTER

Prerequisites bravery

Even your fears serve as fuel for your fighting spirit. When you critically succeed at a Will save against a foe's ability, you gain a +1 status bonus to saves and a number of temporary Hit Points equal to half your level for 1 minute. These benefits are doubled if you critically succeed against a fear effect.

10TH LEVEL

CUT FROM THE AIR ↻ — FEAT 10

FIGHTER

Trigger You are the target of a physical ranged Strike.

Requirements You're aware of the attack, not flat-footed against it, and either have a hand free or are wielding a melee weapon.

You can knock aside ranged attacks. You gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, you knocked or cut it out of the air.

OVERPOWERING CHARGE — FEAT 10

FIGHTER

Prerequisites Barreling Charge

You trample foes as you charge past. When you use Barreling Charge and successfully move through a creature's space, that creature takes bludgeoning damage equal to your Strength modifier. On a critical success, the creature takes double damage and is flat-footed until the end of your next turn.

16TH LEVEL

OVERWHELMING BLOW ◆❯❯❯ — FEAT 16

FIGHTER

You throw your weight into a powerful attack that leaves you vulnerable. Make a melee Strike. This counts as three attacks when calculating your multiple attack penalty. If this Strike hits, you get a critical hit. If you roll a critical hit, your attack also gains the deadly d12 trait. Whether or not you hit, you become stunned 1 and are flat-footed until the start of your next turn.

18TH LEVEL

SMASH FROM THE AIR — FEAT 18

FIGHTER

Prerequisites Cut From the Air

Your expertise enables you to knock away spells. You can use Cut from the Air against ranged spell attack rolls.

20TH LEVEL

ULTIMATE FLEXIBILITY — FEAT 20

FIGHTER

Prerequisites improved flexibility

Your experience keeps you on your toes, making you adaptable to even the most dangerous challenges. When you gain a fighter feat using combat flexibility, you gain three fighter feats instead of two. While the first feat must still be 8th level or lower, the second feat can be up to 14th level, and the third feat can be up to 18th level. You can use the first feat to meet the prerequisites of the second or third feats and the second feat to meet the prerequisites of the third feat. You must meet all feats' prerequisites. In addition, you can adapt to the battlefield's challenges by spending 1 hour to train. If you do, you can reselect the feats chosen with combat flexibility as if you had made your daily preparations. You can't trade out limited-use abilities that you've already used, such as Determination.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Monk

The following class feats offer monks a variety of abilities, from stances that harness the strength or grace of specific animals to devastating ranged attacks.

Monk Feats

1st Level

Gorilla Stance ◆ **Feat 1**

Monk Stance

You lower yourself to the ground and take an imposing, knuckle-walking stance. While in this stance, the only Strikes you can make are gorilla slam unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the backswing, forceful, grapple, nonlethal, and unarmed traits. While you are in Gorilla Stance, you gain a +2 circumstance bonus to Athletics checks to Climb, and if you roll a success on an Athletics check to Climb, you get a critical success instead.

Monastic Archer Stance ◆ **Feat 1**

Monk Stance

Requirements You are unarmored and wielding a longbow, shortbow, or a bow with the monk trait.

You enter a specialized stance for a unique martial art centered around the use of a bow. While in this stance, the only Strikes you can make are those using longbows, shortbows, or bows with the monk trait. You can use Flurry of Blows with these bows. You can use your other monk feats or monk abilities that normally require unarmed attacks with these bows when attacking within half the first range increment (normally 50 feet for a longbow and 30 feet for a shortbow), so long as the feat or ability doesn't require a single, specific Strike.

Special When you select this feat, you become trained in the longbow, shortbow, and any simple and martial bows with the monk trait. If you gain the expert strikes class feature, your proficiency rank for these weapons increases to expert, and if you gain the master strikes class feature, your proficiency rank for these weapons increases to master.

Stumbling Stance ◆ **Level 1**

Monk Stance

Prerequisites trained in Deception

You enter a seemingly unfocused stance that mimics the movements of the inebriated—bobbing, weaving, leaving false openings, and distracting your enemies from your true movements. While in this stance, you gain a +1 circumstance bonus to Deception checks to Feint. The only Strikes you can make are stumbling swing unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the agile, backstabber, finesse, nonlethal, and unarmed traits. If an enemy hits you with a melee Strike while in this stance, it becomes flat-footed against the next stumbling swing Strike you make against it before the end of your next turn.

2nd Level

Ancestral Weaponry **Feat 2**

Monk

Prerequisites Monastic Weaponry, a feat granting access to all weapons with an ancestry trait (such as elf or orc)

You blend monastic techniques with the ancestral fighting styles of your people. Choose an ancestry for which you have access to all weapons with that trait. For you, melee weapons with that ancestry trait and either the agile or finesse trait gain the monk trait.

Shooting Stars Stance ◆ **Feat 2**

Monk Stance

Prerequisites Monastic Weaponry

You enter a stance that lets you throw shuriken with lightning speed. While in this stance, you can use your monk feats or monk abilities that normally require unarmed attacks with shuriken instead.

4th Level

Cobra Stance ◆ **Level 4**

Monk Stance

You enter a tight stance, coiled up like a lashing cobra with your hands poised as venomous fangs. While in this stance, the only Strikes you can make are cobra fang unarmed attacks. These deal 1d4 poison damage; are in the brawling group; and have the agile, deadly d10, finesse, nonlethal, poison, and unarmed traits.

While in Cobra Stance, you gain a +1 circumstance bonus to Fortitude saves and your Fortitude DC, and you gain poison resistance equal to half your level.

Peafowl Stance ◆ **Level 4**

Monk Stance

Prerequisites Monastic Weaponry

Requirements You are wielding a sword that has the monk trait in one hand.

You enter a tall and proud stance while remaining mobile, with all the grace and composure of a peafowl. While in this stance, the only Strikes you can make are melee Strikes with the required sword. Once per round, after you hit with a monk sword Strike, you can Step as a free action as your next action.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

6TH LEVEL

ALIGN KI ↻ — LEVEL 6

MONK

Prerequisites ki spells
Frequency once per hour
Trigger You Cast a Spell that has the monk trait.

The power of your ki soothes your wounds and energizes you for battle. You regain Hit Points equal to your level plus your Wisdom modifier.

GORILLA POUND ◆ — LEVEL 6

EMOTION FLOURISH MENTAL MONK

Prerequisites expert in Intimidation, Gorilla Stance
Requirements You are in Gorilla Stance.

You pound your chest before slamming into your foes. Attempt an Intimidation check to Demoralize, then make one gorilla slam Strike against the same target. If your Strike hits, you gain a circumstance bonus to the damage roll equal to triple the value of the target's frightened condition.

Special If you have this feat, while you are in Gorilla Stance, you gain a climb Speed of 15 feet.

ONE-INCH PUNCH ◆◆ OR ◆◆◆ — LEVEL 6

MONK

Prerequisites expert strikes

You put all your force into a single mighty, carefully controlled blow. Make an unarmed Strike. If you spend two actions and this Strike hits, you deal an extra die of weapon damage. You can instead spend 3 actions to perform an even more powerful attack, dealing a second additional die of weapon damage on a hit.

If you're at least 10th level, the number of additional dice you add from this feat doubles, for a total of 2 additional dice if you spend 2 actions or 4 additional dice if you spend 3 actions. If you're at least 18th level, the number of additional dice you add from this feat triples, for a total of 3 additional dice if you spend 2 actions or 6 additional dice if you spend 3 actions.

RETURN FIRE — FEAT 6

MONK

Prerequisites Deflect Arrow, Monastic Archer Stance
Requirements You are in Monastic Archer Stance, are wielding a bow, and have a free hand.

Snatching an arrow out of the air, you instantly put it to your bow and return fire. When you successfully Deflect an Arrow, as part of that reaction you can immediately make a ranged bow Strike by firing the arrow you deflected from your own bow.

STUMBLING FEINT — LEVEL 6

MONK

Prerequisites expert in Deception, Stumbling Stance
Requirements You are in Stumbling Stance.

You lash out confusingly with what seems to be a weak move but instead allows you to unleash a dangerous flurry of blows upon your unsuspecting foe. When you use Flurry of Blows, you can attempt a check to Feint as a free action just before the first Strike. On a success, instead of making the target flat-footed against your next attack, they become flat-footed against both attacks from the Flurry of Blows.

8TH LEVEL

CLINGING SHADOWS INITIATE — FEAT 8

MONK

Prerequisites ki spells

You learn a mystical stance that transforms your ki into sticky smoke that shrouds your limbs, clinging to everything you touch. You gain the *clinging shadows stance* ki spell (page 229). Increase the number of Focus Points in your focus pool by 1. While entering the stance uses a ki spell, the shadow grasp attacks it grants are not, so you can use them as often as you like while in the stance.

PINNING FIRE ◆ — FEAT 8

MONK

Trigger You use Flurry of Blows to make two ranged piercing weapon Strikes against the same target.

You target your opponent's clothing, equipment, or loose flesh with piercing projectiles to pin them to the ground or a nearby surface. If both your attacks hit, the target must succeed at a Reflex save against your class DC or become immobilized until it or an adjacent creature succeeds at a DC 10 Athletics check to remove the pinning projectiles. The creature doesn't become stuck if it is incorporeal, is liquid (like a water elemental or some oozes), or could otherwise escape without effort.

10TH LEVEL

COBRA ENVENOM ◆ — LEVEL 10

MONK POISON

Prerequisites Cobra Stance, expert in unarmed attacks
Frequency once per minute
Requirements You are in Cobra Stance.

You lash out with devious intent and the power to envenom your foe. Make a cobra fang Strike. Your reach with this Strike is 5 feet greater than normal. If this Strike hits, the target takes 1d4 persistent poison damage per weapon damage die.

Special If you have this feat, the circumstance bonus to Fortitude saves and Fortitude DC granted by Cobra Stance increases from +1 to +2.

PEAFOWL STRUT ◆ — LEVEL 10

FLOURISH MONK

Prerequisites Peafowl Stance
Requirements You are in Peafowl Stance.

You slowly move across the battlefield with dangerous grace.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Step twice and then Strike. The Strike must be made with the sword required by Peafowl Stance.

PREVAILING POSITION ↻ — LEVEL 10

MONK

Prerequisites at least one stance feat

Trigger You are targeted by an attack or attempt a Reflex saving throw against a damaging effect, and you are in a stance.

Your willingness to flow from one stance to another lets you sacrifice their benefits to better protect yourself. You leave the stance you were in, gaining a +4 circumstance bonus to the triggering saving throw or to your AC against the triggering attack.

12TH LEVEL

DODGING ROLL ↻ — LEVEL 12

MONK

Prerequisites master in Acrobatics

Trigger You take damage from an area effect that allows a Reflex save.

You dodge a blow at the last possible moment. You Step and gain resistance to all damage equal to your level against the triggering effect. If your Step moves you out of the triggering effect's area, this resistance is instead equal to your level plus your Dexterity modifier.

FOCUSED SHOT ◆ — FEAT 12

CONCENTRATE MONK

Prerequisites Monastic Archer Stance

Requirements You are in Monastic Archer Stance.

You achieve a state of perfect calm before unleashing your attack, opening your mind to the minute movements of the world around you to increase your accuracy. Make a ranged weapon Strike against a target within your weapon's first range increment. This Strike ignores the target's concealed condition and all cover.

OVERWHELMING BREATH ◆ — LEVEL 12

CONCENTRATE METAMAGIC MONK

Prerequisites ki spells

You control your breathing and align it with your ki, exhaling with controlled force in order to overcome your opponent's resistance. If you use your next action to Cast a Spell that has the monk trait and no duration, the spell and any Strikes you make as a result of casting it ignore an amount of the target's resistance to physical damage equal to your level.

14TH LEVEL

FORM LOCK ◆ — FEAT 14

ATTACK MONK

Requirements You have a foe grabbed or restrained.

Your ability to control your own ki empowers you to pressure other creatures into resuming their true forms. Attempt an Athletics check to counteract a polymorph effect currently affecting your target. If the target is somehow under the effect of multiple polymorph effects, you can choose which one to attempt to counteract, or the GM chooses randomly if the separate effects aren't obvious. The target is then temporarily immune for 1 day.

SHADOW'S WEB — FEAT 14

MONK

Prerequisites ki spells

Requirements You are in Clinging Shadows Initiate.

You launch a wave of shadowy ki outward from your body, damaging your opponents and potentially binding them in place. You gain the *shadow's web* ki spell (page 229). Increase the number of Focus Points in your focus pool by 1.

WHIRLING BLADE STANCE ◆ — FEAT 14

MONK STANCE

Prerequisites Monastic Weaponry

You enter a mindful stance that creates a deep connection between you and your monk weapons, allowing you to manipulate them with your ki even at a distance. All melee monk weapons you wield with the finesse trait gain the thrown 10 feet trait (unless they already have the thrown trait with a greater range).

Once you've made a thrown Strike with such a weapon, you can use the precision of your throw to make additional strikes with it, even from a distance. Start from the space of the previous Strike's target to determine the range increment and whether the new target has cover. At the end of your turn, the thrown weapon flies directly back to you in a straight line. If a solid barrier blocks its path, it falls to the ground after hitting the barrier.

16TH LEVEL

FLINGING BLOW ◆◆ — FEAT 16

MONK

You take a moment to center yourself, then unleash a powerful blow that sends your target tumbling away. Make an unarmed Strike. If you hit, the target must succeed at a Fortitude save against your class DC or be pushed up to 10 feet directly away from you (or 20 feet, on a critical failure) and fall prone. If another creature or physical object would prevent this movement, both your target and the blocking creature or object take 1d6 bludgeoning damage per 5 feet of movement that was prevented.

MEDUSA'S WRATH — FEAT 16

MONK

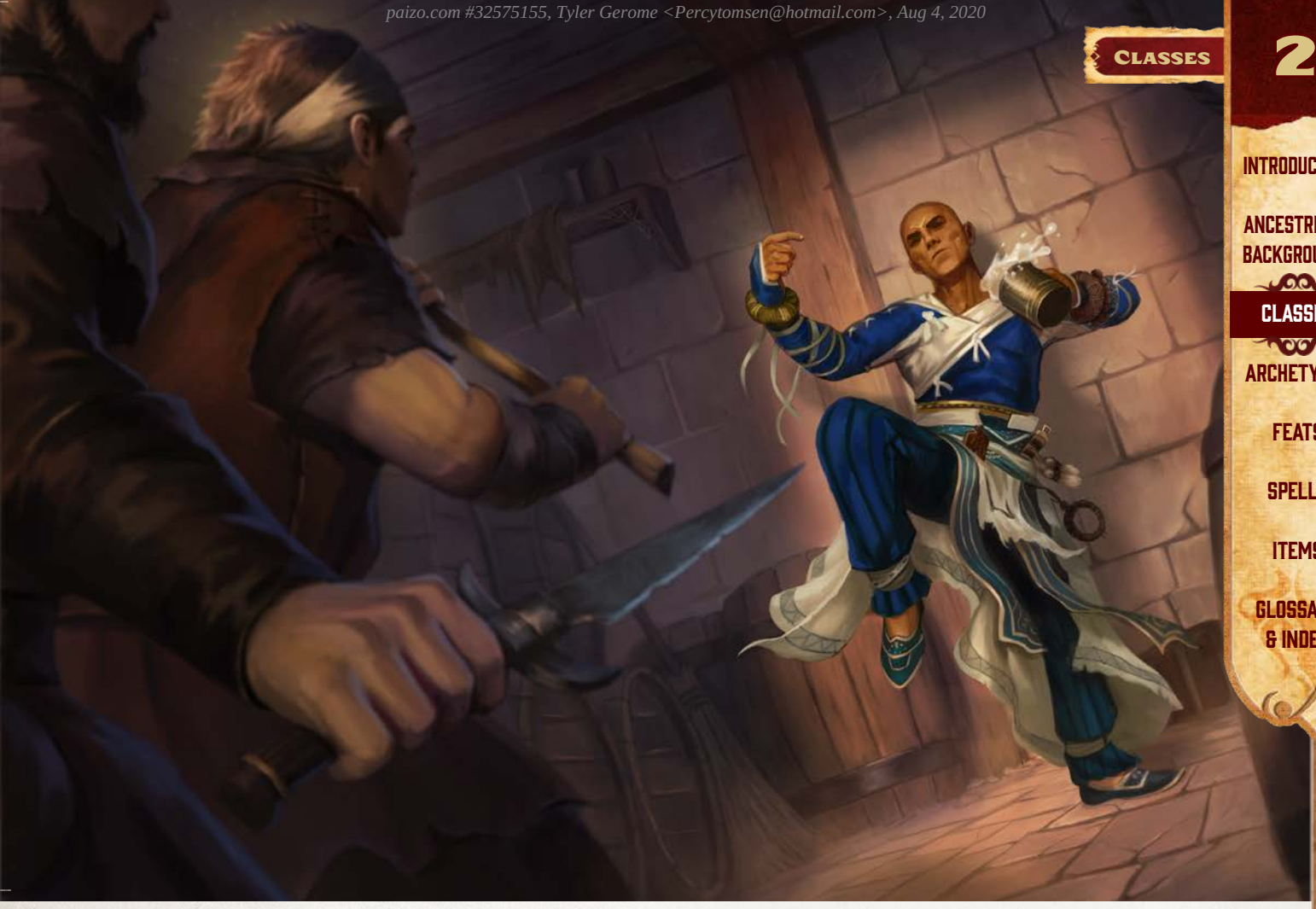
Prerequisites ki spells

You learn a monstrous ki technique that infuses your blows with the petrifying power of a medusa's gaze. You gain the *medusa's wrath* ki spell (page 229). Increase the number of Focus Points in your focus pool by 1.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX



ONE-MILLIMETER PUNCH — LEVEL 16

MONK

Prerequisites One-Inch Punch

Your punches have incredible force and control. When you damage a target using One-Inch Punch, you can focus your ki to send the foe flying. If you do, the target must attempt a Fortitude save against your class DC.

Critical Success The target is unaffected.

Success The target is pushed back 5 feet.

Failure The target is pushed back 10 feet.

Critical Failure The target is pushed back 10 feet for each action you spent on One-Inch Punch.

18TH LEVEL

KI CENTER ◆ — LEVEL 18

MONK

Prerequisites ki spells, Master of Many Styles

Frequency once per minute

You center yourself with the universe and draw upon its vast power. You cast a single action ki spell with the stance trait, without spending a Focus Point.

KI FORM — FEAT 18

MONK

Prerequisites ki spells

You have mastered a potent technique for using your ki to reinforce your physical form and propel yourself through the air. You gain the *ki form* ki spell (page 229). Increase the number of Focus Points in your focus pool by 1.

TRIANGLE SHOT ◆◆◆ — FEAT 18

CONCENTRATE FLOURISH MONK

Prerequisites Monastic Archer Stance, Stunning Fist

Requirements You are in Monastic Archer Stance and wielding a bow usable with that stance.

You string three arrows to your bow and fire them all at once. Make three ranged Strikes against a single target with the required weapon, each using your current multiple attack penalty, and you take an additional –2 penalty. This counts as two attacks when calculating your multiple attack penalty, and you combine the attacks' damage for the purpose of resistances and weaknesses. Your Stunning Fist benefit applies to Triangle Shot, even though it isn't a Flurry of Blows. If all three Strikes hit, the target takes 3d6 persistent bleed damage.

20TH LEVEL

DEADLY STRIKES — LEVEL 20

MONK

You have honed your body to attack with lethal focus. Your unarmed attacks gain the deadly d10 trait, or you increase their deadly trait to d10 if the unarmed attack is already deadly with a smaller die size.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Ranger

Some rangers' attunement with nature extends beyond the physical realm, with warden spells that can reshape the land and empower animal companions.

Ranger Feats

1st Level

GRAVITY WEAPON — **FEAT 1**

RANGER

Your expertise with your weapons and commitment to taking out your targets lends you magical power. You gain the *gravity weapon* warden spell (page 234) and a focus pool of 1 Focus Point.

HEAL COMPANION — **FEAT 1**

RANGER

Prerequisites an animal companion

You have a deep devotion to your animal companion that enables you to magically heal their wounds. You gain the *heal companion* warden spell (page 234) and a focus pool of 1 Focus Point.

2nd Level

MAGIC HIDE — **FEAT 2**

RANGER

Prerequisites an animal companion, warden spells

You can defend your companion in battle. You gain the *magic hide* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

SNARE HOPPING — **FEAT 2**

RANGER

Prerequisites Snare Crafting, warden spells

You can magically move your snares around. You gain the *snare hopping* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

4th Level

ANIMAL FEATURE — **FEAT 4**

RANGER

Prerequisites warden spells

You are so connected with the animal world that you can grant yourself an animal's features and abilities. You gain the *animal feature* warden spell (page 234). Increase the number of Focus Points in your focus pool by 1.

HUNTER'S LUCK — **FEAT 4**

RANGER

Prerequisites warden spells

Your recollection of monsters is magically enhanced by luck. You gain the *monster hunter's luck* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

SOOTHING MIST — **FEAT 4**

RANGER

Prerequisites warden spells

You have a connection to the healing properties of nature and can produce a magical mist to heal damage and stop burning or bleeding. You gain the *soothing mist* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

6th Level

ADDITIONAL RECOLLECTION ◆ — **FEAT 6**

RANGER

Trigger You succeed or critically succeed at a check to Recall Knowledge on your hunted prey.

You scan the battlefield quickly, remembering critical details about multiple opponents you face. You immediately attempt a check to Recall Knowledge about a different creature you can perceive.

EPHEMERAL TRACKING — **FEAT 6**

RANGER

Prerequisites expert in Survival, warden spells

You are able to track your quarry through impossible places. You gain the *ephemeral tracking* warden spell (page 234). Increase the number of Focus Points in your focus pool by 1.

RANGER'S BRAMBLE — **FEAT 6**

RANGER

Prerequisites warden spells

You can cause plants to grow and trap your foes with thorns. You gain the *ranger's bramble* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

8th Level

ENLARGE COMPANION — **FEAT 8**

RANGER

Prerequisites an animal companion, warden spells

You make your companion enormous. You gain the *enlarge companion* warden spell (page 234). Increase the number of Focus Points in your focus pool by 1.

10th Level

HUNTER'S VISION — **FEAT 10**

RANGER

Prerequisites warden spells

You are so focused on your hunted prey that you can see it clearly even beyond the limits of your senses. You gain the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

hunter's vision warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

TERRAIN TRANSPOSITION — FEAT 10

RANGER

Prerequisites warden spells

You are so connected to the wilderness that you can magically jump from place to place within it. You gain the *terrain transposition* warden spell (page 235). Increase the number of Focus Points in your focus pool by 1.

12TH LEVEL

WARDEN'S FOCUS — FEAT 12

RANGER

Prerequisites warden spells

Your connection with your surroundings grows deeper as you focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

18TH LEVEL

WARDEN'S WELLSPRING — FEAT 18

RANGER

Prerequisites warden's focus

You command unparalleled focus when you commune with the world around you. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

20TH LEVEL

ACCURATE FLURRY — FEAT 20

RANGER

Prerequisites Impossible Flurry

Requirements You are wielding two melee weapons, each in a different hand.

You refine the precision of your unbelievable storm of blows. When you perform an Impossible Flurry, your first attack with each weapon instead takes the multiple attack penalty as though you had already made one attack this turn. All subsequent attacks take the maximum multiple attack penalty, as though you had already made two or more attacks this turn.

IMPOSSIBLE SNARES — FEAT 20

RANGER

Prerequisites Ubiquitous Snares

You can create endless shorter-lived snares, protecting your lair or using them against foes. Once per minute, you can Craft one of the snares you've prepared for quick deployment without expending the prepared snare. Once deployed, such a snare lasts for 10 minutes before losing its effectiveness.

WARDEN SPELLS

Your relationship with the world around you extends from the physical to the magical. Certain feats grant you warden spells, which are a type of focus spells. It costs 1 Focus Point (FP) to cast a focus spell. When you gain your first warden spell, you also gain a focus pool of 1 FP. You refill your focus pool during your daily preparations, and you regain 1 FP by spending 10 minutes using the Refocus activity to commune with nature.

Your warden spells are primal spells. When you first gain a warden spell, you become trained in primal spell attacks and spell DCs. Your spellcasting ability is Wisdom.

Focus spells are automatically heightened to half your level rounded up. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 FP. The full rules for focus spells appear on page 300 of the *Core Rulebook*.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Rogue

This section presents two new rogue's rackets, as well as feats that allow rogues to further scheme and connive to undermine their foes.

Rogue's Racket

Eldritch Trickster

When it comes to a big heist, every rogue worth their salt knows that magic can throw meticulous plans into chaos, whether in the form of arcane wards or pesky divinations. You dabble in magic just enough to help handle these problems by jury-rigging spells and throwing a bit of your own magic into the mix. You might be a solitary thief, performing burglaries that can't be explained by skill alone, or a specialist called in by other rogues to deal with magical security measures. You might even be on the up-and-up, hired to test magical defenses or even build them yourself.

Choose a multiclass archetype that has a basic, expert, and master spellcasting feat. You gain that archetype's dedication feat as a bonus feat even though you don't meet its level prerequisite, though you must meet its other prerequisites. For you, the Magical Trickster rogue feat (*Core Rulebook* 185) has a prerequisite of 2nd level instead of 4th level. You can choose the spellcasting ability score for the multiclass archetype you chose as your key ability score.

Mastermind

Where others might use sleight of hand or a silver tongue to achieve their objectives, you rely on your intellect to craft intricate schemes. You likely view your operations as a chess game, always planning 10 steps ahead where others might plan three. You might be a detective determined to solve crimes or a spymaster in the service of a powerful family or nation. If you operate outside the law, you might be an aspiring crime lord or information broker, excellent at directing others toward suitable jobs.

If you successfully identify a creature using Recall Knowledge, that creature is flat-footed against your attacks until the start of your next turn; if you critically succeed, it's flat-footed against your attacks for 1 minute.

You're trained in Society and one of the following skills of your choice: Arcana, Nature, Occultism, or Religion. You can choose Intelligence as your key ability score.

Rogue Feats

1st Level

Overextending Feint — Feat 1

ROGUE

Prerequisites trained in Deception

When you trick a foe, instead of catching them off guard, you goad them into overextending their next attack. On a successful Feint, you can use the following success and critical success effects instead of any other effects that would occur when you Feint. You can choose a different effect each time you Feint against a given foe.

Critical Success The target takes a –2 circumstance penalty to all attack rolls against you before the end of its next turn.

Success The target takes a –2 circumstance penalty to its next attack roll against you before the end of its next turn.

Plant Evidence ◆ — Feat 1

ROGUE

Prerequisites Pickpocket

You can put a single item you're holding of light or negligible Bulk onto a person without them noticing by succeeding at a Thievery check against their Perception DC. If you have the ruffian racket, you can do this as a free action when you successfully Shove a target.

Tumble Behind — Feat 1

ROGUE

You tumble under and behind your foe to catch them off guard. When you successfully Tumble Through, the foe whose space you passed through is flat-footed against the next attack you make before the end of your turn.

2nd Level

Clever Gambit ↻ — Feat 2

ROGUE

Prerequisites mastermind racket

Trigger Your Strike critically hits and deals damage to a creature you've identified with Recall Knowledge.

Your battle tactics are aided by your assessment of your foes' capabilities, allowing you to instantly adjust your movements to maximum advantage. You Step or Stride; this movement doesn't trigger reactions from the triggering creature.

Strong Arm — Feat 2

ROGUE

When you Strike with a thrown weapon, the weapon's range increment increases 10 feet.

Underhanded Assault ◆◆ — Feat 2

ROGUE

Prerequisites trained in Stealth

You capitalize on the distraction provided by an ally. You Sneak up to a foe adjacent to one of your allies. You can roll against

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

the foe you're Sneaking up on, even if it's currently observing you, as though you were hidden. You take a –2 penalty on your Stealth check. If your Stealth check against the chosen foe succeeds, you can make a melee Strike against that foe at the end of your Sneak.

4TH LEVEL

HEAD STOMP ◆ FEAT 4

ROGUE

Make an unarmed melee attack against a prone target. On a hit, the target becomes flat-footed to all attacks until the end of your next turn.

MUG ◆◆ FEAT 4

ROGUE

You make a quick attack and rob your foe in the process. Make a melee Strike against an adjacent foe. If you hit and deal sneak attack damage, you can also attempt to Steal from the target, even if the target is in combat.

PREDICTABLE! ◆ FEAT 4

ROGUE

By observing an opponent, you can get a sense of their next move and prepare to counter or resist it. Choose one target and attempt a Perception check to Sense Motive against the foe's Deception DC or a hard DC of the foe's level, whichever is higher.

Critical Success You precisely discern the target's strategy, gaining a +2 circumstance bonus to AC against the creature until the start of your next turn and a +2 circumstance bonus to your next saving throw against the creature before the start of your next turn.

Success You deduce the gist of the target's strategy; as critical success, except the circumstance bonus is only +1.

Failure You fail to discern the target's strategy and gain no benefit.

Critical Failure You misinterpret the target's strategy and take a –1 circumstance penalty to AC against the creature until the start of your next turn, and a –1 circumstance penalty to your next saving throw against the creature before the start of your next turn.

THE HARDER THEY FALL FEAT 4

ROGUE

You make your foes fall painfully when you trip them. When you successfully Trip a flat-footed foe, your target takes 1d6 bludgeoning damage. On a critical success, the target takes 1d6 bludgeoning damage plus your sneak attack damage.

TWIN DISTRACTION FEAT 4

ROGUE

Prerequisites Twin Feint

Requirements You are wielding two melee weapons, each in a different hand.

Your movements with two weapons are so swift and disorienting that they befuddle your opponent. When using Twin Feint, if both your Strikes deal damage to a targeted creature, the target must succeed at a Will saving throw against your class DC or become stupefied 1 until the end of your next turn.

6TH LEVEL

ANALYZE WEAKNESS ◆ FEAT 6

ROGUE

Prerequisites sneak attack 2d6

Requirements You must have identified a creature with Recall Knowledge.

Your knowledge of a creature's physiology and understanding of tactics helps you attack with pinpoint accuracy. You carefully study a creature that you've identified to scope out particularly weak points in its positioning or physical form. The next time you deal sneak attack damage to the chosen creature with a Strike before the end of your turn, add an additional 2d6 precision damage. At 11th and 17th levels, if your additional damage from sneak attack increases, increase the additional damage from Analyze Weakness to 3d6 at 11th level and 4d6 at 17th level.

ANTICIPATE AMBUSH FEAT 6

EXPLORATION ROGUE

Prerequisites expert in Stealth

Using your extensive knowledge of ambush tactics, you keep watch for any hidden creatures or dangerous sites, moving at half your travel speed. If you're Anticipating an Ambush at the start of an encounter, you roll a Perception check for initiative, and all enemies rolling Stealth for initiative take a –2 circumstance penalty to their Stealth checks.

FAR THROW FEAT 6

ROGUE

When you Strike with a thrown weapon, you take only a –1 penalty for each additional range increment between you and the target, rather than a –2 penalty.

SHOVE DOWN ◆ FEAT 6

ROGUE

Prerequisites trained in Athletics

Requirements Your last action was a successful Shove.

You leverage your weight to topple foes that you move. You attempt to Trip the target, even if the target is no longer in your reach.

WATCH YOUR BACK ◆ FEAT 6

EMOTION FEAR MENTAL ROGUE

Prerequisites trained in Intimidation

You menace the target, stoking their fears and drawing their attention. Attempt an Intimidation check against the Will DC of a target within 30 feet. If you succeed, for 1 minute, that target gains a +2 status bonus to Perception checks against you, but they take a –2 status penalty to Will saves against fear effects.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

8TH LEVEL

BULLSEYE ◆ — FEAT 8

ROGUE

You carefully take aim before making your attack in order to avoid your foe's concealment and cover. On your next Strike with a thrown weapon before the end of your turn, you gain a +1 circumstance bonus to your attack roll and ignore your target's concealed condition, as well as the target's lesser cover or standard cover; if the target had greater cover, they instead have only standard cover against the Strike.

INSPIRED STRATAGEM ↻ — FEAT 8

FORTUNE | LINGUISTIC | ROGUE

Trigger One of the required allies is about to attempt an attack roll or skill check.

Requirements You spent 10 minutes during your daily preparations reviewing stratagems for the day's adventures with up to four allies.

You quickly advise your ally, using your earlier planning to make sure luck can't throw a wrench in the cogs of your schemes. The ally rolls the triggering check twice and takes the better of the two results. That ally then becomes temporarily immune to your Inspired Stratagem until your next daily preparations.

LOANER SPELL — FEAT 8

ROGUE

Prerequisites trained in Arcana, Nature, Occultism, or Religion

During your daily preparations, you can gain the assistance of an allied prepared spellcaster to prepare one spell for the day. The spell can be up to 3rd level. Your ally must be able to prepare and cast it, and the spell must have a Targets entry or an area. Your ally loses a spell slot of the corresponding spell level, and you gain the ability to cast the prepared spell once that day. When you Cast the Spell, use your class DC for any saving throws required by the spell, and your class DC – 10 as a spell attack roll modifier.

PREDICTIVE PURCHASE — FEAT 8

ROGUE

You somehow manage to have just the thing for the situation. You gain the Prescient Planner and Prescient Consumable feats (page 208). When using Prescient Planner, you can draw the item from your backpack (or a similar container) as a 2-action activity, instead of taking 1 minute to do so.

RICOCHET STANCE ◆ — FEAT 8

ROGUE | STANCE

You adopt a stance (page 150) to rebound your thrown weapons toward you. While you are in this stance, any thrown weapons you use as part of a ranged Strike to deal bludgeoning or slashing damage immediately return to your hand, enabling you to use them for additional Strikes. You must be within the weapon's listed range increment and have a hand free to catch the weapon. If you make a ranged Strike with a thrown weapon outside of its listed range increment, it instead flies back toward you a number of feet equal to its listed range increment and then falls to the ground.

TACTICAL ENTRY ◆ — FEAT 8

ROGUE

Prerequisites master in Stealth

Requirements You rolled Stealth for initiative in this encounter, and neither you nor any enemies have acted yet in this encounter.

You Stride. This movement doesn't trigger any reactions.

10TH LEVEL

ELDRITCH DEBILITATIONS — FEAT 10

ROGUE

Prerequisites eldritch trickster racket, Debilitating Strike

You know how to apply debilitations that are particularly troublesome for spellcasters. Add the following debilitations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target is stupefied 1.
- **Debilitation** The target can't Step.

METHODICAL DEBILITATIONS — FEAT 10

ROGUE

Prerequisites mastermind racket, Debilitating Strike

You strategically craft your debilitations to lessen or negate an enemy's tactical advantages. Add the following debilitations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target can't flank other creatures, and it can't provide flanking for its allies.
- **Debilitation** The target doesn't gain a circumstance bonus to AC from Raising a Shield, lesser cover, or standard cover; it gains only a +2 circumstance bonus to AC from greater cover or Taking Cover.

12TH LEVEL

BLOODY DEBILITATION — FEAT 12

ROGUE

Prerequisites trained in Medicine, Debilitating Strike

Your attacks slice arteries and veins. Add the following debilitation to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target takes 3d6 persistent bleed damage.

PREPARATION ◆ — FEAT 12

FLOURISH | ROGUE

You survey the battlefield, calculating the possibilities. You gain one additional reaction, which you can use before the beginning of your next turn for any rogue reaction.

RICOCHET FEINT — FEAT 12

ROGUE

Prerequisites Ricochet Stance

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

While in Ricochet Stance, you can bounce a thrown weapon off a foe to distract them. You can attempt a Feint against a creature within the first range increment of a thrown weapon you are wielding, rather than only creatures within your melee reach.

14TH LEVEL

STAY DOWN! ↻ — FEAT 14

ROGUE

Prerequisites master in Athletics

Trigger A prone foe within your reach Stands.

You have ways of keeping your foes down. Attempt an Athletics check against the triggering foe's Fortitude DC. On a success, they don't stand up and remain prone. On a critical success, they can't Stand until their next turn.

16TH LEVEL

SWIFT ELUSION ↻ — FEAT 16

ROGUE

Prerequisites legendary in Acrobatics

Trigger A foe ends its movement adjacent to you.

Attempt an Acrobatics check against the foe's Reflex DC. If you succeed, either Stride to a different space adjacent to the foe or move the foe to a different space adjacent to you.

RECONSTRUCT THE SCENE — FEAT 16

CONCENTRATE ROGUE

You spend 1 minute surveying a small location (such as a single room) to get an impression of events that occurred there in the last day. This involves moving about the area and studying footprints, the placement of objects, spilled drinks or blood, and so forth. You get an indistinct mental impression of significant events that happened there. This gives you clues and details of the past, including the overall events and their time frame, but it's not a perfect record. This also isn't enough to identify who was involved in these events if you weren't already aware the person was there. As determined by the GM, you also pick out various seemingly small details that could serve as important clues, like a memorable weapon someone used for a murder or the type of cloak someone wore when passing through.

STEAL SPELL — FEAT 16

MAGICAL ROGUE

Prerequisites Legendary Thief, Loaner Spell

When you use Legendary Thief to steal the impossible, you can steal a prepared spell or spontaneous spell from a foe. The spell is randomly selected from the highest-level spells the foe knows that have a target or area, to a maximum of 8th-level spells; the target loses the appropriate spell slot as if they had cast it themself. You can Cast the Spell once within the next 1d4 rounds, after which the fleeting magic fades; this otherwise works the same as casting a Loaner Spell.

18TH LEVEL

IMPLAUSIBLE PURCHASE — FEAT 18

ROGUE

Prerequisites Predictive Purchase

Even when impossible, you always have exactly what you need. You can use Prescient Planner even if you have already used it after purchasing goods, and you can Interact to draw the item as a single action instead of a 2-action activity. In addition, five times per day, you can use Prescient Planner to pull out a common consumable item up to 6 levels lower than your level.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Sorcerer

This section presents new sorcerer feats, as well as four new bloodlines to fuel your sorcery: that of the wishbound arcane genie, the entrancing primal nymph, the mysterious divine psychopomp, and the tenebrous occult shadow.

Sorcerer Bloodlines

The following new bloodlines are available to sorcerers at 1st level. New bloodline spells begin on page 235.

Genie

Through lineage, magic, or wishes made real, the blood of a noble genie flows through your veins.

Spell List arcane

Bloodline Skills Arcana, Deception

Granted Spells cantrip: *detect magic*; 1st: *illusory disguise*; 2nd: variable (see Genie Type below); 3rd: *enthrall*; 4th: *creation*; 5th: variable (see Genie Type below); 6th: *true seeing*; 7th: *energy aegis*; 8th: variable (see Genie Type below); 9th: *resplendent mansion*

Bloodline Spells initial: *genie's veil*; advanced: *heart's desire*; greater: *wish-twisted form*

Blood Magic Your spellcasting warps reality and distracts your foes. Either you gain a +1 status bonus to Deception checks for 1 round, or a target takes a –1 status penalty to Perception for 1 round.

Genie Type

At 1st level, choose the type of genie that influenced your bloodline: janni, djinni, efreeti, marid, or shaitan. You can't change your genie type later. This determines what granted spells you receive at 2nd, 5th, and 8th level.

- **Janni** 2nd: *create food*; 5th: *banishment*; 8th: *scintillating pattern*
- **Djinni** 2nd: *invisibility*; 5th: *illusory scene*; 8th: *punishing winds*
- **Efreeti** 2nd: *enlarge*; 5th: *elemental form* (fire only); 8th: *maze*
- **Marid** 2nd: *water walk*; 5th: *control water*; 8th: *horrid wilting*
- **Shaitan** 2nd: *glitterdust*; 5th: *wall of stone*; 8th: *earthquake*

Nymph

One of your ancestors was inspired by a nymph, or perhaps was a nymph themself, and now the beauty of nature lives in you.

Spell List primal

Bloodline Skills Diplomacy, Nature

Granted Spells cantrip: *tanglefoot*; 1st: *charm*; 2nd: *calm emotions*; 3rd: *animal vision*; 4th: *vital beacon*; 5th: *crushing despair*; 6th: *repulsion*; 7th: *unfettered pack*; 8th: *moment of renewal*; 9th: *overwhelming presence*

Bloodline Spells initial: *nymph's token*; advanced: *blinding beauty*; greater: *establish ward*

Blood Magic Nymph grace accentuates your movements and distracts your foes, either granting you a +1 status bonus to Diplomacy checks for 1 round or imposing a –1 status penalty on one target's Will saves for 1 round.

Psychopomp

For good or ill, your ancestors' deeds drew the attention of psychopomps, or you might somehow count one in your family tree. The presence of these shepherds of souls and enemies of undeath has left an indelible mark on you.

Spell List divine

Bloodline Skills Intimidation, Religion

Granted Spells cantrip: *disrupt undead*; 1st: *heal*; 2nd: *calm emotions*; 3rd: *searing light*; 4th: *dimensional anchor*; 5th: *death ward*; 6th: *spirit blast*; 7th: *finger of death*; 8th: *spirit song*; 9th: *massacre*

Bloodline Spells initial: *sepulchral mask*; advanced: *spirit veil*; greater: *shepherd of souls*

Blood Magic The border between life and death becomes blurred to you. Either you gain a +2 status bonus to Fortitude saving throws for 1 round, or a target takes 1 damage per spell level. The damage is negative if the target is living or positive if the target is undead. If the spell already deals that type of damage, combine it with the spell's initial damage before determining weaknesses and resistances.

Shadow

Whether due to a velstrac's manipulations or a planar jaunt gone horribly wrong, your bloodline was infused with a vein of shadow.

Spell List occult

Bloodline Skills Occultism, Stealth

Granted Spells cantrip: *chill touch*; 1st: *grim tendrils*; 2nd: *darkness*; 3rd: *chilling darkness*; 4th: *phantasmal killer*; 5th: *shadow siphon*; 6th: *collective transposition*; 7th: *duplicate foe*; 8th: *disappearance*; 9th: *weird*

Bloodline Spells initial: *dim the light*; advanced: *steal shadow*; greater: *consuming darkness*

Blood Magic Shadows grow deeper around you or one target, either granting a +1 status bonus to Stealth or imposing a –1 status penalty to Perception for 1 round.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Sorcerer Feats

At each level that you gain a sorcerer feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1st Level

ANCESTRAL BLOOD MAGIC — **FEAT 1**

SORCERER

The magic of your bloodline mixes with that of your ancestry. You gain your blood magic effect when you cast a non-cantrip spell you gained from a heritage or an ancestry feat, in addition to the normal circumstances that trigger your blood magic.

2nd Level

ANOINT ALLY ◆ — **FEAT 2**

MANIPULATE SORCERER

You forge a mystical connection with an ally using your body as a focus, allowing them to benefit from your magic. You place a blood rune on an adjacent ally that lasts for 1 minute. When you would gain a blood magic effect, you can forgo it, granting it to your ally instead. You can anoint only one ally at a time; if you place another rune, your previous designation ends.

ENTREAT WITH FOREBEARS — **FEAT 2**

SORCERER

Prerequisites a bloodline that corresponds with a creature trait

Something about your presence causes creatures of your bloodline to, consciously or not, recognize you as one of their own, and you become inured to their tricks. You gain a +1 circumstance bonus to Diplomacy, Deception, and Intimidation checks when interacting with creatures that have the trait corresponding to your bloodline, and you gain a +1 circumstance bonus to Perception and saving throws against such creatures. For example, an aberrant bloodline sorcerer would gain this benefit against creatures with the aberration trait. The GM is the final arbiter of which creatures match your bloodline.

4th Level

ELABORATE FLOURISH ◆ — **FEAT 4**

CONCENTRATE MANIPULATE METAMAGIC SORCERER

You embellish your spellcasting with entrancing flourishes and grand pronouncements, making it harder to identify or counter. If the next action you use is to Cast a Spell, creatures with the ability to Cast that Spell don't automatically know what the spell is. In addition, creatures that witness your spellcasting take a –2 circumstance penalty to checks to identify the spell with Recall Knowledge and checks to counteract the spell during its casting (such as with Counterspell).

SPLIT SHOT ◆ — **FEAT 4**

CONCENTRATE METAMAGIC SORCERER

You fragment a ranged spell into a pair of smaller shots. If your next action is to Cast a Spell without a duration that requires an attack roll against a single target and has no effect beyond dealing damage, you roll a single attack roll and compare the result to the AC of two targets within the spell's range. The spell deals only half its usual damage to each target. This counts as one attack for your multiple attack penalty.

6th Level

DIVERTING VORTEX ◆ — **FEAT 6**

SORCERER

Requirements Your most recent action was to cast a non-cantrip spell.

You transfer vestiges of magical energy to the air around you, creating a vortex that deflects ranged attacks. Until the start of your next turn, you gain a +1 status bonus to AC against ranged weapon attacks and physical ranged unarmed attacks.

ENERGETIC RESONANCE ↻ — **FEAT 6**

ABJURATION SORCERER

Trigger You would take acid, cold, electricity, fire, or sonic damage from a spell.

Requirements You have an unexpended spell slot of a level equal to or higher than the triggering spell.

Your blood resonates with magical energy, mitigating the effects of harmful spells. Expend one of your spell slots of a level equal to or higher than that of the triggering spell. You gain resistance to one of the triggering effect's damage types equal to twice the expended spell slot's level.

SPELL RELAY ↻ — **FEAT 6**

CONCENTRATE SORCERER

Trigger An ally Casts a Spell and you are within that spell's range.

You open the power in your blood to your ally's spellcasting, using your magic to boost their range. Your ally can use you as the point of origin for their spell, calculating range and cover from your space instead of their own.

8th Level

SAFEGUARDED SPELL ◆ — **FEAT 8**

CONCENTRATE METAMAGIC SORCERER

You bring the magical wavelengths of your spell into sync with the ones produced by your own body. If the next action you take is to Cast a Spell with an area, you aren't affected by the spell even if you are within the area.

SOULSIGHT — **FEAT 8**

SORCERER

Prerequisites bloodline that grants divine or occult spells

The spiritual essence in your blood has opened your senses to the world beyond. You gain spiritsense as an imprecise

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

sense with a range of 60 feet. Spiritsense allows you to sense the spirits of creatures within the listed range, including living creatures, most non-mindless undead, and haunts. As with your hearing and other imprecise senses, you still need to Seek to locate an undetected creature. As spiritsense detects spiritual essence, not physical bodies, it can detect spirits projected by spells such as *project image* or possessing otherwise soulless objects. It can't detect soulless bodies, constructs, or objects, and like most senses, it doesn't penetrate through solid objects.

10TH LEVEL

ANCESTRAL MAGE — FEAT 10

SORCERER

Prerequisites Ancestral Blood Magic

The magic of your ancestry and bloodline are one and the same. Add any innate spells you have from a heritage or an ancestry feat to your spell repertoire, meaning you can cast them using your spell slots.

ENERGY FUSION ◆ — FEAT 10

CONCENTRATE | METAMAGIC | SORCERER

You fuse two spells together, combining their energy types. If the next action you use is to Cast a Spell that deals acid, cold, electricity, fire, or sonic damage, select a non-cantrip spell in your spell repertoire that deals a different type of energy damage from that list, and expend an additional spell slot of the same level as this secondary spell. The spell you cast deals additional damage equal to the level of the secondary spell slot expended. The spell's total damage is divided evenly between the energy type of the spell you cast and the energy type of the secondary spell.

ENERGY WARD ◆ — FEAT 10

ABJURATION | SORCERER

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell that dealt energy damage.

You trap energy from the last spell you cast within your body, coating your flesh in a protective ward. Until the start of your next turn, you gain resistance 5 to one type of energy damage dealt by the spell you just cast.

SIGNATURE SPELL EXPANSION — FEAT 10

SORCERER

Your innate connection to magic lets you cast more spells with greater freedom. You gain two additional signature spells, each of which must have a minimum level of 3rd or lower.

12TH LEVEL

BLOOD COMPONENT SUBSTITUTION — FEAT 12

SORCERER

You can bypass the need for incantations and gestures by drawing energy directly from your blood, causing you to visibly glow the color of your blood and crackle with magical energy. When you Cast a Spell, you can replace all verbal, material, or somatic spellcasting components with a blood component. To use a blood component, you lose Hit Points equal to twice the spell's level as the energy in your blood is depleted, and you can't

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

decrease the Hit Points lost in any way. As usual for altering components, this has no effect on the number of actions required to Cast the Spell, and your Cast a Spell activity gains the concentrate trait but not the manipulate trait. You can't use blood components to replace any required part of a spell's cost.

GREATER PHYSICAL EVOLUTION — FEAT 12

SORCERER

Prerequisites Arcane Evolution or Primal Evolution

You hold a deep understanding of the innate fundamental structures of the physical world, and you can enforce your will upon that structure as far as your own blood is concerned. Once per day, you can use a sorcerer spell slot to cast any common polymorph battle form spell of the spell slot's level as if it were a signature spell in your repertoire.

If you have Arcane Evolution, you can also choose from any battle form spell in your spellbook. If you have Primal Evolution, you can Cast a Spell listed in that feat using the extra spell slot the feat grants (instead of a sorcerer spell slot).

GREATER SPIRITUAL EVOLUTION — FEAT 12

SORCERER

Prerequisites Divine Evolution or Occult Evolution

Your magical blood is rich with spiritual essence, and this infusion within you allows your spells to be fully effective against incorporeal creatures, spirits, and creatures on the Ethereal Plane. Your spells have the effects of a *ghost touch* property rune. They can target or affect a creature projecting its consciousness (such as via *project image*) or possessing another creature, even if its body is elsewhere, though you must know about the possession or projection and choose to do so. Your spells can affect creatures on the Ethereal Plane, though this doesn't grant you any particular ability to locate them.

14TH LEVEL

CONSUME SPELL — FEAT 14

SORCERER

Prerequisites Counterspell

When you successfully Counterspell a spell of the tradition that matches your bloodline, you consume it, replenishing yourself with its energy. When you do, you are nourished as if you had eaten a meal and regain Hit Points equal to twice the level of the counteracted spell.

SPELL SHROUD ❖ — FEAT 14

CONCENTRATE METAMAGIC SORCERER

Your spell shrouds you in a billowing cloud. If your next action is to Cast a Spell that targets you, you surround yourself in a 15-foot emanation of dense magical mist that lasts until the start of your next turn. All creatures within the cloud become concealed, and all creatures outside the cloud are concealed to creatures within it.

16TH LEVEL

SCINTILLATING SPELL ❖ — FEAT 16

CONCENTRATE LIGHT METAMAGIC SORCERER

Your spells become a radiant display of light and color. If your next action is to Cast a Spell that doesn't have the darkness trait, has no duration, and requires creatures to attempt a Reflex save, the spell explodes in a spray of scintillating lights, in addition to its other effects. Each creature that failed its Reflex save against the spell is dazzled for 1 round, and those who critically failed are instead blinded for 1 round.

TERRAFORMING SPELL ❖ — FEAT 16

CONCENTRATE EARTH METAMAGIC SORCERER TRANSMUTATION

You capture transformative fragments of magic and slam them into the ground, creating a shock wave that alters your surroundings. If your next action is to Cast a non-cantrip transmutation Spell, either each space adjacent to you becomes difficult terrain, or each space adjacent to you is no longer difficult terrain. This doesn't have any effect on greater difficult terrain and doesn't remove the damaging effects of hazardous terrain.

18TH LEVEL

ECHOING SPELL ❖ — FEAT 18

CONCENTRATE METAMAGIC SORCERER

You time the components of your spell with exacting precision, setting up a resonance that duplicates the spell's effects. If your next action is to Cast a Spell of 4th level or lower that has no duration, the spell's energy reverberates and echoes. You can Cast the Spell a second time before the end of your next turn without expending a spell slot.

20TH LEVEL

BLOODLINE MUTATION — FEAT 20

SORCERER

Prerequisites a bloodline based on a specific type of creature

You permanently mutate to become more like the creatures of your bloodline. You gain the appropriate trait or traits for those types of creatures (aberration for aberrant, angel and celestial for angelic, psychopomp and monitor for psychopomp, and so on). You gain low-light vision or darkvision, if one is appropriate for creatures with those traits. Choose one of the following.

- If the creatures associated with your bloodline have the ability to fly, you gain a fly Speed equal to your land Speed.
- If the creatures associated with your bloodline are aquatic or amphibious, you become amphibious, able to breathe water and air equally well, and you gain a swim Speed equal to your Speed.
- If creatures associated with your bloodline have a resistance or immunity to acid, cold, electricity, fire, negative, or sonic, choose an energy type your bloodline is immune or resistant to and gain resistance 20 against that energy type.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Wizard

In addition to new ways to manipulate magical energies, this section features a new arcane thesis for wizards that wish to master the art of staff crafting.

Arcane Thesis

Staff Nexus

Your thesis maintains that early and intense adoption of staves from the first days of study can create a symbiotic bond between spellcaster and staff, allowing them to create remarkable magic together. You've formed such a connection with a makeshift staff you built, and you are ready to infuse any staff you encounter with greater power.

You begin play with a makeshift staff of your own invention. It contains one cantrip and one 1st-level spell, both from your spellbook, but it gains no charges normally during your preparations; you must expend a spell slot to grant it charges in the same way you would add additional charges to a normal staff (*Core Rulebook* 592). You can Craft your makeshift staff into any other type of staff for the new staff's usual cost, adding the two spells you originally chose to the staff you Craft.

At 8th level, you can expend two spells instead of one when preparing your staff, adding additional charges equal to the combined levels of the expended spells. At 16th level, you can expend up to a total of three spells to add charges to the staff, adding additional charges equal to the combined levels of all three spells.

Wizard Feats

1st Level

SPELLBOOK PRODIGY — **FEAT 1**

WIZARD

Prerequisites trained in Arcana

You are particularly adept at learning spells to add to your spellbook. You can Learn a Spell in half the time it normally takes. Further, when you roll a critical failure on your check to Learn a Spell, you get a failure instead. When you roll a failure, you can try again after 1 week.

2nd Level

ENERGY ABLATION ◆ — **FEAT 2**

METAMAGIC WIZARD

When you cast energy spells, you retain some of that energy as a protective barrier. If your next action is to Cast a Spell that deals energy damage (*Core Rulebook* 452), whether or not it successfully deals damage, you gain resistance to that type of energy equal to the spell's level (minimum 1) until the end of your next turn. If the spell deals more than one type of energy damage, choose one and gain resistance to that type.

NONLETHAL SPELL ◆ — **FEAT 2**

MANIPULATE METAMAGIC WIZARD

You can alter offensive spells to be less deadly. If your next action is to Cast a Spell that deals damage and doesn't have the death or negative trait, that spell gains the nonlethal trait.

4th Level

CALL BONDED ITEM ◆ — **FEAT 4**

CONCENTRATE CONJURATION TELEPORTATION WIZARD

Prerequisites arcane bond

You're mystically connected to your bonded item and can call it to your hand. If your bonded item is 1 Bulk or less, you teleport your bonded item into your hand from up to 1 mile away.

6th Level

CONVINCING ILLUSION ↻ — **FEAT 6**

ILLUSION WIZARD

Prerequisites expert in Deception

Trigger A creature succeeded, but didn't critically succeed, at a Perception check or Will save to disbelieve an illusion from a spell that you cast.

Requirements You are within 30 feet of the observer and the illusion.

You use your deceptive skills to make your illusions seem even more real. Attempt a Deception check against the target's Perception DC. If you succeed, the target fails to disbelieve the illusion.

SPLIT SLOT — **FEAT 6**

WIZARD

You can prepare two spells in one slot, giving you the freedom to choose the spell when you cast it. When you prepare your spells for the day, you can choose one spell slot at least 1 level lower than the highest-level spell you can cast and prepare two spells in that slot. When you Cast a Spell from that slot, choose which spell to cast. Once you've chosen, the unused spell dissipates as though you hadn't prepared it at all—for example, it isn't available for use with Drain Bonded Item.

8th Level

FORM RETENTION — **FEAT 8**

WIZARD

You have trained your mind and body to tolerate polymorph magic for longer periods of time, so long as you prepare for the change appropriately. When preparing a polymorph spell that lasts 1 minute and grants a battle form, you can prepare the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

spell in a slot 2 levels higher than normal. This doesn't grant any of the normal benefits of heightening a spell, but the spell lasts up to 10 minutes. For example, if you prepared *animal form* in a 4th-level slot with Form Retention, you would cast a 2nd-level *animal form* that lasts for up to 10 minutes. If the spell can be Dismissed, that doesn't change.

12TH LEVEL

DIVINER SENSE — FEAT 12

DIVINATION | FORTUNE | WIZARD

You sense magical dangers. When using the Detect Magic exploration activity, you can roll initiative twice and use the better result so long as at least one opponent has a magical effect or magic item and is in range of your *detect magic*.

FORCIBLE ENERGY ◆ — FEAT 12

MANIPULATE | METAMAGIC | WIZARD

You perform complex manipulations to make the energy from your spells so powerful that your enemies remain vulnerable to it afterward. If your next action is to Cast a Spell that deals acid, electricity, fire, or sonic damage, you can select one target that was damaged to gain weakness 5 to that damage type until the end of your next turn. If a spell deals multiple types of energy damage, choose one that the target gains weakness to. This has no effect on creatures with resistance or immunity to the energy type you choose.

18TH LEVEL

SECOND CHANCE SPELL — FEAT 18

ENCHANTMENT | WIZARD

When your target proves resilient to your magical deceptions, you can try them again on someone else. When you cast an enchantment spell that targets one creature and that creature critically succeeds at its Will save, you can Cast the Spell again before the end of your next turn on a different creature without expending an additional spell slot. The second casting doesn't grant you any benefits that you would normally gain for Casting a Spell from a spell slot.

20TH LEVEL

SPELL MASTERY — FEAT 20

WIZARD

You have mastered a handful of spells to such a degree that you can cast them even if you haven't prepared them in advance. Select any four spells of 9th level or lower that you have access to; each spell you select must be of a different level. These spells are automatically prepared when you make your daily preparations, and they have their own spell slots. You can select a different array of spells by spending 1 week of downtime retraining your mastered spells.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Animal Companions

The following companions are available to loyally serve your character, just like the animal companions from the Core Rulebook. *Some of these companions, like the riding drake, aren't technically animals, but they have a similar intelligence. Except where otherwise specified, the creatures presented below use the rules starting on page 214 of the* Core Rulebook.

Ape

Your companion is an ape or other primate.

Size Small

Melee ◆ fist, **Damage** 1d8 bludgeoning

Str +3, **Dex** +1, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0

Hit Points 8

Skill Intimidation

Senses low-light vision

Speed 25 feet, climb 25 feet

Support Benefit Your ape threatens your foes with menacing growls. Until the start of your next turn, if you hit and deal damage to a creature in your ape's reach, the creature becomes frightened 1.

Advanced Maneuver Frightening Display

Frightening Display ◆

Your ape makes a loud and frightening display, throwing a foe off balance. The ape attempts to Demoralize the target creature; this display gains the visual trait and doesn't require language. While frightened by this ability, the target is flat-footed to your ape.

Arboreal Sapling

UNCOMMON

Access You are a member of the leaf order.

Your companion is a walking tree, a cousin of the great arboreal wardens and regents. An arboreal sapling has the plant trait instead of the animal trait, but it otherwise functions normally as an animal companion. They are typically only selected by animal order druids who are also members of the leaf order.

Size Small

Melee ◆ branch, **Damage** 1d8 bludgeoning

Str +3, **Dex** +1, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0

Hit Points 8

Skill Stealth

Senses low-light vision

Speed 25 feet

Support Benefit Your arboreal sapling plants roots around your foe, impeding its movement. Until the start of your next turn, if you hit and deal damage to a creature in your arboreal sapling's reach, the first square the creature moves into after taking that damage is difficult terrain.

Advanced Maneuver Throw Rock

Throw Rock ◆

The arboreal sapling Interacts to pick up a rock within reach or retrieve a stowed rock, then throws it with a ranged rock Strike that deals a base of 1d6 bludgeoning damage with a range increment of 30 feet.

Bat

Your companion is a particularly large bat, such as a giant bat.

Size Small

Melee ◆ jaws (finesse), **Damage** 1d6 piercing

Melee ◆ wing (agile, finesse), **Damage** 1d4 slashing

Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Stealth

Senses echolocation 20 feet (the bat can use hearing as a precise sense within this range), low-light vision

Speed 15 feet, fly 30 feet

Support Benefit Your bat flaps around your foes' arms and faces, getting in the way of their attacks. Until the start of your next turn, creatures in your bat's reach that you damage with Strikes take a –1 circumstance penalty to their attack rolls.

Advanced Maneuver Wing Thrash

Wing Thrash ◆◆

The bat thrashes wildly with its wings, making wing Strikes against up to three adjacent foes. Each attack counts toward the bat's multiple attack penalty, but the penalty only increases after all the attacks have been made.

Boar

Your companion is a boar or pig.

Size Small

Melee ◆ tusk, **Damage** 1d8 piercing

Str +3, **Dex** +1, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0

Hit Points 8

Skill Survival

Senses low-light vision, scent (imprecise) 30 feet

Speed 35 feet

Support Benefit Your boar gores your foes. Until the start of your next turn, your Strikes that damage a creature in your boar's reach also deal 1d6 persistent bleed damage. If your boar is nimble or savage, the persistent bleed damage increases to 2d6.

Advanced Maneuver Boar Charge

Boar Charge ◆◆

The boar Strides twice in a straight line and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

Crocodile

Your companion is a crocodile or a similar crocodilian reptile, such as an alligator or caiman.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Size Small
Melee ◆ jaws, **Damage** 1d8 piercing
Melee ◆ tail (agile), **Damage** 1d6 bludgeoning
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Stealth
Senses low-light vision
Speed 20 feet, swim 25 feet
Special The crocodile can hold its breath for about 2 hours.
Support Benefit Your crocodile clamps its jaws on your foe, refusing to let go. Until the start of your next turn, if your Strike damages a creature in your crocodile's reach, your crocodile can latch onto the creature. While thus attached, the crocodile can move along with the target whenever the target moves until the end of your next turn. Your crocodile can latch onto only one creature in this way, and it must release the creature to make a jaws Strike. If the target is smaller than the crocodile, it takes a –10-foot circumstance penalty to its Speeds and can't Fly while the crocodile is latched on.
Advanced Maneuver Death Roll

DEATH ROLL ◆

Requirements The crocodile has a creature grabbed.

The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it misses, it releases the creature.

RIDING DRAKE

UNCOMMON

Your companion is a swift, flightless drake with limited intelligence, less vicious than most drakes but fiercely loyal to you. A riding drake has the dragon trait instead of the animal trait, but it otherwise functions normally as an animal companion.
Size Large
Melee ◆ jaws, **Damage** 1d8 piercing
Melee ◆ tail, **Damage** 1d6 bludgeoning
Str +2, **Dex** +1, **Con** +2, **Int** –4, **Wis** +1, **Cha** +2
Hit Points 8
Skill Intimidation
Senses darkvision
Speed 45 feet
Special mount
Support Benefit Your drake snorts fire in your foes' faces. Until the start of your next turn, each time you Strike while riding the drake and hit a creature in the drake's reach, the creature takes 1d4 fire damage from the drake. If your drake is nimble or savage, the fire damage increases to 2d4.
Advanced Maneuver Breath Weapon

BREATH WEAPON ◆◆

Frequency once per hour

The riding drake breathes a 30-foot cone of fire, dealing 1d6 fire damage for every 2 levels the drake has to all creatures in the area (basic Reflex save). This uses a trained DC using the drake's Constitution modifier or an expert DC if the drake is specialized.

SCORPION

Your companion is one of the various species of giant scorpion.
Size Small
Melee ◆ stinger, **Damage** 1d6 piercing plus poison (see Special)
Melee ◆ pincer (agile), **Damage** 1d6 slashing
Str +3, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Stealth
Senses darkvision
Speed 30 feet
Special The scorpion's stinger attack deals an additional 1d4 poison damage or 2d4 poison damage if the scorpion is a specialized companion.
Support Benefit Your scorpion drips poison from its stinger when you create an opening. Until the start of your next turn, your Strikes that damage a creature in your scorpion's reach also deal 1d6 persistent poison damage. If your scorpion is nimble or savage, the persistent poison damage increases to 2d6.
Advanced Maneuver Grab and Sting

GRAB AND STING ◆◆

The scorpion holds its foe in place with its pincers in order to sting it. It makes a pincer Strike. If the Strike hits, the target creature automatically becomes grabbed by the scorpion, which then makes a stinger Strike against it. The grabbed condition lasts until the end of your next turn.

SHARK

Your companion is a shark of any kind, such as a hammerhead, great white, or jigsaw shark.
Size Small
Melee ◆ jaws, **Damage** 1d8 piercing
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Stealth
Senses blood scent, scent (imprecise, 60 feet)
Speed swim 40 feet
Special The shark has the aquatic trait. Its blood scent enables it to smell blood in the water from up to 1 mile away.
Support Benefit When your shark senses blood, it tears into your enemies. Until the start of your next turn, each time you hit a creature in the shark's reach with a Strike and deal slashing or piercing damage, the creature takes 1d8 slashing damage from the shark. If your shark is nimble or savage, the slashing damage increases to 2d8.
Advanced Maneuver Shred

SHRED ◆

Requirements The shark hit with a jaws Strike on its most recent action this turn.

The shark viciously rips into the wound, dealing additional damage. The target of the shark's Strike takes 1d8 slashing damage (2d8 for a mature shark or 3d8 for a specialized companion).

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Familiars

This section includes additional options for both familiar and master abilities, supplementing those from the Core Rulebook, as well as stat blocks for specific familiars with unique abilities.

Familiar Abilities

Accompanist: Your familiar helps you perform. Whenever you attempt a Performance check, if your familiar is nearby and can act, it accompanies you with chirps, claps, or its own miniature instrument. This grants you a +1 circumstance bonus, or +2 if you're a master in Performance.

Focused Rejuvenation: When you Refocus, you generate magical energy that heals your familiar. Your familiar regains 1 Hit Point per level whenever you Refocus.

Independent: In an encounter, if you don't Command your familiar, it still gains 1 action each round. Typically, you still decide how it spends that action, but, the GM might determine that your familiar chooses its own tactics rather than performing your preferred action.

Master's Form: Your familiar can change shape as a single action, transforming into a humanoid of your ancestry with the same age, gender, and build of its true form, though it always maintains a clearly unnatural remnant of its nature, such as a cat's eyes or a serpent's tongue. This form is always the same each time it uses this ability. This otherwise uses the effects of *humanoid form*, except the change is purely cosmetic. It only appears humanoid and gains no new capabilities. Your familiar must have the manual dexterity and speech abilities to select this.

Partner in Crime: Your familiar is your criminal associate. Despite being a minion, your familiar gains 1 reaction at the start of its turns, which it can use only to Aid you on a Deception or Thievery skill check (it still has to prepare to help you as normal for the Aid reaction). It automatically succeeds at its check to Aid you with those skills or automatically critically succeeds if you're a master of the skill in question.

Plant Form: Your plant familiar can change shape as a single action, transforming into a Tiny plant of a type roughly similar to the familiar's nature. This otherwise uses the effects of *tree shape*. You must have a familiar with the plant trait, such as a leshy, to select this ability.

Poison Reservoir: Your homunculus familiar has a reservoir for poison, allowing it to apply an injury poison to an adjacent ally's exposed weapon with a single Interact action. You must supply the poison and instill it into this reservoir using two consecutive Interact actions. You must have a homunculus familiar to select this ability.

Resistance: Choose two of the following: acid, cold, electricity, fire, poison, or sonic. Your familiar gains resistance equal to half your level against the chosen damage types.

Skilled: Choose a skill other than Acrobatics or Stealth. Your familiar's modifier for that skill is equal to your level plus your key spellcasting ability modifier, rather than just your level. You can select this ability repeatedly, choosing a different skill each time.

Spellcasting: Choose a spell in your repertoire or that you prepared today that is at least 5 levels lower than your highest-level spell slot. Your familiar can Cast that Spell once per day using your magical tradition, spell attack modifier, and spell DC. If the spell has a drawback that affects the caster, both you and your familiar are affected. You must be able to cast 6th-level spells using spell slots to select this ability.

Toolbearer: Your familiar can carry a set of tools of up to light Bulk. So long as your familiar is adjacent to you, you can draw and replace the tools as part of the action that uses them as if you were wearing them. Your familiar must have the manual dexterity ability to select this.

Touch Telepathy: Your familiar can telepathically communicate with you via touch. If it also has the speech ability, it can telepathically communicate via touch with any creature if they share a language.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Tough: Your familiar's maximum Hit Points increase by 2 per level.

Valet: You can command your familiar to deliver you items more efficiently. Your familiar doesn't use its 2 actions immediately upon your command. Instead, up to twice before the end of your turn, you can have your familiar Interact to retrieve an item of light or negligible Bulk you are wearing and place it into one of your free hands. The familiar can't use this ability to retrieve stowed items. If the familiar has a different number of actions, it can retrieve one item for each action it has when commanded this way.

MASTER ABILITIES

Innate Surge: Once per day, you can draw upon your familiar's innate magic to replenish your own. You can cast one innate spell gained from an ancestry feat that you have already cast today. You must still Cast the Spell and meet the spell's other requirements.

Share Senses: Once every 10 minutes, you can use a single action with the concentrate trait to project your senses into your familiar. When you do, you lose all sensory information from your own body, but can sense through your familiar's body for up to 1 minute. You can Dismiss this effect.

Specific Familiars

Most familiars are Tiny animals, though a few are unusual, such as a leaf druid's leshy familiar. Some familiars, however, are more powerful creatures with unique abilities.

Any character can gain a specific familiar so long as they already have a familiar with at least the required number of abilities listed in the specific familiar's stat block. Such a familiar usually replaces an existing familiar, though in some circumstances (such as for a witch) the familiar may evolve or reveal its true form. In any case, this transition from a normal familiar to a specific familiar requires no downtime and has no cost. Once you've selected a specific familiar, you can't change it without losing your familiar—this uses the same rules as if your familiar had died.

A specific familiar has several traits and abilities, as listed in their stat block. The Granted Abilities entry lists normal familiar and master abilities that familiar has. The familiar also gains unique abilities listed below the Granted Abilities entry. Much like a familiar that naturally has a familiar ability (such as an owl with a fly Speed), you can never swap out any of these granted or unique abilities. If your familiar gains more abilities than are necessary for that specific familiar, you can use the remaining abilities to select familiar and master abilities as normal.

Statistics and abilities not listed in a specific familiar's stat block (such as modifiers, AC, Hit Points, and so forth) use the normal familiar rules (*Core Rulebook* 217). These stat blocks otherwise use the format from the *Bestiary*.

FAERIE DRAGON

These tiny, mischievous dragons make natural allies for benevolent or capricious characters.

FAERIE DRAGON

DRAGON

Required Number of Abilities 6

Granted Abilities amphibious, darkvision, flier, manual dexterity, speech, touch telepathy (page 146)

Breath Weapon ◆◆ (arcane, evocation, poison) **Frequency** once per hour; **Effect** The faerie dragon breathes euphoric gas in a 10-foot cone. Each creature in the area must attempt a Fortitude save against your class DC or spell DC, whichever is higher. A creature that fails its save is stupefied 2 and slowed 1 for 1d4 rounds; on a critical failure, the duration is 1 minute.

IMP

Imp familiars pretend to be subservient in order to trick their masters into losing their souls to Hell.

IMP

LE DEVIL FIEND

Alignment An imp must be lawful evil.

Required Number of Abilities 8

Granted Abilities darkvision, flier, manual dexterity, resistance (fire and poison, page 146), skilled (Deception, page 146), speech, touch telepathy (page 146)

Imp Invisibility Once per hour, your imp familiar can cast 2nd-level *invisibility* on itself as a divine innate spell.

Infernal Temptation ◆ (concentrate, divine, enchantment, evil, fortune) **Frequency** once per day; **Effect** The imp offers a non-fiend within 15 feet a bargain, granting a boon of good luck if the creature accepts. The boon lasts for 1 hour once accepted. If the creature dies while the boon is in place, its soul travels to Hell, where it is bound for eternity and unable to be raised or resurrected except by *wish* or similar magic. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result.

SPELLSLIME

These friendly, colorful oozes congeal from the essences left over from casting spells. They are extremely loyal to their masters. You can select a spellslime familiar only if you can cast spells using spell slots.

SPELLSLIME

OOZE

Required Number of Abilities 4

Granted Abilities climber, darkvision, tough (see above)

Magic Scent Your spellslime familiar gains an imprecise sense with a range of 30 feet that enables it to smell magic of the same tradition as your own.

Ooze Defense Your spellslime familiar is easy to hit, but it lacks weak points. It is immune to critical hits and precision damage, but its AC is only 10 + your level (instead of an AC equal to yours).

Slime Rejuvenation Your spellslime familiar gains the focused rejuvenation ability (page 146), but it recovers 2 Hit Points per level when you Refocus instead of 1.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Chapter 3: Archetypes

Beyond your class and general feats, you can expand your character concept by choosing an archetype. Are you more heavily armored than your peers from the sentinel archetype? Are you a viking, experienced in seafaring and raiding? Perhaps you're a medic, tending to the fallen. These are just a few possibilities archetypes offer.

Great character concepts don't always fit neatly into a single class. If you want to build on what your character's class allows them to do, using an archetype is a simple way to adapt any class to fit your vision for your character.

Applying an archetype requires you to select archetype feats instead of class feats. Start by finding the archetype that best fits your character concept, and select the archetype's dedication feat using one of your class feat choices. Once you have the dedication feat, you can select any feat from that archetype in place of a class feat as long as you meet its prerequisites. The archetype feat you select is still subject to any selection restrictions on the class feat it replaces. For example, if you gained an ability at 6th level that granted you a 4th-level class feat with the dwarf trait, you could swap out that class feat only for an archetype feat of 4th level or lower with the dwarf trait. Archetype feats you gain in place of a class feat are called archetype class feats.

Occasionally, an archetype feat works like a skill feat instead of a class feat. These archetype feats have the skill trait, and you select them in place of a skill feat, otherwise following the same rules above. These aren't archetype class feats (for instance, to determine the number of Hit Points you gain from the Fighter Resiliency archetype feat). Each archetype's dedication feat represents a certain portion of your character's time and focus, so once you select a dedication feat for an archetype, you must satisfy its requirements before you can gain another dedication feat. Typically, you satisfy an archetype dedication feat by gaining a certain number of feats from the archetype's list. You can't retrain a dedication feat as long as you have any other feats from that archetype.

Sometimes an archetype feat grants another feat, such as the alchemist's Basic Concoction. You must still meet the prerequisites of the feat you gain in this way.

Additional Feats

Some archetypes allow other feats beyond those in their entry. These are typically class feats, such as fighter feats that represent certain combat styles. The list of additional feats includes the feat's name, its level, and the page number where it appears. You can take the feat as an archetype feat of that level, meaning it counts toward the number of feats required by the archetype's dedication feat. When selected this way, a feat that normally has a class trait doesn't have that class trait.

Multiclass Archetypes

Archetypes with the multiclass trait represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are a member of the class of the same name (for instance, a swashbuckler can't select the Swashbuckler Dedication feat).

Spellcasting Archetypes

Some archetypes grant you a substantial degree of spellcasting, albeit delayed compared to a character from a spellcasting class. A spellcasting archetype allows you to use scrolls, staves, and wands in the same way that a member of a spellcasting class can.

List of Archetypes

The following archetypes appear in this chapter.

Archetype	Page
Acrobat	155
Archaeologist	156
Archer	157
Assassin	158
Bastion	159
Beastmaster	160
Blessed one	162
Bounty hunter	163
Cavalier	164
Celebrity	166
Dandy	167
Dragon disciple	168
Dual weapon warrior	170
Duelist	171
Eldritch archer	172
Familiar master	174
Gladiator	175
Herbalist	176
Horizon walker	177
Investigator (multiclass)	151
Linguist	178
Loremaster	179
Marshal	180
Martial artist	182
Mauler	183
Medic	184
Oracle (multiclass)	152
Pirate	185
Poisoner	186
Ritualist	187
Scout	188
Scroll trickster	189
Scrounger	190
Sentinel	191
Shadowdancer	192
Snarecrafter	194
Swashbuckler (multiclass)	153
Talisman dabbler	195
Vigilante	196
Viking	198
Weapon improviser	199
Witch (multiclass)	154

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

KEY TERMS

You'll see these terms within this chapter's archetypes.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

Metamagic: Actions with the metamagic trait tweak the properties of your spells. These actions usually come from metamagic feats. You must use the metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

Open: These maneuvers work only as the first salvo in the attacks you make on your turn. You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in that stance for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

Spellcasting archetypes always grant the ability to cast cantrips in their dedication, and then they have a basic spellcasting feat, an expert spellcasting feat, and a master spellcasting feat. These feats share their name with the archetype; for instance, the witch's master spellcasting feat is called Master Witch Spellcasting. All spell slots you gain from spellcasting archetypes are subject to the restrictions within the archetype. For instance, the eldritch archer archetype allows you to pick a spell list when you take its dedication feat. If you pick arcane spells, the archetype then grants you spell slots you can use only to cast arcane spells from your eldritch archer repertoire, even if you are a sorcerer with occult spells in your sorcerer repertoire.

Basic Spellcasting Feat: Usually available at 4th level, these feats grant a 1st-level spell slot. At 6th level, they grant you a 2nd-level spell slot, and if you have a spell repertoire, you can select one spell from your repertoire as a signature spell. At 8th level, they grant you a 3rd-level spell slot. Archetypes refer to these benefits as the "basic spellcasting benefits."

Expert Spellcasting Feat: Typically taken at 12th level, these feats make you an expert in spell attack rolls and DCs of the appropriate magical tradition and grant you a 4th-level spell slot. If you have a spell repertoire, you can select a second spell from your repertoire as a signature spell. At 14th level, they grant you a 5th-level spell slot, and at 16th level, they grant you a 6th-level spell slot. Archetypes refer to these benefits as the "expert spellcasting benefits."

Master Spellcasting Feat: Usually found at 18th level, these feats make you a master in spell attack rolls and DCs of the appropriate magical tradition and grant you a 7th-level spell slot. If you have a spell repertoire, you can select a third spell from your repertoire as a signature spell. At 20th level, they grant you an 8th-level spell slot. Archetypes refer to these benefits as the "master spellcasting benefits."

ALCHEMICAL ARCHETYPES

Some archetypes give you abilities to use alchemy in a similar manner to an alchemist and say that you get the basic alchemy benefits. This means you get the Alchemical Crafting feat, infused reagents (a pool of reagents usable to make alchemical items), and advanced alchemy (allowing you to make alchemical items during your daily preparations without the normal cost or time expenditure). The individual archetype might impose special restrictions or benefits, or adjust the number of reagents you get or your advanced alchemy level. The rules for these are in the *Core Rulebook*: Alchemical Crafting on page 258, and rules for infused reagents and advanced alchemy are on page 72.

If you gain infused reagents from more than one source, you use the highest number of reagents to determine your pool rather than adding them together. For instance, at 2nd level an alchemist with a +4 Intelligence modifier would normally get six batches of infused reagents per day from the class, and a character with the Herbalist Dedication feat would normally get two batches. A character who is both an alchemist and an herbalist has six batches—the higher number from alchemist—but is able to use them for abilities in the class or the archetype. Your advanced alchemy level always depends on which ability you're using. In the example above, the herbalist's advanced alchemy level for their herbalist abilities is 1st, though it's 2nd for alchemist abilities.

TEMPORARY ITEMS

Several archetypes allow you to prepare temporary items. Much like the infused items created by alchemists, these temporary items last only a short time before becoming useless. Examples include temporary scrolls created by the scroll trickster and temporary weapons, armor, or adventuring gear created by the scrounger.

Temporary items are clearly not up to the same quality as other items, so they typically can't be sold. If an ability doesn't list how long a temporary item lasts, the item lasts until the next time you make your daily preparations. Any effect created by a temporary item also ends at that time if it hasn't already (unless it's a permanent effect).

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Investigator

You've developed a keen eye for investigating mysteries.

Multiclass Investigator Characters

The investigator archetype is a good choice for a character that wants deeper investigations or to plan out their turns in advance; it's a particularly good match for Intelligence-based characters like alchemists, witches, and wizards.

Investigator Dedication — Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Intelligence 14

You gain the on the case class feature (page 56), which grants you both the Pursue a Lead activity and Clue In reaction. You become trained in Society and another skill of your choice. If you were already trained in Society, you instead become trained in an additional skill of your choice. You also become trained in investigator class DC.

Special You can't select another dedication feat until you have gained two other feats from the investigator archetype.

Basic Deduction — Feat 4

ARCHETYPE

Prerequisites Investigator Dedication

You gain a 1st- or 2nd-level investigator feat of your choice.

Investigator's Stratagem — Feat 4

ARCHETYPE

Prerequisites Investigator Dedication

You play out battles in your head, allowing you to strike when the time is right. You gain the Devise a Stratagem action (page 56); however, when you substitute its result for your attack roll, you can't use your Intelligence modifier in place of your Strength or Dexterity modifier. You also can't use your Intelligence modifier on other rolls from abilities that expand Devise a Stratagem, such as the Athletic Strategist feat.

Advanced Deduction — Feat 6

ARCHETYPE

Prerequisites Basic Deduction

You gain one investigator feat. For the purpose of meeting its prerequisites, your investigator level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another investigator feat.

Keen Recollection — Feat 6

ARCHETYPE

Prerequisites Investigator Dedication

You can recall all sorts of information. You gain the keen recollection class feature.

Skill Mastery — Feat 8

ARCHETYPE

Prerequisites Investigator Dedication, trained in at least one skill and expert in at least one skill

Increase your proficiency rank in one of your skills from expert to master and in another of your skills from trained to expert. You gain a skill feat associated with one of the skills you chose.

Special You can select this feat up to five times.

Master Spotter — Feat 12

ARCHETYPE

Prerequisites Investigator Dedication, expert in Perception

Your proficiency rank in Perception increases to master.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Oracle

A mysterious force granted you divine magic and a curse.

ORACLE DEDICATION — FEAT 2

ARCHETYPE | DEDICATION | MULTICLASS

Prerequisites Charisma 14

Choose a mystery (page 72). You become trained in Religion and the mystery's skill; if you were already trained, you become trained in a skill of your choice. You gain the mild, constant effects of the mystery's curse described in its first paragraph, but not other effects the mystery usually grants. You cast spells like an oracle and gain the Cast a Spell activity. You gain a spell repertoire with two cantrips, either common divine cantrips or other divine cantrips you learn or discover. You're trained in divine spell attack rolls and divine spell DCs. Your key spellcasting ability for oracle archetype spells is Charisma, and they are divine oracle spells.

Special You can't select another dedication feat until you have gained two other feats from the oracle archetype.

BASIC MYSTERIES — FEAT 4

ARCHETYPE

Prerequisites Oracle Dedication

You gain a 1st- or 2nd-level oracle feat of your choice.

BASIC ORACLE SPELLCASTING — FEAT 4

ARCHETYPE

Prerequisites Oracle Dedication

You gain the basic spellcasting benefits (page 150). When you gain a spell slot of a new level from the oracle archetype, add a common divine spell or another divine spell you have learned or discovered to your repertoire, of that spell level.

FIRST REVELATION — FEAT 4

ARCHETYPE

Prerequisites Oracle Dedication

You gain your mystery's initial revelation spell. Casting this spell progresses your curse (page 70). Use the minor curse from your mystery, but when you progress it again, instead of your mystery's moderate curse effect, you become flat-footed in addition to the effects of the minor curse.

If you don't have one, you gain a focus pool of 1 Focus Point. You can Refocus by reconciling the conflicting nature of your mystery, which also reduces your curse to minor.

ADVANCED MYSTERIES — FEAT 6

ARCHETYPE

Prerequisites Basic Mysteries

You gain one oracle feat. For meeting its prerequisites, your oracle level is equal to half your level.

Special You can select this feat more than once. Each time, you gain another oracle feat.

MYSTERIOUS BREADTH — FEAT 8

ARCHETYPE

Prerequisites Basic Oracle Spellcasting

Increase the spell slots you gain from oracle archetype feats by 1 for each spell level other than your two highest spell levels.

EXPERT ORACLE SPELLCASTING — FEAT 12

ARCHETYPE

Prerequisites Basic Oracle Spellcasting, master in Religion

You gain the expert spellcasting benefits (page 150).

MASTER ORACLE SPELLCASTING — FEAT 18

ARCHETYPE

Prerequisites Expert Oracle Spellcasting, legendary in Religion

You gain the master spellcasting benefits (page 150).

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Swashbuckler

You fight with flair and style, adding swashbuckling tricks to your combat repertoire.

Multiclass Swashbuckler Characters

The swashbuckler archetype is a great fit for martial characters who want to be a bit flashier or for Charisma-based spellcasters who want to add a bit of dramatic flair to their routine. Multiclass swashbucklers work especially well for characters who already wanted to perform the actions associated with gaining panache, such as a monk or barbarian with the gymnast style or a braggart, battledancer, or wit-style bard.

Swashbuckler Dedication — Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Charisma 14, Dexterity 14

Choose a swashbuckler style (page 84). You gain the panache class feature (page 84), and you can gain panache in all the ways a swashbuckler of your style can. You become trained in Acrobatics or the skill associated with your style. If you were already trained in both skills, you instead become trained in a skill of your choice. You also become trained in swashbuckler class DC. You don't gain any other effects of your chosen style.

Special You can't select another dedication feat until you have gained two other feats from the swashbuckler archetype.

Basic Flair — Feat 4

ARCHETYPE

Prerequisites Swashbuckler Dedication

You gain a 1st- or 2nd-level swashbuckler feat of your choice.

Finishing Precision — Feat 4

ARCHETYPE

Prerequisites Swashbuckler Dedication

You've learned how to land daring blows when you have panache. You gain the precise strike class feature (page 85) but you deal 1 addition damage on a hit and 1d6 damage on a finisher. This damage doesn't increase as you gain levels. In addition, you gain the Basic Finisher action.

Basic Finisher ❖ (finisher, swashbuckler) You make a graceful, deadly attack. Make a Strike; if you hit and your weapon qualifies for precise strike, you deal the full 1d6 damage from precise strike.

Advanced Flair — Feat 6

ARCHETYPE

Prerequisites Basic Flair

You gain one swashbuckler feat. For the purpose of meeting its prerequisites, your swashbuckler level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another swashbuckler feat.

Swashbuckler's Riposte — Feat 6

ARCHETYPE

Prerequisites Swashbuckler Dedication

You've learned to riposte against ill-conceived attacks. You gain the Opportune Riposte reaction (page 86).

Swashbuckler's Speed — Feat 8

ARCHETYPE

Prerequisites Swashbuckler Dedication

You move faster, with or without panache. Increase the status bonus to your Speeds when you have panache to a +10-foot status bonus; you also gain a +5-foot status bonus to your Speeds when you don't have panache.

Evasiveness — Feat 12

ARCHETYPE

Prerequisites Swashbuckler Dedication, expert in Reflex saves

Your proficiency rank for Reflex saves increases to master.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Witch

You have heard the whispers of a distant patron, who sent an emissary to teach you powerful magic.

MULTICLASS WITCH CHARACTERS

The witch archetype grants versatile prepared spells, perfect for characters looking to add some extra utility.

WITCH DEDICATION — FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Intelligence 14

You cast spells like a witch. Choose a patron; you gain a familiar with two common cantrips of your choice from your chosen patron's tradition, but aside from the tradition, you don't gain any other effects the patron would usually grant. Your familiar has one less familiar ability than normal. You gain the Cast a Spell activity. You can prepare one cantrip each day from your familiar. You're trained in spell attack rolls and spell DCs from your patron's tradition. Your key spellcasting ability for witch archetype spells is Intelligence, and they are witch spells of your patron's tradition. You become trained in the skill associated with the patron's tradition; if you were already trained in it, you instead become trained in a skill of your choice.

Special You can't select another dedication feat until you have gained two other feats from the witch archetype.

BASIC WITCH SPELLCASTING — FEAT 4

ARCHETYPE

Prerequisites Witch Dedication

You gain the basic spellcasting benefits (page 150). Each time you gain a spell slot of a new level from the witch archetype, add two common spells of that level to your familiar.

BASIC WITCHCRAFT — FEAT 4

ARCHETYPE

Prerequisites Witch Dedication

You gain a 1st- or 2nd-level witch feat of your choice. Your familiar no longer has one less familiar ability than normal.

ADVANCED WITCHCRAFT — FEAT 6

ARCHETYPE

Prerequisites Basic Witchcraft

You gain one witch feat. For the purpose of meeting its prerequisites, your witch level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another witch feat.

PATRON'S BREADTH — FEAT 8

ARCHETYPE

Prerequisites Basic Witch Spellcasting

You can cast more spells each day. Increase the spell slots you gain from witch archetype feats by 1 for each spell level other than your two highest spell levels.

EXPERT WITCH SPELLCASTING — FEAT 12

ARCHETYPE

Prerequisites Basic Witch Spellcasting, master in the skill associated with your patron's tradition

You gain the expert spellcasting benefits (page 150).

MASTER WIZARD SPELLCASTING — FEAT 18

ARCHETYPE

Prerequisites Expert Witch Spellcasting, legendary in the skill associated with your patron's tradition

You gain the master spellcasting benefits (page 150).

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Acrobat

You have trained your body to perform incredible, seemingly superhuman feats of grace. You move in ways that leave your opponents caught off guard and fumbling for a response, turning every fight into performance art.

ACROBAT DEDICATION — FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in Acrobatics

You become an expert in Acrobatics. At 7th level, you become a master in Acrobatics, and at 15th level, you become legendary in Acrobatics. Whenever you critically succeed at an Acrobatics check to Tumble Through an enemy's space, you don't treat the enemy's space as difficult terrain.

Special You can't select another dedication feat until you have gained two other feats from the acrobat archetype.

CONTORTIONIST — FEAT 4

ARCHETYPE

Prerequisites Acrobat Dedication

You can squeeze out of tight situations surprisingly quickly, gaining an advantage against foes that try to pin you down. You gain the Quick Squeeze skill feat, and if you're a master in Acrobatics, you can Squeeze at full Speed. Whenever you successfully Escape using Acrobatics, the creature you Escaped from is flat-footed against the next attack you make against it before the end of your next turn.

DODGE AWAY ↩ — FEAT 6

ARCHETYPE

Prerequisites Acrobat Dedication

Trigger You are the target of a melee attack.

Requirements You're aware of the attack and aren't flat-footed.

You use your acrobatic prowess to evade an attack, using momentum to keep yourself moving, if you choose. You gain a +1 circumstance bonus to AC against the triggering attack. If the attack misses you, you can Step after the Strike. If you're a master in Acrobatics, you can move 10 feet on this Step instead of 5 feet.

GRACEFUL LEAPER — FEAT 7

ARCHETYPE | SKILL

Prerequisites Acrobat Dedication, master in Acrobatics

Mass and muscle are meaningless when you leap; only grace and balance matter. You can roll an Acrobatics check instead of an Athletics check when making a High Jump or Long Jump.

TUMBLING STRIKE ◆ — FEAT 8

ARCHETYPE | FLOURISH | MOVE

Prerequisites Acrobat Dedication

Requirements You are adjacent to an enemy.

Attempt an Acrobatics check against the Reflex DC of an enemy adjacent to you.

Critical Success You move through the enemy's space to an unoccupied space on the other side of the enemy from your starting position. This movement doesn't trigger reactions. You can't move farther than your Speed, and you must end your movement adjacent to the enemy whose space you moved through. After moving, you make a melee Strike against the enemy whose space you moved through, and the enemy is flat-footed against that Strike.

Success As critical success, but the enemy isn't flat-footed against the Strike.

Failure You remain in your original space but can still Strike.

Critical Failure No effect.

TUMBLING OPPORTUNIST ◆ — FEAT 10

ARCHETYPE | ATTACK

Prerequisites Acrobat Dedication

Frequency once per minute

Requirements Your most recent action was to Tumble Through or Tumbling Strike, and you successfully moved through an enemy's space.

You use a burst of stamina to perform a breathtaking feat of Acrobatics as you speed through a foe's space, leaving your foe lying flat on their back. You attempt to Trip the enemy whose space you moved through. You can use Acrobatics instead of Athletics for this check.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Archaeologist

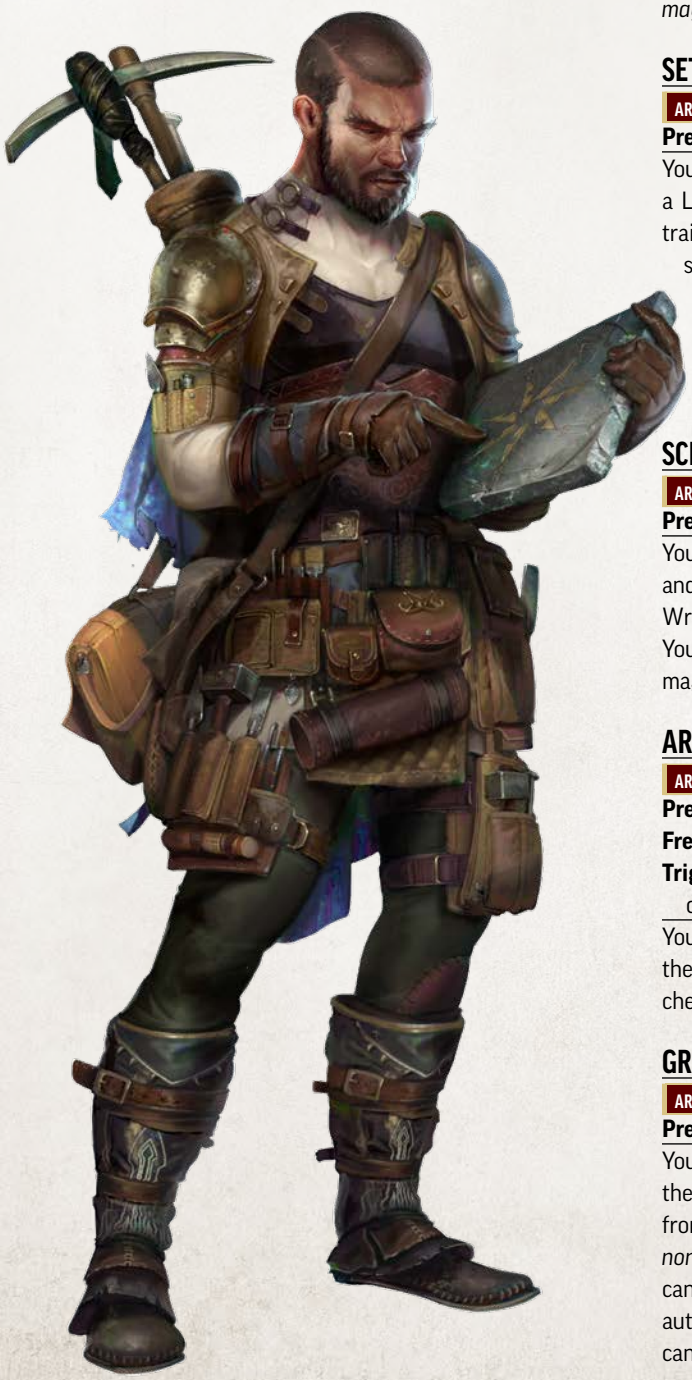
Adventurers raid tombs for material gain, but true archaeologists treasure the knowledge gained from such sites. You might accomplish your goals with scholarly learning, by training to overcome the tricks and traps set by ancient peoples and rivals, through magical training, or even with a bit of inexplicable luck.

Additional Feats: 4th Trap Finder (*Core Rulebook* 183); **10th** Delay Trap (*Core Rulebook* 186)

ARCHAEOLOGIST DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Perception, Society, and Thievery



You are a student of peoples and their histories, and are in constant pursuit of knowledge and artifacts from the past. You become an expert in Society and Thievery, and you gain a +1 circumstance bonus to Recall Knowledge about ancient history, peoples, and cultures.

Special You can't select another dedication feat until you have gained two other feats from the archaeologist archetype.

MAGICAL SCHOLASTICS — FEAT 4

ARCHETYPE

Prerequisites Archaeologist Dedication

While study is key to your success, a bit of magic is a helpful tool in discovering the secrets of the past. You gain *detect magic*, *guidance*, and *read aura* as occult innate cantrips.

SETTLEMENT SCHOLASTICS — FEAT 4

ARCHETYPE SKILL

Prerequisites Archaeologist Dedication

Your studies open up new horizons. You become an expert in a Lore skill about a specific settlement; if you were already trained in that Lore skill, you also become trained in the Lore skill for a different settlement of your choice. Choose a single common or uncommon language prevalent in that settlement. You learn that language.

Special You can take this feat multiple times. When you take this feat again, choose a different settlement.

SCHOLASTIC IDENTIFICATION — FEAT 7

ARCHETYPE SKILL

Prerequisites Archaeologist Dedication, master in Society

You have the knowledge needed to understand ancient texts and cultural artifacts. You can use Society when Deciphering Writing, no matter the type of writing you are examining. You can also use Society to Identify Magic when examining a magic item or location with cultural significance.

ARCHAEOLOGIST'S LUCK — FEAT 8

ARCHETYPE FORTUNE

Prerequisites Archaeologist Dedication

Frequency once per hour

Trigger You fail a check against a trap, such as a Thievery check to Disable the trap or a Reflex save to avoid its effects.

You are more than just skillful; your drive to find the secrets of the past manifests as a strange kind of luck. Reroll the failed check and use the new result.

GREATER MAGICAL SCHOLASTICS — FEAT 10

ARCHETYPE

Prerequisites Archaeologist Dedication, Magical Scholastics

You broaden your magical studies, allowing you to find the right path, detect objects, and conceal those objects from unscrupulous rivals. You can cast *augury*, *locate*, and *nondetection* as occult innate spells, each once per day. You can cast this *nondetection* spell only on an object, and it is automatically heightened to the same spell level as your cantrips from Magical Scholastics.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Archer

Bows of all types are powerful weapons. Generals and hunters alike recognize the power in dealing death from long distances, and from behind cover. Those dedicated to the bow—from mysterious cloaked strangers to heartless snipers—are often viewed with a mixture of respect and fear. Like any weapon adept, the archer's skill is forged through experience and constant practice. A true archer becomes one with the bow and is able to accomplish with that weapon things that most would consider impossible, or at least nearly magical.

Additional Feats: 4th Assisting Shot (*Core Rulebook* 145), Point-Blank Shot (*Core Rulebook* 144); **6th** Double Shot (*Core Rulebook* 146), Parting Shot (page 126), Running Reload (*Core Rulebook* 172); **8th** Triple Shot (*Core Rulebook* 149); **10th** Mobile Shot Stance (*Core Rulebook* 149); **18th** Multishot Stance (*Core Rulebook* 153)

ARCHER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

You become trained in all simple and martial weapons in the bow weapon group. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in all simple and martial weapons in the bow weapon group. If you are at least an expert in the bow you are using, you gain access to the critical specialization effect with that bow.

Special You can't select another dedication feat until you have gained two other feats from the archer archetype.

QUICK SHOT ◆ — FEAT 4

ARCHETYPE OPEN

Prerequisites Archer Dedication

You draw your bow and attack with the same action. You Interact to draw a weapon from the bow weapon group that is loaded or has reload 0, then Strike with that weapon.

ADVANCED BOW TRAINING — FEAT 6

ARCHETYPE

Prerequisites Archer Dedication

Through constant practice and the crucible of experience, you increase your skill with advanced bows. You gain proficiency with all advanced bows as if they were martial weapons in the bow weapon group.

CROSSBOW TERROR — FEAT 6

ARCHETYPE

Prerequisites Archer Dedication

You are a dynamo with the crossbow. You gain a +2 circumstance bonus to damage with crossbows. If the crossbow is a simple weapon, also increase the damage die size for your attacks made with that crossbow by one step. As normal, this damage die increase can't be combined with other abilities that alter the weapon damage die (such as the ranger feat Crossbow Ace).

ARCHER'S AIM ◆◆◆ — FEAT 8

ARCHETYPE CONCENTRATE

Prerequisites Archer Dedication

You slow down, focus, and take a careful shot. Make a ranged Strike with a weapon in the bow weapon group. You gain a +2 circumstance bonus to the attack roll and ignore the target's concealed condition. If the target is hidden, reduce the flat check from being hidden from 11 to 5.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Assassin

Targeted killing through stealth and subterfuge is the expertise of an assassin. While assassins are skilled in ending lives and many are evil, some live by a moral code, preying on the wicked, the cruel, or those who revel in unchecked aggression or power.

Additional Feats: 4th Poison Resistance (*Core Rulebook* 77); **6th** Poison Weapon (*Core Rulebook* 185), Sneak Attacker (*Core Rulebook* 229); **10th** Improved Poison Weapon (*Core Rulebook* 187)

ASSASSIN DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites Alchemical Crafting; trained in Crafting, Deception, and Stealth

You've trained to assassinate your foes, and you do so with tenacity and precision. You gain the Mark for Death activity.

Mark for Death ◆◆◆ **Requirements** You can see and hear the creature you intend to mark; **Effect** You designate a single creature as your mark. This lasts until the mark dies or you use Mark for Death again. You gain a +2 circumstance bonus to Perception checks to Seek your mark and on Deception checks to Feint against your mark. Your agile and finesse weapons and unarmed attacks gain the backstabber and deadly d6 weapon traits when you're attacking your mark. If the weapon or unarmed attack already has the deadly trait, increase the size of the deadly damage die by one step instead of giving it deadly d6.

Special You can't select another dedication feat until you've gained two other feats from the assassin archetype.

EXPERT BACKSTABBER — FEAT 4

ARCHETYPE

Prerequisites Assassin Dedication

When you Strike a flat-footed foe with a weapon that has the backstabber weapon trait, you deal 2 extra precision damage instead of 1. If the weapon is a *+3 weapon*, you deal 4 extra precision damage instead of 2.

SURPRISE ATTACK — FEAT 4

ARCHETYPE

Prerequisites Assassin Dedication

You act before foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

ANGEL OF DEATH — FEAT 10

ARCHETYPE

Prerequisites Assassin Dedication

All your Strikes against a creature you have Marked for Death have the death trait, causing the mark to be instantly killed when reduced to 0 Hit Points. When killed in this way, attempts to communicate with it, return it to life, turn it into an undead, or otherwise disturb its afterlife fail unless the effect's counteract level is higher than half your level when you killed the creature (rounded up), or originates from an artifact or a deity.

ASSASSINATE ◆◆ — FEAT 12

ARCHETYPE

Prerequisites Assassin Dedication

Requirements You have designated a mark using Mark for Assassination and are completely unnoticed by your mark.

You strike with one swift movement, trying to instantly slay your mark. Make a Strike against your mark. If you hit, your mark takes 6d6 extra precision damage with a basic Fortitude save against your class DC or spell DC, whichever is higher. If the mark critically fails, they die. This is an incapacitation effect. The creature then becomes temporarily immune to your Assassinate for 1 day.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Bastion

Some say that a good offense is the best defense, but you find such boasting smacks of overconfidence. In your experience, the best defense is a good, solid shield between you and your enemies. You've focused your training on how best to use a shield to protect yourself and those around you.

Additional Feats: 6th Shielded Stride (*Core Rulebook* 146); **8th** Reflexive Shield (*Core Rulebook* 148), Shield Warden (*Core Rulebook* 149); **10th** Quick Shield Block (*Core Rulebook* 149); **12th** Mirror Shield (*Core Rulebook* 151)

BASTION DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites Shield Block

You are particularly skilled at using a shield in combat. You gain the Reactive Shield fighter feat (*Core Rulebook* 145). This fulfills any prerequisites requiring Reactive Shield as normal.

Special You can't select another dedication feat until you have gained two other feats from the bastion archetype.

DISARMING BLOCK ◆ — FEAT 4

ARCHETYPE

Prerequisites Bastion Dedication, trained in Athletics

Trigger You Shield Block a melee Strike made with a held weapon.

You attempt to Disarm the creature whose attack you blocked of the weapon they attacked you with. You can do so even if you don't have a hand free.

NIMBLE SHIELD HAND — FEAT 6

ARCHETYPE

Prerequisites Bastion Dedication

You are so used to wielding a shield that you can do so even while using the hand that's holding it for other purposes. The hand you use to wield a shield counts as a free hand for the purposes of the Interact action. You can also hold another object in this hand (but you still can't use it to wield a weapon). This benefit doesn't apply to tower shields, which are still too cumbersome.

DESTRUCTIVE BLOCK — FEAT 10

ARCHETYPE

Prerequisites Bastion Dedication

You can protect yourself more effectively, at the expense of your shield. When you Shield Block, you can reduce the damage to yourself by double the shield's Hardness, but if you do, the shield takes double the normal amount of damage it would have taken (before applying its Hardness). You can't use Destructive Block if your shield can't be broken or destroyed, such as if you're using an *indestructible shield*.

SHIELD SALVATION — FEAT 12

ARCHETYPE

Prerequisites Bastion Dedication

You can save your shield from total destruction, even after a devastating attack. If a shield would be destroyed due to damage taken during your Shield Block, the shield remains intact at 1 Hit Point instead. Its construction is weakened until you take the time to repair it, preventing you from using Shield Salvation to save the same shield until your next preparations.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Beastmaster

You attract the loyalty of animals, and as your powers increase you can command more of them, briefly inhabit their body to perceive what they perceive, and even communicate with them over vast distances. Your animals may see you as a beloved parent, teacher, and mentor, or they may consider you a poor, defenseless cub that needs protection. Regardless, they will fight for you and alongside you, even sacrificing their lives for you if necessary.

Additional Feats: 4th Magic Hide (page 132), Wild Empathy (*Core Rulebook* 172); **6th** Companion's Cry (*Core Rulebook* 172); **10th** Enlarge Companion (page 132); **14th** Side by Side (*Core Rulebook* 175). Warden spells granted by these feats are beastmaster focus spells for you.

BEASTMASTER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Nature

You gain the service of a young animal companion that travels with you and obeys your commands. The rules for animal companions appear on page 214 of the *Core Rulebook*, with additions on page 144 of this book. Contrary to the usual rules for animal companions, this feat can grant you a second animal companion. If you ever have more than one animal companion, you gain the Call Companion action. See the Beastmaster Animal Companions sidebar for details on this action.

Certain beastmaster feats give you primal focus spells. The rules for focus spells appear on page 300 of the *Core Rulebook*. When you gain your first beastmaster focus spell, you become trained in primal spell attack rolls and spell DCs, and your spellcasting ability for these spells is Charisma. Feats that grant beastmaster focus spells tell you to increase the number of Focus Points in your pool, but if you don't already have a focus pool, you instead get a focus pool with 1 Focus Point. You can Refocus by grooming, feeding, playing with, or otherwise tending to an animal companion.

Special You can't select another dedication feat until you have gained two other feats from the beastmaster archetype.

ADDITIONAL COMPANION — FEAT 4

ARCHETYPE

Prerequisites Beastmaster Dedication

Another animal joins you in your travels. It is a young animal companion that has the minion trait. See Beastmaster Animal Companions for rules on how having multiple animal companions works.

Special You can select this feat more than once, gaining an additional animal companion each time, to a maximum of four total companions (including the one you gained from Beastmaster Dedication and possibly one you gained from sources other than the beastmaster archetype).

HEAL ANIMAL — FEAT 4

ARCHETYPE

Prerequisites Beastmaster Dedication

You can heal your animal companion's wounds. You can cast *heal animal* as a beastmaster focus spell (*Core Rulebook* 399). Increase the number of Focus Points in your focus pool by 1.

MATURE BEASTMASTER COMPANION — FEAT 4

ARCHETYPE

Prerequisites Beastmaster Dedication

All of your animal companions grow up, becoming mature animal companions and gaining additional capabilities (*Core Rulebook* 214). During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action on your turn to either Stride or Strike.

BEASTMASTER'S TRANCE — FEAT 6

ARCHETYPE

Prerequisites Beastmaster Dedication

You can enter a trance that allows you to briefly inhabit the body of one of your animal companions and share its senses. You gain the focus spell *beastmaster trance* (page 157). Increase the number of Focus Points in your focus pool by 1.

INCREDIBLE BEASTMASTER COMPANION — FEAT 8

ARCHETYPE

Prerequisites Mature Beastmaster Companion

Your mature animal companions continue to grow and develop. They each become nimble or savage animal companions (your choice, choose for each companion, including those that become mature after you take this feat), gaining additional capabilities determined by the type of companion (*Core Rulebook* 214).

BEASTMASTER BOND — FEAT 10

ARCHETYPE DIVINATION MENTAL PRIMAL

Prerequisites Beastmaster Dedication

BEASTMASTER ANIMAL COMPANIONS

If you're playing a beastmaster, you determine the statistics and abilities of your animal companions according to the rules on pages 214–217 of the *Core Rulebook*. As a beastmaster, it's possible for you to have more than one animal companion at one time—up to four companions—but only one of those companions, your "active companion," follows you during exploration and in encounters; the rest are nearby, usually foraging or hunting for food. As soon as you gain a second animal companion from the Beastmaster archetype, you also gain Call Companion to switch your active companion. These rules apply to all your companions, regardless of whether you got the animal companion from the beastmaster archetype or from another source.

CALL COMPANION

EXPLORATION

You spend 1 minute calling for a different animal companion, switching your active companion for another of your animal companions.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
GEAR
GLOSSARY & INDEX

You can communicate telepathically with your animal companions within 100 feet. If you're legendary in Nature, you can communicate telepathically with your animal companions anywhere on the planet.

BEASTMASTER'S CALL ◆ — FEAT 12

ARCHETYPE | AUDITORY | CONCENTRATE | PRIMAL

Prerequisites Beastmaster Dedication, Call Companion

Frequency once per turn

You quickly call in a primal projection of a non-active companion to provide the companion's support benefit. The projection arrives in an unoccupied square of your choice within 30 feet of you, grants you its support benefit, and then disappears on your next turn. The projection has the same AC and saving throw modifiers as the real companion, and if it would take any damage before your next turn, it disappears and the support benefit ends immediately.

SPECIALIZED BEASTMASTER COMPANION — FEAT 14

ARCHETYPE

Prerequisites Incredible Beastmaster Companion

Your nimble and savage animal companions become cunning enough to become specialized. Each companion gains one specialization of your choice (*Core Rulebook* 217, choose separately).

Special You can select this feat more than once. Each time, add a different specialization to your nimble and savage companions. Your nimble and savage companions can have up to three specializations each.

LEAD THE PACK — FEAT 16

UNCOMMON | ARCHETYPE

Prerequisites Mature Beastmaster Companion, you have multiple animal companions

You can have up to two animal companions active at once. However, when you do, it's slightly more difficult to Command them. If you don't Command either of your companions, one of the two (your choice) can still use 1 action on your turn to Stride or Strike, as per Mature Beastmaster Companion, but not both. When you Command an Animal, either choose one of the companions to take 2 actions, as normal, or else both companions can take 1 action to Stride or Strike. Either way, you can't Command an Animal to make either companion act again until your next turn.

BEASTMASTER FOCUS SPELLS

BEASTMASTER TRANCE — FOCUS 3

ARCHETYPE | CONCENTRATE | DIVINATION | MENTAL

Cast ◆◆◆ somatic, verbal

Range 1 mile; **Targets** one of your animal companions you can perceive

Duration sustained up to 1 minute

You enter a magical trance that allows you to perceive through the senses of the target companion. You attempt Perception checks using your own Perception, but you have any special senses the target has, such as low-light vision or darkvision. This spell grants no special method of communication with the chosen animal, so it follows any instructions you gave it before you entered the trance and, failing that, it does as it wishes.

For the duration of the trance, your own senses are muted, though you can still communicate. This lack of awareness makes you flat-footed. You can't take actions with the attack or move traits.

Heightened (6th) Increase the range to 100 miles and the duration to sustained up to 10 minutes. The target can hear you through the spell, allowing you to Command the Animal or use other actions that have the auditory trait.

Heightened (8th) Increase the range to planetary and the duration to sustained up to 1 hour. You can communicate telepathically with the target for the duration of the trance.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Blessed One

Through luck or deed, heritage or heroics, you carry the blessing of a deity. This blessing manifests as the ability to heal wounds and remove harmful conditions, and exists independent of worship. You might offer thanks daily to the deity whose power you wield, or you might carry these blessings reluctantly, seeking to avoid responsibility or even acting to defy the deity's influence on you. You might wear the robes of the deity's order, or you might give little thought and even less reverence to the source of your powers. However you feel about these gifts, there can be no doubt that you wield a special power. Good-aligned deities are most likely to empower a blessed one. However, deities of any alignment can grant such a blessing, as long as they are capable of granting a positive divine font to their clerics. This means such deities as Lamashtu might grant a foul version of the blessed one's powers.

Additional Feats: 6th Accelerating Touch (page 119), Mercy (*Core Rulebook* 111); **8th** Invigorating Mercy (page 119); **10th** Greater Mercy (*Core Rulebook* 112); **12th** Elucidating Mercy (page 120), Resilient Touch (page 120); **14th** Affliction Mercy (*Core Rulebook* 113), Amplifying Touch (page 120); **20th** Rejuvenating Touch (page 121)

BLESSED ONE DEDICATION — FEAT 2

ARCHETYPE | DEDICATION

You are touched by a deity and gifted with the ability to alleviate the suffering of others. You gain the *lay on hands* devotion spell. It costs 1 Focus Point to cast a focus spell. This feat grants a focus pool of 1 Focus Point that you can recover using the Refocus activity (*Core Rulebook* 300). You can Refocus by meditating, whether you reflect on the deity granting the blessing or not, allowing your blessing to refill your focus pool. Your devotion spells from the blessed one archetype are divine spells.

Special You can't select another dedication feat until you have gained two other feats from the blessed one archetype.

BLESSED SACRIFICE — FEAT 4

ARCHETYPE

Prerequisites Blessed One Dedication

You gain the *protector's sacrifice* domain spell as a devotion spell. Increase the number of Focus Points in your focus pool by 1.

BLESSED SPELL ❖ — FEAT 8

ARCHETYPE | CONCENTRATE | METAMAGIC

Prerequisites Blessed One Dedication, ability to cast spells from spell slots, Mercy

Frequency once per 10 minutes

When you focus your magic on an ally, you can remove harmful conditions. If your next action is to Cast a Spell from a spell slot, and that spell targets only a single ally, you can also attempt to remove a harmful condition from that ally. The condition must be one that could be removed by your Mercy feat, including those granted by later feats such as Greater Mercy. Attempt a counteract check based on the spell's DC and level. This effect is in addition to the normal effects of your spell.

BLESSED DENIAL ↻ — FEAT 12

ARCHETYPE

Prerequisites Blessed One Dedication

Trigger An ally within 30 feet would become frightened, drained, enfeebled, sickened, or stupefied.

You exude peace and protection, lessening a harmful condition as it falls upon an ally. Reduce the value of the condition your ally would take by 1 (to a minimum of 0). If the ally takes more than one condition at the same time, choose one to reduce.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Bounty Hunter

Whether for coin, glory, or justice, you know how to track, defeat, and capture dangerous individuals. You're accustomed to perusing wanted posters, searching up on leads, and pursuing villains to hell and back.

Additional Feats: 14th Double Prey (*Core Rulebook* 175)

BOUNTY HUNTER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Survival

When focused on finding your quarry, you're relentless. You gain the Hunt Prey action (*Core Rulebook* 168). You can use Hunt Prey to designate only a creature that you've seen, heard about, or learned about through some other means, such as a bounty board or wanted poster. In addition to the other benefits of Hunt Prey, you gain a +2 circumstance bonus to checks to Gather Information regarding your prey.

If you already have Hunt Prey, you become an expert in Survival and gain the circumstance bonus to Gather Information about your prey; you can still designate a creature you're tracking during exploration, in addition to the conditions above.

Special You can't select another dedication feat until you have gained two other feats from the bounty hunter archetype.

TOOLS OF THE TRADE — FEAT 4

ARCHETYPE

You're well-versed in weapons that allow you to bring bounties in alive. You are trained with the following weapons: bola (page 248), sap, and whip. You gain access to bolas. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the weapons listed.

In addition, you take no penalty when making a nonlethal attack with a weapon without the nonlethal trait.

POSSE — FEAT 4

ARCHETYPE EXPLORATION

Requirements You have designated prey with Hunt Prey.

By spending 1 minute giving guidance to help hunt down your prey, you instruct up to five willing creatures to assist you. They gain a +1 circumstance bonus to Seek your prey, to Track your prey, and to Gather Information about your prey. You and the creatures assisting you gain a +1 circumstance bonus to initiative rolls when entering combat with your prey.

This benefit lasts until you designate a new prey or your prey dies, whichever comes first. An individual creature assisting you loses this benefit if they're out of your presence for too long to benefit from your instructions. This is usually 1 hour, but is determined by the GM.

KEEP PACE ↻ — FEAT 6

ARCHETYPE

Trigger Your prey is within reach and attempts to move away from you.

Your prey can't Escape. Stride up to your Speed, following the foe and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed. You can use Keep Pace to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

OPPORTUNISTIC GRAPPLE ↻ — FEAT 8

ARCHETYPE

Requirements Your prey is within your reach, you have at least one free hand, and your target is no more than one size larger than you.

Trigger Your prey critically fails on a melee Strike's attack roll against you.

You attempt an Athletics check to Grapple your prey.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Cavalier

You are a skilled and dedicated warrior of the battlefield who specializes in fighting astride a powerful animal companion that serves as your mount. You and your mount are an unparalleled team, moving with shared intent to become a powerful force on the battlefield. You might wield a banner in the name of a greater organization, a liege, or an ideal you uphold, or you might fight solely to further enrich your own prestige, reputation, and coffers.

CAVALIER DEDICATION — FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in Nature or Society

You gain a young animal companion (*Core Rulebook* 214) that serves as your mount. You can choose from animal companions with the mount special ability, as well as any additional options from your pledge, as determined by your GM. You must choose an animal companion that's at least one size larger than you, but if the animal usually starts as Small, you can begin with a Medium version of that animal (changing no statistics other than its size).

Special You cannot select another dedication feat until you have gained two other feats from the cavalier archetype. This restriction is waived if you have pledged to the organization associated with the other dedication feat. For example, if you are pledged to a Hellknight order, you could take Hellknight dedication feats without needing to gain other feats from the cavalier archetype first.

CAVALIER'S BANNER — FEAT 4

UNCOMMON | ARCHETYPE | EMOTION | MENTAL | VISUAL

Prerequisites Cavalier Dedication

Requirements You have pledged your service to a specific organization or ideal (see Cavalier Pledges sidebar).

You fly the banner of your pledge from your mount, raising your allies' spirits. You and all allies within 30 feet gain a +1 circumstance bonus to Will saves and DCs against fear effects. If your banner is destroyed or removed, allies within 30 feet become frightened 1.

CAVALIER'S CHARGE ◆◆ — FEAT 4

ARCHETYPE | FLOURISH

Prerequisites Cavalier Dedication

Requirements You are riding your mount.

You Command an Animal to order your mount to Stride twice. At any point during this movement, you can Strike one enemy within reach or within the first range increment of a ranged weapon. You gain a +1 circumstance bonus to your attack roll.

IMPRESSIVE MOUNT — FEAT 4

ARCHETYPE

Prerequisites Cavalier Dedication

You've trained your mount to become a powerful force on the battlefield. The mount you gained through the Cavalier Dedication feat becomes a mature animal companion, granting it additional capabilities. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action on your turn to Stride or Strike.

QUICK MOUNT ◆ — FEAT 4

ARCHETYPE | SKILL

Prerequisites Cavalier Dedication, expert in Nature

Requirements You are adjacent to a creature that is at least one size larger than you and is willing to be your mount.

You and your mount can spring into action at a moment's notice. You Mount the creature and Command an Animal to issue it an order of your choice.

DEFEND MOUNT ↩ — FEAT 6

ARCHETYPE

Prerequisites Cavalier Dedication

Trigger An enemy makes an attack roll against your mount while you're riding it.

You interpose yourself between an attacker and your mount, defending your mount from harm. Use your own AC against the triggering attack instead your mount's AC. If the triggering attack hits, you take the effects of the attack instead of your mount.

MOUNTED SHIELD — FEAT 6

ARCHETYPE

Prerequisites Cavalier Dedication

You've trained with your shield to defend both yourself and your mount. When you Raise a Shield while mounted, both you and your mount gain the shield's circumstance bonus to AC. If you have the Shield Block reaction, you can use it in response to your mount taking damage, as long as you're

CAVALIER PLEDGES

Many cavaliers pledge themselves in service to a specific organization or individual, such as a noble family or sovereign ruler, a knightly order or another organization, or a particular ideal. A cavalier pledged to an order or ideal must uphold its edicts and is beholden to any anathema it has; for example, a cavalier pledged to the druid's animal order would be tied to that anathema, while a cavalier pledged to the church of Abadar would be held to the same standards as a cleric of that god. If you pledge yourself to an entity or cause without a stated anathema, you should work with your GM to determine the edicts and anathema associated with your pledge.

Cavaliers who have pledged themselves can gain access to certain abilities related to that pledge, such as Cavalier's Banner. If you violate the anathema of your pledge, you lose access to those feats until you benefit from an *atone* ritual. Changing the subject of your pledge is equivalent to retraining a class feature.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

riding your mount. If you do, the shield prevents your mount from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

INCREDIBLE MOUNT — FEAT 8

ARCHETYPE

Prerequisites Impressive Mount

Under your care and training, your mount has realized its innate potential. The mount you gained through the Cavalier Dedication feat becomes a nimble or savage animal companion (your choice), gaining additional capabilities determined by the type of companion.

TRAMPLING CHARGE ◆◆◆ — FEAT 10

ARCHETYPE FLOURISH

Prerequisites Cavalier Dedication

Requirements You are riding a mount that has a melee Strike using its legs (claw, talons, hoof, etc.).

You urge your mount forward, trampling enemies in your path. You command your mount to Stride up to its Speed (or to Burrow, Climb, Fly, or Swim, if it has the corresponding movement type), moving through the spaces of any foes in your path up to one size smaller than your mount. Your mount deals damage equal to the melee Strike using its legs to each creature whose space you move through, subject to a basic Reflex save against your mount's Athletics DC. On a critical failure, the creature also becomes flat-footed until the end of your next turn. You can damage a given creature only once during this movement.

UNSEAT ◆ — FEAT 10

ARCHETYPE

Prerequisites Cavalier Dedication

Requirements You are riding your mount and wielding a jousting weapon.

You attempt to knock an opponent off their mount. Make a melee Strike against a mounted opponent. If your attack hits, attempt an Athletics check against the opponent's Fortitude DC. If you succeed, the foe is knocked off its mount into a space of its choice adjacent to its mount. If you critically succeed, it lands prone.

SPECIALIZED MOUNT — FEAT 14

ARCHETYPE

Prerequisites Incredible Mount

You've trained your mount to perform in unusual or even extreme circumstances, granting it abilities far beyond others of its kind. Your mount gains one specialization of your choice.

Special You can select this feat up to three times. Each time, add a different specialization to your mount. You mount can't have more than three specializations.

LEGENDARY RIDER — FEAT 20

ARCHETYPE

Prerequisites Cavalier Dedication

You and your mount move like one being, effortlessly reading each other's signals. Whenever you are riding your mount, you are quickened; you can use the extra action only to command your mount using the Command an Animal skill action.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Celebrity

You're a special personality... and you know it. You're not merely comfortable in the spotlight, you crave it. While the traditional celebrity is a musician or another type of performer, you could be known for any occupation.

CELEBRITY DEDICATION — FEAT 2

ARCHETYPE | DEDICATION

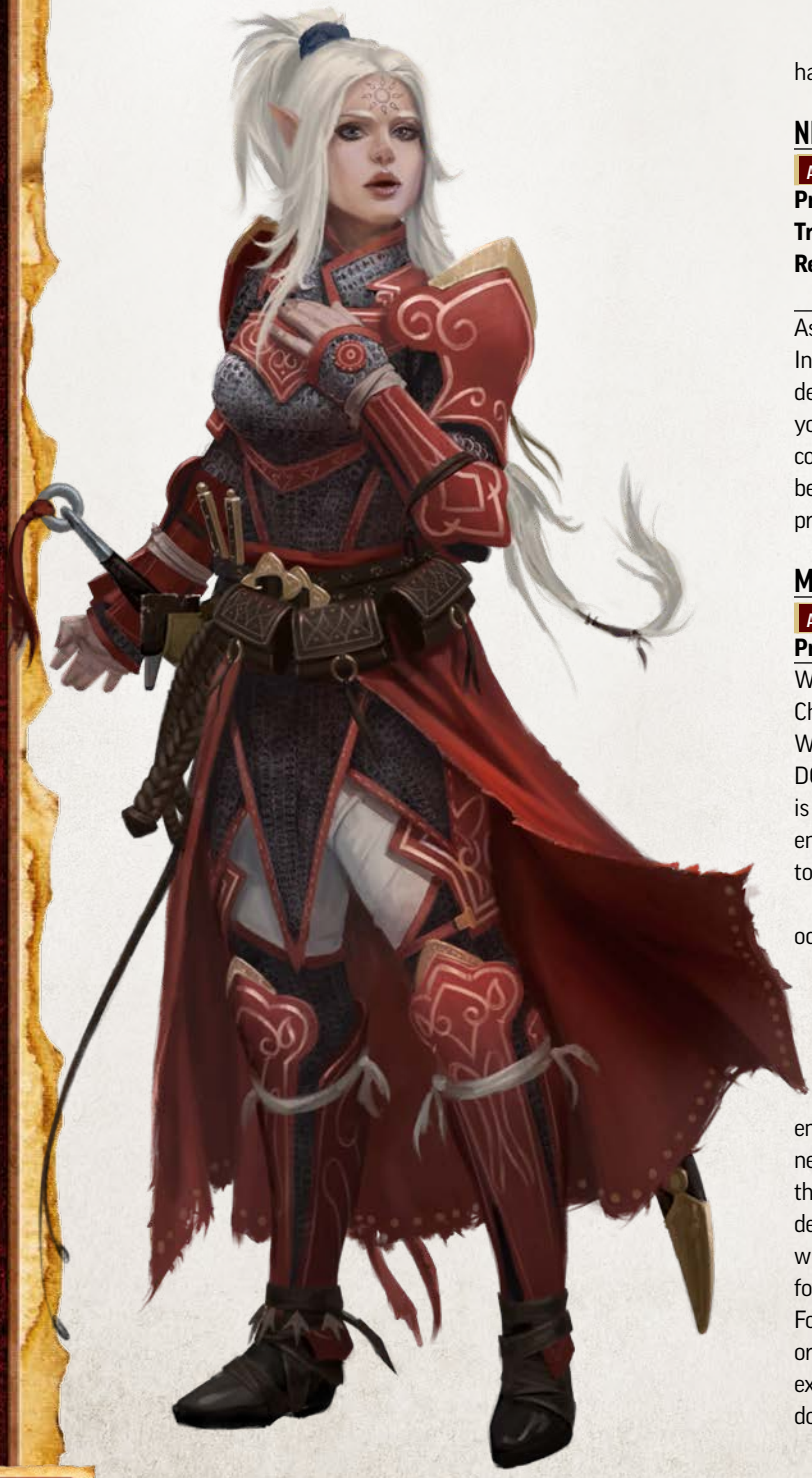
The more people you have looking at you, the more content you are, and you take every opportunity to show up others when their performances are less than perfect. You gain the Upstage reaction. In addition, when you Earn Income, if the level of the task is higher than your level, you gain a +1 circumstance bonus to your check to Earn Income.

Upstage ↻ Trigger A foe attempts a skill check and doesn't get a critical success; **Effect** After your foe has tried their best, you show everyone how it's really done. Attempt a check using the same skill that triggered this reaction.

Critical Success You gain a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks until the end of your next turn.

Success As critical success, except you gain the benefits only if the triggering creature failed their skill check.

Special You can't select another dedication feat until you have gained two other feats from the celebrity archetype.



NEVER TIRE ↻ — FEAT 4

ARCHETYPE

Prerequisites Celebrity Dedication

Trigger You would gain the fatigued condition.

Requirements You are observed by at least three creatures who aren't foes.

As long as you have an audience, you can continue to perform. Indeed, you must—you have an obligation to your fans! You delay the effects of the fatigued condition for 1 minute or until you are no longer observed by the required creatures, whichever comes first. If the fatigued condition has a duration, the duration begins to elapse only after the delay. You can't further delay or prevent the fatigued condition after this ability ends.

MESMERIZING GAZE ◆◆◆ — FEAT 6

ARCHETYPE | EMOTION | ENCHANTMENT | MENTAL | VISUAL

Prerequisites Celebrity Dedication

When you meet someone's gaze, they are unable to look away. Choose one target creature. That creature must succeed at a Will save or be fascinated until the end of your next turn; the DC for this save is equal to your class DC or spell DC, whichever is higher. If the creature succeeds at its save or its fascination ends due to a hostile action, it becomes temporarily immune to your Mesmerizing Gaze for 1 day.

When you select this feat, it gains either the arcane or occult trait; once you make this choice, you can't change it.

COMMAND ATTENTION ◆◆ — FEAT 10

ARCHETYPE | AUDITORY | EMOTION | ENCHANTMENT | MENTAL | VISUAL

Prerequisites Celebrity Dedication

You command the attention of all around you with style, ensuring their gaze falls only upon you until the end of your next turn. When creatures within 30 feet of you attempt saving throws against other visual effects, they use the outcome for one degree of success better than the result they rolled. An enemy within the area attempting to use a visual effect that involves focusing its attention on a particular creature (such as a medusa's Focus Gaze) must succeed at a Will save against your class DC or spell DC, whichever is higher, in order to target any creature except you. Allies in the area can attempt to Hide even if they don't have cover, as you are continually providing a distraction.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Dandy

You are a genteel master of style, culture, and decorum, aware of even the subtlest rules of etiquette. Whether you were born into status, acquired it later in life, or merely pretend to possess it, you look and act your part to manicured perfection.

DANDY DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Diplomacy

You are a consummate student of dignity, etiquette, and fashion. You can use the Diplomacy skill to perform the special downtime activity Influence Rumor, spending at least one day of downtime to manipulate the course, tone, or content of a rumor to your benefit. The difficulty of Influencing a Rumor is determined by the GM based on the size of the community, the relative perceptiveness of the inhabitants, and the agency of other rumormongers, but it typically starts with at least DC 15 for a small village and increases to at least DC 20 for a town, at least DC 30 for a city, and at least DC 40 for a metropolis.

You become trained in Deception and Society; if you were already trained, you become an expert instead.

Special You can't select another Dedication feat until you have gained two other feats from the dandy archetype.

DISTRACTING FLATTERY ↻ — FEAT 4

ARCHETYPE SKILL

Prerequisites Dandy Dedication, expert in Deception

Trigger You observe a target's attitude toward yourself or your allies decrease as a result of an ally's behavior.

You know how to maintain a good impression and manage your image, even while keeping uncouth company. Make a Deception check against the target's Will DC. Regardless of your result, the target is temporarily immune to your Distracting Flattery for 10 minutes.

Success The target's attitude doesn't decrease as a result of your ally's social blunder.

Failure The target's attitude decreases, as normal.

Critical Failure Your attempt makes matters worse, decreasing the target's attitude toward you by one step, in addition to any changes from the behavior that triggered this reaction.

GOSSIP LORE — FEAT 4

ARCHETYPE

Prerequisites Dandy Dedication

Your time gossiping in fashionable salons keeps you informed on every topic. You are trained in Gossip Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you fail a check to Recall Knowledge with Gossip Lore, you get the effects of the Dubious Knowledge skill feat (*Core Rulebook* 260).

If you have legendary proficiency in Society, you gain expert proficiency in Gossip Lore, but you can't increase your proficiency rank in Gossip Lore by any other means.

FABRICATED CONNECTIONS — FEAT 7

ARCHETYPE SKILL

Prerequisites Dandy Dedication, master in Deception

You can lie about having taken an action so convincingly that you acquire all the tangible benefits of having successfully completed it. You can roll Deception in place of a different skill when attempting to Earn Income, Make an Impression, Request, or Subsist. You can use Fabricated Connections to Make an Impression or Request once per day, and you can also use it once per week to Earn Income or Subsist.

PARTY CRASHER — FEAT 7

ARCHETYPE SKILL

Prerequisites Dandy Dedication, master in Society

You attend all the fashionable society parties, no matter how exclusive they might be. Any time you encounter a social event you would ordinarily be denied access to, such as a coronation, royal gala, or other society function, you can spend 1d4 hours to secure entry without the need for a skill check. You find invitations, invitees looking for fashionable dates, temporary jobs with the caterers, event staff willing to look the other way, or some other mode of access for yourself and your allies. This ability doesn't apply to secret events or other small private gatherings with no staff, dates, or outsiders involved.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Dragon Disciple

The rippling waves of fear, the rustling of thick scales, and the beat of immense wings signal the arrival of a great dragon. The awe-inspiring presence of these creatures makes them worthy of reverence—or even outright worship. Dragon disciples dedicate themselves to becoming like these great beasts, with each disciple striving to typify one variety of dragon. Sorcerers of draconic blood, barbarians with the dragon instinct, and many kobolds with close ties to their draconic predecessors become dragon disciples, but anyone who has encountered one of these terrifying creatures might follow this path.

As a dragon disciple, you study and learn from the example of dragons, but that doesn't necessarily mean that you admire the dragons you emulate. While most dragon disciples do indeed revere their chosen dragon, countless tales are told of dragon disciples born of great personal tragedy at the hands of boundless draconic fury. These disciples have transformed themselves into what they despise in order to gain the power to destroy their draconic tormentor and at long last earn their revenge.

Instinct of the Wyrm

The acquisition of draconic might can change the dragon disciple's body and give them magical abilities, as reflected in the archetype's feats, but the mind often changes as well, potentially even overwhelming the disciple's normal personality. Any dragon disciple can find the attitudes of dragonkind intruding into their thoughts. The foremost emotion among all types of dragons is pride. Even the influence of a benevolent metallic dragon can overwhelm a dragon disciple with pride. When tempered, this feeling levels out to a steady confidence, but when uncontrolled, it can grow to an air of arrogance or superiority.

Disciples of metallic dragons also feel the pangs of compassion and benevolence. They grow to be more focused on cooperation and might take on leadership roles. Disciples of the vile chromatic dragons are plagued by thoughts of cruelty and greed. They long to see fear in the eyes of foe and friend alike. Those who succumb to these thoughts become bullies or tyrants.

Instinctual draconic feelings can be constant, yet they seem to intensify when the disciple uses their draconic powers. In the few seconds after using a breath weapon or attacking with claws, or when the disciple sprouts wings, they might have a moment of mental transformation. This can bring on the full mindset of a dragon, or even make the disciple temporarily believe they truly *are* a dragon, and is often accompanied by a draconic roar, cackle, or majestic display.

Dragon Disciple Dedication — Feat 2

Uncommon | Archetype | Dedication

Access You are a kobold with the dragonscaled or spellscaled heritage, a dragon instinct barbarian, or a draconic bloodline sorcerer.

You choose to study or worship one type of dragon, and your focus grants you a measure of its power. Choose one color of dragon when you select this feat; if you are a sorcerer with the draconic bloodline, this must be the same type as your bloodline. You gain resistance equal to half your level against one type of damage determined by the chosen dragon type. The GM may allow you to choose a dragon type not listed below, and will determine the damage type appropriate for that dragon.

- **Black or Copper** Acid
- **Blue or Bronze** Electricity
- **Brass, Gold, or Red** Fire
- **Green** Poison
- **Silver or White** Cold

You also gain a +1 circumstance bonus to saving throws against sleep effects and effects that would make you paralyzed.

Special You can't select another dedication feat until you have gained two other feats from the dragon disciple archetype. If you later take the sorcerer archetype, you must choose the draconic bloodline.

Claws of the Dragon — Feat 4

Archetype

Prerequisites Dragon Disciple Dedication

Your fingernails grow into razor-sharp claws, and scales speckle your fingers, hands, and wrists. Your claws are agile, finesse unarmed attacks that deal 1d6 slashing damage and are in the brawling weapon group.

If you're a draconic sorcerer, when you cast *dragon claws*, increase the spell's slashing damage die from d4 to d6 and increase the resistance to 10 at 1st level, 15 at 5th level, and 20 at 9th level.

Draconic Scent — Feat 4

Archetype

Prerequisites Dragon Disciple Dedication

Your sense of smell is uncanny, much like a dragon's. You gain imprecise scent with a range of 30 feet. The GM might double the range if you're downwind from the creature or halve the range if you're upwind, at their discretion.

Dragon Arcana — Feat 4

Archetype

Prerequisites ability to cast spells from spell slots, Dragon Disciple Dedication

You've discovered how to add the magic of dragons to your tradition. Add the draconic bloodline's granted spells to your spell list; you must still learn them or add them to your repertoire as normal. These spells are *shield*, *true strike*, *resist energy*, *haste*, *spell immunity*, *chromatic wall*, *dragon form*, *mask of terror*, *prismatic wall*, and *overwhelming presence*.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS

SCALES OF THE DRAGON — FEAT 4

ARCHETYPE

Prerequisites Dragon Disciple Dedication

Scales grow across your body, protecting you against physical and magical threats. When you're unarmored, the scales give you a +2 status bonus to AC with a Dexterity cap of +2. Your resistance from Dragon Disciple Dedication increases to 3 + half your level.

BREATH OF THE DRAGON — FEAT 8

ARCHETYPE

Prerequisites Dragon Disciple Dedication

You can use a powerful breath weapon, much like the dragon you emulate. You gain the *dragon breath* sorcerer bloodline spell and a focus pool of 1 Focus Point. If you already have a focus pool, increase your number of Focus Points by 1.

WINGS OF THE DRAGON — FEAT 12

ARCHETYPE

Prerequisites Dragon Disciple Dedication

You can manifest draconic wings to soar through the air at great speed. You gain the *dragon wings* sorcerer bloodline spell and a focus pool of 1 Focus Point. If you already have a focus pool, increase your number of Focus Points by 1.

SHAPE OF THE DRAGON — FEAT 14

ARCHETYPE

Prerequisites Dragon Disciple Dedication

You've discovered how to transform yourself into a dragon. Once per day, you can cast 7th-level *dragon form* as an innate arcane spell, transforming into your chosen type of dragon. The spell automatically heightens to 8th level if you're 16th level and 9th level if you're 18th level. Any time you score a critical hit with an unarmed Strike gained from *dragon form*, you recharge the spell's breath weapon immediately.

DISCIPLE'S BREATH ◆◆◆ — FEAT 16

ARCHETYPE

Prerequisites Dragon Disciple Dedication, *dragon breath* sorcerer bloodline spell

You unleash your breath weapon without spending focus. This has the effects of your *dragon breath* sorcerer bloodline spell, though it deals 9d6 damage instead of its usual damage, and you don't have to cast it or spend a Focus Point. You can't use Disciple's Breath again for 1d4 rounds.

MIGHTY DRAGON SHAPE — FEAT 18

ARCHETYPE

Prerequisites Shape of the Dragon

You've practiced and increased your draconic might, allowing you to take your draconic form more often. You can use Shape of the Dragon once per hour instead of once per day.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Dual-Weapon Warrior

You're able to effortlessly fight with multiple weapons simultaneously, weaving your weapons together into a storm of quick attacks. To you, continual offense is the best form of defense, and you leave little room for your foes to avoid your whirlwind of weapons.

Additional Feats: 6th Twin Parry (*Core Rulebook* 147); **12th** Twin Riposte (*Core Rulebook* 151); **16th** Improved Twin Riposte (*Core Rulebook* 153), Two-Weapon Flurry (*Core Rulebook* 153); **18th** Twinned Defense (*Core Rulebook* 153)

DUAL-WEAPON WARRIOR DEDICATION — FEAT 2

ARCHETYPE DEDICATION

You're exceptional in your use of two weapons. You gain the Double Slice fighter feat (*Core Rulebook* 144). This serves as Double Slice for the purpose of meeting prerequisites.

Special You can't select another dedication feat until you gain two other feats from the dual-weapon warrior archetype.

DUAL THROWER — FEAT 4

ARCHETYPE

Prerequisites Dual-Weapon Warrior Dedication

You know how to throw two weapons as easily as strike with them. Whenever a dual-weapon warrior feat allows you to make a melee Strike, you can instead make a ranged Strike with a thrown weapon or a one-handed ranged weapon you are wielding. Any effects from these feats that apply to one-handed melee weapons or melee Strikes also apply to one-handed ranged weapons and ranged Strikes.

DUAL-WEAPON RELOAD ◆ — FEAT 4

ARCHETYPE

Prerequisites Dual-Weapon Warrior Dedication

Requirements You are wielding two one-handed weapons, each in a different hand, one of which is a ranged weapon.

You carry your ammunition in a way that allows you to reload while holding two weapons. You Interact to reload a one-handed ranged weapon you're holding. Unlike most Interact actions, you don't need a free hand to reload your ranged weapon in this way.

FLENSING SLICE ◆ — FEAT 8

ARCHETYPE

Prerequisites Dual-Weapon Warrior Dedication

Requirements Your last action was a Double Slice, and both attacks hit the target.

When you hit with both attacks with Double Slice, you flense the target, making it bleed and creating a weak spot. The target takes 1d8 persistent bleed damage per weapon damage die of whichever of the weapons you used that has the most weapon damage dice (maximum 4d8 for a *major striking* weapon). The target becomes flat-footed, and its resistances to any physical damage types are reduced by 5; these two effects last until the beginning of your next turn.

DUAL-WEAPON BLITZ ◆◆ — FEAT 10

ARCHETYPE

Prerequisites Dual-Weapon Warrior Dedication

Requirements You are wielding two one-handed melee weapons, each in a different hand.

You attack as you dash among foes. Stride up to your Speed. At any point during this movement, you can Strike once with each of the two required weapons. These Strikes can be against the same or different targets, as you see fit.

DUAL ONSLAUGHT — FEAT 14

ARCHETYPE

Prerequisites Dual-Weapon Dedication

When you lash out with both weapons, you leave no room for the target to escape your attack. When you use Double Slice, if you miss with both Strikes, choose one of the two weapons and apply the effects of a hit with that weapon. You can't choose a weapon if your attack roll with that weapon was a critical failure, meaning you still miss entirely if both attack rolls were critical failures.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Duelist

Across the world, students in martial academies practice with their blades to master one-on-one combat. The libraries of such schools hold deep troves of information detailing hundreds of combat techniques, battle stances, and honorable rules of engagement. Those who gain admission to such schools might train in formalized duels—and that's certainly the more genteel route to take. However, others assert that there's no better place to try out dueling techniques than in the life-and-death struggles common to an adventurer's life.

Additional Feats: 4th Dueling Parry (*Core Rulebook* 146); **8th** Disarming Stance (*Core Rulebook* 147); **10th** Dueling Riposte (*Core Rulebook* 149); **12th** Disarming Twist (*Core Rulebook* 150); **14th** Dueling Dance (*Core Rulebook* 151), Improved Dueling Riposte (*Core Rulebook* 151); **16th** Guiding Riposte (*Core Rulebook* 151)

DUELIST DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in light armor and simple weapons

You are always ready to draw your weapon and begin a duel, no matter the circumstances. You gain the Quick Draw ranger feat (*Core Rulebook* 172), enabling you to both draw and attack with a weapon as 1 action. This serves as Quick Draw for the purpose of meeting prerequisites.

Special You cannot select another dedication feat until you have gained two other feats from the duelist archetype.

DUELIST'S CHALLENGE ❖ — FEAT 4

ARCHETYPE OPEN

Prerequisites Duelist Dedication

Select one foe that you can see and proclaim a challenge. That foe is your dueling opponent until they are defeated, flee, or the encounter ends. Any time you hit that enemy using a single one-handed melee weapon while your other hand or hands are free, you gain a circumstance bonus to the Strike's damage equal to the number of damage dice your weapon deals.

If you attack a creature other than your dueling opponent, you take a circumstance penalty to damage equal to the number of damage dice your weapon deals.

SELFLESS PARRY — FEAT 8

ARCHETYPE

Prerequisites Dueling Parry, Duelist Dedication

You protect those near you with a flash of steel. When you're benefiting from Dueling Parry, allies adjacent to you gain a +1 circumstance bonus to AC. If you have Dueling Riposte, you can use it when an enemy within your reach critically fails a Strike against an ally adjacent to you, not just against yourself.

STUDENT OF THE DUELING ARTS — FEAT 12

ARCHETYPE

Prerequisites Duelist Dedication

You have studied a great many combat techniques, which you can review each day. During your daily preparations, you can swap out any number of your duelist archetype feats for other duelist archetype feats of the appropriate level for which you are qualified. You can't swap out Duelist Dedication or Student of the Dueling Arts in this way.

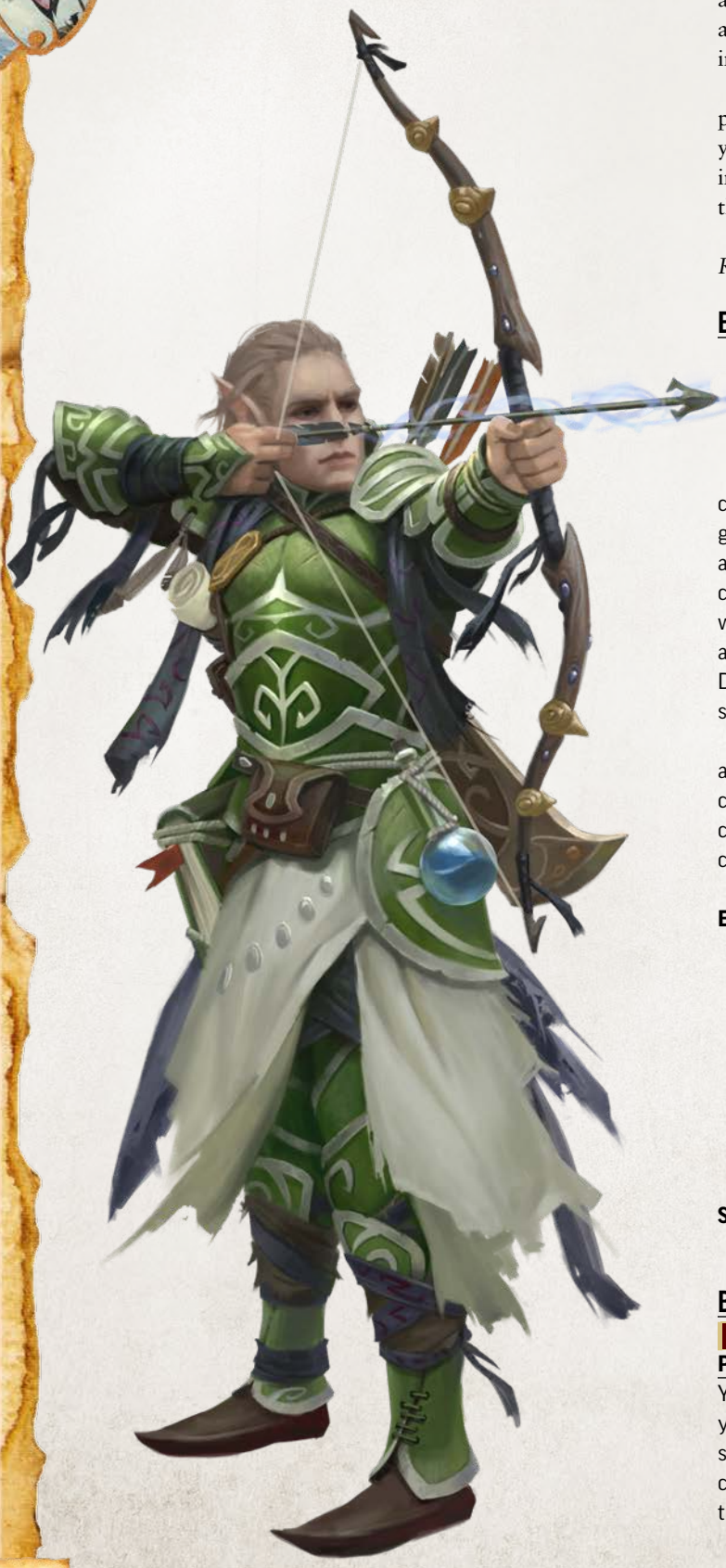
In addition, you can enter a stance from a duelist archetype feat you don't have (such as one listed under Additional Feats) by increasing the number of actions it takes to enter the stance by 1 (typically to 2 actions). You must still meet the feat's prerequisites.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Eldritch Archer

While many archers see their craft as an art form as much as a means of battle, a small number of archers seek to perfect their skills through magic, and you are among their number. Bolstering your athletic and martial abilities with mystical talents, you achieve rare heights with the bow or crossbow—transforming arrows or bolts into eldritch ammunition, sending arrows zig-zagging nearly unerringly to their target, and manifesting arrows that can deliver spells or even instant death.



While having some spellcasting ability increases your potential flexibility and power as an eldritch archer, you might learn the secrets of these arts without being independently skilled in spellcasting, instead learning the magic of the bow for its own sake.

Additional Feats: 20th Impossible Volley (*Core Rulebook* 153)

ELDRITCH ARCHER DEDICATION — FEAT 6

ARCHETYPE | DEDICATION | MAGICAL

Prerequisites expert in at least one type of bow

You blend magic with your archery, leading to powerful results.

If you don't already cast spells from spell slots, you learn to cast spontaneous spells and gain the Cast a Spell activity. You gain a spell repertoire with one cantrip of your choice, from a spell list of your choice. You choose this cantrip from the common spells on your chosen spell list or from other spells to which you have access on that list. This cantrip must require a spell attack roll. You're trained in spell attack rolls and spell DCs for that tradition. Your key spellcasting ability for these spells is Charisma.

If you already cast spells from spell slots, you learn one additional cantrip from that tradition. If you're a prepared caster, you can prepare this spell in addition to your usual cantrips per day; if you're a spontaneous caster, you add this cantrip to your spell repertoire.

You also gain Eldritch Shot.

Eldritch Shot ◆◆◆ **Requirements** You are wielding a bow; **Effect** You Cast a Spell that takes 1 or 2 actions to cast and requires a spell attack roll. The effects of the spell do not occur immediately but are imbued into the bow you're wielding. Make a Strike with that bow. Your spell flies with the ammunition, using your attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for your multiple attack penalty, but you don't apply the penalty until after you've completed both attacks.

Special You can't select another dedication feat until you have gained two other feats from the eldritch archer archetype.

BASIC ELDRITCH ARCHER SPELLCASTING — FEAT 8

ARCHETYPE

Prerequisites Eldritch Archer Dedication

You gain the basic spellcasting benefits (page 150). Each time you gain a spell slot of a new level from this archetype, add a spell of the appropriate spell level to your repertoire, either a common spell of your chosen tradition or another spell of that tradition you have learned or discovered.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

ENCHANTING ARROW ◆◆◆ — FEAT 8

ARCHETYPE | EMOTION | ENCHANTMENT | MAGICAL | MENTAL

Prerequisites Eldritch Archer Dedication

With a single whisper carried on the wind, you enchant your ammunition to make a foe more vulnerable to your attacks. Make a bow Strike. On a hit, the target takes an additional 2d6 mental damage. On a critical hit, the target also becomes stunned 1. The mental damage increases to 3d6 if your bow has a *greater striking* rune, or to 4d6 if your bow has a *major striking* rune.

MAGIC ARROW ◆ — FEAT 8

ARCHETYPE | MAGICAL | TRANSMUTATION

Prerequisites Eldritch Archer Dedication

Frequency once per round

You imbue your ammunition with eldritch power. When you select this feat, choose three types of common magical ammunition of 4th level or lower from the *Core Rulebook* (page 559) or this book (pages 256–259). Your GM might allow you to choose from other types of magical ammunition, such as uncommon ammunition, or ammunition from other books.

When using Magic Arrow, you transform a non-magical arrow or bolt into a piece of ammunition of one type you chose. You must shoot the ammunition before the end of your turn or the magic dissipates. If the ammunition has an Activate entry, you still need to spend the required actions to activate the ammunition before shooting it. When you use Magic Arrow, you can choose a type of magical ammunition that is typically not available to the type of ammunition you're using—for example, you can use *climbing bolt* on an arrow, even though that magical ammunition is normally only found on bolts.

Special You can select this feat multiple times. Each time you do, select three additional types of ammunition as described above.

PRECIOUS ARROW ◆ — FEAT 8

ARCHETYPE | MAGICAL | TRANSMUTATION

Prerequisites Eldritch Archer Dedication

You enchant a piece of ammunition with the magical essence of a precious material, allowing you to leverage certain creatures' weaknesses. Choose cold iron or silver; if you shoot the arrow before the end of your turn, it counts as that material. At 14th level, add adamantine to the list of materials you can choose from.

EXPERT ELDRITCH ARCHER SPELLCASTING — FEAT 12

ARCHETYPE

Prerequisites Basic Eldritch Archer Spellcasting

You gain the expert spellcasting benefits (page 150).

SEEKER ARROW ◆ — FEAT 14

ARCHETYPE | DIVINATION | MAGICAL

Prerequisites Eldritch Archer Dedication

Your shots zip around corners and fly at impossible angles to reach your target. Make a bow Strike against a foe you can see; the ammunition travels to your target, even around corners. You ignore the target's concealed condition and all cover.

ELVEN ARROWS

The ability to infuse eldritch energy into bow shots is often seen as a kind of elven magic. While it may be true that elves first developed eldritch archery as a martial art, and many eldritch archers are elves and half-elves, other peoples have learned and developed their own forms of eldritch archery.

Some whisper that remote regions to the south have their own dedications that rely on elemental archery, while the strange and shadowy hunters of the Uskwood use a form that relies on tenebrous shadow magic. Disturbing rumors circulate claiming that devils have developed a diabolical form of magical archery that can trap the soul and bind it to Hell, albeit for a short time. Like any form of magic, the discipline of eldritch archery will continue to develop among its practitioners across the multiverse.

PHASE ARROW ◆ — FEAT 16

ARCHETYPE | CONJURATION | MAGICAL

Prerequisites Eldritch Archer Dedication

Frequency once per day

You can concentrate an immense amount of magic to create a piece of ammunition that phases through everything but your target. Make a bow Strike against a foe who is observed or hidden to you (but not undetected). The ammunition travels to your target in a straight line, passing through any non-magical barriers or walls in its way, though magical barriers stop the arrow. The shot ignores all cover, the concealed condition, the hidden condition, and circumstance bonuses to AC from shields. It has a +4 status bonus to hit creatures wearing any type of armor. The Strike's damage can't be reduced with a Shield Block reaction using a non-magical shield.

ARROW OF DEATH ◆◆◆ — FEAT 18

ARCHETYPE | MAGICAL | NECROMANCY

Prerequisites Eldritch Archer Dedication

Frequency once per day

You modify an arrow or bolt to bring death to your target in a single potent hit. Make a bow Strike. On a hit, you deal an additional 10d10 precision damage. On a critical hit, the target must also succeed at a Fortitude saving throw against your class DC or spell DC, whichever is higher, or be immediately slain; this save has the death and incapacitation traits.

MASTER ELDRITCH ARCHER SPELLCASTING — FEAT 18

ARCHETYPE

Prerequisites Expert Eldritch Archer Spellcasting

You gain the master spellcasting benefits (page 150).

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Familiar Master

From the wise owl perched on the wizard's shoulder to the crafty gremlin that serves the witch for their own reasons, the ghastly homunculus in the alchemist's lab to the clever monkey that picks the lock of the thief's cell, familiars have always served. Whether through rigorous training or a preternatural connection, yours serves better than most.

Additional Feats: 4th Enhanced Familiar (*Pathfinder Core Rulebook* 198)

FAMILIAR MASTER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

You have forged a mystical bond with a creature. This might have involved complex rituals and invocations, such as meditating under the moon until something crept out of the forest. Or maybe you just did each other a good turn, such as rescuing the beast from a trap or a foe, and then being rescued in turn. Whatever the details, you are now comrades until the end. You gain a familiar (*Core Rulebook* 198). If you already have a familiar, you gain the Enhanced Familiar feat (*Core Rulebook* 198).

Special You can't select another dedication feat until you have gained two other feats from the familiar master archetype.

FAMILIAR MASCOT — FEAT 4

ARCHETYPE

Prerequisites Familiar Master Dedication

Your familiar is the heart and soul of your adventuring team. When selecting master abilities, you can choose an ally to benefit from any specific master ability. Each master ability can benefit only a single character, and you can select a specific master ability only once unless the ability says otherwise.

FAMILIAR CONDUIT ◆ — FEAT 4

ARCHETYPE CONCENTRATE METAMAGIC

Prerequisites Familiar Master Dedication, able to cast spells

Requirements You have line of effect to your familiar.

Under your tutelage, your familiar has grown attuned to the hidden currents of the world and can serve as a conduit for your magic. If the next action you use is to Cast a Spell that has a range, the spell uses the familiar as its origin point.

IMPROVED FAMILIAR — FEAT 6

ARCHETYPE

Prerequisites Familiar Master Dedication

You find it easy to attract a powerful and unusual familiar to your side. The number of abilities required to make your familiar a specific familiar (page 147) is two lower than normal.

MUTABLE FAMILIAR — FEAT 8

ARCHETYPE

Prerequisites Familiar Master Dedication

Your familiar's supernatural spirit has outgrown its corporeal body. You can conduct a special 10-minute activity to reselect certain familiar abilities, switching one or more of the following abilities for other abilities on this list: amphibious, burrower, climber, darkvision, fast movement, manual dexterity, resistance (page 146), and scent. You can reselect only familiar abilities you would normally be able to reselect each day, not required familiar abilities for your familiar. You can't remove an ability that is required for another ability your familiar has (for instance, you can't remove manual dexterity if the familiar has lab assistant).

INCREDIBLE FAMILIAR — FEAT 10

ARCHETYPE

Prerequisites Enhanced Familiar

Your familiar is infused with even more magic than other familiars. You can select six familiar or master abilities each day, instead of four.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Gladiator

The roar of the crowd and thrill of competitive combat drive you to become the best—and the fame isn't bad either.

If there are sapient creatures observing a combat encounter, and these onlookers are neither engaged in the combat themselves nor allied or affiliated with either side, the combatants have spectators. The GM is the final arbiter.

GLADIATOR DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites Impressive Performance

You know how to turn combat into a form of entertainment. You become trained in Gladiatorial Lore; if already trained in Gladiatorial Lore, you instead become trained in another Lore skill of your choice.

At the start of a combat encounter, if you have spectators, you gain a number of temporary HP equal to your character level for 1 minute and you can roll Performance for your initiative.

Special You can't select another dedication feat until you have gained two other feats from the gladiator archetype.

FANCY MOVES — FEAT 4

ARCHETYPE SKILL

Prerequisites Gladiator Dedication, expert in Performance

You show off your fighting style to discourage your foes. You can use Performance to Demoralize.

PLAY TO THE CROWD — FEAT 4

ARCHETYPE CONCENTRATE

Prerequisites Gladiator Dedication

Trigger You reduce an enemy to 0 Hit Points during a non-trivial combat encounter with spectators.

You show off for the crowd. Attempt a Performance check; the DC is determined by the GM but is typically the standard DC for your level or the DC to Make an Impression on the spectators, whichever is higher. On a success, choose one of the following benefits; on a critical success, choose two benefits:

- A number of temporary Hit Points equal to your character level; these last for 1 minute.
- A +1 circumstance bonus to AC until the end of your next turn.
- A +1 circumstance bonus to your next attack roll before the end of your next turn.

STAGE FIGHTING — FEAT 4

ARCHETYPE

Prerequisites Gladiator Dedication

You pull punches to give a better show. You don't take the usual –2 circumstance penalty when making a nonlethal attack with a weapon or unarmed attack that doesn't have the nonlethal trait.

PERFORMATIVE WEAPONS TRAINING — FEAT 6

ARCHETYPE

Prerequisites Gladiator Dedication

You're skilled with flashy weapons. You are trained with the bo staff, dueling cape (page 249), spiked chain, sword cane (page 248), and whip. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the weapons listed.

CALL YOUR SHOT — FEAT 8

ARCHETYPE

Prerequisites Play to the Crowd

When you successfully Play to the Crowd, add the following to the list of benefits you can choose from:

- Choose a creature within 30 feet that can see you to become frightened 1. This effect has the emotion, fear, mental, and visual traits.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Herbalist

The plants around you can provide more remedies than the finest hospital or temple, and you are skilled in their use.

HERBALIST DEDICATION — FEAT 2

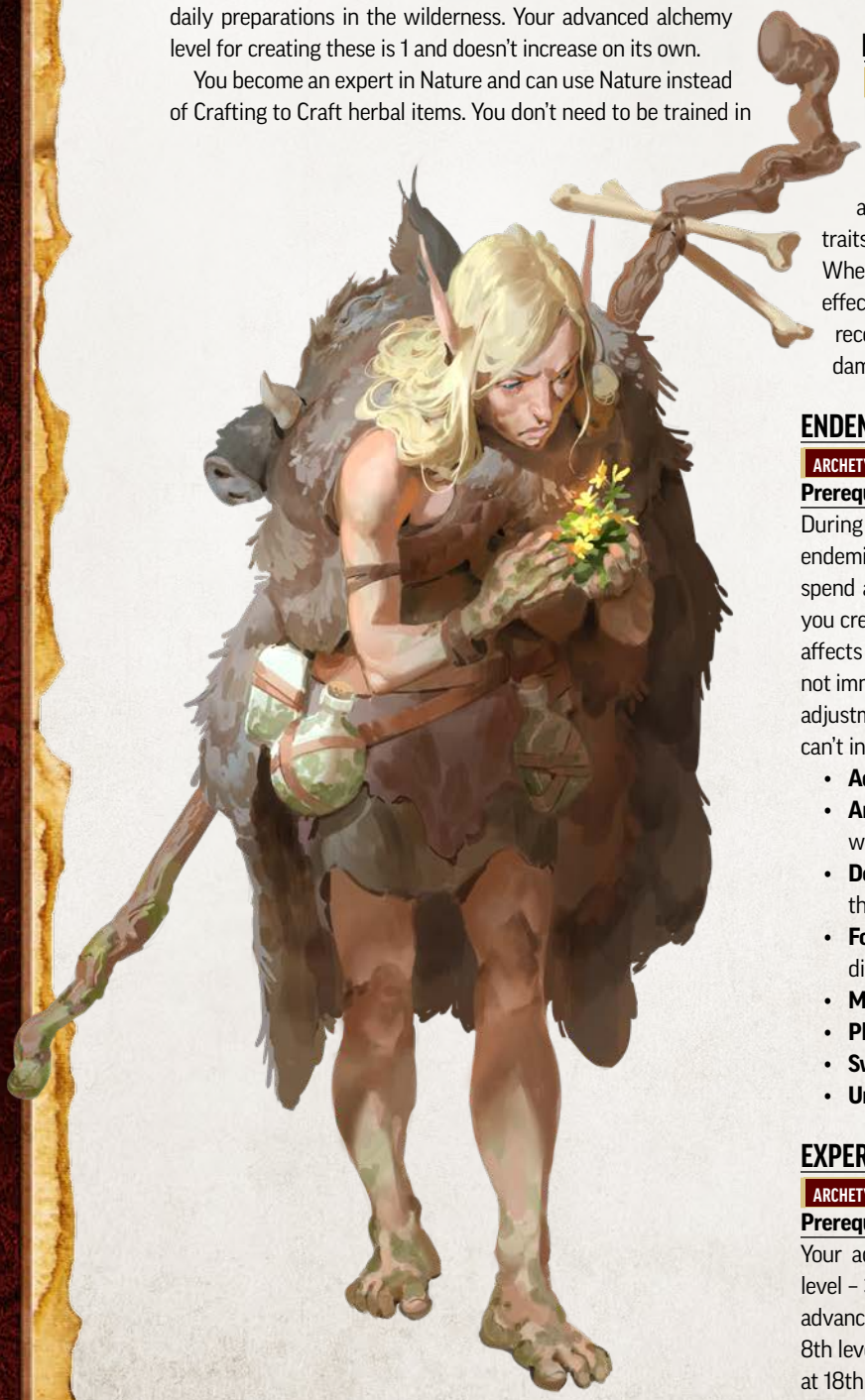
ARCHETYPE DEDICATION

Prerequisites trained in Nature, Natural Medicine

You can create remedies and other herbal products. You gain the basic alchemy benefits (page 150), though they apply only for herbal items: alchemical items with the healing trait, plus antidote and antiplague. You gain batches of infused reagents per day equal to your level or half your level if you didn't make your daily preparations in the wilderness. Your advanced alchemy level for creating these is 1 and doesn't increase on its own.

You become an expert in Nature and can use Nature instead of Crafting to Craft herbal items. You don't need to be trained in Crafting or have the Alchemical Crafting feat to do so, and you can use healer's tools instead of alchemist's tools.

Special You can't select another dedication feat until you have gained two other feats from the herbalist archetype.



FRESH INGREDIENTS — FEAT 2

ARCHETYPE SKILL

Prerequisites Herbalist Dedication, expert in Nature

When using Natural Medicine to Treat Wounds, you can spend a batch of herbs to gain the +2 circumstance bonus from having fresh ingredients, even if not in wilderness. If you spend a batch of herbs in wilderness, you gain a +4 circumstance bonus instead.

POULTICE PREPARATION — FEAT 4

ARCHETYPE

Prerequisites Herbalist Dedication

When you create an herbal elixir, you can prepare it as a poultice instead. A poultice gains the oil trait (but remains alchemical, not magical) and loses the elixir and ingested traits. You can apply a poultice by Interacting with one hand. When you apply a poultice, in addition to the item's normal effects, the recipient can attempt an immediate flat check to recover from a single source of persistent acid, bleed, or fire damage, with the DC reduction from appropriate assistance.

ENDEMIC HERBS — FEAT 6

ARCHETYPE

Prerequisites Herbalist Dedication, trained in Survival

During your daily preparations, you find medicinal plants endemic to your location. Until your next preparations, you can spend an additional batch of herbs to add a benefit to an item you create with your herbalism. The benefit of the special herbs affects the creature that the item is applied to; if the benefit is not immediate, it lasts for 1 minute unless otherwise stated. This adjustment counts as an additive (*Core Rulebook* 75), so you can't include another additive without spoiling the item.

- **Aquatic** Gain a +1 circumstance bonus to Fortitude saves.
- **Arctic** For 1 hour, treat environmental cold effects as if they were one step less severe.
- **Desert** For 1 hour, treat environmental heat effects as if they were one step less severe.
- **Forest** Gain a +2 circumstance bonus to saves against disease and poison effects.
- **Mountain** Gain a +1 circumstance bonus to Reflex saves.
- **Plains** Gain a +1 circumstance bonus to Will saves.
- **Swamp** Remove one source of persistent bleed damage.
- **Underground** Gain a +1 circumstance bonus to Perception.

EXPERT HERBALISM — FEAT 6

ARCHETYPE

Prerequisites Herbalist Dedication, expert in Nature

Your advanced alchemy level for herbalism increases to your level – 3. You gain the formulas for elixirs of life as soon as your advanced alchemy level is high enough to create them: lesser at 8th level, moderate at 12th level, greater at 16th level, and major at 18th level.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Horizon Walker

Many long for the open road, but you prefer the trackless wild. You can find safe passage through the most inhospitable terrain in the world—icecaps, deserts, and similar environs are where you're comfortable. Your talents open untrod paths for you and help guide others through the wilderness.

Additional Feats: 10th Blind-Fight (*Core Rulebook* 173), Terrain Master (*Core Rulebook* 174); **12th** Warden's Step (*Core Rulebook* 175).

HORIZON WALKER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Survival

You've mastered travel within a specific type of terrain. You gain the Favored Terrain feat (*Core Rulebook* 171). When in your favored terrain, you gain a +10-foot circumstance bonus to your travel Speed. When other creatures Follow the Expert with you as a guide in your favored terrain, they gain both the ability to ignore non-magical difficult terrain for the purpose of their travel Speed and the bonus to travel Speed.

Special You can't select another dedication feat until you have gained two other feats from the horizon walker archetype.

ACCLIMATIZATION — FEAT 4

ARCHETYPE

Prerequisites Horizon Walker Dedication

Your time spent in the hostile parts of the world has inured you to extreme climates. In your favored terrain, you gain resistance equal to half your level to all environmental damage and are affected by temperature effects as though they were one step less severe (incredible heat or cold becomes extreme, extreme heat or cold becomes severe, and so on). When other creatures Follow the Expert with you as a guide in your favored terrain, they too treat temperature effects as one step less severe.

SURE FOOT — FEAT 4

ARCHETYPE SKILL

Prerequisites Horizon Walker Dedication, expert in Acrobatics and Athletics

You know the secrets of moving in your favored terrain. You gain a +2 circumstance bonus to skill checks to move within your favored terrain, such as Acrobatics checks to Balance on ice, Athletics checks to Swim in rough water, Acrobatics checks to Fly in windy conditions, and so forth.

PERPETUAL SCOUT — FEAT 6

ARCHETYPE

Prerequisites Horizon Walker Dedication

You spot anything out of place in the areas you know best. While in your favored terrain, you always gain the benefits of the Scout exploration activity, even if you are performing another exploration activity. If you're legendary in Survival, you gain these benefits in any terrain.

MAGICAL ADAPTATION — FEAT 10

ARCHETYPE

Prerequisites Horizon Walker Dedication

When an obstacle bars your path, you pull a trick from your sleeve to overcome it. You can cast *darkvision*, *spider climb*, and 4th-level *water breathing* as innate primal spells, each once per day.

WILD STRIDER — FEAT 12

ARCHETYPE

Prerequisites Horizon Walker Dedication

Natural obstacles pose no obstacle to you. You gain the ranger's wild stride class feature. This allows you to ignore the effects of all non-magical difficult terrain, treat greater difficult terrain as merely difficult terrain, and gives you an additional benefit from Favored Terrain based on the terrain.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Linguist

Whether you study to further your own ambitions or simply out of fascination with the intricacies of language, your way with words is unparalleled.

LINGUIST DEDICATION — FEAT 2

ARCHETYPE | DEDICATION

Prerequisites You speak at least three languages.

You have studied languages and their development. You become trained in Society; if you were already trained in Society, you instead become an expert in Society. You gain the Multilingual skill feat twice.

Special You can't select another dedication feat until you have gained two other feats from the linguist archetype.

MULTILINGUAL CIPHER — FEAT 4

ARCHETYPE | SKILL

Prerequisites Linguist Dedication, expert in Society

You use multiple languages to create and break codes. You gain a +1 circumstance bonus to Decipher Writing. If another creature attempts to Decipher Writing you encoded, they take a –2 circumstance penalty unless they speak all the languages you used when you created the writing.

PHONETIC TRAINING — FEAT 4

ARCHETYPE | SKILL

Prerequisites Linguist Dedication, expert in Society

You can pronounce and repeat words with near-perfect accuracy even if you don't understand their meaning, and you can write them down in a phonetic script that allows you or another creature with Phonetic Training to read it later. Even if the words are in a language with sound you can't pronounce, you can faithfully transcribe them. Memorizing long sequences of words remains just as difficult as it is normally.

SPOT TRANSLATE ↻ — FEAT 4

ARCHETYPE | AUDITORY | LINGUISTIC

Prerequisites Linguist Dedication

Trigger Another creature within 60 feet uses a linguistic effect in a language you understand.

You interpret a creature's words, repeating their message in a different language that you know. If the triggering effect's targets speak either the original language or the one you translated into, they are affected.

ANALYZE IDIOLECT — FEAT 6

ARCHETYPE | SKILL

Prerequisites Linguist Dedication, expert in Deception and Society

You break down a specific individual's idiolect, memorizing their speech mannerisms and habits. If you interact with someone for at least 10 minutes, when you later attempt to Impersonate that individual, you gain a +4 circumstance bonus to your Deception checks and DCs. Due to the intense character study required, you can't remember more than one idiolect at a time.

READ SHIBBOLETHS — FEAT 7

ARCHETYPE | LINGUISTIC | SKILL

Prerequisites Linguist Dedication, master in Society

All communication is filled with slight tells and signals. If you interact with someone for at least 10 minutes, their regional words, pronunciation changes, and nonverbal cues provide you with a minor fact about their social environment, such as their hometown or certain groups they might belong to. If a target of this ability is being deceptive about their social environment, such as a commoner pretending to be a noble, they must attempt a Deception, Society, or appropriate Lore check against your Society DC, providing you a false minor fact consistent with their assumed identity on a success.

Once you've gleaned one or more true minor facts about a person, you can then incorporate these mannerisms into your speech to present yourself in a way that they find familiar. This grants you a +1 circumstance bonus to your Diplomacy and Deception checks with them.

CRUDE COMMUNICATION — FEAT 8

ARCHETYPE

Prerequisites Linguist Dedication

Even if you don't speak a creature's language, you can rely on inflection, root words, and body language to infer rudimentary meaning. If you interact with a creature for at least 10 minutes and that creature can speak a language, the GM rolls a secret Society check with a DC appropriate for the language's rarity. On a success, you understand the gist of the meaning and can communicate basic concepts back to the creature; on a failure, you are mistaken or communicate incorrect concepts. If you're legendary in Society, you can communicate instantly without needing to attempt a Society check; even if you didn't know the medium of communication the creature uses (speech, sign language, and so on), you intuit this information as soon as they try to communicate.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Loremaster

Knowledge is power, and you labor in pursuit of that power. No matter the situation, you can usually procure some tidbit of knowledge to inform your actions. You specialize in secrets, both uncovering them and hiding them away, and your command of the written word borders on the supernatural. As you discover deeper secrets of lore, you might develop a power over knowledge that becomes outright magical, allowing you to understand and disguise information even more effectively.

Additional Feats: 4th Loremaster's Etude (*Core Rulebook* 100); **8th** Assured Knowledge (page 113); **14th** Enigma's Knowledge (page 114); **16th** True Hypercognition (*Core Rulebook* 103)

LOREMASTER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in at least one skill to Decipher Writing

You've compiled a vast repository of information that touches on nearly every subject. You are trained in Loremaster Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you have legendary proficiency in a skill used to Decipher Writing, you gain expert proficiency in Loremaster Lore, but you can't increase your proficiency rank in Loremaster Lore by any other means. You can take feats in the loremaster's additional feats entry even if you don't meet the enigma muse prerequisite.

If you have the Bardic Lore class feat (*Core Rulebook* 99), you gain a +1 circumstance bonus to skill checks with Bardic Lore.

Special You can't select another dedication feat until you have gained two other feats from the loremaster archetype.

MAGICAL EDIFICATION — FEAT 4

ARCHETYPE

Prerequisites Loremaster Dedication

You've learned those tidbits of magic that are most conducive to furthering your acquisition and transmission of knowledge. You gain *guidance*, *message*, and *sigil* as innate occult cantrips.

ORTHOGRAPHIC MASTERY — FEAT 4

ARCHETYPE SKILL

Prerequisites Loremaster Dedication

You understand the principles that underlie all written words, allowing you to read nearly any text. You can attempt to Decipher Writing using Loremaster Lore in place of the required skill.

QUICK STUDY — FEAT 4

ARCHETYPE

Prerequisites Loremaster Dedication

During your daily preparations, you can study a particular subject to gain the trained proficiency rank in one Lore skill of your choice. You must have interacted with that subject in some way on the previous day, whether by reading about it, talking to someone knowledgeable on the topic, or experiencing it yourself. Alternatively, you can reference your notes to instead choose a Lore skill you've prepared before with Quick Study. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

GREATER MAGICAL EDIFICATION — FEAT 10

ARCHETYPE

Prerequisites Magical Edification

You've continued to expand your compendium of tools to compile knowledge. You can cast *comprehend language*, *mindlink*, and *secret page* as innate occult spells, each once per day. When you cast *secret page*, it is automatically heightened to the same spell level as your cantrips from Magical Edification.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Marshal

Marshals are leaders, first and foremost. Marshals can come from any class or background, though they all share a willingness to sacrifice their own glory for the greater good of the team. Some marshals lead from the front, sword and shield raised, while others may call instructions and encouragements from the rear while providing allied spellcasters with skilled support. Regardless of their preferred method of combat, marshals' ability to bring the best out in every ally is a valuable addition to any group.

Additional Feats: 8th Attack of Opportunity (*Core Rulebook* 90)

MARSHAL DEDICATION — FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in martial weapons and either Diplomacy or Intimidation

You've combined your social skills and combat training to become a talented combat leader. Choose Diplomacy or Intimidation. You become trained in that skill or become an expert if you were already trained in it.

In addition, you're surrounded by a marshal's aura in a 10-foot emanation. Your aura has the emotion, mental, and visual traits and grants you and allies within the aura a +1 status bonus to saving throws against fear.

Special You can't select another dedication feat until you have gained two other feats from the marshal archetype.

DREAD MARSHAL STANCE ◆ — FEAT 4

ARCHETYPE | OPEN | STANCE

Prerequisites Marshal Dedication, trained in Intimidation

Putting on a grim face for the battle ahead, you encourage your allies to strike fear into their foes with vicious attacks. When you use this action, attempt an Intimidation check. The DC is usually a standard-difficulty DC of your level, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success Your marshal's aura increases to a 20-foot emanation, and it grants you and allies a status bonus to damage rolls equal to the number of weapon damage dice of the unarmed attack or weapon you are wielding that has the most weapon damage dice. When you or an ally in the aura critically hits an enemy with a Strike, that enemy is frightened 1.

Success As critical success, but your aura's size doesn't increase.

Failure You fail to enter the stance.

Critical Failure You fail to enter the stance and can't take this action again for 1 minute.

INSPIRING MARSHAL STANCE ◆ — FEAT 4

ARCHETYPE | OPEN | STANCE

Prerequisites Marshal Dedication, trained in Diplomacy

You become a brilliant example of dedication and poise in battle, encouraging your allies to follow suit. When you spend this action, attempt a Diplomacy check. The DC is usually a standard-difficulty DC of your level, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success Your marshal's aura increases to a 20-foot emanation and grants you and allies a +1 status bonus to attack rolls and saves against mental effects.

Success As critical success, but your aura's size doesn't increase.

Failure You fail to enter the stance.

Critical Failure You fail to enter the stance and can't take this action again for 1 minute.

SNAP OUT OF IT! ◆ — FEAT 4

ARCHETYPE | AUDITORY | EMOTION | MENTAL

Prerequisites Marshal Dedication

You give a quick shout, hoping to shake the fog clouding your ally's thoughts. Choose one target ally within your marshal's aura who is affected by a mental effect that allowed a Will save and has a duration of no longer than 1 minute. That ally can immediately attempt a Will save with a +1 circumstance bonus against the effect's DC, ending the effect on a success. This can't end the effect for any creatures other than your target ally. Regardless of the result of the save, your ally is temporarily immune to Snap Out of It! for 10 minutes.

STEEL YOURSELF! ◆ — FEAT 4

ARCHETYPE | AUDITORY | EMOTION | MENTAL

Prerequisites Marshal Dedication

You encourage an ally to toughen up, giving them a fighting chance. Choose one ally within your marshal's aura. The ally gains temporary Hit Points equal to your Charisma modifier and a +2 circumstance bonus to Fortitude saves. Both benefits last until the start of your next turn.

CADENCE CALL ◆ — FEAT 6

ARCHETYPE | AUDITORY | FLOURISH

Prerequisites Marshal Dedication

Frequency once per minute

You call out a quick cadence, guiding your allies into a more efficient rhythm. Each willing ally within your marshal's aura is quickened until the end of their next turn, and they can use the extra action only to Stride. At the end of each ally's turn, if they used the extra action, they then become slowed 1 until the end of their following turn.

RALLYING CHARGE ◆◆ — FEAT 6

ARCHETYPE | OPEN | VISUAL

Prerequisites Marshal Dedication

Your fearless charge into battle reinvigorates your allies to carry on the fight. You Stride up to your Speed and make a melee Strike. If your Strike hits and damages an enemy, each ally within 60 feet who saw you hit gains temporary Hit Points equal to your Charisma modifier. These temporary Hit Points last until the start of your next turn.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

BACK TO BACK — FEAT 8

ARCHETYPE

Prerequisites Marshal Dedication

You excel at watching your allies' backs and helping them watch yours. As long as you and an ally are adjacent to each other, neither of you can become flat-footed due to flanking unless both of you are flanked. If you're adjacent to more than one ally, all eligible allies can benefit at a given time. The benefit is negated for everyone if at least you and any one eligible ally are flanked, but not if your allies are flanked and you aren't.

TO BATTLE! ◆ OR ◆◆ — FEAT 8

ARCHETYPE AUDITORY FLOURISH

Prerequisites Marshal Dedication

With a resounding cry, you rally your ally to the offensive. Choose one ally within your marshal's aura who has a reaction available. If you spend 1 action, that ally can use their reaction to immediately Stride. If you spend 2 actions, that ally can use their reaction to immediately Strike.

TOPPLE FOE ↻ — FEAT 10

ARCHETYPE

Prerequisites Marshal Dedication, trained in Athletics

Trigger An ally succeeds at a melee Strike against an opponent you are both adjacent to.

You take advantage of the opening created by your ally to tip your foe off their feet. Attempt an Athletics check to Trip the target of the triggering attack.

COORDINATED CHARGE ◆◆ — FEAT 12

ARCHETYPE OPEN VISUAL

Prerequisites Marshal Dedication

You heroically dash into the fray, inspiring your allies to follow. You Stride up to your Speed and make a melee Strike. If your Strike hits and damages an enemy, each ally within 60 feet who saw you hit can use a reaction to Stride, but they each must end their Stride closer to the creature you hit than where they started.

TACTICAL CADENCE — FEAT 14

ARCHETYPE

Prerequisites Cadence Call

Your remarkable breath control and concise instructions allow you to coordinate your allies more effectively. When you grant allies the quickened condition using Cadence Call, they can use the extra action to either Stride or Strike, and they aren't slowed 1 on their following turn if they use the extra action.

TARGET OF OPPORTUNITY ↻ — FEAT 14

ARCHETYPE MANIPULATE

Prerequisites Marshal Dedication

Trigger An ally succeeds at a ranged Strike against an opponent within your weapon's first range increment.

Requirements You have a ranged or thrown weapon in hand.

You capitalize on your ally's attack to create a coordinated barrage. Make a ranged Strike with a –2 penalty against the opponent targeted by the triggering attack. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike. If this Strike is successful, combine the damage from the attack with the damage from your ally's attack for the purpose of resistances and weaknesses.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Martial Artist

You have trained in the martial arts, making your unarmed strikes lethal. You seek neither mysticism nor enlightenment, and you don't view this training as some greater path to wisdom. Yours is the way of the fist striking flesh, the hand turning aside the blade, and the devastating kick taking your enemy down. Your training is focused and practical, and since you have turned every part of your body into a weapon, you never find yourself without one. While you might have learned your techniques in a dojo or school focused on training the body, you might just as easily have learned them in street brawls and bar fights, combining instincts with intense athleticism for a deadly combination.

Additional Feats: 4th Brawling Focus (*Core Rulebook* 160), Crane Stance (*Core Rulebook* 158), Dragon Stance (*Core Rulebook* 158), Gorilla Stance (page 128), Mountain Stance (*Core Rulebook* 159), Stumbling Stance (page 128), Tiger Stance (*Core Rulebook* 159), Wolf Stance (*Core Rulebook* 159); **8th** Crane Flutter (*Core Rulebook* 161), Dragon Roar (*Core Rulebook* 161), Gorilla Pound (page 129), Mountain Stronghold (*Core Rulebook* 161), Stumbling Feint (page 129), Tiger Slash (*Core Rulebook* 161), Wolf Drag (*Core Rulebook* 162); **16th** Mountain Quake (*Core Rulebook* 164)

MARTIAL ARTIST DEDICATION — FEAT 2

ARCHETYPE | DEDICATION

You have trained to use your fists as deadly weapons. The damage die for your fist unarmed attacks becomes 1d6 instead of 1d4. You don't take the –2 circumstance penalty for making a lethal attack with your nonlethal unarmed attacks. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in all unarmed attacks.

Special You can't select another dedication feat until you have gained two other feats from the martial artist archetype.

FOLLOW-UP STRIKE ◆ — FEAT 6

ARCHETYPE | FLOURISH

Prerequisites Martial Artist Dedication

Requirements Your last action was a missed Strike with a melee unarmed attack.

You have trained to use all parts of your body as a weapon, and when you miss with an attack, you can usually continue the attack with a different body part and still deal damage. Make another Strike with a melee unarmed attack, using the same multiple attack penalty as for the missed Strike, if any.

GRIEVOUS BLOW ◆◆ — FEAT 8

ARCHETYPE | FLOURISH

Prerequisites Martial Artist Dedication

You know how to deliver focused, powerful blows that bypass your enemies' resistances. Make an unarmed melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal two extra weapon damage dice. If you are at least 18th level, increase this to three extra weapon damage dice.

This attack also ignores an amount of resistance to physical damage, or to a specific physical damage type, equal to your level.

PATH OF IRON ◆◆◆ — FEAT 14

ARCHETYPE | FLOURISH

Prerequisites Martial Artist Dedication

Frequency once per minute

With a burst of effort, you weave a path through your enemies, striking each in turn as you move past them. You Stride; this movement doesn't trigger reactions. You can Strike up to three times at any point during your movement, each against a different enemy. Each attack counts toward your multiple attack penalty, but your multiple attack penalty doesn't increase until you have made all your attacks.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Mauler

You shove your way through legions of foes, knock enemies on all sides to the ground, and deal massive blows to anyone or anything that comes near.

Additional Feats: 4th Knockdown (*Core Rulebook* 146), Power Attack (*Core Rulebook* 144); **12th** Improved Knockdown (*Core Rulebook* 151); **14th** Brutal Finish (*Core Rulebook* 151), Unbalancing Sweep (page 111)

MAULER DEDICATION — FEAT 2

ARCHETYPE | DEDICATION

Prerequisites Strength 14

You specialize in weapons that require two hands. You become trained in all simple and martial melee weapons that require two hands to wield or have the two-hand trait. Whenever you gain a class feature that grants you expert or greater proficiency in weapons, you also gain that proficiency rank in these weapons. If you are at least an expert in such a weapon, you gain access to the critical specialization effect with that weapon.

Special You can't select another dedication feat until you have gained two other feats from the mauler archetype.

CLEAR THE WAY ◆◆ — FEAT 6

ARCHETYPE

Prerequisites Mauler Dedication

Requirements You're wielding a melee weapon in two hands.

You put your body behind your massive weapon and swing, shoving enemies to clear a wide path. You attempt to Shove up to five creatures adjacent to you, rolling a separate Athletics check for each target. Then Stride up to half your Speed. This movement doesn't trigger reactions from any of the creatures you successfully Shoved.

SHOVING SWEEP ↻ — FEAT 8

ARCHETYPE

Prerequisites Mauler Dedication, expert in Athletics

Trigger A creature within your reach leaves a square during a move action it's using.

Requirements You are wielding a melee weapon in two hands.

You swing your weapon at your foe, rebuffing them back. You attempt to Shove the triggering creature, ignoring the requirement that you have a hand free. The creature continues its movement after the Shove.

HAMMER QUAKE ◆◆◆ — FEAT 14

ARCHETYPE | FLOURISH | OPEN

Prerequisites Mauler Dedication

Requirements You're wielding a non-finesse melee weapon in two hands.

You smash the ground with your weapon, knocking nearby creatures to the ground. Choose a square within your reach, including your own space. If there's a foe in the chosen square, Strike that foe with the required weapon. Then attempt to Trip every foe in the chosen square plus each square adjacent to that square, ignoring Trip's requirement that you have a hand free. This counts as three attacks toward your multiple attack penalty, but the penalty doesn't increase until after you've made the Strike, if any, and all the Trip attempts.

AVALANCHE STRIKE ◆◆◆ — FEAT 16

ARCHETYPE | FLOURISH | OPEN

Prerequisites Mauler Dedication

Requirements You are wielding a melee weapon in two hands.

You attack all nearby adversaries. Make a melee Strike with the required weapon against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you have made all your attacks.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Medic

You've studied countless techniques for providing medical aid, making you a peerless doctor and healer.

MEDIC DEDICATION — FEAT 2

ARCHETYPE | DEDICATION

Prerequisites trained in Medicine, Battle Medicine

You become an expert in Medicine. When you succeed with Battle Medicine or Treat Wounds, the target regains 5 additional HP at DC 20, 10 HP at DC 30, or 15 HP at DC 40. Once per day, you can use Battle Medicine on a creature that's temporarily immune. If you're a master in Medicine, you can do so once per hour.

Special You can't select another dedication feat until you gain two other feats from the medic archetype.

DOCTOR'S VISITATION ◆ OR ◆◆ — FEAT 4

ARCHETYPE | FLOURISH

Prerequisites Medic Dedication

You move to provide immediate care to those who need it. Stride, then use one of the following: Battle Medicine or Treat Poison. You can spend a second action to instead Stride and then Administer First Aid or Treat a Condition (if you have it; see below).

TREAT CONDITION ◆◆ — FEAT 4

ARCHETYPE | HEALING | MANIPULATE | SKILL

Prerequisites Medic Dedication

Requirements You are holding healer's tools, or you are wearing them and have a hand free.

You treat an adjacent creature in an attempt to reduce the clumsy, enfeebled, or sickened condition. If a creature has multiple conditions from this list, choose one. Attempt a counteract check against the condition, using your Medicine modifier as your counteract modifier and the condition's source to determine the DC. You can't treat a condition that came from an artifact or effect above 20th level unless you have Legendary Medic; even if you do, the counteract DC increases by 10. Treating a Condition that is continually applied under certain circumstances (for instance, the enfeebled condition a good character gains from carrying an *unholy* weapon) has no effect as long as the circumstances continue.

Critical Success Reduce the condition value by 2.

Success Reduce the condition value by 1.

Critical Failure Increase the condition value by 1.

HOLISTIC CARE — FEAT 6

ARCHETYPE | SKILL

Prerequisites trained in Diplomacy, Treat Condition

You provide emotional and spiritual care. Add frightened, stupefied, and stunned to the list of conditions you can reduce with Treat Condition. If the stunned condition has a duration instead of a value, you can't use Treat Condition to reduce it.

RESUSCITATE ◆◆◆ — FEAT 16

ARCHETYPE | HEALING | MANIPULATE

Prerequisites Medic Dedication, legendary in Medicine

Requirements You are holding healer's tools or are wearing them and have a hand free. Also, the target's body is mostly intact.

You can use Medicine to resuscitate the dead. Attempt a DC 40 Medicine check to revive a dead creature that has been dead for no more than 3 rounds. If you succeed, the target returns to life with the effects of *raise dead*, except it still has the wounded condition it had before dying, increased by 1 (or wounded 1 if it wasn't wounded before dying). Whether you succeed or fail, the target is temporarily immune to Resuscitate for 1 day.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Pirate

You live a life of freedom, taking by force and intimidation all that you desire. You may be a privateer, raiding and plundering on behalf of a particular nation or another authority, or you may answer to no one but your own capricious whims. Either way, you rely on intimidation, wits, and combat prowess to take what you want from those you deem less deserving.

Pirates have much in common with swashbucklers, and many pirates have the swashbuckler class (page 82) or archetype (page 153). Much like a swashbuckler's daring deeds, classic pirate maneuvers are often showy feats intended to impress, intimidate, and gain panache. For example, if you have the panache class feature and your Acrobatics check for a Boarding Assault exceeds the very hard DC for your level, you would gain panache.

PIRATE DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Intimidation

As a pirate, you sail the seas in search of enemy ships to plunder. You become trained in Sailing Lore, or become an expert in it if you were already trained. You ignore the effects of difficult terrain or uneven ground caused by a ship's movement. Additionally, you gain the Boarding Assault action.

Boarding Assault ◆◆◆ (flourish) Either Stride twice or attempt an Acrobatics check (DC determined by the GM, but usually DC 20) to swing on a rope up to twice your Speed. If you boarded or disembarked from a boat or similar vehicle during this movement, you can make a melee Strike that deals one additional weapon damage die.

Special You can't select another dedication feat until you have gained two other feats from the pirate archetype.

PIRATE WEAPON TRAINING — FEAT 4

ARCHETYPE

Prerequisites Pirate Dedication

You're particularly skilled at wielding traditional pirate weapons. You become trained with the following weapons: hatchet, rapier, scimitar, and whip. Whenever you gain a class feature that grants you expert or greater proficiency with a given weapon or weapons, you also gain that proficiency rank for these weapons.

ROPE RUNNER — FEAT 4

ARCHETYPE SKILL

Prerequisites trained in Acrobatics and Athletics, Pirate Dedication

You run and climb across ropes and rigging almost as easily as on the ground. You gain a climb Speed of 15 feet, but only on ship's rigging or similar ropes. Whenever you succeed at an Athletics check to Climb a rope or an Acrobatics check to Balance on a rope, you get a critical success instead. You aren't flat-footed while Climbing or Balancing on a rope.

WALK THE PLANK ◆◆◆ — FEAT 8

ARCHETYPE

Prerequisites Pirate Dedication

You frighten a foe into moving where you want them, traditionally demanding they walk the plank. Attempt to Demoralize an opponent; this check gains the incapacitation trait. On a success, in addition to the normal effects, you can also force the target to Stride up to its Speed. You choose the path the target takes, and it does so as part of your Walk the Plank action. You can't force the target to move into a harmful space (one where it will take damage, fall, provoke reactions, or similar) unless the result of your check to Demoralize was a critical success. The target then becomes temporarily immune to Walk the Plank for 24 hours.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Poisoner

People are so delightfully fragile when exposed to the glories of nature. The bite of a certain serpent makes the blood congeal to jelly. A particular stone, suitably powdered, causes hallucinations and delirium. The sap of a tree inflicts such pain that death seems preferable. You are a student of such dark wonders, making you a dangerous foe indeed.

Additional Feats: 4th Poison Resistance (*Core Rulebook* 77), Subtle Delivery (page 106); **6th** Poison Weapon (*Core Rulebook* 185), Tenacious Toxins (page 107); **8th** Sticky Poison (page 107); **10th** Improved Poison Weapon (*Core Rulebook* 187), Pinpoint Poisoner (page 107); **12th** Improved Poison Weapon (*Core Rulebook* 187); **18th** Chemical Contagion (page 107)

POISONER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Crafting

You make a point of always having a few toxins near at hand—you never know when some arsenic or the like might prove useful. You gain the basic alchemy benefits (page 150), though they can be used only for alchemical poisons. You gain batches of infused reagents per day equal to your level. Your advanced alchemy level for creating these is 1 and doesn't increase on its own.

Special You can't select another dedication feat until you have gained at least two other feats from the poisoner archetype.

POISONER'S TWIST ◆ — FEAT 4

ARCHETYPE

Prerequisites Poisoner Dedication, trained in Medicine

Requirements Your last action was a successful melee Strike that dealt damage against a target that is afflicted by a poison, and you know which poison.

Poisons attack specific parts of the body—one venom might target the lungs, another the circulatory system, while another deteriorates the nerves. You know how to take advantage of such weaknesses. You deal 1d6 damage of the required Strike's damage type and 1d6 poison damage to the target. If you're at least 18th level, you deal 2d6 damage of each type.

EXPERT POISONER — FEAT 6

ARCHETYPE

Prerequisites Poisoner Dedication, expert in Crafting

Your advanced alchemy level for poison increases to your level – 3.

POISON COAT ↻ — FEAT 6

ARCHETYPE

Prerequisites Poisoner Dedication

Trigger A creature adjacent to you hits you with a melee unarmed Strike.

Requirements You have prepared your clothing to poison attackers (see below).

In nature, certain animals are covered in venomous spines, such that even touching them is deadly. To use this reaction, you must have brushed poison onto your clothing or woven sharp poisoned needles into the garment's fabric. This takes 10 minutes and uses one dose of contact or injury poison. You can have only one such poison suffused into your clothing at a time.

When you use this reaction, the triggering creature is exposed to the suffused poison.

ACQUIRED TOLERANCE ↻ — FEAT 8

ARCHETYPE FORTUNE

Prerequisites Poisoner Dedication

Trigger You fail a save against a poison.

A small amount of poison, taken at nonlethal doses, can help the body build up a resistance against a more deadly dosage. Reroll the triggering check and use the second result. Once you use Acquired Tolerance, you can continue to use it against the same type of poison that day, but you can't use it against a different type of poison until after you make your next daily preparations. For instance, if you used the reaction on a save against giant scorpion venom, you could use it again against giant scorpion venom even if it came from a different source, but you couldn't use it against nettleweed residue, lich dust, or another poison.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Ritualist

While some learn the art of ritual casting through rigorous study, other gifted individuals may find that a combination of natural talent and luck gives them surprising skill at performing rituals, whether they want that power or not.

RITUALIST DEDICATION — FEAT 4

UNCOMMON ARCHETYPE DEDICATION

Prerequisites expert in Arcana, Nature, Occultism, or Religion

You have begun to master the difficult art of casting rituals. You gain a +2 circumstance bonus to all primary checks to perform a ritual. You learn two uncommon rituals with a level no higher than half your level; you must meet all prerequisites for casting the ritual to choose it. At 8th level and every 4 levels thereafter, you learn another uncommon ritual with a level no higher than half your level and for which you meet the prerequisites. You can cast these as the primary caster, but you can't teach them to anyone else or allow someone else to serve as primary caster unless they know the ritual as well.

Special You can't select another dedication feat until you've gained two other feats from the ritualist archetype. If you retrain out of this feat, you lose the rituals learned from it.

FLEXIBLE RITUALIST — FEAT 6

ARCHETYPE

Prerequisites Ritualist Dedication

You can perform two aspects of a ritual yourself. When you cast a ritual, you can reduce the number of secondary casters by 1. When you do, you must fulfill any requirements for the secondary caster, and you attempt the secondary check normally performed by that secondary caster. You can't replace a secondary caster who is the target of the spell (as in the *atone* ritual).

RESOURCEFUL RITUALIST — FEAT 6

ARCHETYPE SKILL

Prerequisites Ritualist Dedication

You can cast difficult rituals that might otherwise be just beyond your skill. You can attempt checks to cast a ritual that requires expert proficiency if you are trained, master proficiency if you are an expert, or legendary proficiency if you are a master.

EFFICIENT RITUALS — FEAT 8

ARCHETYPE

Prerequisites Ritualist Dedication

You can perform some rituals in less time. If the ritual normally requires 1 day to cast, you can cast it in 4 hours. If it takes longer than 1 day, you cast it in half the number of days, rounded up.

ASSURED RITUALIST — FEAT 10

ARCHETYPE

Prerequisites Flexible Ritualist

You can cover for a secondary caster's error. If you are the primary caster, after rolling all the secondary checks, choose one check on which the secondary caster rolled a failure or critical failure, and treat the result as one degree of success better.

SPEEDY RITUALS — FEAT 14

ARCHETYPE

Prerequisites Efficient Rituals

You can perform rituals in only a fraction of the usual time. If a ritual has a casting time measured in days, you can cast it in an equal number of hours. If this results in a ritual longer than 8 hours, you split the ritual between multiple days, as normal for a ritual.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Scout

You're an expert in espionage and reconnaissance, able to skulk silently through the wilderness to gather intelligence, sneak through enemy lines to report to your comrades, or suddenly and decisively strike your foes. Your skills ease the difficulty of travel for you and your companions and keep you all on guard when you're approaching danger.

Additional Feats: 12th Camouflage (*Core Rulebook* 174)

SCOUT DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Stealth and Survival

You are a highly skilled scout, capable of providing your allies a timely warning of any danger. You gain the Scout's Warning ranger feat (*Core Rulebook* 172). When you're using the Scout exploration activity, you grant your allies a +2 circumstance bonus to their initiative rolls instead of a +1 circumstance bonus.

Special You can't select another dedication feat until you have gained two other feats from the scout archetype.

SCOUT'S CHARGE ◆◆ — FEAT 4

ARCHETYPE FLOURISH

Prerequisites Scout Dedication

You meander around unpredictably, and then ambush your opponents without warning. Choose one enemy. Stride, Feint against that opponent, and then make a Strike against that foe. For your Feint, you can attempt a Stealth check instead of the Deception check that's usually required, because you use the terrain around you to catch your foe off-guard.

TERRAIN SCOUT — FEAT 4

ARCHETYPE

Prerequisites Scout Dedication

You gain the Terrain Stalker skill feat (*Core Rulebook* 267) twice, choosing a different terrain each time. If you Avoid Notice while exploring and any allies use Follow the Expert to follow you as you do so, you can choose one of those allies to gain the benefit of any one Terrain Stalker feat you have.

FLEETING SHADOW ◆◆ — FEAT 6

ARCHETYPE FLOURISH

Prerequisites Scout Dedication

You're able to quickly disappear and then move about stealthily. You Hide, then Sneak twice.

SCOUT'S SPEED — FEAT 6

ARCHETYPE

Prerequisites Scout Dedication

You move faster, especially when traveling, allowing you to scout ahead and report back without slowing your allies. You gain a +10-foot status bonus to your Speed. When calculating your travel speed, this increases to a +20-foot status bonus.

SCOUT'S POUNCE ◆◆ — FEAT 10

ARCHETYPE FLOURISH

Prerequisites Scout Dedication

Requirements You are hidden from or undetected by all of your opponents, and you aren't within 10 feet of any enemy.

You leap from the shadows to strike your foes. Stride up to your Speed, then Strike twice. If you were hidden or unnoticed by the target of these Strikes, your foe is flat-footed against both attacks. Your multiple attack penalty applies normally for both attacks.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Scroll Trickster

Magic has long been written down, and in myriad forms. From the classic rolled parchment to strings tied with a hundred intricate knots, from baked clay tablets covered with incisions to bound collections of bamboo slips, magic is everywhere. You just need to know how to read it.

SCROLL TRICKSTER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Arcana, Nature, Occultism, or Religion

You've studied scrolls in depth. This might have been a comprehensive education in formal setting, or the sort of education where you somehow obtain a number of scrolls and try not to explode anything you didn't mean to explode. You gain the Trick Magic Item feat (*Core Rulebook* 268), and you gain a +2 circumstance bonus to skill checks to Trick scrolls. If you roll a critical failure to Trick a Magic Item that's a scroll, you get a failure instead.

Special You can't select another dedication feat until you have gained two other feats from the scroll trickster archetype.

BASIC SCROLL CACHE — FEAT 6

ARCHETYPE

Prerequisites Scroll Trickster Dedication

You have a vast and overflowing collection of scroll scraps, riddled with errors and misspellings and leaking energy like a sieve. With enough care, you can coax these scroll scraps into functioning—briefly. Each day during your daily preparations, you can create a single temporary scroll containing a 1st-level spell. The spell must be a common spell from the *Core Rulebook*, or another spell you learned via Learn a Spell, and it must come from a tradition in which you have the corresponding skill trained. This scroll is an unstable, temporary item and loses its magic the next time you make your daily preparations if you haven't already used it. It can't be used to Learn the Spell.

At 8th level, add a second temporary scroll containing a 2nd-level spell.

SKIM SCROLL ❖ — FEAT 8

ARCHETYPE

Prerequisites Scroll Trickster Dedication

You can activate the magic of a scroll with a cursory read as you draw it from your belt. You Interact to draw forth a scroll, then use Trick Magic Item on the scroll.

EXPERT SCROLL CACHE — FEAT 12

ARCHETYPE

Prerequisites Basic Scroll Cache

Your scroll collection is more powerful. In addition to your daily scrolls from Basic Scroll Cache, add a scroll with a 3rd-level spell. At 14th level, add a scroll with a 4th-level spell. At 16th level, add a scroll with a 5th-level spell.

MASTER SCROLL CACHE — FEAT 18

ARCHETYPE

Prerequisites Expert Scroll Cache

Your scroll collection is incredible, brimming with eldritch power, and you can prepare far more of them than an ordinary scroll trickster. In addition to your daily scrolls from the Basic and Expert Scroll Caches, add a single scroll with a 6th-level spell. At 20th level, add a scroll with a 7th-level spell.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Scrounger

You have spent countless hours disassembling and rebuilding complex items to learn how they work, giving you the skill to create just about anything from the most unlikely materials. While your improvised items don't last long, they tend to be just what you need in a pinch, and your enemies find that while they might be able to disarm you, the real challenge is keeping you that way. Locked rooms, diabolical traps, and desperate situations are each their own sort of puzzle to you, and the mundane objects around you are the pieces you use to improvise your own solution.

SCROUNGER DEDICATION — FEAT 2

UNCOMMON | ARCHETYPE | DEDICATION

Prerequisites trained in Crafting

You can Craft items even without appropriate tools or a workshop, though you take a –2 item penalty to your Crafting check. Additionally, you don't need a physical formula book to remember all of your formulas; you pay the same cost as normal to learn them, but you memorize them all.

You can Craft temporary items out of anything, anywhere, with whatever materials happen to be on hand, spending only 10 minutes to perform the initial Crafting check. The temporary item must be common, non-magical, 1st level or lower, and must be a weapon, armor, or a nonconsumable piece of adventuring gear (nonconsumable adventuring gear appears on Table 6–9 on page 288 of the *Core Rulebook*). Instead of a single item, you can create 10 pieces of a single type of ammunition. This is a shoddy item, but you don't take the normal penalty when using shoddy items you made using this feat. Your temporary item lasts for 1d4 hours before falling apart into its raw components; the GM rolls the number of hours secretly. You can create only the physical item, not any information or magic, so for example, while you could create a blank journal or one of random pages, you couldn't use it as a scholarly journal or a religious text.

You can incorporate any materials or items that you have on hand, even if they're not the type of materials that would ordinarily be used to Craft a given item, though you must have enough volume of material to make the item you want. Unless all the materials you used were an appropriate type to make the item, you take a –5 penalty to the Crafting check (or a –10 penalty if the materials you used were particularly unsuitable, as determined by the GM).

Special You can't select another dedication feat until you have gained two other feats from the scrounger archetype.

REVERSE ENGINEERING — FEAT 4

ARCHETYPE | SKILL

Prerequisites expert in Crafting, Scrounger Dedication

You are able to reverse engineer items into formulas more effectively than most. You gain a +2 circumstance bonus to Crafting checks to reverse engineer a formula from an item. Additionally, if you get a critical success on your Crafting check, you can opt to not only create the formula but also reassemble the original item at the same time, leaving you with the formula and the item instead of the formula and raw materials equal to half the item's value.

HIGH-QUALITY SCROUNGER — FEAT 6

ARCHETYPE

Prerequisites Scrounger Dedication

When you Craft a temporary item using Scrounger Dedication, it can be an item of up to 3rd level (though the item must still be a weapon, armor, or a nonconsumable piece of adventuring gear). You can instead Craft it for someone else's use, allowing them to avoid taking the penalty for using a shoddy item when using it, but causing you to take the penalty if you use it.

EXPERT DISASSEMBLY — FEAT 7

ARCHETYPE | SKILL

Prerequisites master in Crafting, Scrounger Dedication

You can apply the same techniques you use to reverse engineer objects to disable them. You can use Crafting instead of Thievery to Disable a Device or Pick a Lock.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Sentinel

Armor offers solid, reassuring protection in combat, and as someone who faces danger on a regular basis, you have made it your business to get the most out of your defenses. You stand solid on any battlefield, encased in the sturdiest armor you can find. When danger threatens, your solid defenses will safely get you, and possibly your companions, home again. As a sentinel, you might be a member of an order of knights or bodyguards that trained you how best to take advantage of heavy armor. On the other hand, you might just be an adventurer who took one too many scrapes and decided that enough was enough, so you trained yourself to wear the heaviest plate you could get your hands on. Some witches or sorcerers have chosen to follow the path of the sentinel to increase their survivability.

Additional Feats: 10th Sacrifice Armor (page 120); **16th** Greater Interpose (page 121)

SENTINEL DEDICATION — FEAT 2

ARCHETYPE DEDICATION

You have trained carefully to maximize the protective qualities of your armor. You become trained in light armor and medium armor. If you already were trained in light armor and medium armor, you gain training in heavy armor as well. Whenever you gain a class feature that grants you expert or greater proficiency in any type of armor (but not unarmored defense), you also gain that proficiency in the armor types granted to you by this feat. If you are at least 13th level and you have a class feature that grants you expert proficiency in unarmored defense, you also become an expert in the armor types granted to you by this feat.

Special You can't select another dedication feat until you have gained two other feats from the sentinel archetype.

STEEL SKIN — FEAT 4

ARCHETYPE SKILL

Prerequisites trained in Survival, Sentinel Dedication

You wear your armor like a second skin. You can rest normally while wearing medium armor. If you are a master in heavy armor, you can also rest normally while wearing heavy armor.

ARMOR SPECIALIST — FEAT 6

ARCHETYPE SKILL

Prerequisites Sentinel Dedication

You have trained hard to optimize your armor's protective qualities. You gain the armor specialization effects of medium and heavy armor.

ARMORED REBUFF ↻ — FEAT 8

ARCHETYPE

Prerequisites Sentinel Dedication

Trigger An adjacent foe critically fails an attack roll to Strike you with a melee weapon or unarmed attack.

Requirements You are wearing medium armor or heavier.

You rebuff puny attacks with your armor, knocking back your foe. Attempt an Athletics check to Shove the triggering foe, even if you don't have a hand free. If you succeed, you can't Stride to follow the foe, as you're knocking the foe back with the rebounded attack, not by physically moving towards them.

MIGHTY BULWARK — FEAT 10

ARCHETYPE

Prerequisites Sentinel Dedication

Thanks to your incredible connection to your armor, you can use it to shrug off an incredible array of dangers. Your bonus from the bulwark armor trait increases from +3 to +4, and it applies on all Reflex saves, not just damaging Reflex saves.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Shadowdancer

Shadow has always been the cousin of fear. Within the darkness, monsters dwell, plans are hatched, and enemies strike with fang and dagger and dark magic. But some embrace the shadow, gain power from it, and dance within its shifting dark.

A true shadowdancer is a creature who flits on the edge of light and darkness. Moving amid the inky blackness, shadowdancers are spies, assassins, infiltrators, and emissaries. Some shadowdancers use their relationship with the dark for good, while others embrace the primordial night, its terror, and its betrayal.

Regardless of the reason why someone embraces the shadows, the shadows embrace that person in turn, gradually transforming them into something inky, nebulous, and mysterious.

Additional Feats: 10th Uncanny Dodge (*Core Rulebook* 229); **14th** Spring from the Shadows (*Core Rulebook* 188); **16th** Sense the Unseen (*Core Rulebook* 188); **18th** Cognitive Loophole (*Core Rulebook* 188)

Shadowdancer Dedication — Feat 8

Archetype **Dedication**

Prerequisites master in Stealth, expert in Performance

You dedicate yourself to the shadows. Your coloring becomes gray and gloomy, your senses adjust to the darkness, and you can sneak through darkness with ease. You gain greater darkvision. You also gain a +2 circumstance bonus to Stealth checks when you are within dim light or darkness.

Special You can't select another dedication feat until you have gained two other feats from the shadowdancer archetype.

Shadow Sneak Attack — Feat 10

Archetype

Prerequisites Shadowdancer Dedication

You gain the sneak attack class feature (*Core Rulebook* 181), except you deal 1d6 precision damage regardless of your level. Sneak attack from multiple sources isn't cumulative. If you have sneak attack from more than one source, use only the highest number of dice when you sneak attack rather than adding the amounts together.

Shadow Magic — Feat 10

Archetype

Prerequisites Shadowdancer Dedication

You gain the ability to fuse and play with shadows by using focus spells specific to shadowdancers. You learn a shadowdancer focus spell of your choice: *dance of darkness* (page 191) or *shadow jump* (page 191). If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by meditating within an area of dim light or darkness. The rules for focus spells appear on page 300 of the *Core Rulebook*.

Shadowdancer focus spells are occult spells. You become trained in occult spell attack rolls and spell DCs, and your spellcasting ability for these spells is Charisma.

Call of Shadows

The shadows call out to a potential shadowdancer in a myriad of ways. Often it starts with fear—fear of the dark, fear of enemies, or an underlying uncontrolled anxiety and the desire to gain power over the darkness. Many potential shadowdancers hear the shadows whisper in their heads. First dismissed as some perverse trick of the mind, the whispers can seem to ebb and wane, but a true calling becomes more lucid and more compelling.

In some shadow-infused lands in the Pathfinder setting, particularly Nidal, Ustalav, and even Cheliax, organizations search for and recruit those called by the shadows, eager to transform them into spies and assassins. But the call can come to any creature anywhere. It's just a question of whether the creature heeds the call and forms a pact with the shadows.

Though it is hard to convince many folks otherwise, given the fearsome reputations of shadowdancers working for dark powers and cabals, there is nothing intrinsically evil about embracing the shadows. Darkness is amoral but not without its champions for good and even law, though it is true that such shadowdancers are few and far between.

Additional Shadow Magic — Feat 12

Archetype

Prerequisites Shadow Magic

Choose an additional shadowdancer focus spell you haven't already selected from Shadow Magic. Increase the number of Focus Points in your pool by 1.

Shadow Illusion — Feat 12

Archetype

Prerequisites Shadow Magic

With an artful eye, you shape shadows into illusory forms. You gain the *shadow illusion* (page 191) focus spell. Increase the number of Focus Points in your pool by 1. You become an expert in occult spell attack rolls and DCs.

Shadow Power — Feat 14

Archetype

Prerequisites Shadow Magic

You can focus the shadows into a powerful blast. You can cast *shadow blast* (*Core Rulebook* 367) as an innate occult spell once per day. Its level is always 1 level lower than the level of your shadowdancer focus spells. You become an expert in occult spell attack rolls and DCs.

Shadow Master — Feat 18

Archetype

Prerequisites Shadowdancer Dedication

The shadows protect you better than any armor can, and they give you power to plunge others into darkness. Whenever you are in an area of dim light or darkness, you gain resistance 5 to all damage except force and damage from Strikes with the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY

ghost touch property rune. When you attempt a Reflex saving throw in an area of dim light or darkness, you can roll twice and take the higher result; this is a fortune effect.

SHADOWDANCER FOCUS SPELLS

DANCE OF DARKNESS — FOCUS 5

DARKNESS | EVOCATION

Cast ◆◆ somatic, verbal
Duration varies

You dance, Striding up to half your Speed. At either the start or end of your Stride, you create an area of magical darkness in a 10-foot burst centered on your location. This area is filled with magical darkness that works the same way as that created by a *darkness* spell of the same level. When you create the darkness, attempt a Performance check to dance, with a standard DC for your level, to determine the duration of the darkness.

Critical Success 1 minute
Success 2 rounds
Failure 1 round

SHADOW ILLUSION — FOCUS 6

AUDITORY | ILLUSION | SHADOW | VISUAL

Cast ◆◆ somatic, verbal
Range 500 feet
Duration sustained

You create a shadowy illusion of a creature or a stationary object, but the illusion can exist only in an area of dim light or darkness. The spell ends if the illusion is ever out of an area of dim light or darkness. If the illusion is an object, it must fit within a 20-foot burst, and the creature can be of any size up to Gargantuan, filling a 20-foot-by-20-foot space.

The object or creature appears to animate naturally; it even generates the appropriate sounds and smells, and feels believable to the touch, though its coloring is always muted.

If the illusion is a creature, *shadow illusion* has the effects of an *illusory creature* spell of the same level, except it deals 2d8 damage plus your spellcasting ability modifier, instead of the amount listed in *illusory creature*.

Heighten (+2) The area that an illusory object can fit in increases by 10 feet. The damage of the illusory creature's Strike increases by 1d8.

SHADOW JUMP — FOCUS 5

CONJURATION | SHADOW | TELEPORTATION

Cast ◆◆ somatic, verbal; **Requirements** You are in dim light or darkness.
Range 120 feet

You instantly transport yourself from one shadow to another. Teleport yourself and any items you're wearing and holding from your current space to a clear space you can see that's in dim light or darkness and within range. You can transport your familiar with this spell, but if *shadow jump* would bring any other creature with you—even if you're carrying the creature in an extradimensional container—the spell is disrupted.

Heightened (8th) When you arrive at your destination, you can become invisible until the end of your next turn or until you are no longer in an area of dim light or darkness, whichever comes first. The invisibility is an illusion effect.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Snarecrafter

You're able to take ordinary materials and use them to create deadly snares, special traps that you can rig up quickly when the situation demands. While traps might grant you less brute force to apply in a fair fight than weapons would, you rarely allow your fights to be fair. Instead, when a battle takes place at a location of your choice, you have a major advantage thanks to your well-placed snares. Once your foes come to realize that you may have trapped any location on the battlefield, their fear of walking into another trap can help you corral them toward the waiting blades of your allies, or even make them too paranoid to move at all, locking them in place.

Additional Feats: 8th Quick Snares (*Core Rulebook* 173); **10th** Powerful Snares (*Core Rulebook* 174); **14th** Lightning Snares (*Core Rulebook* 175)

SNARECRAFTER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Crafting, Snare Crafting

You've learned to create a limited number of snares at no cost. Each day during your daily preparations, you can prepare four snares from your formula book for quick deployment; if they normally take 1 minute to Craft, you can Craft them with 3 Interact actions. The number of snares increases to six if you're a master in Crafting and eight if you're legendary. Snares prepared in this way don't cost you any resources to Craft.

Special The feat counts as Snare Specialist for the purpose of feat prerequisites. If you also have the Snare Specialist ranger feat, the quick snares from both feats are cumulative. You can't select another dedication feat until you have gained two other feats from the snarecrafter archetype.

SURPRISE SNARE ◆❯❯❯ — FEAT 4

ARCHETYPE MANIPULATION

Prerequisites Snarecrafter Dedication

You install one of your snares prepared for quick deployment in a space that's occupied by an opponent. It must be a snare that normally takes 1 minute or less to Craft. The snare automatically triggers, but it takes a –2 circumstance penalty to any applicable save DC, as well as any attack rolls or other checks the snare attempts.

REMOTE TRIGGER — FEAT 6

ARCHETYPE

Prerequisites Snarecrafter Dedication

You've learned how to trigger snares from afar, creating ranged hazards to assail your opponents and allowing you to disarm enemies' snares harmlessly. You can Strike a snare to trigger it prematurely. If you crafted the snare, you automatically hit. If someone else crafted it, attempt a ranged Strike against the Crafting DC, triggering the snare only if you hit.

GIANT SNARE — FEAT 10

ARCHETYPE

Prerequisites Snarecrafter Dedication

You can create bigger snares for quick deployment, making it more likely for a creature to walk into your snares. When you prepare snares for quick deployment, you can prepare some of them as giant snares. A giant snare takes up a 10-foot-by-10-foot area but costs two of your quick deployment snares. A giant snare can trigger from a creature entering any portion of its area, and all its effects apply over the full area.

PLENTIFUL SNARES — FEAT 12

ARCHETYPE

Prerequisites Snarecrafter Dedication

You can prepare incredible numbers of snares each day out of simple ingredients. Double the number of prepared snares granted by Snarecrafter Dedication.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Talisman Dabbler

The classic idea of magic is that of a hoary wizard, poring over a crumbling book of spells. But magic is so much more than that—it is thought, will, and action, and with the right talismans, you can make even the cut of a sword a deeply magical act. This all hinges on the small magical talismans you affix to your gear. You know how to make and use the perfect talismans for any job.

TALISMAN DABBLER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

You are trained in the use of talismans and similar magical paraphernalia. This training might have occurred in a formal classroom or been an agglomeration of folk magic picked up over time. You can craft talismans and know the formulas for all common talismans in the *Core Rulebook* of your level or lower. You remember talisman formulas and don't need a formula book for them.

Additionally, you carry a collection of magical baubles you can turn into temporary talismans. Each day during your daily preparations, you can make two talismans with an item level no higher than half your level. You must know each talisman's formula. A talisman created this way is a temporary item and loses its magic the next time you make your daily preparations if you haven't already used it.

Finally, when you Affix a Talisman, you can (in any combination) affix or remove up to four talismans in the 10-minute span.

Special You can't select another dedication feat until you have gained two other feats from the talisman dabbler archetype.

QUICK FIX — FEAT 4

ARCHETYPE

Prerequisites Talisman Dabbler Dedication

You can attach a talisman using only a bit of glue and some string. You gain the Rapid Affixture skill feat (page 208), even if you don't meet the prerequisites. When you use it, you can affix or remove up to four talismans in 1 minute instead of just one.

You gain the ability to Affix a Talisman as a 3-action activity from that feat at 12th level, regardless of your Crafting proficiency.

DEEPER DABBLER — FEAT 8

ARCHETYPE

Prerequisites Talisman Dabbler Dedication

With some streamlining to your process and a deeper collection of talisman materials, you make a greater number of talismans every day. You can create two additional talismans during your daily preparations.

Special You can select this feat a second time if you are 14th level or higher.

TALISMANIC SAGE — FEAT 14

ARCHETYPE

Prerequisites Talisman Dabbler Dedication

You have forgotten more about talismans than lesser warriors have ever known. Normally, affixing more than one talisman to an item causes the talismans to be suppressed, but when you Affix a Talisman, you can specially treat one item you're working on, allowing it to have two active talismans at once. This special treatment ends if you use Affix a Talisman to treat a new item for this ability.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Vigilante

As a vigilante, you have two faces: a public persona, and a secret identity that lets you hide your extralegal actions from polite society. Your secret identity lets you adventure and carry out clandestine missions while keeping the civilians you care about safe. Whatever your purpose—fighting crime, inciting rebellion, sowing chaos—your vigilante identity makes you both hard to pin down and a mysterious, intriguing subject of gossip.

Additional Feats: 4th Quick Draw (*Pathfinder Core Rulebook* 172)

VIGILANTE DEDICATION — FEAT 2

UNCOMMON | ARCHETYPE | DEDICATION

Prerequisites trained in Deception

You have two identities, each with its own name, alignment, and abilities. Your social identity is an upstanding member of society, while your vigilante identity is a skilled and cunning warrior. Neither of these identities is a false front; you really are both of these people, and as such, your two identities can be at most one alignment step from each other (for instance, you could be neutral in one identity and neutral evil in the other, but not chaotic evil in the other). If someone attempts to discern your other identity, they must use a Seek action to attempt a Perception check against your Deception DC, as if you were using the Impersonate action. Your Deception DC against such attempts is 20 + your proficiency modifier instead of the normal DC. Unlike with Impersonate, you don't have to attempt a Deception check to interact with someone to conceal your other identity—a check happens only if someone else specifically tries to uncover your other identity.

Changing from one identity to the other takes 1 minute and must be done out of sight from other creatures. As this process involves both physical changes such as clothing and makeup along with an altered state of mind, other effects that change your appearance don't reduce the time required to change identities.

Your two identities are completely distinct. You have your current identity's alignment for effects that rely on alignment, though you are eligible for abilities that require a certain alignment (such as a cleric's deity) only if both of your identities qualify. Checks to Recall Knowledge about one of your identities don't reveal information about the other unless the person attempting the check knows both identities are the same person. Effects that detect you based on your identity, such as the *detect alignment* spell, work only if you are currently in the identity the effect is trying to detect; otherwise, the effect fails as if the target didn't exist.

To maintain the separation between your identities, some of your abilities have one of two traits: social or vigilante. You can use social feats only while in your social identity. Your class feats and vigilante feats are associated with your vigilante identity, and using them while in your social identity risks exposing you as a vigilante. This means that if you were particularly meek or inconspicuous before you took this feat, your identity could be at greater risk of exposure. If your identity is exposed to the public, you lose the benefits of Vigilante Dedication to disguising yourself, but you can otherwise use both social and vigilante abilities in either identity unless they rely on your identity being a secret. You can use feats that don't have either trait regardless of your current identity.

Special You can't select another dedication feat until you have gained two other feats from the vigilante archetype.

HIDDEN MAGIC — FEAT 4

ARCHETYPE | SKILL

Prerequisites expert in Arcana, Nature, Occultism, or Religion; Vigilante Dedication

You've learned to hide the magical auras of your gear. During your daily preparations, you carefully tweak any or all of your magic items to appear non-magical. Objects adjusted in this way remain so until your next preparations. A spellcaster using *detect magic* or *read aura* must succeed at a Perception check against your Deception DC to see through your obfuscations.

MINION GUISE — FEAT 4

ARCHETYPE | SKILL | SOCIAL

Prerequisites animal companion or familiar, expert in Deception, Vigilante Dedication

When you are in your social identity, you can also grant a social identity to an animal companion, familiar, or other minion you gained from a class feature. When changing to your social identity, you also change your minion's appearance to that of a socially acceptable creature of its type, such as grooming a wolf to appear as a large dog or disguising a familiar to appear as an exotic pet. Commanding your minion to use unusual magical or combat abilities it gained from your class features or feats while in this social identity risks exposing your vigilante identity.

SAFE HOUSE — FEAT 4

ARCHETYPE

Prerequisites Vigilante Dedication

You establish a safe house—a secure space in which to hide your secrets from the outside world. This safe house is roughly the size of a 10-foot cube. It's in a location you have access to, and it can be part of a larger building or structure, like a hidden room or an underground cave. The safe house protects objects and people inside it from magical detection. This has the effects of *nondetection*, using your Deception modifier for the counteract DC and half your level rounded up for the counteract level. Setting up or moving your safe house takes a week of downtime. The size of the safe house expands to four 10-foot cubes if you're an expert in Deception, eight cubes if you're a master, and 16 cubes if you're legendary.

SOCIAL PURVIEW — FEAT 4

ARCHETYPE

Prerequisites Vigilante Dedication

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

You have built a reputation for yourself in your social identity. Choose one archetype that you meet the prerequisites for. You gain that archetype's dedication feat and can select feats from that archetype, even if you haven't yet gained enough feats in the vigilante archetype to take another dedication feat. These feats become part of your social identity and gain the social trait—for instance, a fighter vigilante could take the wizard dedication feat and have a wizard social identity. Using these feats in your social identity doesn't risk exposing your vigilante identity, but using them in your vigilante identity could put you at risk for exposure.

STARTLING APPEARANCE ❖ — FEAT 6

ARCHETYPE | EMOTION | FEAR | MENTAL | VIGILANTE

Prerequisites Vigilante Dedication

Requirements You are completely unnoticed by the target creature.

You can startle foes who are unaware of your presence. Make a Strike against your target. That creature is flat-footed against this Strike, as normal. If your Strike hits, the target remains flat-footed for the rest of your turn and is frightened 1 (frightened 2 on a critical hit).

QUICK CHANGE — FEAT 7

ARCHETYPE

Prerequisites master in Deception, Vigilante Dedication

You can shift between your identities with ease. Instead of spending 1 minute to change your identity, you can now do so as a 3-action activity. If you are legendary in Deception, you can perform this change as a 1-action activity.

SUBJECTIVE TRUTH — FEAT 7

ARCHETYPE | SKILL

Prerequisites master in Deception, Vigilante Dedication

Your disparate identities allow you to defeat magic that detects lies. As long as what you say is true from the point of view of your current identity, you can say it even under effects like *zone of truth* that force you to speak the truth.

MANY GUISES — FEAT 8

ARCHETYPE

Prerequisites master in Deception, Vigilante Dedication

You can take on any number of mundane guises. Whenever you change your identity, instead of taking on your social or vigilante identity, you can become someone completely ordinary. This identity isn't a specific individual—rather, you become a nondescript member of your ancestry, of any gender, with a neutral alignment and a mundane occupation such as common laborer, farmer, or peasant. Spells and abilities detect you as if you were this ordinary identity, rather than either of your two real identities, unless they succeed at a counteract check against your Deception DC. You can't use either social abilities or vigilante abilities while in this identity.

FRIGHTENING APPEARANCE — FEAT 12

ARCHETYPE | VIGILANTE

Prerequisites expert in Intimidation, Startling Appearance

Your dramatic appearances can frighten bystanders. When you make a Startling Appearance, you can also attempt to Demoralize each opponent within 10 feet to whom you were unnoticed before your Strike.

STUNNING APPEARANCE — FEAT 16

ARCHETYPE | VIGILANTE

Prerequisites Startling Appearance

Your sudden appearance leaves your foe unable to respond. When you use Startling Appearance, if your foe's level is equal to or lower than yours, they are also stunned 1 on a hit, or stunned 2 on a critical hit.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Viking

To go "a-viking" is to raid by sea, and thus vikings have spread far and wide. Some have even settled in the very communities they once raided. Vikings traditionally travel in longboats; a score of these warriors might live aboard their ship for days at a time, sailing the seas (or, as they call it, the "whale-road") to ambush coastal communities. Once they arrive at a settlement, they charge ashore, plundering all they can find and slaying anyone foolish enough to get in their way. The ferocity of viking raids is legendary.

Additional Feats: 4th Reactive Shield (*Core Rulebook* 145); **6th** Shielded Stride (*Core Rulebook* 146); **10th** Quick Shield Block (*Core Rulebook* 149)

VIKING DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Athletics

Vikings spend long periods of time at sea, only to leap from their boats at a moment's notice, charge through the surf, and take their enemies by storm. You're trained in Sailing Lore. When moving through water using your land Speed, you ignore difficult terrain resulting from shallow water, such as in bogs or on beaches. In addition, if you roll a success for your Athletics check to Swim, you get a critical success instead.

Special You can't select another dedication feat until you have gained two other feats from the viking archetype.

HURLING CHARGE ◆◆ — FEAT 4

ARCHETYPE

Prerequisites Viking Dedication

You make a ranged Strike with a thrown weapon you already have in your hand, Stride, and then Interact to draw another weapon. If you are raging, you can add the additional damage with melee weapons you receive from raging to your damage with the thrown weapon.

VIKING WEAPON FAMILIARITY — FEAT 4

ARCHETYPE

Prerequisites Viking Dedication

From childhood, you have been exposed to traditional viking weapons, and you soon learned to handle them in battle. Now, you can raid proudly alongside your fellows. You are trained with the battle axe, hatchet, longsword, and shortsword. In addition, you gain the Shield Block reaction.

VIKING WEAPON SPECIALIST — FEAT 6

ARCHETYPE

Prerequisites Viking Weapon Familiarity

You are even more skilled in the weapons of your people. You gain the critical specialization effects of the battle axe, hatchet, longsword, and shortsword. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in the above four weapons.

SECOND SHIELD ◆ — FEAT 6

ARCHETYPE

Prerequisites Viking Dedication

Trigger Your Shield Block causes your shield to break or be destroyed.

You're used to your shield breaking in the middle of battle, and you're prepared to use a backup or any convenient nearby object to defend yourself. You can Interact to draw a shield on your person or an unattended shield within your reach. If there is an object within your reach that could serve as an improvised shield—for example, a table or chair—you can Interact to draw it with this feat. The GM determines if something can be used as an improvised shield. Your new shield isn't raised until you use the Raise a Shield action, as normal.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Weapon Improviser

As far as you're concerned, the best weapon to wield is the one that your opponents never see coming. By knowing how to fight effectively with whatever's at hand, you ensure that you're never caught unarmed, and you often get the drop on opponents who mistakenly think they've caught you off guard.

Whether you're smashing someone over the head with a bar stool, tossing a mug of ale in their face to blind them, or stabbing your foes with a broken bottle, you can find weapons anywhere and employ them creatively whenever a fight breaks out. Because you fight with disposable weapons, you don't need to be as careful with your weapons as other warriors do, and you can break them when needed to win a fight without feeling any regrets later.

WEAPON IMPROVISER DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in all martial weapons

You don't take the normal –2 penalty to attack rolls with improvised weapons. Additionally, whenever you gain a class feature that grants you expert or greater proficiency with any weapon, you also gain that proficiency with improvised weapons.

Special You can't select another dedication feat until you have gained two other feats from the weapon improviser archetype.

IMPROVISED PUMMEL ❖ — FEAT 4

ARCHETYPE

Prerequisites Weapon Improviser Dedication

Requirements You are wielding an improvised weapon.

You make a Strike with your wielded improvised weapon. You gain a +1 item bonus to the attack roll, and the Strike deals two weapon damage dice if it would have dealt fewer. If the attack is a critical hit, in addition to the effect of the critical hit, the improvised weapon breaks. If the item has a Hardness greater than your level, or if it's an artifact, cursed item, or other item that's difficult to break or destroy, the item doesn't break and the attack is a hit instead of a critical hit.

At 12th level, your item bonus to the attack roll increases to +2 instead of +1, and at 16th level, the Strike deals three weapon damage dice if it would have dealt fewer, instead of two.

SURPRISE STRIKE — FEAT 6

ARCHETYPE

Prerequisites Weapon Improviser Dedication

Whenever you make a Strike with an improvised weapon against a creature that hasn't seen you make a Strike using an improvised weapon or that is otherwise ignorant of your skill with improvised weapons, the creature is flat-footed against you for that Strike.

IMPROVISED CRITICAL — FEAT 8

ARCHETYPE

Prerequisites Weapon Improviser Dedication

You can apply critical specialization effects to improvised weapons you wield. For any given improvised weapon, the GM determines which critical specialization effect is most applicable, based on the type of object it is.

MAKESHIFT STRIKE ❖ — FEAT 8

ARCHETYPE

Prerequisites Weapon Improviser Dedication

You quickly snatch up whatever's nearby and then attack with it as an improvised weapon. You Interact to pick up a nearby object you could use as an improvised weapon. It must be located at around your chest level, such as a mug on a table, rather than an object on the floor. You then either Strike or make an Improvised Pummel with the improvised weapon.

SHATTERING STRIKE ↻ — FEAT 10

ARCHETYPE

Prerequisites Improvised Pummel

Trigger An improvised weapon that you are wielding becomes broken as a result of a critical success on an Improvised Pummel.

The improvised weapon shatters, destroying it completely but dealing an additional 3d6 piercing damage to the creature you hit with the Improvised Pummel. This extra damage you apply on the critical hit doesn't double from the critical hit, as normal.

IMPROVISED WEAPON IDEAS

Cavern: broken stalagmites, large mushrooms, old bones
Docks: barrel, crate, hook
Forest: branch, needles or thorns
Market: box, fruit, scale, sign
Noble Court: gavel, goblet, quill, lectern
Tavern: bottle, mug, serving tray, stool

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Chapter 4: Feats

Some talents can be acquired by any character, regardless of their ancestry or class, through dedication or specialized training. This chapter presents new general feats, including many new skill feats. For the full rules on general feats and skill feats, see page 255 of the Core Rulebook.

Table 4-1: General Feats

Non-Skill Feats	Level	Prerequisites	Benefits
Hireling Manager	3	Charisma 14	Hirelings gain +2 to skill checks
Improvised Repair	3		Quickly patch a broken item
Keen Follower	3		Improve bonuses when you Follow the Expert
Pick Up the Pace	3	Constitution 14	Your group can Hustle for up to 20 minutes longer
Prescient Planner	3		Procure a piece of adventuring gear
Skitter	3	Dexterity 16, Fleet	Crawl up to half your Speed
Thorough Search	3	Expert in Perception	+2 to Perception when you spend twice as long Searching
Prescient Consumable	7	Prescient Planner	Procure consumable items with Prescient Planner
Supertaster	7	Master in Perception	Gain secret checks to detect poison by taste
A Home in Every Port	11	Charisma 16	Spend downtime to gain free lodging for a night
Caravan Leader	11	Con 18, Pick Up the Pace	Your group can Hustle for much longer
Incredible Scout	11	Master in Perception	Grant allies +2 to initiative rolls when Scouting
True Perception	19	Legendary in Perception	Gain constant effects of *true seeing*

Table 4-2: Skill Feats

Varying Skill Feats	Level	Prerequisites	Benefits
Armor Assist	1	Trained in Athletics or Warfare Lore	Don armor more quickly
Seasoned	1	Trained in Alcohol Lore, Cooking Lore, or Crafting	+1 to Craft food and drink, including potions
Assured Identification	2	Expert in Arcana, Nature, Occultism, or Religion	Avoid misidentifying magic
Discreet Inquiry	2	Expert in Deception or Diplomacy	Gather Information without revealing your motive
Consult the Spirits	7	Master in Nature, Occultism, or Religion	Learn about your environment from resident spirits
Acrobatics Skill Feats	**Level**	**Prerequisites**	**Benefits**
Acrobatic Performer	1	Trained in Acrobatics	Use Acrobatics to Perform
Aerobatics Mastery	7	Master in Acrobatics	Improve your ability to Maneuver in Flight
Athletics Skill Feats	**Level**	**Prerequisites**	**Benefits**
Lead Climber	2	Expert in Athletics	Make Climbing safer for allies who Follow the Expert
Water Sprint	7	Master in Athletics	Stride across the surface of a body of water
Crafting Skill Feats	**Level**	**Prerequisites**	**Benefits**
Crafter's Appraisal	1	Trained in Crafting	Use Crafting to identify magic items
Improvise Tool	1	Trained in Crafting	Craft basic tools without a basic crafter's book
Rapid Affixture	7	Master in Crafting	Affix a Talisman in less time
Deception Skill Feats	**Level**	**Prerequisites**	**Benefits**
Doublespeak	7	Master at Deception	Pass a secret message to allies in your conversation
Diplomacy Skill Feats	**Level**	**Prerequisites**	**Benefits**
Bon Mot	1	Trained in Diplomacy	Distract a foe with a witty quip
No Cause for Alarm	1	Trained in Diplomacy	Reduce creatures' frightened condition values
Intimidation Skill Feats	**Level**	**Prerequisites**	**Benefits**
Terrifying Resistance	2	Expert in Intimidation	+1 to spell saves from a creature you've Demoralized
Lore Skill Feats	**Level**	**Prerequisites**	**Benefits**
Battle Planner	2	Expert in Warfare Lore	Make a battle plan and roll Warfare Lore for initiative

Introduction
Ancestries & Backgrounds
Classes
Archetypes
Feats
Spells
Items
Glossary & Index

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Medicine Skill Feats	Level	Prerequisites	Benefits
Forensic Acumen	1	Trained in Medicine	Rapidly examine a body and Recall Knowledge about it
Inoculation	1	Trained in Medicine	Grant patients +2 to saves against getting a disease again
Risky Surgery	1	Trained in Medicine	Deal damage to a patient to gain +2 to Treat Wounds
Advanced First Aid	7	Master in Medicine	Use First Aid to reduce frightened and sickened condition values
Nature Skill Feats	**Level**	**Prerequisites**	**Benefits**
Express Rider	1	Trained in Nature	Increase your mount's travel speed
Influence Nature	7	Master in Nature	Influence the behavior of certain animals in the area
Occultism Skill Feats	**Level**	**Prerequisites**	**Benefits**
Deceptive Worship	1	Trained in Occultism	Pass yourself off as a member of a religion
Root Magic	1	Trained in Occultism	Create a token that grants a bonus against a spell or haunt
Schooled in Secrets	1	Trained in Occultism	Gather Information about secret societies and mystery cults
Disturbing Knowledge	7	Master in Occultism	Frighten foes with occult secrets
Performance Skill Feats	**Level**	**Prerequisites**	**Benefits**
Distracting Performance	2	Expert in Performance	Create a Diversion for an ally
Religion Skill Feats	**Level**	**Prerequisites**	**Benefits**
Pilgrim's Token	1	Trained in Religion	A religious token lets you act first on a tie for initiative
Exhort the Faithful	2	Expert in Religion, follower of a specific religion	+2 to Request something of or Coerce members of your own faith
Society Skill Feats	**Level**	**Prerequisites**	**Benefits**
Eye for Numbers	1	Trained in Society	+2 to Decipher Writing about math and count items quickly
Glean Contents	1	Trained in Society	Decipher Writing even when you can't see the document well
Criminal Connections	2	Expert in Society, Streetwise	Leverage your underworld connections for favors from criminals
Quick Contacts	2	Expert in Society; Connections or Underworld Connections	Spend only 1 day to use Connections or Underworld Connections
Underground Network	2	Expert in Society, Streetwise	Gather Information without drawing attention and gain a bonus to Recall Knowledge about that subject
Biographical Eye	7	Master in Society	Intuit details about someone's profession and residence.
Stealth Skill Feats	**Level**	**Prerequisites**	**Benefits**
Armored Stealth	2	Expert in Stealth	Reduce the Stealth penalty of your armor
Shadow Mark	2	Expert in Stealth	Targets you're following take a penalty to notice you
Survival Skill Feats	**Level**	**Prerequisites**	**Benefits**
Legendary Guide	15	Legendary in Survival	Increase your party's travel speed through wilderness terrain
Thievery Skill Feats	**Level**	**Prerequisites**	**Benefits**
Concealing Legerdemain	1	Trained in Thievery	Conceal an Object using Stealth instead of Thievery

A HOME IN EVERY PORT — FEAT 11

DOWNTIME GENERAL

Prerequisites Charisma 16

You have a reputation in towns and villages you've visited, and residents are always willing to open their doors to you. When in a town or village, during downtime, you can spend 8 hours to locate a resident willing to provide lodging for you and up to six allies for up to 24 hours at no charge. The standard of living within the acquired lodging is comfortable, and square meals are provided at no cost. After 24 hours, you must pay standard prices for further lodging and meals or use this feat again to find a new resident willing to host you.

ACROBATIC PERFORMER — FEAT 1

GENERAL SKILL

Prerequisites trained in Acrobatics

You're an incredible acrobat, evoking wonder and enrapturing audiences with your prowess. It's almost a performance! You can roll an Acrobatics check instead of a Performance check when using the Perform action.

ADVANCED FIRST AID — FEAT 7

GENERAL HEALING MANIPULATE SKILL

Prerequisites master in Medicine

You use your medical training to ameliorate sickness or assuage fears. When you use Medicine to Administer First Aid, instead of Stabilizing a character or Stopping Bleeding, you can reduce an ally's frightened or sickened condition by 2, or remove either of those conditions entirely on a critical success. You can remove only one condition at a time. The DC for the Medicine check is usually the DC of the effect that caused the condition.

AEROBATICS MASTERY — FEAT 7

GENERAL SKILL

Prerequisites master in Acrobatics

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

You move with grace in flight and can perform amazing aerial stunts. You gain a +2 circumstance bonus to Acrobatics checks to Maneuver in Flight and can combine two maneuvers into a single action, such as reversing direction while making a steep ascent or descent or hovering in gale-force winds. The DC of the Acrobatics check is equal to the DC of the most difficult maneuver + 5. If you're legendary in Acrobatics, you can combine three such maneuvers into a single action; the DC of the Acrobatics check is equal to the DC of the most difficult maneuver + 10. Regardless of the combination, these maneuvers rarely allow you to move farther than your fly Speed.

ARMOR ASSIST — FEAT 1

GENERAL | SKILL

Prerequisites trained in Athletics or Warfare Lore

After your service aiding armored combatants, you are practiced in helping yourself and others don heavy gear. You can attempt an Athletics or Warfare Lore check with a DC determined by the GM (but usually 15 for common armor, DC 20 for uncommon armor, and DC 25 for rare armor) to halve the time you take to don armor. You can halve an ally's time to don armor by working with them to don the armor and succeeding at an Athletics or Warfare Lore check against the same DC.

ARMORED STEALTH — FEAT 2

GENERAL | SKILL

Prerequisites expert in Stealth

You have learned techniques to adjust and modify your armor and movements to reduce the noise you make. When you wear non-noisy armor with which you are trained, your penalty to Stealth checks is reduced by 1 (to a minimum penalty of 0). If you're a master in Stealth, reduce the penalty by 2, and if you're legendary, reduce the penalty by 3. If your armor has the noisy trait, instead of reducing the penalty to Stealth checks, you ignore the effects of the noisy trait, enabling you to remove the penalty with a sufficient Strength score as normal.

ASSURED IDENTIFICATION — FEAT 2

GENERAL | SKILL

Prerequisites expert in Arcana, Nature, Occultism, or Religion

You rarely misidentify an item. When using Arcana, Nature, Occultism, or Religion checks to Identify Magic, if you roll a critical failure, you get a failure instead. If you would misidentify a cursed item because you roll a success but not a critical success (*Gamemastery Guide* 90), you simply can't identify it instead.

BATTLE PLANNER — FEAT 2

GENERAL | SKILL

Prerequisites expert in Warfare Lore

You are constantly drawing up plans and battle scenarios, assembling strategies and gathered intelligence for later use. When you scout an enemy's position or receive a detailed report from an ally who scouted the enemy's position, if you have a clear indication of the number, position, and identities of your potential foes, you can spend 1 minute to come up with a battle plan that takes such potential factors into account and reduces the role luck plays in the equation. Roll a Warfare Lore check. As long as the information was accurate and remains accurate when you roll initiative against those enemies, you can use the Warfare Lore result you previously rolled for your initiative roll; if you do, this is a fortune effect.

BIOGRAPHICAL EYE — FEAT 7

GENERAL | SECRET | SKILL

Prerequisites master in Society

In even a brief conversation or social interaction, you pick up on subtle social and visual cues to learn a great deal about a person's origin and history. You might notice bits of green under the person's fingernails and determine they're an herbalist, a pin indicating their membership in a secret society, or something similar. You pick up on only details that have to do with their societal role, so you might learn the city district where a vampire lives, but wouldn't learn any of their weaknesses, nor necessarily even that they are a vampire.

Spend 1 minute in the presence of someone you haven't met before, or haven't met since you first gained Biographical Eye, then attempt a DC 30 Society check. You gain a +1 circumstance bonus to the check if you engaged the person in conversation during this time. If the person is deliberately trying to conceal their nature or present a false identity, you learn about their false biography rather than their true one unless the result of your Society check exceeds their Will DC.

Critical Success You learn the creature's profession, their specialty within that profession, and a major accomplishment or controversy from their career. You also learn the nation and settlement where they live, as well as the district in a city large enough to have districts. In addition, you learn the nation or settlement where they spent their formative years.

Success You learn the creature's profession and specialty within that profession. You learn the nation or settlement where they normally live.

Failure You learn the creature's profession and the region of the world they hail from, but no more.

Critical Failure You learn a piece of erroneous information about the creature.

BON MOT ❖ — FEAT 1

AUDITORY | CONCENTRATE | EMOTION | GENERAL | LINGUISTIC | MENTAL | SKILL

Prerequisites trained in Diplomacy

You launch an insightful quip at a foe, distracting them. Choose a foe within 30 feet and roll a Diplomacy check against the target's Will DC.

Critical Success The target is distracted and takes a –3 status penalty to Perception and Will saves for 1 minute. The target can end the effect early with a retort to your Bon Mot. This can either be a single action that has the concentrate trait or an appropriate skill action to frame their retort. The GM determines which skill actions qualify, though they must take at least 1 action. Typically, the retort needs to use a linguistic Charisma-based skill action.

Success As critical success, but the penalty is –2.

Critical Failure Your quip is atrocious. You take the same

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

penalty an enemy would take had you succeeded. This ends after 1 minute or if you issue another Bon Mot and succeed.

CARAVAN LEADER — FEAT 11

GENERAL

Prerequisites Constitution 18, Pick Up the Pace

You know how to get the most effort out of your allies on the road. When Hustling in a group during exploration mode, your group can Hustle for as long as the member who could Hustle longest on their own, plus an additional 20 minutes beyond that.

CONCEALING LEGERDEMAIN — FEAT 1

GENERAL SKILL

Prerequisites trained in Thievery

Rather than hide an object somewhere the inspectors won't search, you're skilled at keeping the object on the move so it's never where they look. When you Conceal an Object of light Bulk or less, you can use Thievery instead of Stealth for your checks and for the DC of an active searcher's Perception check. You roll the check only once, but you must continue to use actions to Conceal an Object throughout the process.

CONSULT THE SPIRITS — FEAT 7

GENERAL SECRET SKILL

Prerequisites master in Nature, Occultism, or Religion

Frequency once per day

You have learned rites or meditations that enable you to perceive minor, invisible spirits within a place. Choose Nature, Occultism, or Religion when you select this feat. Nature allows you to contact the spirits of nature that form leshies, who are born of pure life essence rather than spiritual energy and can answer questions about natural features like the location of nearby water or plant life. Religion reveals the presence of angelic, demonic, or other spirits in service to divine beings, who provide information about sources of powerful positive or negative energy, sacred or profane influences, or the presence of undead. Occultism allows you to contact lingering spirits, psychic echoes of the departed dead, and spirits from beyond reality, who tell you about things like strange auras, effects, or the presence of unnatural occult beings.

Spend 10 minutes and attempt a check to Recall Knowledge with the chosen skill; the DC is determined by the GM (usually a very high DC for the level of the highest-level creature you might encounter in the area). If you're legendary in the chosen skill, you can use this feat once per hour, instead of only once per day, but you can't use it again on any area that overlaps a previous area.

Critical Success The spirits reveal themselves to you and have a helpful attitude toward you. Only you can perceive these spirits. They answer three simple questions about the environment within 100 feet of you, depending on the skill you chose and thus the type of spirits you contact. Their answers are almost always a single word, and their knowledge is limited to within their area of interest.

Success As with a critical success, but the spirits are indifferent to you and answer only one question.

Failure You are unable to contact the spirits of this place.

Critical Failure You contact one or more malevolent spirits. They are hostile toward you, though they may not immediately appear so. They answer up to three questions but give you information that is harmful to you in some way, as determined by the GM.

Special You can select this feat multiple times, each time picking a different skill in which you have the master proficiency rank. You can use this feat with each skill once per day (or once per hour, if you're legendary).

CRAFTER'S APPRAISAL — FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

Your knowledge of items' construction allows you to discern their magical effects as well. You can use Crafting instead of a skill associated with a magic tradition to Identify Magic on magic items, though not on any other sorts of magic.

CRIMINAL CONNECTIONS — FEAT 2

UNCOMMON GENERAL SKILL

Prerequisites expert in Society, Streetwise

You have dealings with a variety of unsavory characters, which you can leverage to trade favors or meet powerful people. When you're in an area where you have connections (typically a settlement where you've spent downtime building connections or possibly another area in the same nation), you can attempt a Society check to arrange a meeting with an important criminal, such as a thieves' guild leader, or ask for a favor in exchange for a later favor of your contact's choice. The GM decides the DC based on the difficulty of the favor and the figure's prominence.

DECEPTIVE WORSHIP — FEAT 1

GENERAL SKILL

Prerequisites trained in Occultism

Members of your cult frequently pass themselves off as worshippers of other religions. You can use Occultism instead of Deception to Impersonate a typical worshipper of another faith or to Lie specifically to claim you are a member of the faith you are Impersonating. You still need to use the Deception skill to Impersonate a specific worshipper or to perform other deceptive actions, such as attempting to Lie about any other matter.

DISCREET INQUIRY — FEAT 2

GENERAL SKILL

Prerequisites expert in Deception or Diplomacy

You are subtle in your efforts to learn the things you need to know. When Gathering Information, you can hide the true subject of your inquiry among other topics of little interest to you without increasing the difficulty of the check or taking more time to Gather Information. Anyone trying to Gather Information to determine if someone else was asking around

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

about the topic in question must exceed your Deception DC or the normal DC to Gather Information about your inquiries, whichever is higher, or else they don't learn of your efforts.

DISTRACTING PERFORMANCE — FEAT 2

GENERAL | SKILL

Prerequisites expert in Performance

Your performances are especially distracting, allowing your allies to Sneak away with ease. When you Aid an ally who is trying to Create a Diversion, instead of the usual effects of Aid, you can roll a Performance check and use that result to determine the outcome of the diversion, instead of the ally rolling a Deception check.

DISTURBING KNOWLEDGE ◆◆◆ — FEAT 7

EMOTION | FEAR | GENERAL | MENTAL | SKILL

Prerequisites master in Occultism

You utter a litany of dreadful names, prophecies, and descriptions of realms beyond mortal comprehension, drawn from your study of forbidden tomes and scrolls. Even those who don't understand your language are unsettled by these dire secrets. Attempt an Occultism check and compare the result to the Will DC of an enemy within 30 feet, or to the Will DCs of any number of enemies within 30 feet if you are legendary in Occultism. Those creatures are temporarily immune for 24 hours.

Critical Success The target becomes confused for 1 round and frightened 1.

Success The target becomes frightened 1.

Failure The target is unaffected.

Critical Failure You get overly caught up in your own words and become frightened 1.

DOUBLESPEAK — FEAT 7

GENERAL | SKILL

Prerequisites master at Deception

You are skilled at saying one thing while meaning something different. You disguise your true meaning behind other words and phrases, relying on subtle emphasis and shared experience to convey meaning that only your allies understand. Any allies who have traveled alongside you for at least 1 full week automatically discern your meaning. Other observers must succeed at a Perception check against your Deception DC to realize you are passing a secret message, and they must critically succeed to understand the message itself.

EXHORT THE FAITHFUL — FEAT 2

GENERAL | SKILL

Prerequisites expert in Religion, follower of a specific religion

Your knowledge of the tenets of your faith gives you insight into the best ways to get others of your faith to help you or to follow your directions. When you Request something of or Coerce members of your own faith, you can attempt a Religion check instead of Diplomacy or Intimidation, and you gain a +2 circumstance bonus to the check. On a critically

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

failed attempt to make a Request, the target's attitude toward you doesn't worsen.

EXPRESS RIDER — FEAT 1

EXPLORATION | GENERAL | MOVE | SKILL

Prerequisites trained in Nature

You know how to encourage your mount to cover ground quickly. When calculating your travel speed (*Core Rulebook* 479) for the day while mounted, you can attempt a Nature check to Command an Animal to increase your mount's travel speed. The DC is determined by the GM, but is typically based on the mount's level or the difficulty of the environment, whichever is harder. On a success, increase your mount's travel speed by half. This has no effect on your mount's movement in encounters.

EYE FOR NUMBERS ◆ — FEAT 1

GENERAL | SKILL

Prerequisites trained in Society

You've learned to subitize, quickly estimating the number of items in a group with relative accuracy at only a glance. You immediately learn the number of visually similar items in a group you can see (such as coins, books, or people), rounded to the first digit in the total number. For example, you could look at a case of potion vials and learn that it held about 30 vials, but you wouldn't know that it was exactly 33 vials, how many different types of potions there were, or how many of which type. Similarly, you could look at a pile of 2,805 coins and know that there were about 3,000 coins in all. You can use this ability only on items that can typically be counted, so you can't use it on grains of sand or stars in the sky, for example.

In addition, when you attempt to Decipher Writing that is primarily numerical or mathematical, you gain a +2 circumstance bonus to your check.

FORENSIC ACUMEN — FEAT 1

GENERAL | SKILL

Prerequisites trained in Medicine

You understand the principles of forensic medicine, making you better at examining a body to determine the cause of death or injury. You can perform a forensic examination on a body, as described under Recall Knowledge in the Medicine skill, in half the normal amount of time it would take (to a minimum of 5 minutes). If you succeed at your check, you can attempt an immediate check to Recall Knowledge to follow up on something you found, with a +2 circumstance bonus. This check is usually related to the cause of injury or death, such as a Crafting check to identify a poison or weapon that was used or an additional Medicine check to identify a specific disease. If you prefer, you can instead attempt to Recall Knowledge about the type of creature whose body you were examining, using the appropriate skill and gaining the same circumstance bonus.

The circumstance bonus increases to +3 if you have master proficiency in Medicine and +4 if you have legendary proficiency.

GLEAN CONTENTS — FEAT 1

GENERAL | SKILL

Prerequisites trained in Society

You are adept at quickly scanning loose papers and carefully discerning the contents of sealed letters without damaging the seal. You can attempt Society checks to Decipher Writing on a message that is only partially glimpsed, upside down or reversed from your perspective, or even sealed. However, on a critical failure, the recipient is made aware of your efforts (for instance, you damage the seal or disturb the papers in some way). When using this feat to decipher sealed letters, your attempt to Decipher Writing gains the manipulate trait. This feat doesn't prevent witnesses from noticing your efforts, particularly with sealed letters which you must manipulate directly in order to read; you might need to attempt Deception or Stealth checks to avoid being noticed.

HIRELING MANAGER — FEAT 3

GENERAL

Prerequisites Charisma 14

You are able to find and secure better labor than most. When securing a hireling for a service, that hireling gains a +2 circumstance bonus to all skill checks. This circumstance bonus applies to both trained and untrained hirelings and has no effect on the cost of the service or labor provided.

IMPROVISE TOOL — FEAT 1

GENERAL | SKILL

Prerequisites trained in Crafting

You can jury-rig solutions when you don't have the proper tools on hand. You can attempt to Repair damaged items without a repair kit.

If you have the raw materials available, you can Craft a basic caltrop set, candle, compass, crowbar, fishing tackle, flint and steel, hammer, ladder, piton, rope, 10-foot pole, replacement thieves' picks, long or short tool, or torch without consulting a basic crafter's book.

IMPROVISED REPAIR ◆◆◆ — FEAT 3

GENERAL

You are skilled at making quick fixes to damaged equipment, but your fixes aren't meant to last forever. You make a quick repair to a broken non-magical item in your possession. Until the item takes damage again, you can still use it as a shoddy item of its type. This repair restores no Hit Points, so the item is easy to destroy. Once the item is Repaired normally such that it is no longer broken, it is also no longer shoddy.

INCREDIBLE SCOUT — FEAT 11

GENERAL

Prerequisites master in Perception

When you scout, you are particularly alert for danger, granting your allies precious moments to prepare to fight. When using the Scout exploration activity, you grant your allies a +2 circumstance bonus to their initiative rolls instead of a +1 circumstance bonus.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

INFLUENCE NATURE — FEAT 7

DOWNTIME | GENERAL | SKILL

Prerequisites master in Nature

With patience and time, you can make bird calls, leave game trails, and ultimately influence the behavior of a certain type of animals in the region to favor and even aid you in the days to come. The GM determines the DC of any check required and the amount of time your work requires (usually at least a day or two of downtime). While you can't directly control how you've influenced nature, you can hope for certain effects, such as easier hunts or birds falling silent whenever danger is approaching. If you're legendary in Nature, you can elicit these same adjustments to animal behavior in the area by spending only 10 minutes.

INOCULATION — FEAT 1

GENERAL | HEALING | SKILL

Prerequisites trained in Medicine

You have practice combating plague, and your patients are less likely to succumb to the same disease again for a time. When you successfully Treat a Disease on someone and they fully recover from the disease, they gain a +2 circumstance bonus to saving throws against that same disease for 1 week.

KEEN FOLLOWER — FEAT 3

GENERAL

Your keen observation of your allies has made you better at following their lead. When using the Follow the Expert activity in exploration mode, you gain a +3 circumstance bonus if the ally you are following is an expert and a +4 circumstance bonus if your ally is a master.

LEAD CLIMBER — FEAT 2

GENERAL | SKILL

Prerequisites expert in Athletics

When climbing, you can prepare routes for others to follow, and you can pull your allies up to avoid disaster. When your allies attempt to Climb a route you set using the Follow the Expert exploration activity, if any of them critically fail their checks to Climb, you can attempt an Athletics check against the same DC. If you succeed, your ally fails instead of critically failing. If you also critically fail, you both experience the consequences of the critical failure.

LEGENDARY GUIDE — FEAT 15

GENERAL | SKILL

Prerequisites legendary in Survival

You know the wilderness so well that you can help your party travel through it with ease. When you are setting the path for your party through wilderness terrain, your party gains a +10-foot circumstance bonus to its Speed for the purpose of calculating the party's travel speed, your party's travel speed doesn't decrease in difficult terrain, and greater difficult terrain halves your party's travel speed instead of reducing it to a third.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

This doesn't increase your party's Speed during an encounter or allow your party to ignore difficult terrain during an encounter.

NO CAUSE FOR ALARM ◆◆◆ FEAT 1

AUDITORY CONCENTRATE EMOTION GENERAL LINGUISTIC MENTAL SKILL

Prerequisites trained in Diplomacy

You attempt to reduce panic. Attempt a Diplomacy check, comparing it to the Will DC of creatures in a 10-foot emanation around you who are frightened. Each of them is temporarily immune for 1 hour.

Critical Success Reduce the creature's frightened value by 2.

Success Reduce the creature's frightened value by 1.

PICK UP THE PACE FEAT 3

GENERAL

Prerequisites Constitution 14

You lead by example and can help others push themselves beyond their normal limits. When Hustling in a group during exploration mode, your group can Hustle for up to 20 additional minutes, to a maximum of the amount of time the character with the highest Constitution modifier could Hustle alone.

PILGRIM'S TOKEN FEAT 1

GENERAL SKILL

Prerequisites trained in Religion

You carry a small token of protection from a site holy to your faith, or you touched your religious symbol to a relic or altar at such a site. So long as this token is in your possession, when you tie an adversary's initiative roll, you go first.

Special If you select this feat at 1st level, you receive your pilgrim's token for free. Alternately, if you have a religious symbol, it is already attuned, as described above.

If you select this feat at a later level, or if you lose your pilgrim's token, you must purchase or Craft a replacement and attune it at a holy site. Such a token usually costs at least 2 sp, and the attunement takes 10 minutes of prayer and requires a successful DC 20 Religion check. Your GM might adjust the price and DC depending on the token's material and quality and the religious significance of the site; the more significant the location, the easier the attunement.

PRESCIENT CONSUMABLE FEAT 7

GENERAL

Prerequisites Prescient Planner

You can predict which consumables you might need in advance. When using Prescient Planner, you can procure a consumable item from your backpack, instead of a piece of adventuring gear. The consumable item must still be common with a level no higher than half your level, and its Bulk must be low enough that carrying it wouldn't have made you encumbered.

PRESCIENT PLANNER FEAT 3

GENERAL

Cost the Price of the chosen item

Requirements You haven't used this ability since the last time you were able to purchase goods.

You regularly create convoluted plans and contingencies, using your resources to enact them. You take 1 minute to remove your backpack, then carefully remove an item you hadn't previously declared that you purchased—you intuited that you would come to need the item and purchased it at the latest opportunity. The item must be a piece of adventuring gear (from the table on page 288 of the *Core Rulebook* or other sources of adventuring gear), and can't be a weapon, armor, alchemical item, magic item, or other treasure. It must be common with a level no higher than half your level, and its Bulk must be low enough that carrying it wouldn't have made you encumbered.

QUICK CONTACTS FEAT 2

GENERAL SKILL

Prerequisites expert in Society; Connections or Underworld Connections

You know where to go, who to talk to, and how to make new connections, fast. Upon entering a new settlement, spending 1 day of downtime allows you to build enough connections to make use of the Connections or Underworld Connections feats. If you're legendary in Society, you can form the required connections within 1 hour of entering a new settlement.

RAPID AFFIXTURE FEAT 7

GENERAL SKILL

Prerequisites master in Crafting

You take only 1 minute to Affix a Talisman. If you're legendary in Crafting, you can Affix a Talisman as a 3-action activity.

RISKY SURGERY FEAT 1

GENERAL SKILL

Prerequisites trained in Medicine

Your surgery can bring a patient back from the brink of death, but might push them over the edge. When you Treat Wounds, you can deal 1d8 slashing damage to your patient just before applying the effects of Treat Wounds. If you do, you gain a +2 circumstance bonus to your Medicine check to Treat Wounds, and if you roll a success, you get a critical success instead.

ROOT MAGIC FEAT 1

GENERAL SKILL

Prerequisites trained in Occultism

Your talismans ward against foul magic. During your daily preparations, you can assemble a small pouch with bits of herbs, hair, sacred oils, and other ritual ingredients, which you give to one ally. The first time that day the ally attempts a saving throw against a spell or haunt, they gain a +1 circumstance bonus to the roll. This bonus increases to +2 if you're an expert in Occultism or +3 if you're legendary.

SCHOOLED IN SECRETS FEAT 1

GENERAL SKILL

Prerequisites trained in Occultism

You notice the signs and symbols that members of mystery cults and other secret societies use to declare their affiliation

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

to fellow members. You can use Occultism in place of Diplomacy to Gather Information about such groups. If you belong to a secret cult, lodge, sect, or similar organization, you automatically recognize members of your group unless they are specifically attempting to conceal their presence from you.

SEASONED — FEAT 1

GENERAL SKILL

Prerequisites trained in Alcohol Lore, Cooking Lore, or Crafting

You've mastered the preparation of many types of food and drink. You gain a +1 circumstance bonus to checks to Craft food and drink, including potions. If you are a master in one of the prerequisite skills, this bonus increases to +2.

SHADOW MARK — FEAT 2

GENERAL SKILL

Prerequisites expert in Stealth

You have learned special tricks that help you follow individuals without them noticing you. When you attempt a Stealth check to Avoid Notice while following a specific target, the target takes a –2 circumstance penalty to their Perception DC. If you have master proficiency in Stealth, the penalty is –3 or –4 if you're legendary. If you start an encounter with the target while shadowing them, the target takes this penalty to their initiative roll and to their Perception DC to determine if they notice you, as normal for Sneak.

SKITTER — FEAT 3

GENERAL

Prerequisites Dexterity 16, Fleet

You can scoot swiftly across the ground. You can Crawl up to half your Speed.

SUPERTASTER — FEAT 7

GENERAL

Prerequisites master in Perception

You have refined your palate and have a discerning sense of taste that can detect abnormalities in the flavor and texture of food and beverages. When eating food or drinking a beverage, you automatically attempt to identify the ingredients, which might alert you to the presence of alterations or additives, such as poisons. The GM rolls a secret Perception check using the poison's level to determine the DC; on a success, you learn that the food or drink was poisoned, but not the specific poison used.

If you lick or taste something while Investigating or attempting to Recall Knowledge to identify something, if the taste would provide relevant additional information (at the GM's discretion), you gain a +2 circumstance bonus to your check.

TERRIFYING RESISTANCE — FEAT 2

GENERAL SKILL

Prerequisites expert in Intimidation

The spells of those you have Demoralized are less effective on you. If you succeed in Demoralizing a creature, for the next 24 hours you gain a +1 circumstance bonus to saving throws against that creature's spells.

THOROUGH SEARCH — FEAT 3

GENERAL

Prerequisites expert in Perception

You take your time searching to ensure you find everything. When Searching, you can take twice as long to search. Normally this means you Search at up to one quarter of your Speed, to a maximum of 150 feet per minute to check everything, or 75 feet per minute to check everything before you walk into it. If you do, you gain a +2 circumstance bonus to your Perception checks to Seek.

TRUE PERCEPTION — FEAT 19

GENERAL REVELATION

Prerequisites legendary in Perception

Your perceptive abilities and ability to process sensory information are so far beyond the pale that you notice minute discrepancies in all sorts of illusions and transmutations. You are constantly under the effects of a 6th-level *true seeing* spell, using your Perception modifier for the counteract check.

UNDERGROUND NETWORK — FEAT 2

UNCOMMON GENERAL SKILL

Prerequisites expert in Society, Streetwise

You're connected to groups that know what's going on in the streets, and you can get information out of them quickly. When you use Society to Gather Information in an area where you have a network (typically a settlement where you've spent at least a week or spent a day of downtime to build a network faster), you can contact a member of these groups to get information directly from them. This usually takes about an hour, and it doesn't draw as much attention as Gathering Information in public might. The check and information gained otherwise follow the normal rules for Gather Information.

In addition, if you have successfully consulted the underground network, you get a +1 circumstance bonus to the next check to Recall Knowledge you attempt about the subject you were Gathering Information on, or a +2 circumstance bonus if you're using Underworld Lore for the check. The GM might change the Lore skill related to the network depending on your location or the specifics of the network you're tapping into.

WATER SPRINT — FEAT 7

GENERAL SKILL

Prerequisites master in Athletics

Experience and training have taught you that water has just enough surface tension for a master sprinter to traverse the surface. When you Stride in a straight line, if you move at least half your Speed over ground, you can move any amount of the remaining distance across a level body of water. If you don't end your Stride on solid ground, you fall into the water.

If you're legendary in Athletics, as long as you start on solid ground, any part of your Stride can cross the water's surface, even if you aren't moving a straight line, though you still fall into the water if you don't end your movement on solid ground.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Chapter 5: Spells

Here you'll find spells beyond those listed in the Core Rulebook, *including ones that dispense horrid curses, make you immune to nearly all types of harm, and manifest mischievous monkey spirits to vex your foes! The following pages contain new magical powers for casters of every tradition.*

The rules regarding how to cast spells and use spell slots, as well as other spell information, can be found on pages 297–306 of the *Core Rulebook*. You can reference individual spell lists and descriptions in the following locations.

Spell Lists	Core Rulebook	Advanced Player's Guide
Arcane	Pages 307–309	Pages 212
Divine	Pages 309–311	Pages 212
Occult	Pages 311–314	Pages 212–213
Primal	Pages 314–315	Pages 213
Spells	**Core Rulebook**	**Advanced Player's Guide**
Standard spells	Pages 316–385	Pages 214–227
Focus spells	Pages 386–407	Pages 228–239
Rituals	Pages 408–415	Pages 240–245

Your Spellcasting Style

If you're playing a spellcaster, it can be fun to consider your personal spellcasting style. Casters of different traditions have the biggest gulf in how they cast spells, but there's also differentiation between—and within—classes!

Preparing Your Spells

If you prepare spells, consider what it looks like as you do so. Typically, arcane spellcasters consult their books, self-reflect, or otherwise study; divine casters pray to fill their heart with spells that will serve their deity; occult casters attempt to decipher cryptic messages, often while referencing occult texts; and primal casters might seek natural places to contemplate their magic, such as a grove or underground cavern.

Spontaneous spellcasters, not needing to prepare, tend to wake up with their magical reserves restored. This might be a refreshed or vivacious feeling, a teeming thrum throughout the body, or even a sense of impending dread or awe.

Casting Your Spells

For one spellcaster, casting a spell is a stressful, painful process. For another, it's a moment of triumph as they outsmart their enemy with just the right trick.

The Spell Components sidebar describes how spell components might impact the way you cast spells. Think about what they might mean for you. Do your verbal components use your own voice? Resonate out with a different timbre due to the magic in your words? Resemble the voice of your deity? For somatic components, what gestures do you make? They could be abstract, like forming quick sigils that look like hand signals. Or maybe they're direct: pointing your finger or raising a fist. The particulars of material components are abstracted, so you can customize those you like best for your spells.

Refocusing

Your class briefly describes what you need to do to Refocus, such as communing with a familiar for the witch or meditating for the monk. Start out with some idea of what this looks like for you, and refine it during play. What you need to do to Refocus is broadly defined to allow a variety of methods that make sense in the story. One witch might share a treat to commune with their familiar, while another might endure a lecture from their familiar on their patron's virtues.

Spell Components

The rules about how spell components work when casting are located on page 303 of the *Core Rulebook*. But it can also help to understand what these components might mean to spellcasters.

Shouting out **verbal** components forces magic out into the world via a word laden with magical power. Spells that require only a verbal component tend to be direct and forceful, such as *power word kill* or *power word stun*. Verbal components are especially unsubtle, so spells that benefit from stealth, such as *invisibility*, might not have any verbal components in favor of having somatic components, material components, or both.

Somatic components, such as twisting your hand in a complex gesture, shape magical energy into directed forms. While verbal components bring forward powerful forces, somatic components compel those forces to obey the spellcaster's wishes. Spells that have only somatic components typically have a physical effect or require touching a creature.

Material components aren't ubiquitous like somatic and verbal components. They're used primarily for spells with physical effects, especially ones with a longer duration or that alter or control a large area, such as walls or zones of dangerous terrain. A material component pouch typically contains everything you need. This doesn't mean the materials are interchangeable, though—one spell might need powdered iron and another a particular gemstone.

Certain spells have **focus** components, objects of concentrated power that don't get used up in the same way that material components do. Essential for shaping and attuning the magic of the spell, these might be intriguing and elegant items in their own right.

Introduction
Ancestries & Backgrounds
Classes
Archetypes
Feats
Spells
Items
Glossary & Index

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Spell Lists

These lists contain the spells for each tradition, including cantrips. (Focus spells appear on pages 228–239.) A superscript "H" indicates a spell has extra effects when heightened, and a spell whose rarity is greater than common has a superscript with the first letter of that rarity. The abbreviation in parentheses indicates a spell's school.

Arcane Spells

Arcane 1st-Level Spells

Animate Dead[H] (nec): Animate an undead creature to fight on your behalf.

Animate Rope[H] (tra): Command a rope to move and tie as you wish.

Chilling Spray[H] (evo): Icy shards fly out from you in a cone.

Déjà Vu (enc): Make a creature do the same thing again.

Invisible Item[H] (ill): Make an item disappear from view.

Noxious Vapors[H] (evo): Form a toxic cloud that poisons and sickens.

Pet Cache (con): Hide a familiar or animal companion in a pocket dimension.

Pummeling Rubble[H] (evo): Hurl a cone of rocks to batter creatures.

Thoughtful Gift[H] (con): Teleport an item to an ally's grasp.

Arcane 2nd-Level Spells

Animated Assault[H] (evo): Temporarily animate small objects to attack creatures in an area.

Blood Vendetta[H] (nec): Cause a creature that attacks you to start bleeding.

Charitable Urge (enc): Make a creature give away an object in its possession.

Dismantle[H] (tra): Temporarily disassemble an object into its components.

Final Sacrifice[H] (evo): Channel energy to blow up your minion.

Heat Metal[H] (evo): Make metal red hot.

Phantasmal Treasure (ill): Tempt a creature with an illusory reward.

Vomit Swarm[H] (evo): Vermin erupt in a cone from your mouth, biting and stinging creatures.

Arcane 3rd-Level Spells

Agonizing Despair[H] (enc): Mentally damage and frighten a creature.

Aqueous Orb (con): Roll a ball of water to put out fires and engulf creatures.

Cozy Cabin (con): Conjure a temporary cabin sheltered from the elements.

Crashing Wave[H] (evo): Smash a cone of water against foes.

Curse of Lost Time[H] (tra): Artificially erode or age a target.

Familiar's Face (div): Implant your senses in your animal companion or familiar.

Safe Passage[H] (abj): Make an area safe to move through.

Arcane 4th-Level Spells

Bestial Curse (tra): Make a humanoid take on features of a beast.

Countless Eyes (div): Cause magical eyes to appear all over a creature's body.

Dull Ambition (enc): Curse a creature with an unfortunate lack of ambition.

Enervation[H] (nec): Drain a creature's vigor.

Ice Storm[H] (evo): Call a storm cloud that pelts creatures with hail.

Seal Fate[H] (nec): Curse a creature to be harmed by a certain type of damage.

Vampiric Maiden[H] (nec): A ghostly iron maiden harms a creature and transfers its vitality to you.

Arcane 5th-Level Spells

Blister[H] (nec): Grow large blisters on a creature and pop them to spray acid.

Grisly Growths[H] (tra): A creature grows excess limbs and organs, sickening those who witness the transformation.

Impaling Spike[H] (con): Skewer a creature with a cold iron spike.

Secret Chest (con): Hide a container on the Ethereal Plane.

Transmute Rock and Mud[H] (tra): Turn an area of rock into mud or vice versa.

Arcane 7th-Level Spells

Force Cage (evo): Form a prison of pure magical force.

Arcane 10th-Level Spells

Indestructibility (abj): Become briefly immune to everything.

Divine Spells

Divine Cantrips

Summon Instrument[H] (con): Conjure a musical instrument.

Divine 1st-Level Spells

Animate Dead[H] (nec): Animate an undead to fight on your behalf.

Magic Stone (nec): Make ordinary stones into magical sling bullets that are especially dangerous to undead.

Pet Cache (con): Hide a familiar or animal companion in a pocket dimension.

Thoughtful Gift[H] (con): Teleport an item to an ally's grasp.

Divine 2nd-Level Spells

Blood Vendetta[H] (nec): Cause a creature that attacks you to start bleeding.

Charitable Urge (enc): Make a creature give away an object in its possession.

Final Sacrifice[H] (evo): Channel energy to blow up your minion.

Reaper's Lantern (nec): A ghostly lantern diminishes healing for the living and weakens undead.

Spirit Sense[H] (div): Find spirits and haunts.

Sudden Blight[H] (nec): Decay living creatures and plants.

Divine 3rd-Level Spells

Agonizing Despair[H] (enc): Mentally damage and frighten a creature..

Familiar's Face (div): Implant your senses in your animal companion or familiar.

Safe Passage[H] (abj): Make an area safe to move through.

Divine 4th-Level Spells

Dull Ambition (enc): Curse a creature with an unfortunate lack of ambition.

Enervation[H] (nec): Drain a creature's vigor.

Ghostly Tragedy[U] (div): Have spirits reenact a violent event.

Seal Fate[H] (nec): Curse a creature to be harmed by a certain type of damage.

Vampiric Maiden[H] (nec): A ghostly iron maiden harms a creature and transfers its vitality to you.

Divine 5th-Level Spells

Wall of Flesh (nec): Spawn a wall of living flesh.

Divine 6th-Level Spells

Blinding Fury (enc): Curse a creature that attacks you, making its victims become invisible to it.

Scintillating Safeguard[H] (abj): Reactively protect multiple creatures from harm with a magic barrier.

Divine 10th-Level Spells

Indestructibility (abj): Become briefly immune to everything.

Occult Spells

Occult Cantrips

Summon Instrument[H] (con): Conjure a musical instrument.

Occult 1st-Level Spells

Animate Dead[H] (nec): Animate an undead to fight on your behalf.

Animate Rope[H] (tra): Command a rope to move and tie as you wish.

Déjà Vu (enc): Make a creature do the same thing again.

Ill Omen (div): Curse a creature with misfortune.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Imprint Message (div): Put a false psychic imprint on an object.

Invisible Item[H] (ill): Make an item disappear from view.

Object Reading[H] (div): Get psychic impressions from an object.

Pet Cache (con): Hide a familiar or animal companion in a pocket dimension.

Thoughtful Gift[H] (con): Teleport an item to an ally's grasp.

Occult 2nd-Level Spells

Animated Assault[H] (evo): Temporarily animate small objects to attack creatures in an area.

Blistering Invective[H] (enc): Light a creature on fire with the sheer viciousness of your words.

Blood Vendetta[H] (nec): Cause a creature that attacks you to start bleeding.

Charitable Urge (enc): Make a creature give away an object in its possession.

Final Sacrifice[H] (evo): Channel energy to blow up your minion.

Phantasmal Treasure (ill): Tempt a creature with an illusory reward.

Reaper's Lantern (nec): A ghostly lantern diminishes healing for the living and weakens undead.

Spirit Sense[H] (div): Find spirits and haunts.

Vomit Swarm[H] (evo): Vermin erupt in a cone from your mouth, biting and stinging creatures.

Occult 3rd-Level Spells

Agonizing Despair[H] (enc): Mentally damage and frighten a creature.

Cozy Cabin (con): Conjure a temporary cabin sheltered from the elements.

Curse of Lost Time[H] (tra): Artificially erode or age a target.

Familiar's Face (div): Implant your senses in your animal companion or familiar.

Sculpt Sound[H] (ill): Quiet or alter the sound from a creature or object.

Threefold Aspect (tra): Switch between versions of yourself at different ages.

Occult 4th-Level Spells

Bestial Curse (tra): Make a humanoid take on features of a beast.

Chroma Leach (nec): Sap the color and vitality from a living creature.

Countless Eyes (div): Cause magical eyes to appear all over a creature's body.

Dull Ambition (enc): Curse a creature with an unfortunate lack of ambition.

Enervation[H] (nec): Drain a creature's vigor.

Ghostly Tragedy[U] (div): Have spirits reenact a violent event.

Seal Fate[H] (nec): Curse a creature to be harmed by a certain type of damage.

Vampiric Maiden[H] (nec): A ghostly iron maiden harms a creature and transfers its vitality to you.

Occult 5th-Level Spells

Blister[H] (nec): Grow large blisters on a creature and pop them to spray acid.

Secret Chest (con): Hide a container on the Ethereal Plane.

Strange Geometry (ill): Confoundingly warp spatial geometry, making passage difficult and destinations unpredictable.

Wall of Flesh (nec): Spawn a wall of living flesh.

Occult 6th-Level Spells

Blanket of Stars (ill): A cloak of darkness hides you in the dark and dazzles those who get too close.

Blinding Fury (enc): Curse a creature that attacks you, making its victims become invisible to it.

Scintillating Safeguard[H] (abj): Reactively protect multiple creatures from harm with a magic barrier.

Occult 7th-Level Spells

Force Cage (evo): Form a prison of pure magical force.

Occult 10th-Level Spells

Indestructibility (abj): Become briefly immune to everything.

PRIMAL SPELLS

Primal 1st-Level Spells

Chilling Spray[H] (evo): Icy shards fly out from you in a cone.

Magic Stone (nec): Make ordinary stones into magical sling bullets that are especially dangerous to undead.

Noxious Vapors[H] (evo): Form a toxic cloud that poisons and sickens.

Pet Cache (con): Hide a familiar or animal companion in a pocket dimension.

Pummeling Rubble[H] (evo): Hurl a cone of rocks to batter creatures.

Primal 2nd-Level Spells

Dismantle[H] (tra): Temporarily disassemble an object into its components.

Final Sacrifice[H] (evo): Channel energy to blow up your minion.

Fungal Infestation[H] (con): Plant poisonous fungal growths in a creature.

Heat Metal[H] (evo): Make metal red hot.

Quench[H] (abj): Put out fires and hurt fire creatures.

Reaper's Lantern (nec): A ghostly lantern diminishes healing for the living and weakens undead.

Sudden Blight[H] (nec): Decay living creatures and plants.

Vomit Swarm[H] (evo): Vermin erupt in a cone from your mouth, biting and stinging creatures.

Primal 3rd-Level Spells

Aqueous Orb (con): Roll a ball of water to put out fires and engulf creatures.

Crashing Wave[H] (evo): Smash a cone of water against foes.

Curse of Lost Time[H] (tra): Artificially erode or age a target.

Familiar's Face (div): Implant your senses in your animal companion or familiar.

Mad Monkeys (con): Monkey spirits make mischief.

Safe Passage[H] (abj): Make an area safe to move through.

Threefold Aspect (tra): Switch between versions of yourself at different ages.

Primal 4th-Level Spells

Bestial Curse (tra): Make a humanoid take on features of a beast.

Countless Eyes (div): Cause magical eyes to appear all over a creature's body.

Ice Storm[H] (evo): Call a storm cloud that pelts creatures with hail.

Rusting Grasp[H] (tra): Rapidly rust metal.

Spike Stones[H] (con): Grow sharp spikes out of the ground.

Primal 5th-Level Spells

Blister[H] (nec): Grow large blisters on a creature and pop them to spray acid.

Chameleon Coat[H] (ill): Camouflage creatures to match their environment.

Grisly Growths[H] (tra): A creature grows excess limbs and organs, sickening those who witness the transformation.

Impaling Spike[H] (con): Skewer a creature with a cold iron spike.

Lightning Storm[H] (evo): Create clouds and repeatedly call down lightning bolts.

Transmute Rock and Mud[H] (tra): Turn an area of rock into mud or vice versa.

Wall of Flesh (nec): Spawn a wall of living flesh.

Primal 6th-Level Spells

Blanket of Stars (ill): A cloak of darkness hides you in the dark and dazzles those who get too close.

Blinding Fury (enc): Curse a creature that attacks you, making its victims become invisible to it.

Scintillating Safeguard[H] (abj): Reactively protect multiple creatures from harm with a magic barrier.

Primal 10th-Level Spells

Indestructibility (abj): Become briefly immune to everything.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Spell Descriptions

AGONIZING DESPAIR — SPELL 3

EMOTION | ENCHANTMENT | FEAR | MENTAL

Traditions arcane, divine, occult
Cast ◆◆◆ verbal, somatic
Range 60 feet; **Targets** 1 creature
Saving Throw Will

Your target's mind tumbles down a deep well of dread, dwelling so intently on deep-seated fears that it's painful. The target takes 4d6 mental damage with a Will saving throw.

Critical Success The target is unaffected.
Success The target takes half damage and becomes frightened 1.
Failure The target takes full damage and becomes frightened 2.
Critical Failure The target takes double damage and becomes frightened 3.

Heightened (+1) Increase the damage by 2d6.

ANIMATE DEAD — SPELL 1

NECROMANCY

Traditions arcane, divine, occult
Cast ◆◆◆ material, somatic, verbal
Range 30 feet
Duration sustained up to 1 minute

Your magic dredges up a corpse or skeleton and fills it with necromantic life, and you force the dead to fight at your command. You summon a common creature that has the undead trait and whose level is –1; this creature gains the summoned trait. Heightening the spell increases the maximum level of creature you can summon.

Heightened (2nd) Level 1.
Heightened (3rd) Level 2.
Heightened (4th) Level 3.
Heightened (5th) Level 5.
Heightened (6th) Level 7.
Heightened (7th) Level 9.
Heightened (8th) Level 11.
Heightened (9th) Level 13.
Heightened (10th) Level 15.

ANIMATE ROPE — SPELL 1

TRANSMUTATION

Traditions arcane, occult
Cast ◆◆◆ somatic, verbal
Range 100 feet; **Targets** up to 50 feet of rope or a nonliving rope-like object
Duration sustained up to 1 minute

You cause a length or section of rope or a rope-like object to animate and follow simple commands. You can give it two commands when you Cast the Spell, and one command each time you Sustain the Spell.

- **Bind** (attack) The rope attempts to partially bind a creature. Attempt a spell attack roll against the target's Reflex DC. If you succeed, the target takes a –10-foot circumstance penalty to its Speed (–20-foot on a critical success). This ends if the target Escapes against your spell DC or breaks the rope. (A standard adventuring rope has Hardness 2, HP 8, and a Broken Threshold of 4.)
- **Coil** The rope forms a tidy, coiled stack.
- **Crawl** The rope inches along the ground like a snake, moving one of its ends 10 feet. The rope must move along a surface, but that surface doesn't need to be horizontal.
- **Knot** The rope ties a sturdy knot in itself.
- **Loop** The rope forms a simple loop at one or both ends, or straightens itself back out.
- **Tie** The rope ties itself around a willing creature or an object that's unattended or attended by a willing creature.
- **Undo** The rope undoes one of its knots, ties, or bindings.

Heightened (+2) The range increases by 50 feet, and you can animate 50 more feet of rope.

ANIMATED ASSAULT — SPELL 2

EVOCATION

Traditions arcane, occult
Cast ◆◆◆ somatic, verbal
Range 120 feet; **Area** 10-foot burst
Saving Throw basic Reflex; **Duration** sustained up to 1 minute

You use your mind to manipulate unattended objects in the area, temporarily animating them to attack. The objects hover in the air, then hurl themselves at nearby creatures in a chaotic flurry of debris. This assault deals 2d10 bludgeoning damage (basic Reflex save) to each creature in the area. On subsequent rounds, you can Sustain this Spell, dealing 1d10 bludgeoning damage (basic Reflex save) to each creature in the area.

Heightened (+2) The initial damage increases by 2d10 and the subsequent damage increases by 1d10.

AQUEOUS ORB — SPELL 3

CONJURATION | WATER

Traditions arcane, primal
Cast ◆◆◆ somatic, verbal
Range 60 feet
Duration sustained up to 1 minute

A sphere of water 10 feet in diameter forms in an unoccupied space in range, either on the ground or on the surface of a liquid. When you Cast the Spell and each time you Sustain the Spell, you can roll the orb, moving it up to 10 feet along the ground or the surface of a liquid. Unlike most spells, you can gain this effect multiple times in the same round by Sustaining the Spell multiple times. The orb can move through the spaces of any creatures or obstacles that wouldn't stop the flow of water. It extinguishes non-magical fires it moves through of its size or smaller, and it attempts to counteract any magical fires it moves through. If it fails to counteract a given fire, it can't counteract that fire for the duration of the spell.

The orb can also collect creatures it moves through. Any Large or smaller creature whose space the orb tries to move through can attempt a Reflex save against your spell DC to avoid being engulfed. If a creature succeeds at this save, it can either let the orb pass (remaining in its space or moving out of the orb's path into a space of the creature's choice) or allow itself to be pushed in front of the orb to the end of the orb's movement. The orb can

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

try to Engulf the same creature only once per turn, even if you roll it onto a creature's space more than once.

A creature that fails its save is pulled into the orb. It becomes grabbed, moves along with the orb, and must hold its breath or begin suffocating (unless it can breathe in water). An engulfed Medium or smaller creature and anyone trying to affect that creature follow the normal rules for aquatic battles (*Core Rulebook* 478). An engulfed Large creature is usually big enough that parts of it stick out from the water, and it can reach out of the water. An engulfed creature can get free either by Swimming with a successful DC 10 Athletics check or by Escaping against your spell DC. A creature that critically failed its Reflex save is further stuck and must attempt to Escape instead of Swim. A freed creature exits the orb's space and can immediately breathe. The orb can contain as many creatures as can fit in its space.

When the spell ends, all creatures the orb has engulfed are automatically released.

BESTIAL CURSE — SPELL 4

CURSE | POLYMORPH | TRANSMUTATION

Traditions arcane, occult, primal
Cast ◆◆◆ somatic, verbal
Range touch; **Targets** 1 living humanoid
Saving Throw Fortitude; **Duration** varies

You tap into the target's inner being and curse it to become a bestial version of itself. The effect is based on its Fortitude save.

Critical Success The target is unaffected.

Success The target's body gains minor bestial features. Its insides churn as they partially transform, causing it to be clumsy 1 for 1 round. When it recovers from the clumsy condition, its features revert to normal and the spell ends.

Failure The target transforms into a bestial form for 1 hour. The target becomes clumsy 1 and gains weakness 1 to silver. It gains a claw, hoof, horn, or jaws Strike (your choice) that uses the target's unarmed Strike statistics except that the damage type changes to bludgeoning, piercing, or slashing, as appropriate. Whenever the target attempts to use any manipulate action, it must succeed at a DC 5 flat check or the action is lost.

Critical Failure As failure, but the duration is unlimited.

BLANKET OF STARS — SPELL 6

ILLUSION

Traditions occult, primal
Cast ◆◆◆ somatic, verbal
Saving Throw Will; **Duration** 10 minutes

A flowing cloak of utter darkness drapes over you, filled with pinpricks of light like distant stars. It imparts the stillness of the cosmos to you, granting you a +2 status bonus to Stealth checks to Hide and Sneak. While outside under a starry night sky, you're also invisible as long as you remain still. When moving under a starry night sky, you are concealed instead.

Gazing too closely into the stars is disorienting. Any creature

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

that ends its turn adjacent to you must attempt a Will save; this is a mental, visual effect.

Success The creature is unaffected.

Failure The creature is dazzled until the end of its next turn.

Critical Failure The creature is confused and dazzled until the end of its next turn.

BLINDING FURY — SPELL 6

CURSE | EMOTION | ENCHANTMENT | INCAPACITATION | MENTAL

Traditions divine, occult, primal

Cast ↻ verbal; **Trigger** A creature damages you.

Range 60 feet; **Targets** the triggering creature

Saving Throw Will; **Duration** varies

You curse the target with your outrage at being attacked. The effect is determined by the target's Will save.

Critical Success The target is unaffected.

Success The target can't observe you until the end of its turn, and if you're currently observed by it, you become hidden to it.

Failure As success, and for 1 minute, every time the target damages you, it can't observe you until the end of its turn.

Critical Failure As success, and for an unlimited duration, the first time each round the target damages a creature, it can't observe that creature until the end of its turn. If it damages several creatures at once, the creature it can't perceive is chosen randomly among those creatures.

BLISTER — SPELL 5

NECROMANCY

Traditions arcane, occult, primal

Cast ◆◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** 1 minute

You point at a target in range, and its skin grows searing blisters filled with caustic fluid. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target grows one blister. You can spend a single action, which has the concentrate trait, to pop a blister. The target and each creature in a 15-foot cone originating from the target takes 7d6 acid damage (basic Fortitude save). You choose the direction of the cone, which can't include the target. When no blisters are left, the spell ends.

Failure As success, but the target grows two blisters.

Critical Failure As success, but the target grows four blisters.

Heightened (+1) The damage of a popped blister increases by 1d6.

BLISTERING INVECTIVE — SPELL 2

AUDITORY | EMOTION | ENCHANTMENT | FEAR | MENTAL

Traditions occult

Cast ◆◆◆ verbal, somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will

A heap of insults and invectives spew from your mouth—words so devastating your foes burn from the intensity of your diatribe. Your words deal 2d6 persistent fire damage, and the target must attempt a Will save. If the target doesn't understand the language or you're not speaking a language, it gains a +4 circumstance bonus to its save.

Critical Success The target is unaffected.

Success The target takes half the persistent fire damage.

Failure The target becomes frightened 1 and takes the full persistent fire damage.

Critical Failure The target becomes frightened 2 and takes double the persistent fire damage.

Heightened (+2) You can target two additional creatures, and the persistent damage increases by 2d6.

BLOOD VENDETTA — SPELL 2

CURSE | NECROMANCY

Traditions arcane, divine, occult

Cast ↻ verbal; **Trigger** A creature deals piercing, slashing, or persistent bleed damage to you; **Requirements** You can bleed.

Range 30 feet; **Targets** the triggering creature

Saving Throw Will; **Duration** varies

You curse the target, punishing it for having the audacity to spill your blood. The target takes 2d6 persistent bleed damage and must attempt a Will save.

Critical Success The target is unaffected.

Success The target takes half the persistent bleed damage.

Failure The target takes the full persistent bleed damage. Until the bleeding stops, the target has weakness 1 to piercing and slashing damage.

Critical Failure As failure, but the target takes double the persistent bleed damage.

Heightened (+2) The persistent bleed damage increases by 2d6.

CHAMELEON COAT — SPELL 5

ILLUSION

Traditions primal

Cast ◆◆◆ material, somatic, verbal

Range 15 feet; **Targets** up to 8 creatures

Duration 10 minutes

You shift the colors of the targets' outermost layer of clothing and gear to be closer to their environment when they remain still. Creatures affected by the spell gain a +3 status bonus to Stealth checks to Hide. The changed color granted by the spell always shifts to match the environment, even if there are drastic changes. If any piece of gear or clothing affected by the spell is removed from a creature, the spell ends for that creature.

Heightened (6th) If a creature affected by this spell rolls a critical failure on its Stealth check to Sneak within 30 feet of a creature that would spot it, it instead only fails its check, as the spell mildly hypnotizes the spotter.

Heightened (8th) As 6th level, and the status bonus is +4.

CHARITABLE URGE — SPELL 2

ENCHANTMENT | INCAPACITATION | MENTAL

Traditions arcane, divine, occult

Cast ◆◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You speak on the virtue of charity, compelling the target to

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

give away its possessions. The target must attempt a Will save. If the target has no items on its person, the spell fails.

Critical Success The target is unaffected.

Success The target is stunned 1 as it wrestles with the urge.

Failure On its next turn, before it does anything else, the target must present the nearest creature with an item in its possession; the target chooses which item to give, and if the only item it has is one that it's currently using to defend itself, such as a weapon during a combat encounter, it can choose to be stunned for 1 round instead of giving up the item. This might require the target to Interact to retrieve an item or move to reach the nearest creature, and handing the item to the target always requires an Interact action.

Critical Failure As failure, except the duration is 4 rounds, and the target must repeat the effects of failure on each of its turns. At the end of each of its turns, the target can attempt a new Will save to reduce the remaining duration by 1 round, ending it entirely on a critical success.

CHILLING SPRAY — SPELL 1

COLD | EVOCATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw Reflex

A cone of icy shards bursts from your spread hands and coats the targets in a layer of frost. You deal 2d4 cold damage to creatures in the area; they must each attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and takes a –5-foot status penalty to its Speeds for 2 rounds.

Critical Failure The creature takes double damage and takes a –10-foot status penalty to its Speeds for 2 rounds.

Heightened (+1) The damage increases by 2d4.

CHROMA LEACH — SPELL 4

NECROMANCY

Traditions occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 living creature

Saving Throw Fortitude

Your hand glows with impossible colors from beyond the stars, and your touch saps both color and vitality from the living. The target must attempt a Fortitude save; creatures with the gnome trait take a –2 circumstance penalty to this save.

Critical Success The target is unaffected.

Success The target is enfeebled 2 for 1 round.

Failure The target is enfeebled 2 for 1 minute and drained 1. The target is also filled with listlessness and ennui. For 1 round, if the target tries to use a move action, it must succeed at a Will save against your spell DC or the action is lost; this effect has the mental and emotion traits.

Critical Failure As failure, but the creature is permanently enfeebled 2 and drained 2 (although magic such as *restoration* can reduce or remove these conditions).

COUNTLESS EYES — SPELL 4

DIVINATION

Traditions arcane, occult, primal

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature

Duration 1 minute

Eyes form across the touched creature's body, allowing it to see in all directions at once. The subject can't be flanked for the spell's duration. In addition, when the subject Seeks, it can Seek in a 30-foot burst centered on itself or up to four 15-foot bursts within line of sight.

COZY CABIN — SPELL 3

CONJURATION

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

Range 30 feet

Duration 12 hours

You shape a cabin 20 feet on each side and 10 feet high. This cabin has the structure trait and the same restrictions as magic items that create structures. The walls of the hut are simple and wooden, with small, square glass windows, and it has one wooden door. It doesn't include its own lock, but it has a fastener to which a lock can be applied.

The interior contains three cots, one chamber pot, and a small fireplace holding a magical fire. The interior is lit with a small magical light that you can light or extinguish at will using a single action, which has the concentrate trait. The climate inside the hut is comfortable and allows creatures inside it to withstand most hostile weather conditions, but incredible heat or cold, powerful storms, and winds of hurricane force or greater destroy the hut. Other creatures can freely enter and exit the hut without damaging it, but if you exit the hut, the spell ends. You can Dismiss the spell.

CRASHING WAVE — SPELL 3

EVOCATION | WATER

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Area 30-foot cone

Saving Throw basic Reflex

You summon a crashing wave that sweeps away from you. You deal 6d6 bludgeoning damage to creatures in the area. The water also extinguishes non-magical fires in the area.

Heightened (+1) The damage increases by 2d6.

CURSE OF LOST TIME — SPELL 3

CURSE | NEGATIVE | TRANSMUTATION

Traditions arcane, occult, primal

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 Large or smaller object, construct, or living creature

Saving Throw Fortitude; **Duration** varies

You mimic the process of aging or erosion on the target. The effect depends on whether the target is an object, a construct, or a living creature. Artifacts and objects and

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

constructs made of precious materials, as determined by the GM, are immune.

- **Object** If the object is attended, its bearer can attempt a Fortitude save. If the bearer fails or the object is unattended, the object immediately takes 4d6 damage (applying Hardness normally) and the item is cursed with an unlimited duration. Until the curse ends, the item becomes shoddy and can't be Repaired, and the curse attempts to counteract any spell that would restore the object's Hit Points. *Remove curse* can target an item affected by this spell.
- **Construct** The construct takes 4d6 damage (basic Fortitude save). On a failure, for 1 hour the construct is clumsy 1, is enfeebled 1, and can't be Repaired, and the curse attempts to counteract any spell that would restore the construct's Hit Points. On a critical failure, these effects have an unlimited duration.
- **Living Creature** The living creature must attempt a Fortitude save. Ageless creatures are immune.
  Critical Success The living creature is unaffected.
  Success The living creature briefly ages, becoming clumsy 1 and enfeebled 1 for 1 round.
  Failure As success, with a duration of 1 hour.
  Critical Failure As success, with an unlimited duration.

Heightened (+1) The damage increases by 1d6.

DÉJÀ VU — SPELL 1

ENCHANTMENT | INCAPACITATION | MENTAL

Traditions arcane, occult
Cast ◆◆◆ somatic, verbal
Range 100 feet; **Targets** 1 creature
Saving Throw Will; **Duration** 2 rounds

You loop a thought process in the target's mind, forcing it to repeat the same actions over again. The target must attempt a Will save. If the target fails, whatever actions the target uses on its next turn, it must repeat on its following turn. The actions must be repeated in the same order and as close to the same specifics as possible. For example, if the target makes an attack, it must repeat the attack against the same creature, if possible, and if the target moves, it must move the same distance and direction, if possible, on its next turn.

If the target can't repeat an action, such as Casting a Spell that has been exhausted or needing to target a creature that has died, it can act as it chooses for that action but becomes stupefied 1 until the end of its turn.

DISMANTLE — SPELL 2

TRANSMUTATION

Traditions arcane, primal
Cast ◆◆◆ somatic, verbal
Range touch; **Targets** 1 non-magical object in your possession of 1 Bulk or less
Duration 1 minute

You touch an object, and it immediately disassembles itself into its component pieces. The spell fails if the target lacks component pieces (such as a statue carved from one block of stone), and using it on a dangerous object like a snare or trap typically triggers it. The object gains the broken condition, and the component pieces become small enough to be hidden under normal clothing and armor. You can Dismiss the spell.

When the spell ends, the object reassembles itself into its original form, appearing in your hand or hands if you have them free, or on the ground in front of you otherwise. Once reassembled, the object loses the broken condition and its Hit Points return to the value the object had when you Cast the Spell.

Heightened (4th) The spell lasts for 10 minutes.
Heightened (6th) The spell lasts until your next daily preparations.

DULL AMBITION — SPELL 4

CURSE | ENCHANTMENT | MENTAL | MISFORTUNE

Traditions arcane, divine, occult
Cast ◆◆◆ somatic, verbal
Range 120 feet; **Targets** 1 creature
Saving Throw Will; **Duration** varies

You curse the target to fail in all avenues of its life that require drive and ambition, as it inadvertently undermines its own goals at every turn. The effect is based on the target's Will save.

Critical Success The target is unaffected.
Success For 1 hour, the target rolls twice and uses the lower result on initiative rolls.
Failure For 1 day, the target rolls twice and uses the lower result on initiative rolls and any check to determine the success of a downtime activity.
Critical Failure As failure, but the duration is unlimited.

ENERVATION — SPELL 4

NECROMANCY | NEGATIVE

Traditions arcane, divine, occult
Cast ◆◆◆ somatic, verbal
Area 30-foot line
Saving Throw Fortitude

Extending a finger, you fire a beam of negative energy that weakens the life force of any creature it touches. Each living creature in the line must attempt a Fortitude save.

Critical Success The creature is unaffected.
Success The creature takes 2d8 persistent negative damage.
Failure The creature takes 4d8 persistent negative damage and becomes drained 1.
Critical Failure The creature takes 4d8 persistent negative damage and becomes drained 2 and doomed 1.

Heightened (+2) The persistent negative damage increases by 1d8 on a success, or by 2d8 on a failure or critical failure.

FAMILIAR'S FACE — SPELL 3

DIVINATION | SCRYING

Traditions arcane, divine, occult, primal
Cast ◆◆◆ somatic, material
Range 1 mile; **Targets** 1 willing creature that is your animal companion or familiar
Duration sustained

The target becomes a scrying sensor, allowing you to see through its eyes, smell what it smells, and similarly use its other senses.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

If you can cast a spell with the revelation trait that affects your senses, such as *see invisibility*, while this spell is active, you gain the benefit of the spell through the target's senses instead of your own. You can also speak through the target, with a voice much like yours, though it takes on some of the timbre and character of the target's growls or squawks. You can use Command an Animal on the target as part of Sustaining this Spell. You don't need line of sight or line of effect to your target when you Cast this Spell.

FINAL SACRIFICE — SPELL 2

EVOCATION | FIRE

Traditions arcane, divine, occult, primal

Cast ◆◆◆ somatic, verbal

Range 120 feet; **Targets** 1 creature with the minion trait that you summoned or permanently control

You channel disruptive energies through the bond between you and your minion, causing it to violently explode. The target is immediately slain, and creatures within 20 feet of it take 6d6 fire damage (basic Reflex save).

If the target has the cold or water trait, the spell instead deals cold damage and gains the cold trait in place of the fire trait. If used on a creature that isn't mindless, this spell has the evil trait. Attempting to cast this spell targeting a creature that you temporarily seized control of, such as an undead commanded by *command undead*, automatically fails and breaks the controlling effect.

Heightened (+1) The damage increases by 2d6.

FORCE CAGE — SPELL 7

EVOCATION | FORCE

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Area** 1 cube 20 feet on each side

Saving Throw Reflex; **Duration** sustained up to 1 minute

You create an immobile, invisible prison of sheer force. The cage is a 20-foot cube made of bands of force, each a half inch thick and a half inch apart, that extend to the Ethereal Plane. Each creature in the area where you create the cage must attempt a Reflex save. If such a creature fails, it becomes trapped inside the cage. If it succeeds, it's pushed outside the cage into a space of its choice. If a creature in the area is too big to fit inside the prison, the spell automatically fails.

The cage has AC 10, Hardness 20, and 40 Hit Points, and it's immune to critical hits and precision damage. A creature capable of passing through the space between the bars (typically a Tiny creature) can leave; all others are confined within. Attacks with a weapon too large to fit between the bars can't pass through the cage, and the bars provide standard cover even against attacks that can pass through the gaps. Spells and breath weapons can pass through the cage uninhibited.

Force cage is immune to counteracting effects of its level or lower, but it is automatically destroyed by a *disintegrate* spell of any level, or by contact with a *rod of cancellation* (page 262) or *sphere of annihilation* (*Gamemastery Guide* 113).

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

FUNGAL INFESTATION — SPELL 2

CONJURATION

Traditions primal
Cast ◆◆◆ somatic, verbal
Range touch; **Area** 15-foot cone
Saving Throw Fortitude

Toxic spores swarm over creatures in the area, causing them to erupt in grotesque fungal growths. These noxious growths deal 2d6 persistent poison damage, and each creature must attempt a Fortitude save.

Critical Success The creature is unaffected.
Success The target takes half the persistent poison damage.
Failure The target takes the full persistent poison damage. While it is taking this persistent poison damage, it has weakness 1 to fire and weakness 1 to slashing.
Critical Failure As failure, but double the persistent poison damage. While it is taking this persistent poison damage, it has weakness 2 to fire and weakness 2 to slashing.

Heightened (+2) The persistent damage increases by 2d6, and the weakness increases by 1, or by 2 on a critical failure.

GHOSTLY TRAGEDY — SPELL 4

UNCOMMON DIVINATION

Traditions divine, occult
Cast (1 minute) material, somatic, verbal
Area 60-foot emanation
Duration 10 minutes

This spell compels local spirits to reenact a violent event of the recent past that you're aware of and name as you Cast the Spell. You take the role of the primary victim. The reenactment plays out the final 9 minutes leading up to the death or injury of the victim and the minute after their death or injury. The spirits don't change form, so this doesn't help determine perpetrators by their look. Spiritual forms of missing creatures necessary for the event manifest as needed, and missing items appear as shadowy outlines.

Once the scene ends, you take 2d6 negative damage for each ghostly apparition that participated in the scene (typically equal to the number of creatures involved other than the victim). Any creature that observed the ghostly recreation, including you, can attempt checks to investigate the event to discover new clues and information.

GRISLY GROWTHS — SPELL 5

TRANSMUTATION

Traditions arcane, primal
Cast ◆◆◆ somatic, verbal
Range 60 feet; **Targets** 1 corporeal creature
Saving Throw basic Fortitude

This gruesome spell causes the target to grow excess limbs and organs, whether it be fingers multiplying until hands resemble bushes, eyes popping open in bizarre places, legs sprouting from the side of the body, or some other result. The target takes 10d6 piercing damage (basic Fortitude save) as the new features erupt. This spell has no effect on a target with a mutable anatomy or no limbs, such as an ooze or a protean. The growths rot rapidly and fall away after 1 round.

In addition, unless the initial target critically succeeds, creatures within 30 feet of the target, including the target, must attempt Will saves, after which they are temporarily immune to this secondary effect of *grisly growths* for 1 hour. This additional effect is a mental and visual effect.

Success The creature is unaffected.
Failure The creature is sickened 1.
Critical Failure The character is sickened 2.

Heightened (+1) The damage increases by 2d6.

HEAT METAL — SPELL 2

EVOCATION FIRE

Traditions arcane, primal
Cast ◆◆◆ somatic, verbal
Range 30 feet; **Targets** 1 metal item or metal creature

This spell heats the targeted metal to become red-hot for a moment. This is usually harmless to an unattended metal item, which doesn't get a saving throw, though the GM might rule that flammable materials connected to the object catch fire or melt. If you target an item worn or carried by a creature, or you target a creature made primarily of metal, the heat deals 4d6 fire damage and 2d4 persistent fire damage to the creature, which must attempt a Reflex saving throw.

If you target an item held by the creature, the creature can Release the item to improve their degree of success by one step from the result of their saving throw. The persistent damage is associated with the object and damages whichever creature is holding or wearing it. It has no effect if no one is holding the item, but you continue to attempt flat checks to end the persistent damage as normal, since the item remains hot and can sear someone who picks it up.

Critical Success The creature is unaffected.
Success The creature takes half damage and the object deals no persistent fire damage.
Failure The creature takes full damage and the object deals full persistent damage.
Critical Failure As failure, but the creature takes double damage and the object deals double persistent damage.

Heightened (+1) The initial damage increases by 2d6 and the persistent damage increases by 1d4.

ICE STORM — SPELL 4

COLD EVOCATION

Traditions arcane, primal
Cast ◆◆◆ material, somatic, verbal
Range 120 feet; **Area** 5-foot burst
Saving Throw basic Reflex; **Duration** 1 minute

You create a gray storm cloud that pelts creatures with an icy deluge. When you Cast the Spell, a burst of magical hail deals 2d8 bludgeoning damage and 2d8 cold damage to each creature in the area below the cloud (basic Reflex save). Snow and sleet continue to rain down in the area for the remainder of the spell's duration, making the area difficult terrain, causing creatures in the storm to be concealed, and making

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

creatures outside the storm concealed from those inside the storm. Any creature that ends its turn in the storm takes 4 cold damage. If you Cast this Spell outdoors, you can create two non-overlapping clouds instead of one.

Heightened (+2) The initial bludgeoning damage and cold damage increase by 1d8 each, and the cold damage creatures take at the end of their turns increases by 2.

ILL OMEN — SPELL 1

CURSE | DIVINATION | MISFORTUNE

Traditions occult
Cast ◆◆◆ somatic, verbal
Range 30 feet; **Targets** 1 creature
Duration 1 round

The target is struck with misfortune, which throws it off balance. The target must attempt a Will save.

Success The target is unaffected.

Failure The first time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

Critical Failure Every time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

IMPALING SPIKE — SPELL 5

CONJURATION

Traditions arcane, primal
Cast ◆◆◆ somatic, verbal
Range 30 feet; **Targets** 1 creature
Saving Throw Reflex; **Duration** 1 minute

You conjure a spike that thrusts up from the earth beneath a target creature, potentially impaling it. The spike is made of cold iron and deals 8d6 piercing damage. The target must attempt a Reflex save.

Critical Success The target dodges the spike and is unaffected.

Success The target is struck by the spike and takes half damage.

Failure The target is impaled through a leg or another non-vital body part. The creature takes full damage and, if it's standing on solid ground, becomes immobilized. It can attempt to Escape (the DC is your spell DC). While it remains impaled, it takes damage from any weakness to cold iron it has at the end of each of its turns.

Critical Failure As failure, but the creature is impaled through a vital organ or its center of mass, taking double damage, and it is flat-footed as long as it's impaled.

Heightened (+1) The damage increases by 2d6.

IMPRINT MESSAGE — SPELL 1

DIVINATION

Traditions occult
Cast ◆◆◆ somatic, verbal
Range touch; **Targets** 1 object

You project psychic vibrations onto the target object, imprinting it with a short message or emotional theme of your design. This imprinted sensation is revealed to a creature who casts *object reading* (page 222) on the target object, replacing any emotional events the item was present for. If the object is in the area of a *retrocognition* spell, the imprinted messages appear as major events in the timeline, but they don't interfere with any other visions.

If the object is targeted with *read aura* of a higher spell level than *imprint message*, the caster learns that the object has been magically modified. When you Cast this Spell, any prior vibrations placed on an object by previous castings of *imprint message* fade.

INDESTRUCTIBILITY — SPELL 10

ABJURATION

Traditions arcane, divine, occult, primal
Cast ◆◆◆ somatic, verbal
Duration until the start of your next turn

You can't be affected by anything unless you choose to be. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artifacts, deific power, and similarly powerful sources. You can still be affected by anything you're willing to have affect you.

INVISIBLE ITEM — SPELL 1

ILLUSION

Traditions arcane, occult
Cast ◆◆◆ material, somatic
Range touch; **Targets** 1 object
Duration 1 hour

You make the object invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead if they succeed. If the item is used as part of a hostile action, the spell ends after that hostile action is completed. Making a weapon invisible typically doesn't give any advantage to the attack, except that an invisible thrown weapon or piece of ammunition can be used for an attack without necessarily giving information about the attacker's hiding place unless the weapon returns to the attacker.

Heightened (3rd) The duration is until the next time you make your daily preparations.

Heightened (7th) The duration is unlimited.

LIGHTNING STORM — SPELL 5

ELECTRICITY | EVOCATION

Traditions primal
Cast ◆◆◆ material, somatic, verbal
Range 120 feet; **Area** 5-foot burst
Saving Throw basic Reflex; **Duration** sustained up to 1 minute

You create a black, rumbling storm cloud and call down one lightning bolt. The bolt is a vertical line from the storm cloud to the ground below, dealing 4d12 electricity damage to creatures in the spell's area (basic Reflex save). The first time you Sustain the Spell each round, you can call another lightning bolt within the area. If you Cast this Spell outdoors, you can create two non-overlapping clouds instead of one, though you can still call down only one bolt per turn.

Heightened (+1) The damage of each bolt increases by 1d12.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

MAD MONKEYS — SPELL 3

CONJURATION

Traditions primal
Cast ◆◆◆ somatic, verbal
Range 30 feet; **Area** 5-foot burst
Duration sustained up to 1 minute

Magical monkey spirits fill the area as they pile and climb on top of one another. Because the monkeys are magical spirits, they can't be attacked or hurt. Casting *calm emotions* or a similar effect over the monkeys makes them docile, causing them to cease making mischief for the duration of *mad monkeys*.

Choose the kind of mischief your monkeys make when you Cast the Spell. They produce the effect listed for that mischief when you Cast the Spell and each round when you Sustain the Spell. When you Sustain the Spell, you can move the area of the monkeys by 5 feet.

- **Flagrant Burglary** The monkeys try to Steal any one item from one creature in the area. Use your spell DC – 10 as the monkeys' Thievery modifier. Their attempt relies more on distraction than subtlety, so the victim knows what item the monkeys were trying to take and whether it was taken. Getting a stolen item from the monkeys—even for the caster—requires Stealing it from them or Disarming them, using your spell DC. When the spell ends, any stolen items fall to the ground in any square of the spell's area you choose.
- **Raucous Din** The monkeys screech loudly, potentially deafening creatures in the spell's area. Each creature in the spell's area must attempt a Fortitude save.
  Critical Success The creature is unaffected and is temporarily immune for 10 minutes.
  Success The creature is unaffected.
  Failure The creature is deafened for 1 round.
  Critical Failure The creature is deafened for 1 minute.
- **Tumultuous Gymnastics** The monkeys jump and climb all over creatures in the spell's area, interfering with complex movements. Each creature in the spell's area must attempt a Reflex save.
  Critical Success The creature is unaffected and is temporarily immune for 10 minutes.
  Success The creature is unaffected.
  Failure For 1 round, the creature must succeed at a DC 5 flat check whenever it attempts a manipulate action. If it fails this check, the creature loses that action.
  Critical Failure As failure, but the monkeys cling to the creature tenaciously, and the effect lasts until the spell ends, even if the creature leaves the spell's area.

MAGIC STONE — SPELL 1

NECROMANCY POSITIVE

Traditions divine, primal
Cast ◆ to ◆◆◆ (verbal, somatic)
Range touch; **Targets** 1 to 3 non-magical stones or sling bullets
Duration 1 minute

You pour positive energy into ordinary stones, granting them temporary magical properties. You can target 1 non-magical stone or sling bullet for every action you use Casting this Spell. The stones must be unattended or carried by you or a willing ally. The stones become *+1 striking disrupting sling bullets*. Each stone can be used only once, after which it crumbles to dust.

NOXIOUS VAPORS — SPELL 1

EVOCATION POISON

Traditions arcane, primal
Cast ◆◆◆ somatic, verbal
Area 10-foot emanation
Saving Throw basic Fortitude; **Duration** 1 round

You emit a cloud of toxic smoke that temporarily obscures you from sight. Each creature except you in the area when you Cast the Spell takes 1d6 poison damage (basic Fortitude save). A creature that critically fails the saving throw also becomes sickened 1. All creatures in the area become concealed, and all creatures outside the smoke become concealed to creatures within it. This smoke can be dispersed by a strong wind.

Heightened (+1) The damage increases by 1d6.

OBJECT READING — SPELL 1

DIVINATION

Traditions occult
Cast ◆◆◆ somatic, verbal
Range touch; **Targets** 1 object

You place a hand on an object to learn a piece of information about an emotional event that occurred involving the object within the past week, determined by the GM. If you cast *object reading* on the same item multiple times, you can either concentrate on a single event to gain additional pieces of information about that event, or gain a piece of information about another emotional event in the applicable time frame.

Heightened (2nd) You can learn about an event that occurred within the last month.
Heightened (4th) You can learn about an event that occurred within the last year.
Heightened (6th) You can learn about an event that occurred within the last decade.
Heightened (8th) You can learn about an event that occurred within the last century.
Heightened (9th) You can learn about an event that occurred within the entirety of the object's history.

PET CACHE — SPELL 1

CONJURATION EXTRADIMENSIONAL

Traditions arcane, divine, occult, primal
Cast ◆ somatic
Range touch; **Targets** 1 willing creature that is your animal companion or familiar
Duration 8 hours

You open your cloak or create a gap with your hands, drawing the target into a pocket dimension just large enough for its basic comfort. No other creature can enter this extradimensional space, and the target can bring along objects only if they were designed to be worn by a creature of its kind. The space has enough air, food, and water to sustain the target for the duration.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

You can Dismiss the spell. The spell also ends if you die or enter an extradimensional space. When the spell ends, the target reappears in the nearest unoccupied space (outside of any extradimensional space you may have entered).

PHANTASMAL TREASURE — SPELL 2

EMOTION | ILLUSION | MENTAL

Traditions arcane, occult
Cast ◆◆ somatic, verbal
Range 60 feet; **Targets** 1 living creature
Saving Throw Will; **Duration** varies

A phantasmal image of the most precious thing imaginable to the target appears in a location of your choice within the spell's range. Only the spell's target can see the treasure, though you can see the vague shape of the treasure—be it a pile of items, a deific avatar, or a cherished loved one or hero. The target's response to the treasure is based on the outcome of the target's Will save.

Critical Success The target is unaffected.

Success The target becomes fascinated with the treasure, and the duration is until the end of its turn. The target can also try to disbelieve the illusion if it touches the treasure, Seeks to examine it, or speaks to it if the illusion appears to be a person or the like. If the target disbelieves the illusion, the spell ends.

Failure As success, but the duration is 1 minute.

Critical Failure As success, but the duration is 1 minute. The target finds the treasure so appealing that until the spell ends, it must spend each action focused on it. This can include moving toward the treasure if the target isn't next to it, and Interacting with the treasure if the target is next to it. (If the illusion appears to be a person or the like, the target can also Interact to converse with it.)

PUMMELING RUBBLE — SPELL 1

EARTH | EVOCATION

Traditions arcane, primal
Cast ◆◆ somatic, verbal
Area 15-foot cone
Saving Throw Reflex

A spray of heavy rocks flies through the air in front of you. The rubble deals 2d4 bludgeoning damage to each creature in the area. Each creature must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet away from you.

Critical Failure The creature takes double damage and is pushed 10 feet away from you.

Heightened (+1) Increase the damage by 2d4.

QUENCH — SPELL 2

ABJURATION | WATER

Traditions primal
Cast ◆◆ somatic, verbal
Range 120 feet; **Area** 20-foot burst
Duration sustained

You cause the air in the area to become supersaturated with water vapor. Non-magical fires within the area are automatically extinguished. Fire creatures within the area take 4d8 damage (basic Fortitude save). Choose one magical fire, fire spell, or fire item in the area and attempt to counteract it. If you succeed against an item, the item loses its fire properties for 10 minutes (for instance, a *+1 flaming longsword* would become a *+1 longsword*). If the target is an artifact or similarly powerful item, you automatically fail to counteract it.

When you Sustain this Spell, you can move the area of vapor anywhere within range, but the only effect when you do so is to automatically extinguish non-magical fires.

If you have the Counterspell reaction, you can use *quench* to counter any spell with the fire trait instead of needing to have the triggering fire spell prepared or in your repertoire.

Heightened (+1) Increase the damage to fire creatures by 2d8.

REAPER'S LANTERN — SPELL 2

DEATH | LIGHT | NECROMANCY

Traditions divine, occult, primal
Cast ◆◆ somatic, verbal
Area 5-foot emanation
Saving Throw Fortitude; **Duration** 1 minute

You call forth a ghostly lantern that guides the living toward death and the undead toward true death. It sheds bright light in the spell's area, and dim light to twice that area. Though the lantern is insubstantial, you must keep a hand free to hold it or the spell ends (though using the hand for somatic spell components doesn't end the spell). Living creatures and undead in the area when you Cast the Spell, or that enter the area later, must attempt Fortitude saves. Living creatures that fail their Fortitude saves gain only half the normal benefit from healing effects while within the area. Undead targets that fail their Fortitude saves become enfeebled 1 while within the area. Once a creature attempts a save against *reaper's lantern*, it uses the same outcome if it leaves the area and enters it again.

Once per turn, starting on the turn after you cast *reaper's lantern*, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet. When you do so, you force creatures in the area that haven't yet attempted a save against *reaper's lantern* to attempt one.

RUSTING GRASP — SPELL 4

TRANSMUTATION

Tradition primal
Cast ◆◆ somatic, verbal
Range touch; **Targets** 1 metal creature, 1 non-magical metal hazard, or 1 non-magical metal item of up to 1 Bulk

You cause the target to rapidly rust. This magical rust can affect nonferrous materials, but the target must be all or mostly metal. Skymetals such as adamantine and orichalcum are immune to this rust, and the GM might determine other precious materials are similarly resilient. Ultimately, the GM decides if an object or creature can be targeted with this spell.

All damage from this spell ignores Hardness. If the spell causes persistent damage from rust, a creature can attempt

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

to scrape off the rust to assist the target in recovering from the persistent damage (reducing the DC of the flat check to end persistent damage to 10 and granting an immediate flat check). The effect of the spell depends on its target.

- **Creature or Hazard** A creature or hazard must be made of all or mostly metal to be affected (this includes many mechanical traps). It takes 8d6 damage (basic Fortitude save), plus 2d6 persistent damage on a failed save. Touching a hazard to affect it with this spell might trigger the hazard, as determined by the GM.
- **Item** The rust deals 2d6 damage, subject to a basic Reflex save by the creature wearing or holding the item; if the item is unattended, it automatically gets a critical failure. On a failed save, the item also takes 1d6 persistent damage. For an attended item, this persistent damage occurs at the end of the attending creature's turns; if the item was unattended when you Cast the Spell, the damage happens at the end of your turns.

  When targeting armor someone is wearing, its Bulk is 1 higher than the listed value, since carrying armor is more cumbersome than wearing it. Thin iron or steel items, such as weapons, have 20 HP and a Broken Threshold of 10, and thicker iron or steel items, such as most suits of armor, have 36 HP and a Broken Threshold of 18. Other materials' statistics can be found on pages 577–579 of the *Core Rulebook*.

Heightened (+1) Increase the initial damage to creatures or hazards by 2d6, and increase the maximum Bulk of an item you can target by 1.

SAFE PASSAGE — SPELL 3

ABJURATION

Traditions arcane, divine, primal

Cast ◆◆◆ material, somatic, verbal

Range touch; **Area** 10-foot-wide, 10-foot-tall, 60-foot-long section of terrain

Duration sustained up to 1 minute

You repel dangers from all around you, making passage through the chosen area safe for a brief amount of time. Anyone passing through the area gains the following benefits against harmful effects of the terrain and environment, including environmental damage, hazardous terrain, and hazards in the area. The spell grants a +2 status bonus to AC and saves against such effects, and resistance 5 to all damage from such effects. Furthermore, the spell prevents anything in the area that's prone to collapse, such as a rickety bridge or an unstable ceiling, from collapsing, except under extreme strain that would collapse a normal structure of its type.

Safe passage protects only against harm, not inconvenience, and it doesn't reduce difficult terrain, remove the concealed condition caused by precipitation, or the like, nor does it protect against creatures within the spell's area.

Heightened (5th) The granted resistance increases to 10, and the area can be 120 feet long.

Heightened (8th) The granted resistance increases to 15, and the area can be 500 feet long.

SCINTILLATING SAFEGUARD — SPELL 6

ABJURATION

Traditions divine, occult, primal

Cast ↻ somatic; **Trigger** An effect would deal physical or energy damage to you or a creature in range.

Range 30 feet; **Targets** up to 5 willing creatures who would be harmed by the triggering effect

A sparkling magical barrier envelops each target, shielding them against the triggering effect. Choose one type of physical or energy damage the triggering effect deals. Each target gains resistance 10 against that damage type for the triggering effect. The resistance applies only against the initial damage, not against any persistent damage or other lingering effects of the effect.

Heightened (+1) The resistance increases by 1.

SCULPT SOUND — SPELL 3

ILLUSION

Traditions occult

Cast ◆◆ somatic, material

Range touch; **Targets** 1 creature or object

Duration 10 minutes

You change the sounds made by a creature or object. Choose how you're altering the sounds when you Cast the Spell; you can't alter it later. You can cause something that didn't create a sound to make sound, alter the voice of a creature, amplify or deaden a sound, or transform one sound into another. A creature who succeeds at a Perception check against your spell DC can determine that the sound was altered by an illusion, including hearing faint sounds if you deadened the sound, but they can't determine the true sound unless they critically succeed at the Perception check. You can Dismiss the spell.

Because this spell obscures sound instead of preventing it, using the spell to quiet a creature doesn't prevent that creature from using verbal spell components, though it does prevent most auditory effects that rely on another creature hearing them accurately. An unwilling target can attempt a Will save.

Success The affected sound from the creature isn't altered.

Failure The affected sound from the creature is altered in the way you determine.

Critical Failure The affected sound from the creature is altered and the target becomes stupefied 2 for 1 minute as it struggles with the disorienting effects of its altered sound.

Heightened (5th) You can target up to 6 creatures or 6 objects, altering the sounds of all affected creatures or objects in the same way.

SEAL FATE — SPELL 4

CURSE DEATH NECROMANCY

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 living creature

Saving Throw Fortitude

You utter a curse that a creature will meet a certain end—a death by freezing, stabbing, or another means you devise. Choose one type of damage from the following list: acid, bludgeoning, cold,

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

electricity, fire, negative, piercing, slashing, or sonic. The effect is based on the target's Fortitude save.

Critical Success The target is unaffected.

Success The target gains weakness 2 to the chosen damage type until the end of your next turn.

Failure As success, but the duration is 1 minute. If the creature is reduced to 0 HP by the chosen damage and its level is 7 or less, it dies.

Critical Failure As failure, but the duration is unlimited.

Heightened (+2) The weakness increases by 1, and the maximum level of creature that can be automatically killed increases by 4.

SECRET CHEST — SPELL 5

CONJURATION

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 container and its contents, totaling 10 Bulk or less

Duration until the next time you make your daily preparations

You banish a container and its contents to the Ethereal Plane, where you can retrieve it from later. The container's physical properties—the material from which it is made, any locks, or other features—are irrelevant to the casting of this spell, but the container can't contain any creatures. When you Cast this Spell, the container and all its contents are transported to a random location deep in the Ethereal Plane. Time passes normally for the container and its contents, and the environmental effects of the Ethereal Plane apply to it. Though very unlikely, it's possible for a creature on the Ethereal Plane to stumble upon the chest.

You can Dismiss the spell to return the chest to your current location. If the spell ends by any other means, the container is lost on the Ethereal Plane and you can no longer recall it with this spell, though you could search for it in other ways.

SPIKE STONES — SPELL 4

CONJURATION EARTH

Traditions primal

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Area** 20-foot burst

Duration 1 hour

Long, sharp spikes of solid rock thrust up from the ground in the area. The area becomes difficult terrain and hazardous terrain. A creature that moves on the ground through the area takes 3 piercing damage for every square of that area it moves into.

Heightened (+1) Increase the damage by 1.

SPIRIT SENSE — SPELL 2

DETECTION DIVINATION MENTAL

Traditions divine, occult

Cast ◆◆ somatic, verbal

Area 30-foot emanation

Duration 10 minutes

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

You open your mind to the metaphysical, enabling you to sense nearby spirits. Even if you aren't Searching, you get a check to find haunts and spirits in the area. You gain a +1 status bonus to the following checks regarding haunts or spirits: Perception checks to Seek, attempts to Recall Knowledge, skill checks to determine the reason for their existence, and skill checks to disable a haunt. You also gain a +1 status bonus to AC and saving throws against haunts and spirits.

Heightened (6th) The spell's duration lasts until the next time you make your daily preparations.

STRANGE GEOMETRY — SPELL 5

ILLUSION

Traditions occult

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Area** 4 cubes, each 10 feet on a side

Saving Throw Will; **Duration** 1 minute

You cause the areas to appear to swell, bend, and break, twisting together in a bizarre spatial geometry. The cubes of the spell's area can't be adjacent to one another. A creature must attempt a Will save if it's in one of the cubes when you Cast the Spell, or if it later enters one of the areas, with the following effects. A creature interacting with the illusion can also attempt a Will save to disbelieve the illusion, as normal.

Success The creature disbelieves the illusion.

Failure All terrain in the cubes is difficult terrain for the creature, including the air if the creature is flying, walls if it's climbing, and so on. When the creature would exit one of the cubes, it exits from one randomly determined by the GM. This is a teleportation effect. It can exit from any edge of that cube it chooses. When selecting a random cube, the GM excludes any that don't match the creature's terrain; for instance, if the creature were exiting along the ground, the GM would exclude any cube that didn't have an exit on the ground.

SUDDEN BLIGHT — SPELL 2

NECROMANCY NEGATIVE

Traditions divine, primal

Cast ◆◆ somatic, verbal

Range 120 feet; **Area** 20-foot burst

Saving Throw basic Fortitude

You accelerate the processes of decay in the area. Each living creature in the area takes 2d10 negative damage (basic Fortitude save). A creature afflicted by a disease takes a –2 circumstance penalty to this save.

You can also direct the blight to rot all Small and Tiny non-creature plants in the area, eliminating non-magical undergrowth and any resulting difficult terrain, cover, and concealment. *Sudden blight* attempts to counteract any magical effect on the plants before withering them.

Heightened (+1) The damage increases by 1d10.

SUMMON INSTRUMENT — CANTRIP 1

CANTRIP CONJURATION

Traditions divine, occult

Cast ◆◆◆ material, somatic, verbal

Duration 1 hour

You materialize a handheld musical instrument in your grasp. The instrument is typical for its type, but it plays only for you. The instrument vanishes when the spell ends. If you cast *summon instrument* again, any instrument you previously summoned disappears.

Heightened (5th) The instrument is instead a virtuoso handheld instrument.

THOUGHTFUL GIFT — SPELL 1

CONJURATION TELEPORTATION

Traditions arcane, divine, occult

Cast ◆ somatic

Range 120 feet; **Targets** 1 willing creature

You teleport one object of light or negligible Bulk held in your hand to the target. The object appears instantly in the target's hand, if they have a free hand, or at their feet if they don't. The target knows what object you are attempting to send them. If the target is unconscious or refuses to accept your gift, or if the spell would teleport a creature (even if the creature is inside an extradimensional container), the spell fails.

Heightened (3rd) The spell's range increases to 500 feet.

Heightened (5th) As 3rd level, and the object's maximum Bulk increases to 1. You can Cast the Spell with 3 actions instead of 1; doing so increases the range to 1 mile and you don't need line of sight to the target, but you must be extremely familiar with the target.

THREEFOLD ASPECT — SPELL 3

POLYMORPH TRANSMUTATION

Traditions occult, primal

Cast 1 minute

Duration until the next time you make your daily preparations

This spell allows you to change between three versions of yourself of different ages: a maiden (young adult), a mother (adult), or a matriarch (elderly). Choose one when you Cast the Spell. While the spell lasts, you can change the age to any of the three or to your natural age with a single action, which has the concentrate trait. Your form always looks like you regardless of the age, and creatures who know you still recognize you and can tell your age is different.

Threefold aspect alters your physical appearance and personality to present an authentic version of yourself at various ages. This grants you a +4 status bonus to Deception checks to pass as the chosen age, and you can add your level as a proficiency bonus to these checks even if you're untrained. Furthermore, unless a creature specifically uses a Seek action or otherwise carefully examines you, it doesn't get a chance to notice that you aren't at your true age. You can Dismiss this spell.

TRANSMUTE ROCK AND MUD — SPELL 5

EARTH TRANSMUTATION

Traditions arcane, primal

Cast ◆◆◆ material, somatic, verbal

Range 60 feet; **Area** 2 adjacent 10-foot cubes

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

You warp the structure of earthen material, turning rock into mud or mud into rock. Choose one of these two options when you Cast the Spell.

- **Rock to Mud** You transform non-magical, unworked, and unattended stone in the area into an equal volume of mud. If you Cast this Spell on a stone floor, it becomes difficult terrain; if the resulting mud is at least 3 feet deep, it is greater difficult terrain, or the creature can try to Swim through it (DC 10 Athletics). If the mud is deep enough that a creature can't reach the bottom, the creature must Swim to move through it. If you Cast this Spell on a ceiling, the falling mud deals 8d6 bludgeoning damage (basic Reflex save) and spreads out, creating difficult terrain in an area 10 feet larger in radius than the original spell's area. Once the rock is transformed into mud, the mud is non-magical and remains until natural conditions cause it to dry out or otherwise disperse.
- **Mud to Rock** Mud in the area turns into unworked stone. If creatures are in the mud when it is transformed to stone, they must attempt a Reflex saving throw.
  Critical Success The creature escapes the mud and is atop the stone, unaffected.
  Success The creature climbs out of the mud as it turns to rock and is prone atop the stone.
  Failure The creature is partially stuck in the mud and is grabbed for 1 round or until it Escapes, whichever comes first.
  Critical Failure The creature is entirely stuck. It is restrained for 1 round or until it Escapes, whichever comes first.

Heightened (+2) Add an additional 10-foot cube to the area, adjacent to at least one of the other cubes.

VAMPIRIC MAIDEN — SPELL 4

NECROMANCY NEGATIVE

Traditions arcane, divine, occult
Cast ◆◆◆ somatic, verbal
Range 30 feet; **Targets** 1 creature
Saving Throw Fortitude

A ghostly iron maiden snaps shut on the target and drains its vitality for your gain. This deals 4d4 piercing damage and 4d4 negative damage, and the target must attempt a Fortitude save. You gain temporary HP equal to the negative damage the target takes (after applying resistances, weaknesses, and the like). You lose any remaining temporary HP after 1 minute.

Critical Success The target is unaffected.
Success The target takes half damage.
Failure The target is briefly trapped within the vampiric maiden. The target takes full damage and is immobilized by the iron maiden for 1 round or until it uses an Interact action to extricate itself, whichever comes first.
Critical Failure The target takes double damage and is immobilized by the vampiric maiden for 1 round or until it Escapes (the DC is your spell DC), whichever comes first.

Heightened (+1) The piercing and negative damage increase by 1d4 each.

VOMIT SWARM — SPELL 2

EVOCATION

Traditions arcane, occult, primal
Cast ◆◆◆ somatic, verbal
Area 30-foot cone
Saving Throw basic Reflex

You belch forth a swarm of magical vermin. You evoke and shape the creatures from your own imagination, allowing you to change the appearance of the creatures (typically a mix of centipedes, roaches, wasps, and worms), but this doesn't change the effect of the spell. The vermin swarm over anyone in the area, their bites and stings dealing 2d8 piercing damage (basic Reflex save). A creature that fails its saving throw also becomes sickened 1. Once the spell ends, the swarm disappears.

Heightened (+1) Increase the damage by 1d8.

WALL OF FLESH — SPELL 5

NECROMANCY

Traditions divine, occult, primal
Cast ◆◆◆ material, somatic
Range 20 feet
Duration 10 minutes

You craft a 20-foot-tall wall of living flesh in a straight line up to 30 feet long. The wall is 3 feet thick, and each 5-foot-long section has AC 10 and 75 HP. If you wish, the wall can be of a smaller length or height. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall can't be Repaired but can be healed by positive energy and healing spells and abilities.

When you Cast the Spell, choose one of the following features for your wall.

- **Mouths** The wall has countless toothy mouths along its surface. The mouths Strike any creature that ends its turn within 5 feet of the wall, using your spell attack roll for these Strikes and dealing piercing damage equal to 1d6 + your spellcasting ability modifier. The mouths are capable of consuming potions; since the wall is alive, it can recover Hit Points from a *potion of healing*, but it can't benefit from any effect that would give it the ability to move. Otherwise, the GM determines which potions can affect the wall.
- **Eyes** The wall sprouts hundreds of unblinking eyes. You can see through these eyes, gaining a +2 circumstance bonus to visual Perception checks within the wall's line of sight. You can also use the eyes for determining line of sight for ranged attacks and spells, but you don't have line of effect through the wall.
- **Arms** The wall is a mass of grasping arms. Any creature that ends its turn within 5 feet of the wall must attempt a Reflex save.
  Success The creature is unaffected.
  Failure The creature is grabbed by the wall for 1 round or until it Escapes against your spell DC, whichever comes first.
  Critical Failure The creature is restrained by the wall for 1 round or until it Escapes against your spell DC, whichever comes first.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Focus Spells

A focus spell is unique to a class and reflects its individual role and style. This section introduces focus spells for the oracle and witch and presents several new options for some Core Rulebook *classes. The full rules for casting focus spells appear on page 300 of the* Core Rulebook.

Bard

Bards can gain the following composition spells. This section also includes their composition cantrips.

Hymn of Healing — Focus 1

Uncommon | Bard | Composition | Healing | Necromancy | Positive

Cast ◆◆ verbal

Range 30 feet; **Targets** you or 1 ally

Duration sustained up to 4 rounds

Your divine singing mends wounds and provides a temporary respite from harm. The target gains fast healing 2. When you Cast the Spell and each time you Sustain the Spell, the target gains 2 temporary Hit Points, which last for 1 round.

Heightened (+1) The fast healing and temporary Hit Points each increase by 2.

Ode to Ouroboros — Focus 5

Uncommon | Bard | Composition | Necromancy

Cast ↻ verbal; **Trigger** A creature's dying condition would reach the value at which they would die.

Range 60 feet; **Targets** the triggering creature

Your ode temporarily staves off death. The target's dying condition remains 1 below the value at which it dies. This doesn't help prevent death from effects that kill the target without increasing its dying condition, such as *disintegrate* and death effects.

Pied Piping — Focus 10

Uncommon | Bard | Composition | Enchantment | Incapacitation | Mental | Sonic

Cast ◆◆ verbal

Area 5-foot emanation

Saving Throw Will; **Duration** 1 minute

Your performance enraptures those who hear it, compelling them to follow you about in admiration. Each creature within the emanation must attempt a Will save when you Cast the Spell or the first time they enter the area, after which they become temporarily immune for 1 day. Once per turn, you can spend a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet. You can Dismiss the spell.

Critical Success The creature is unaffected.

Success The creature is fascinated with you.

Failure The creature uses all its actions to move toward you and compliment your performance. This effect ends if a hostile action is used against the affected creature.

Critical Failure The target gains the minion trait and is controlled by you. This effect ends if a hostile action is used against the affected creature, or if you direct the creature to use any action that causes it harm.

Song of Marching — Cantrip 3

Uncommon | Bard | Cantrip | Composition | Enchantment | Mental

Cast ◆ verbal

Area 60-foot emanation

Duration sustained up to 1 hour

You maintain a brisk performance that keeps allies on the move. You and your allies in the area can Hustle for the spell's duration, even though you are also Sustaining the Spell. You and your allies then become temporarily immune for 1 day.

Heightened (6th) You can Sustain the Spell for up to 2 hours.

Heightened (9th) You can Sustain the Spell for up to 4 hours.

Song of Strength — Cantrip 1

Uncommon | Bard | Cantrip | Composition | Emotion | Enchantment | Mental

Cast ◆ verbal

Area 60-foot emanation

Duration 1 round

You bolster your allies' physical strength with a hearty exhortation. You and your allies gain a +1 status bonus to Athletics checks and to their DCs against Athletics skill actions such as Disarm, Shove, and Trip.

Special If you have the *inspire heroics* composition spell, you can use that composition to improve the bonus granted by *song of strength* in the same way as *inspire courage* or *inspire defense*.

Symphony of the Unfettered Heart — Focus 5

Uncommon | Abjuration | Bard | Composition

Cast ◆◆ verbal, somatic

Range 30 feet; **Targets** you or 1 ally

Your symphony lifts listeners from their worldly concerns. Attempt a Performance check to counteract one of the following conditions affecting the target: grabbed, immobilized, paralyzed, restrained, slowed, or stunned. If you fail, you can't target that effect on the target for 1 day. Use the condition's source to determine the counteract DC (for example, the Escape DC for grabbed).

Heightened (9th) You can target up to four creatures.

Champion

Litany of Depravity — Focus 7

Uncommon | Champion | Evil | Evocation | Litany

Cast ◆ verbal

Range 30 feet; **Targets** 1 good creature

Duration 1 round

Your litany calls into question the morals your foe claims to hold dear. The target gains weakness 7 to evil, then becomes temporarily immune to all your litanies for 1 minute.

Heightened (+1) The weakness increases by 1.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

LITANY OF SELF-INTEREST — FOCUS 5

UNCOMMON | CHAMPION | ENCHANTMENT | EVIL | LITANY | MENTAL

Cast ◆ verbal
Range 30 feet; **Targets** 1 creature
Saving Throw Will; **Duration** 1 round

You give a speech that fills your target with a drive to improve themself to the exclusion of assisting others. A creature that wants to gain the benefit of this spell and doesn't care about its limitations can voluntarily fail the save. The target then becomes temporarily immune to all your litanies for 1 minute.

Success The target is unaffected.

Failure The target gains a +2 status bonus to attack rolls, Perception checks, saving throws, and skill checks. The target can't Aid other creatures, consider any creature an ally, or use spells or abilities that directly benefit another creature (as determined by the GM), even if they also benefit the target. Other creatures allied with the spell's target can still consider the target an ally and affect it accordingly.

Heightened (8th) The status bonus increases to +3.

TOUCH OF CORRUPTION — FOCUS 1

UNCOMMON | CHAMPION | NECROMANCY | NEGATIVE

Cast ◆ somatic
Range touch; **Targets** 1 willing undead creature or 1 living creature

You infuse the target with negative energy. If the target is living, this deals 1d6 negative damage (basic Fortitude save); on a failed save, the target also takes a –2 status penalty to AC for 1 round.

If the target is a willing undead creature, the target instead regains 6 Hit Points, and if you are the undead target, you also gain a +2 status bonus to damage rolls for 1 round.

Heightened (+1) Increase the damage dealt to a living creature by 1d6 or increase the Hit Points regained by undead by 6.

Monk

CLINGING SHADOWS STANCE — FOCUS 4

UNCOMMON | EVOCATION | MONK | SHADOW | STANCE

Cast ◆ somatic
Duration until you leave the stance

You adopt the stance of clinging shadows. You can make shadow grasp Strikes. These deal 1d4 negative damage; are in the brawling group; and have the agile, grapple, reach, and unarmed traits.

While in clinging shadows stance, you gain a +2 circumstance bonus to Athletics checks to Grapple, and to the DC for creatures to Escape from you.

KI FORM — FOCUS 9

UNCOMMON | MONK | POLYMORPH

Cast ◆ verbal
Duration 1 minute

Drawing from deep wells of spiritual power, you take on a special ki form. In your ki form, your hair, feathers, skin, or scales change color and begin to glow. In this form you gain a fly Speed equal to your land Speed. Choose force, lawful (only if you are lawful), negative, or positive damage. All your Strikes deal 1d6 additional damage of the chosen type. Your entire body is also surrounded by a glowing corona of the same color as your inner ki; this is a light effect. Your corona is a 5-foot emanation that deals 2d6 damage of the chosen type to creatures who start their turn within the emanation. If the emanation overlaps with a darkness effect, the corona's glow attempts to counteract the darkness effect. Regardless of the outcome, the corona can't attempt to counteract that effect again for 1 day. As a single action, which has the concentrate trait, you can flare your corona out to become a 30-foot emanation.

In your ki form, your emotions surge to the forefront and it's difficult to moderate your attacks. Your weapons and unarmed attacks lose the nonlethal trait. You take a –2 status penalty to saves against emotion effects but gain a +2 status bonus to saves against all other mental effects.

MEDUSA'S WRATH — FOCUS 8

UNCOMMON | MONK | TRANSMUTATION

Cast ◆◆ somatic, verbal

You make an attack filled with a medusa's petrifying power. Make an unarmed Strike with the following additional effects.

Critical Success The target is slowed 2 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition increases by 1 (2 on a critical failure). A successful save reduces the slowed condition by 1. When a creature is unable to act due to the slowed condition from *medusa's wrath*, it is petrified permanently. The spell ends if the creature is petrified or the slowed condition is removed.

Success As critical success, but the target is initially slowed 1.

SHADOW'S WEB — FOCUS 7

UNCOMMON | EVOCATION | MONK

Cast ◆◆ somatic, verbal
Area 30-foot burst
Saving Throw Fortitude

Grasping darkness surges from you, dealing 14d4 negative damage. Each creature in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is enfeebled 1 for 1 round.

Failure The creature takes full damage and is enfeebled 2 for 1 round.

Critical Failure The creature takes double damage and is stunned 1, enfeebled 2 for 1 round, and immobilized for 1 round or until it Escapes, whichever comes first.

Heightened (+1) The negative damage increases by 2d4.

Oracle

ACCESS LORE — FOCUS 3

UNCOMMON | CURSEBOUND | DIVINATION | FORTUNE | ORACLE

Mystery lore
Cast ◆ somatic
Duration 1 minute

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

You sift through the multiverse's divine knowledge, seeking out tidbits related to a particular subject. Choose one Lore skill. You temporarily gain the same proficiency rank in that Lore skill as your proficiency rank for your oracle spellcasting.

ANCESTRAL DEFENSE — FOCUS 3

UNCOMMON | ABJURATION | CURSEBOUND | FORTUNE | MENTAL | ORACLE

Mystery ancestors

Cast ↻ somatic; **Trigger** You are about to attempt a Will save.

Your ancestor protects you against those who would bend your will. You roll the triggering save twice and use the better result. If you're in an encounter when you cast this spell, you immediately roll to change your predominant ancestor.

ANCESTRAL FORM — FOCUS 6

UNCOMMON | CURSEBOUND | ORACLE | TRANSMUTATION

Mystery ancestors

Cast ◆◆◆ somatic, verbal

Duration sustained up to 1 minute

You take the form of your ancestral spirits, becoming invisible and quasi-corporeal. You gain resistance 10 to all damage (except force and damage from Strikes with the *ghost touch* property rune), and this resistance is doubled against non-magical and precision damage. You gain a fly Speed equal to your land Speed; when Flying, moving upward isn't difficult terrain for you. You can't move through solid objects, but you can float through tiny gaps. You can't Cast Spells (but you can Sustain a Spell), activate items, or use actions that have the attack or manipulate trait.

Heightened (+2) The resistance increases by 5.

ANCESTRAL TOUCH — FOCUS 1

UNCOMMON | CURSEBOUND | EMOTION | ENCHANTMENT | FEAR | MENTAL | ORACLE

Mystery ancestors

Cast ◆ somatic

Range touch; **Targets** 1 living creature

Saving Throw Will

You touch a creature and force them to see and feel the ancestors surrounding you. The target takes 1d4 mental damage, with results depending on a Will save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target is frightened 1 and takes full damage.

Critical Failure The target is frightened 2 and takes double damage.

Heightened (+1) The mental damage increases by 1d4.

ARMOR OF BONES — FOCUS 3

UNCOMMON | CURSEBOUND | NECROMANCY | ORACLE

Mystery bones

Cast ◆ somatic

Duration 1 minute

You ossify your physical form, mimicking the durability of bone. You gain resistance 3 to cold, electricity, fire, piercing, and slashing damage.

Heightened (+1) Increase the resistance by 1.

BATTLEFIELD PERSISTENCE — FOCUS 3

UNCOMMON | CURSEBOUND | DIVINATION | DIVINE | ORACLE

Mystery battle

Cast ↻ verbal; **Trigger** You are about to attempt a saving throw, but you haven't rolled yet.

You're difficult to remove from battle. You gain a +2 status bonus to the triggering save, and if the triggering save is against an incapacitation effect, it treats you as if you were 2 levels higher.

BRAIN DRAIN — FOCUS 1

UNCOMMON | CURSEBOUND | ENCHANTMENT | MENTAL | ORACLE

Mystery lore

Cast ◆◆◆ material, somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will

You probe the target's mind to glean knowledge. This deals 1d8 mental damage with a basic Will save. If the target fails the save, you sort through the stolen memories to attempt a single check to Recall Knowledge. Choose a skill that has the Recall Knowledge action, and use the target's skill modifier for the check.

Heightened (+1) The mental damage increases by 1d8.

CALL TO ARMS — FOCUS 1

UNCOMMON | AUDITORY | CURSEBOUND | EMOTION | ENCHANTMENT | MENTAL | ORACLE

Mystery battle

Cast ↻ verbal; **Trigger** You are about to roll for initiative.

Area 20-foot emanation

Duration 1 minute

You cry out a call to arms, inspiring your allies to enter the fray. Each ally in the area gains a +2 status bonus to their initiative roll and gains temporary Hit Points equal to the spell's level; these temporary Hit Points last for the spell's duration.

Heightened (6th) The bonus increases to +3.

Heightened (9th) The bonus increases to +4.

CLAIM UNDEAD — FOCUS 6

UNCOMMON | CURSEBOUND | INCAPACITATION | NECROMANCY | ORACLE

Mystery bones

Cast ◆◆◆ somatic, verbal

Range 30 feet; **Targets** 1 undead creature

Saving Throw Will; **Duration** 10 minutes

You attempt to wrest control of a target undead or force it to recognize you as its master. If the target is controlled by another creature, that controller attempts a Will saving throw to retain control; otherwise, the target must attempt a Will save.

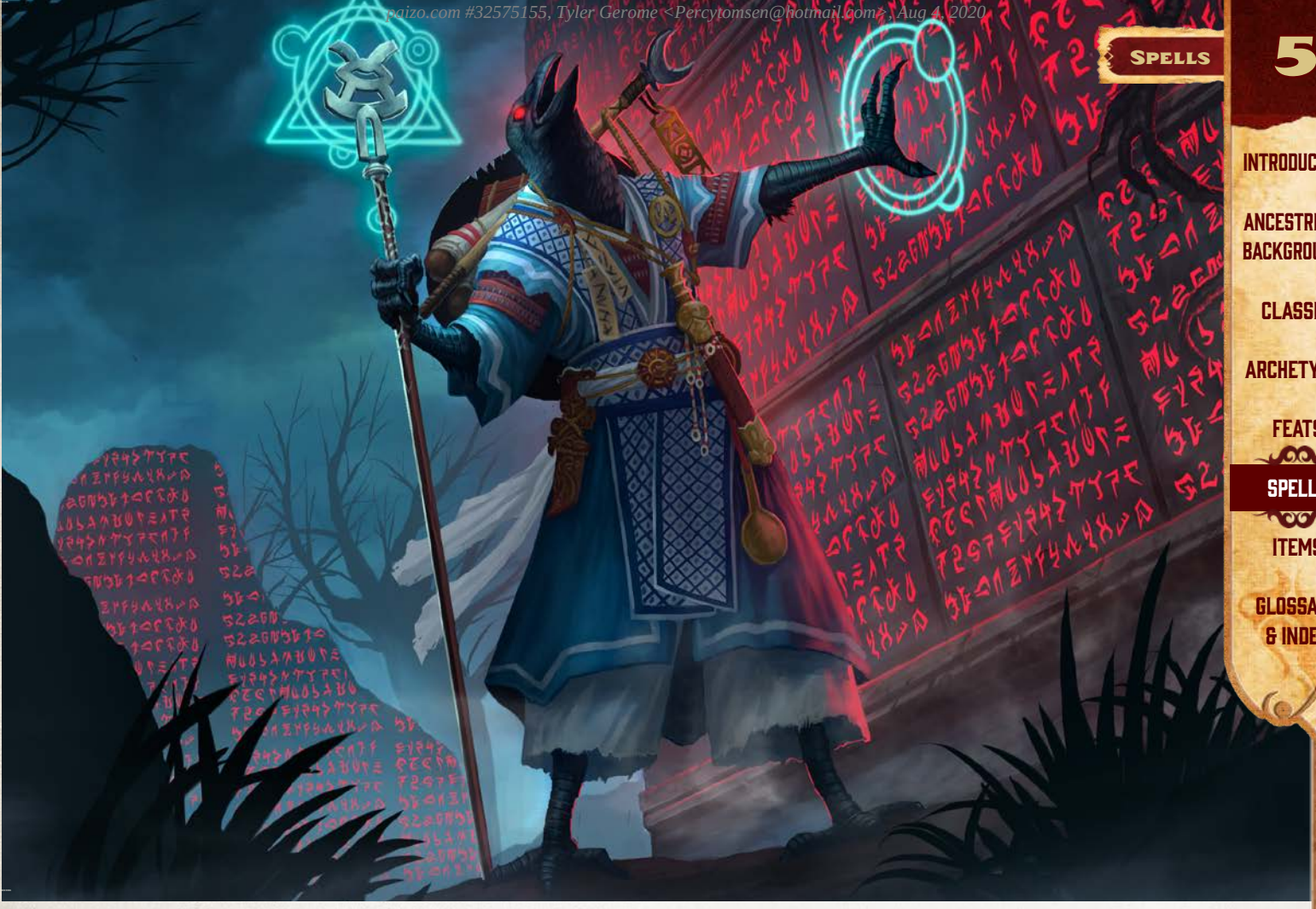
Critical Success The target is unaffected.

Success The target is stunned 1 as it fights off your commands.

Failure The target becomes controlled by you and follows your orders. It (or the creature previously controlling it) can attempt a new Will save at the end of each of its turns, and the spell ends on a success. If you issue an obviously self-destructive order, the target doesn't act until you issue a new order.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020



INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Critical Failure As failure, but the target (or the creature previously controlling it) receives a new save only if you give it a new order that is against its nature.

DEBILITATING DICHOTOMY — FOCUS 4

UNCOMMON | CURSEBOUND | EVOCATION | MENTAL | ORACLE

Cast ◆◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature other than you

Saving Throw Will

You reveal a glimpse of the impossible conflicts between the divine anathema behind your curse, forcing you to reckon with another's conflicts as well. You and the target each take 9d6 mental damage with a basic Will save, and the target is stunned 1 if it critically fails its save. You get a degree of success one better than you rolled for your saving throw.

Heightened (+1) The damage increases by 3d6.

DELAY AFFLICTION — FOCUS 3

UNCOMMON | CURSEBOUND | HEALING | NECROMANCY | ORACLE | POSITIVE

Mystery life

Cast ◆◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

With a surge of healing energy, you push back against an affliction threatening the target and grant a small amount of healing. The target recovers 3d8 Hit Points. You attempt to counteract any one affliction you are aware the target has, suspending its effects for 1 hour on a success rather than removing it. The target is then temporarily immune to *delay affliction* for 1 day. You don't need to have identified the name of the specific affliction, but you do need to be aware of it; for instance, you couldn't delay an ingested poison during its onset period unless you were aware of the poison.

Heightened (+1) The target recovers an additional 1d8 Hit Points and you can attempt to suspend an additional affliction.

DREAD SECRET — FOCUS 6

UNCOMMON | CURSEBOUND | DIVINATION | EMOTION | FEAR | MENTAL | ORACLE

Mystery lore

Cast ◆◆◆ material, somatic

Range 60 feet; **Targets** up to 6 creatures

Saving Throw Will; **Duration** until the start of your next turn

You utter a powerful secret at odds with the fundamental nature of the target creatures. Choose a specific resistance or weakness that you believe one or more of the targets have due to Recall Knowledge or previous experience with the targets, such as resistance to fire or weakness to silver. If the information is incorrect for a given target, the spell has no effect on that target. Affected targets must attempt a Will saving throw.

Critical Success The creature is unaffected.

Success The creature takes 1 damage of the type of weakness you chose (thus triggering the creature's weakness), or loses its resistance until the end of your next turn if you chose a resistance.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Failure As success, and the creature becomes frightened 1 from the revelation of its dread secret.

Critical Failure As failure, except the creature is frightened 3.

FLAMING FUSILLADE — FOCUS 6

UNCOMMON | CURSEBOUND | EVOCATION | FIRE | ORACLE

Mystery flames

Cast ◆◆ somatic, verbal

Duration 1 minute

You call upon an endless barrage of flames, producing miniature fireballs in your hands to hurl at foes. You cast *produce flame* as part of casting *flaming fusillade*. For the duration of *flaming fusillade*, *produce flame*'s casting time is reduced from 2 actions to 1.

Heightened (9th) For the duration, you also gain a status bonus to the damage dealt by *produce flame* equal to *flaming fusillade's* spell level.

HEROIC FEAT — FOCUS 6

UNCOMMON | CURSEBOUND | DIVINATION | MENTAL | ORACLE

Mystery battle

Cast ◆◆ or ◆◆◆ somatic, verbal

You gain the ability to perform a specialized combat technique from the vast wealth of martial knowledge your mystery provides. When you Cast this Spell, you use the action granted by one common fighter feat from pages 144–153 of the *Core Rulebook* or pages 126–127 of this book (your GM might add feats to this list). If you Cast this Spell using 2 actions, the granted action must be a single action, and if you Cast this Spell using 3 actions, you can instead choose a feat that grants a 2-action activity. The chosen feat's level can be no higher than *heroic feat's* spell level. The feat can't have a Frequency entry, and you must meet its prerequisites and requirements in order to select it.

INCENDIARY AURA — FOCUS 1

UNCOMMON | CURSEBOUND | EVOCATION | FIRE | ORACLE

Mystery flames

Cast ◆◆ somatic, verbal

Area 10-foot emanation

Duration 1 minute

You surround yourself with a combustible aura. Each time a creature within the emanation takes fire damage, it catches on fire, taking 2d4 persistent fire damage.

Heightened (+2) Increase the persistent damage by 1d4 and the radius of the emanation by 5 feet.

INTERSTELLAR VOID — FOCUS 3

UNCOMMON | COLD | CURSEBOUND | EVOCATION | ORACLE

Mystery cosmos

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** sustained up to 1 minute

You call upon the frigid depths of outer space to bring a terrible chill to your enemy. The target is cloaked in the freezing void, which deals 3d6 cold damage immediately and when you Sustain the Spell on future turns, with a basic Fortitude save. The target is fatigued for as long as the effect persists.

Heightened (+1) The cold damage increases by 1d6.

LIFE-GIVING FORM — FOCUS 6

UNCOMMON | CURSEBOUND | HEALING | LIGHT | NECROMANCY | ORACLE | POSITIVE

Mystery life

Cast ◆◆ somatic, verbal

Duration 1 minute

You transcend your physical form, becoming a beacon of healing energy. Your body exudes bright light like a torch. You gain resistance 5 to precision damage and weakness 5 to negative damage, and your unarmed Strikes deal an extra 1d4 positive damage.

You can touch a living creature with an Interact action to restore 6d8 Hit Points to it, and when a creature touches you with an Interact action you can allow it to gain the same healing; either way, the creature becomes temporarily immune to *life-giving form*'s healing for 1 minute. This is a positive healing effect. You can't heal yourself with *life-giving form*. A creature harmed by positive damage (such as an undead) that touches you or damages you with an unarmed attack or non-reach melee weapon instead takes 3d4 positive damage, and it doesn't become temporarily immune.

You can Dismiss this spell.

Heightened (+1) Increase the Hit Points restored with an Interact action by 1d8, the positive damage by 1, and the resistance and weakness by 1.

LIFE LINK — FOCUS 1

UNCOMMON | CURSEBOUND | HEALING | NECROMANCY | ORACLE | POSITIVE

Mystery life

Cast ◆ somatic

Range 30 feet; **Targets** 1 creature other than you

Duration 1 minute

You forge a connection of life energy between you and your target, distributing harm between both of you. When you first Cast the Spell, the target recovers 1d4 Hit Points. The first time each round that the target takes damage, reduce the damage it takes by 3 (to a minimum of 0 damage). You lose 3 Hit Points each time, or the total damage dealt, if less than 3; this damage ignores any immunities or resistances you have and can't otherwise be mitigated in any way.

The spell ends immediately if you fall unconscious. You can Dismiss the spell.

Heightened (3rd) You can target 2 creatures other than you. Increase the initial healing to 3d4 and the maximum damage reduced and Hit Points lost to 5.

Heightened (6th) You can target 3 creatures other than you. Increase the initial healing to 6d4 and the maximum damage reduced and Hit Points lost to 10.

Heightened (9th) You can target 4 creatures other than you. Increase the initial healing to 9d4 and the maximum damage reduced and Hit Points lost to 15.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

MOONLIGHT BRIDGE — FOCUS 6

UNCOMMON | CONJURATION | CURSEBOUND | LIGHT | ORACLE

Mystery cosmos
Cast ◆◆◆ somatic, verbal
Range 30 feet
Duration 10 minutes

You summon a bridge of radiant, shimmering moonlight. The 10-foot-wide span must start at the ground on a point within range, and it extends as a horizontal plane, either in a straight line or at any angle up to 45 degrees upward or downward, for up to 120 feet. This bridge has AC 10, Hardness 30, and 60 Hit Points, and it's immune to critical hits and precision damage. You and your allies can cross the bridge normally, but other creatures simply pass through it if they try to do so. The bridge blocks physical, ethereal, and incorporeal attacks from crossing, whether from above or below. You can Dismiss the spell.

Heightened (+1) The length of the bridge increases by 20 feet, and its Hit Points increase by 20.

SOUL SIPHON — FOCUS 1

UNCOMMON | CURSEBOUND | NECROMANCY | NEGATIVE | ORACLE

Mystery bones
Cast ◆ somatic
Range 30 feet; **Targets** 1 living creature
Saving Throw Fortitude

You siphon off a portion of the target's soul to bolster your own vitality. The target must attempt a Fortitude save or take 1d4 negative damage. You gain temporary Hit Points equal to the total amount of HP the target loses, including the HP lost from becoming drained.

Critical Success The creature is unaffected.
Success The creature takes half damage.
Failure The creature takes full damage and becomes drained 1.
Critical Failure The creature takes double damage and becomes drained 2.

Heightened (+1) Increase the damage by 1d4.

SPRAY OF STARS — FOCUS 1

UNCOMMON | CURSEBOUND | EVOCATION | FIRE | LIGHT | ORACLE

Mystery cosmos
Cast ◆◆◆ somatic, verbal
Area 15-foot cone
Saving Throw Reflex

You fling a spray of tiny shooting stars, dealing 1d4 fire damage. Each creature in the area must attempt a Reflex save.

Critical Success The creature is unaffected.
Success The creature takes half damage and is dazzled for 1 round.
Failure The creature takes full damage and is dazzled for 3 rounds.
Critical Failure The creature takes double damage and is dazzled for 1 minute.

Heightened (+1) Increase the damage by 1d4.

TEMPEST FORM — FOCUS 6

UNCOMMON | CURSEBOUND | ORACLE | POLYMORPH | TRANSMUTATION

Mystery tempest
Cast ◆◆◆ somatic, verbal
Duration sustained up to 1 minute

Your body becomes fluid to better suit your surroundings. When you Cast this Spell, choose whether to become air, water, or mist. The spell gains the air trait if you choose air or mist, and the water trait if you choose water or mist. You become amorphous, as does your armor. You lose any item bonus to AC and use your proficiency bonus for unarmored defense to determine your AC. You also gain resistance 10 to physical damage and become immune to precision damage. You can slip through tiny cracks and don't need to breathe. You can't cast spells, activate items, or use actions that have the attack or manipulate trait. You also gain the following effects based on your form.

- **Air** You gain a fly Speed of 20 feet and become invisible while you are in the air. You can create the effects of a *gust of wind* from your space as a 2-action activity, which has the manipulate trait.
- **Mist** You gain a fly Speed of 20 feet, and it becomes hard to see through you. Any creature on one side of your space who is targeted by a creature on the opposite side is concealed to the targeting creature.
- **Water** You gain a swim Speed of 20 feet and become invisible while you are in the water. You can electrically charge yourself by taking a single action, which has the manipulate trait. If you do, you are no longer invisible in the water due to electricity indicating your location, but any creature that makes a melee attack against you takes 1d6 electricity damage; if it touches you, this is cumulative with the damage from your major curse.

Heightened (+2) Increase the resistance by 5 and the electricity damage from the charged water form by 1.

TEMPEST TOUCH — FOCUS 1

UNCOMMON | COLD | CURSEBOUND | EVOCATION | ORACLE | WATER

Mystery tempest
Cast ◆ somatic
Range touch; **Targets** 1 creature
Saving Throw Fortitude

Your touch calls forth a churning mass of icy water that clings to your target, dealing 1d4 bludgeoning damage and 1d4 cold damage. The target must attempt a Fortitude save.

Critical Success The target is unaffected.
Success The target takes half damage and a –5-foot circumstance penalty to its Speeds until the end of your next turn.
Failure The target takes full damage and a –10-foot circumstance penalty to its Speeds until the end of your next turn.
Critical Failure As failure, but the target takes double damage.

Heightened (+1) The bludgeoning and cold damage each increase by 1d4.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

THUNDERBURST — FOCUS 3

UNCOMMON | AIR | CURSEBOUND | EVOCATION | ORACLE | SONIC

Mystery tempest
Cast ◆◆ somatic, verbal
Range 100 feet; **Area** 20-foot burst
Saving Throw Fortitude

You create a powerful blast of air and a loud peal of thunder, dealing 2d6 bludgeoning damage and 2d6 sonic damage. Each creature in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.
Success The creature takes half damage.
Failure The creature takes full damage and is deafened for 1 minute.
Critical Failure The creature takes double damage and is deafened for 1 hour.

Heightened (+2) Increase each type of damage by 2d6 and the area by 5 feet.

VISION OF WEAKNESS — FOCUS 2

UNCOMMON | CURSEBOUND | DIVINATION | ORACLE

Cast ◆ somatic
Targets 1 creature

You focus your gaze on a creature and gain a flash of divine insight into its nature. If the creature has any weaknesses, you learn them, as well as which of its three saving throw modifiers is lowest. You also learn an inherent understanding of its movements and gain a +2 status bonus to your next attack roll (or skill check made as part of an attack action) against that foe before the end of your turn. The target is then temporarily immune to *vision of weakness* for 1 day.

WHIRLING FLAMES — FOCUS 3

UNCOMMON | CURSEBOUND | EVOCATION | FIRE | ORACLE

Mystery flames
Cast ◆◆ somatic, verbal
Range 30 feet; **Area** up to two 5-foot bursts that don't overlap
Saving Throw basic Reflex

You call forth a storm of whirling flames, engulfing all creatures in that area and dealing 5d6 fire damage with a basic Reflex save.

Heightened (+2) The damage increases by 3d6, and you can add another nonoverlapping 5-foot burst to the area.

Ranger

ANIMAL FEATURE — FOCUS 2

UNCOMMON | MORPH | RANGER | TRANSMUTATION

Cast ◆ somatic, verbal
Duration 1 minute

Without fully transforming your body, you gain one animalistic feature, which you select from the list below each time you Cast the Spell.

- **Cat Eyes** You gain low-light vision.
- **Claws** You gain a claw attack that deals 1d6 slashing damage and has the agile, finesse, and unarmed traits.
- **Jaws** You gain a jaws attack that deals 1d8 piercing damage and has the unarmed trait.

Heightened (4th) Add the following options to the list you can choose from.

- **Fish Tail** You gain a swim Speed equal to your land Speed.
- **Owl Eyes** You gain darkvision.
- **Wings** You gain a fly Speed equal to your land Speed.

ENLARGE COMPANION — FOCUS 4

UNCOMMON | POLYMORPH | RANGER | TRANSMUTATION

Cast ◆◆ somatic, verbal
Range 30 feet; **Targets** your animal companion
Duration 1 minute

Your animal companion grows much larger, towering over its foes in battle. Your animal companion becomes Huge, gaining the effects of a 4th-level *enlarge* spell.

EPHEMERAL TRACKING — FOCUS 3

UNCOMMON | DIVINATION | RANGER

Cast ◆◆ somatic, verbal
Duration 1 hour

You can look at currents in the air and water and see tracks that you can follow just as you would on land. You can use Survival to Track through both air and water, noticing aerial or aquatic "tracks" of all creatures who passed nearby in the last hour. It's more difficult to Track in this way: the DC to Track through air or water is always at least 30, or higher after precipitation or wind (in the air) or heavy tides or currents (in the water). It's possible to Cover Tracks against this spell, but creatures might not realize they need to do so.

GRAVITY WEAPON — FOCUS 1

UNCOMMON | EVOCATION | RANGER

Cast ◆ somatic
Duration 1 minute

You build up gravitational force and funnel it into your blows, leading to more powerful attacks with blade and bow alike. On your first weapon Strike each round, you gain a status bonus to damage equal to twice the number of weapon damage dice.

HEAL COMPANION — FOCUS 1

UNCOMMON | HEALING | NECROMANCY | POSITIVE | RANGER

Cast ◆ or ◆◆
Range touch or 30 feet; **Targets** your animal companion

You harness positive energy to heal your animal companion's wounds. You restore 1d10 Hit Points to your animal companion. The number of actions you spend Casting this Spell determines range and other parameters.

◆ **(somatic)** The spell has a range of touch.
◆◆ **(verbal)** The spell has a range of 30 feet and restores an additional 8 Hit Points to the target.

Heightened (+1) The amount of healing increases by 1d10, and the additional healing for the 2-action version increases by 8.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

HUNTER'S LUCK — FOCUS 2

UNCOMMON | DIVINATION | FORTUNE | RANGER

Cast ◆ verbal; **Trigger** You attempt a check to Recall Knowledge about a creature, but you haven't rolled yet.

You have a preternatural ability to remember details about your foes. Roll the triggering check twice and use the better result.

HUNTER'S VISION — FOCUS 5

UNCOMMON | DIVINATION | RANGER

Cast ◆ verbal

Range 30 feet; **Targets** 1 hunted prey

Duration 10 minutes

Your target glows with a magical aura visible only to you and those who follow your lead. Your target is visible to you and others sharing your Hunt Prey benefits even if it wouldn't normally be due to lighting or the concealed or invisible conditions, though cover from opaque objects still blocks your sight. You ignore the flat check against the target due to the concealed condition, and the target isn't automatically hidden from you due to darkness or being invisible.

MAGIC HIDE — FOCUS 1

UNCOMMON | ABJURATION | RANGER

Cast ◆ somatic

Range 30 feet; **Targets** your animal companion

Duration 1 minute

Your animal companion grows a thicker hide, matted fur, or a harder shell, granting it a +1 status bonus to AC.

RANGER'S BRAMBLE — FOCUS 3

UNCOMMON | PLANT | RANGER | TRANSMUTATION

Cast ◆◆ somatic, verbal

Range 100 feet; **Area** all squares that contain plants in a 5-foot burst

Duration 1 minute

You cause plants in the area to entangle your foes, with the effects of *entangle*. A creature that critically fails the save takes 2d4 persistent bleed damage in addition to being immobilized. Escaping your bramble doesn't end the bleed damage.

Heightened (+1) The bleed damage on a critical failure increases by 1d4.

SNARE HOPPING — FOCUS 1

UNCOMMON | CONJURATION | RANGER | TELEPORTATION

Cast ◆◆ somatic, verbal

Range 10 feet; **Targets** one snare you built

You may not have placed your snare in the right place, but you can magically move it there. You teleport the target snare to another unoccupied location in range.

Heightened (+1) The range of the spell increases by 10 feet.

SOOTHING MIST — FOCUS 2

UNCOMMON | HEALING | NECROMANCY | POSITIVE | RANGER

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 willing living creature or 1 undead creature

You call forth a magical mist of positive energy that envelops a creature. The mist restores 2d8 Hit Points to a target living creature and ends one source of persistent acid, bleed, fire, negative, or poison damage affecting it. If the creature is taking persistent damage from multiple sources, you select which one is removed. Against an undead target, you deal 2d8 positive damage (basic Fortitude save); if it fails the save, it also takes 2 persistent positive damage.

Heightened (+1) The amount of healing (or damage to an undead target) increases by 1d8, and the persistent positive damage to an undead creature increases by 1.

TERRAIN TRANSPOSITION — FOCUS 5

UNCOMMON | CONJURATION | RANGER | TELEPORTATION

Cast ◆◆ somatic, verbal

Range 90 feet

You mystically transpose your current location with another. While in a wilderness environment, you transport yourself and items you're holding to a clear space you can see within range. If you have Favored Terrain and both your starting and ending position are in your favored terrain, the range increases to 180 feet. If you have an animal companion and it is adjacent to you, you can transport it along with you to an adjacent open space, but if this spell would bring any other creature with you, even in an extradimensional container, the spell is lost.

Sorcerer

BLINDING BEAUTY — FOCUS 3

UNCOMMON | EMOTION | ENCHANTMENT | INCAPACITATION | SORCERER | VISUAL

Cast ◆ somatic

Area 30-foot cone

Saving Throw Will

You channel the allure of your nymph bloodline into a terribly beautiful glance. Each enemy in the area must attempt a Will saving throw.

Critical Success The creature is unaffected.

Success The creature is dazzled until the start of its next turn.

Failure The creature is blinded until the start of its next turn.

Critical Failure The creature is blinded for 1 minute.

CONSUMING DARKNESS — FOCUS 5

UNCOMMON | EVOCATION | SHADOW | SORCERER

Cast ◆◆ somatic, verbal

Area 10-foot emanation; **Targets** enemies in the area

Saving Throw Reflex; **Duration** sustained up to 1 minute

Your shadow wriggles before spreading out from you, forming a gateway of clinging, consuming shadow through which the horrors of another plane can barely be seen. The first time each turn you Sustain the Spell, the radius increases by 5 feet. Each enemy that enters the area or begins its turn in the area takes 2d6 negative damage and must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature sinks partially into the shadow, taking half damage and a –5-foot circumstance penalty to its Speeds for as long it remains in the area.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Failure As success, but the creature takes full damage and a –10-foot circumstance penalty.

Critical Failure The creature is absorbed into the shadows, where it can be seen below the surface; it takes double damage and is immobilized for 1 round or until it Escapes.

Heightened (+1) The damage increases by 1d6.

DIM THE LIGHT — FOCUS 1

UNCOMMON | DARKNESS | EVOCATION | SORCERER

Cast ↻ somatic; **Trigger** You cast a darkness or shadow spell.

You magnify the darkness from the triggering effect, causing the ambient light level to flicker briefly so you can slip from sight. You can immediately attempt a Stealth check to Hide, and you can become hidden to a creature even if you don't have cover and aren't otherwise concealed from that creature. You cease being hidden at the end of your turn unless you move into cover or become concealed before then.

ESTABLISH WARD — FOCUS 5

UNCOMMON | ABJURATION | SORCERER

Cast ◆◆◆ somatic, verbal

Area 30-foot burst

Duration 1 minute

You bind a part of your essence to your surroundings, creating a warded area that grants you power within it, but drains you outside of it. While within the area, you can make nature's wrath Strikes by commanding plants, wind, rocks, and other natural features to attack enemies. These are melee Strikes that use your spell attack modifier, can target any creature within the ward, and deal bludgeoning, piercing, or slashing damage equal to 2d8 plus your spellcasting ability modifier.

Upon Casting the Spell, you can immediately make a single nature's wrath Strike. You are quickened while inside the ward, and can use the additional action only to make nature's wrath Strikes. You are slowed 1 while outside the area.

Heightened (+2) The area increases by 5 feet, and the Strikes deal an additional 1d8 damage.

GENIE'S VEIL — FOCUS 1

UNCOMMON | ABJURATION | SORCERER

Cast ↻ somatic; **Trigger** A creature within range is attacked.

Range 30 feet; **Targets** 1 willing creature

With a flourish, you fulfill a creature's wish for protection, bending reality to keep them from harm. The target vanishes in a burst of brightly colored smoke and sparkles, reappearing an instant later. They become concealed against the triggering attack and until the end of the current creature's turn.

HEART'S DESIRE — FOCUS 3

UNCOMMON | EMOTION | ILLUSION | MENTAL | SORCERER

Cast ◆◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You surround your target with wondrous illusions of their greatest desires, which distract them from reality. The target must attempt a Will save.

Critical Success The target disbelieves the illusion and is unaffected.

Success For 1 round, the target is stupefied 2 and takes a –2 status penalty to any checks it makes to determine the effects of reactions.

Failure For 1 minute, the target is stupefied 2 and can't use reactions.

Critical Failure As failure, and all spaces are difficult terrain for the target.

Heightened (+2) You can target one additional creature.

NYMPH'S TOKEN — FOCUS 1

UNCOMMON | ENCHANTMENT | SORCERER

Cast ◆◆◆ somatic, verbal

Duration 1 minute

You grant an ally a token of favor. You create a token, such as a lock of your hair or a flower, that persists for the spell's duration; as part of Casting the Spell, you can Interact to pass the token to an ally within your reach. As long as the ally has the token on their person, they gain a +1 status bonus to Performance checks and Will saves. You can Dismiss the spell as a free action.

Heightened (4th) As long as the ally has the token on their person, you can cast spells that have a range of touch on them at a range of 30 feet.

SEPULCHRAL MASK — FOCUS 1

UNCOMMON | DIVINATION | EMOTION | MENTAL | SORCERER | VISUAL

Cast ◆◆◆ somatic, verbal

Area 5-foot emanation; **Targets** enemies in the area

Saving Throw Will; **Duration** 1 minute

You manifest a supernatural funerary mask, granting you a +1 status bonus to Will saving throws against emotion effects for 1 minute. Its somber countenance forces your foes to confront their regrets and sins. Each enemy in the area when you Cast the Spell or that starts its turn in the area takes 1d4 mental damage and must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and takes a –1 status penalty to Will saves against emotion effects for 1 round.

Critical Failure The creature takes double damage and a –1 status penalty to Will saves against emotion effects for 1 minute.

Heightened (+2) Increase the mental damage by 2d4 and the emanation's radius by 5 feet.

SHEPHERD OF SOULS — FOCUS 5

UNCOMMON | HEALING | NECROMANCY | SORCERER

Cast ↻ verbal; **Trigger** A living creature within 30 feet takes damage.

Range 30 feet; **Targets** 1 creature

You stay the hand of fate for one not yet destined to die, sacrificing some of your own vitality to heal them. You lose up to 15 Hit Points as a sacrifice, and the target reduces the damage by twice the number of Hit Points sacrificed. If this reduction exceeds the amount of damage, the target recovers Hit Points equal to the excess amount.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Heightened (+2) The maximum number of Hit Points you can sacrifice increases by 5.

SPIRIT VEIL — FOCUS 3

UNCOMMON | ILLUSION | SORCERER

Cast ◆◆ somatic, verbal
Duration 1 minute

You draw an occluding veil of spirits around yourself, blocking yourself especially well from undead eyes. You become concealed to all creatures, and you are hidden from undead creatures regardless of what precise senses they have; this grants the effects of *invisibility*, but against all the undead creature's precise senses. If you physically interact with an undead creature or use a hostile action, the spell ends.

Heightened (+1) You can target one additional willing creature within 30 feet. The spell ends if any target physically interacts with an undead creature or uses a hostile action.

STEAL SHADOW — FOCUS 3

UNCOMMON | NECROMANCY | SHADOW | SORCERER

Cast ◆◆ somatic, verbal
Range 60 feet; **Targets** 1 creature
Saving Throw Fortitude; **Duration** sustained up to 1 minute

You steal a creature's shadow, leaving it weakened and vulnerable. The target must attempt a Fortitude save.

Critical Success The target is unaffected.
Success The target is enfeebled 1 for 1 round.
Failure The target takes 3d4 negative damage and is enfeebled 1 for the spell's duration as you tear its shadow away, collecting it in your hand. On subsequent rounds, when you Sustain the Spell, you can throttle the shadow to deal 3d4 negative damage to the target (basic Fortitude save). Until the spell ends, the target doesn't cast a shadow.
Critical Failure As failure, but the target is enfeebled 2.

Heightened (+1) The damage when the spell is cast and when it is sustained increases by 1d4.

WISH-TWISTED FORM — FOCUS 5

UNCOMMON | SORCERER | TRANSMUTATION

Cast ◆◆ somatic, verbal
Range 60 feet; **Targets** 1 creature
Saving Throw Will; **Duration** varies

You focus your magic upon an enemy, wishing for their defenses to fail and turning their strengths into weaknesses. The target must attempt one Will saving throw for all of the following effects.

- The target gains weakness 5 to one energy type of your choice.
- The target's resistances are reduced by 5.
- The target takes a –10-foot status penalty to all its Speeds.
- The target takes a –1 status penalty to its saving throws.

Critical Success The target is unaffected.
Success The target takes the penalties for 1 round.
Failure The target takes the penalties for 1 minute.
Critical Failure As failure, and the target takes a –1 status penalty to AC for the duration.

Heightened (+1) Increase the weakness and the reduction to resistances by 1.

Witch

Witches can gain the following hex spells. This section also includes their hex cantrips.

BLOOD WARD — FOCUS 1

UNCOMMON | ABJURATION | HEX | WITCH

Cast ◆ somatic
Range 30 feet; **Targets** 1 creature
Duration sustained up to 1 minute

You consolidate warding energies with a gesture, guarding a creature against attacks from a certain type of foe. Designate one of the following creature traits: aberration, animal, beast, celestial, construct, dragon, elemental, fey, fiend, fungus, monitor, ooze, plant, or undead. The target gains a +1 status bonus to its saving throws and AC against creatures with that trait. The target is temporarily immune for 10 minutes.

Heightened (5th) The status bonus increases to +2.

CACKLE — FOCUS 1

UNCOMMON | ENCHANTMENT | HEX | WITCH

Cast ◆ verbal

With a quick burst of laughter, you prolong a magical effect you created. You Sustain a Spell.

CLINGING ICE — CANTRIP 1

UNCOMMON | CANTRIP | COLD | CONJURATION | HEX | WITCH

Cast ◆ somatic
Range 30 feet; **Targets** 1 creature
Saving Throw Reflex; **Duration** sustained, up to 1 minute

Freezing sleet and heavy snowfall collect on the target's feet and legs, dealing 1d4 cold damage and other effects depending on its Reflex save. Once this spell ends, the target becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.
Success The target takes half damage.
Failure The target takes full damage, and takes a –5-foot circumstance penalty to its Speeds until the spell ends.
Critical Failure The target takes double damage and a –10-foot circumstance penalty to its Speeds until the spell ends.

Heightened (+1) The damage increases by 1d4.

CURSE OF DEATH — FOCUS 5

UNCOMMON | CURSE | DEATH | HEX | NECROMANCY | WITCH

Cast ◆◆ somatic, verbal
Range 30 feet; **Targets** 1 creature
Saving Throw Fortitude; **Duration** sustained up to 1 minute

You focus your malevolent gaze on a target, causing their heart to seize in dread. The target must attempt a Fortitude saving throw. Regardless of the result, the target is temporarily immune to further castings of *curse of death* for 1 day.

Critical Success The target is unaffected.
Success The target is afflicted with the curse of death at stage 1, and the stage of the curse can't increase beyond stage 1.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Failure The target is afflicted with the curse of death at stage 1.
Critical Failure The target is afflicted with the curse of death at stage 2.
Curse of Death (curse) This curse ends immediately when the spell ends; **Stage 1** 4d6 negative damage and fatigued (1 round); **Stage 2** 8d6 negative damage and fatigued (1 round); **Stage 3** 12d6 negative damage and fatigued (1 round); **Stage 4** death

Heightened (+1) Increase the negative damage taken on a success and during the first three stages of the curse by 1d6.

DECEIVER'S CLOAK — FOCUS 3

UNCOMMON | HEX | ILLUSION | WITCH

Cast ◆◆ somatic, verbal
Duration sustained

You wrap yourself in a cloak of illusion, appearing as another creature of the same body shape with roughly similar height and weight as yourself. This has the effects of a 3rd-level *illusory disguise*.

Heightened (6th) You can appear as any creature of the same size, even with a completely different body shape.

DISCERN SECRETS — CANTRIP 1

UNCOMMON | CANTRIP | DIVINATION | HEX | WITCH

Cast ◆ somatic
Range 30 feet; **Targets** 1 creature
Duration sustained up to 1 minute

You call upon your patron's power to better uncover secrets. When you Cast the Spell, the target can Recall Knowledge, Seek, or Sense Motive. The target gains a +1 status bonus to the skill or Perception used for the roll, and this bonus remains as long as you Sustain the Spell. The target is temporarily immune to *discern secrets* for 1 minute.

Heightened (5th) You can target two creatures instead of one.

ELEMENTAL BETRAYAL — FOCUS 1

UNCOMMON | EVOCATION | HEX | WITCH

Cast ◆ verbal
Range 30 feet; **Targets** 1 creature
Duration sustained up to 1 minute

You call upon the elements to undermine your foe. When you Cast this Spell, choose air, earth, fire, or water. Each time the target takes damage from a spell or effect with the chosen trait, it takes an additional 2 damage of one damage type dealt by the spell or effect. If you chose fire or water, the target also takes this additional damage when taking fire or cold damage, respectively, from effects or spells without the chosen trait.

Heightened (+2) Increase the additional damage by 1.

EVIL EYE — CANTRIP 1

UNCOMMON | CANTRIP | CURSE | EMOTION | ENCHANTMENT | FEAR | HEX | MENTAL | WITCH

Cast ◆ somatic
Range 30 feet; **Targets** 1 creature
Saving Throw Will; **Duration** sustained up to 1 minute

Your fix your eye on the target, imposing a malevolent hex. The target becomes frightened based on the results of its Will save. This condition value can't be reduced below 1 while the spell is active and you can see the target. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Success The target is unaffected.
Failure The target is frightened 1.
Critical Failure The target is frightened 2.

LIFE BOOST — FOCUS 1

UNCOMMON | HEALING | HEX | NECROMANCY | WITCH

Cast ◆ somatic
Range 30 feet; **Targets** 1 creature
Duration 4 rounds

You temporarily bolster the target's vitality. The target gains fast healing equal to double the spell's level.

MALICIOUS SHADOW — FOCUS 3

UNCOMMON | EVOCATION | HEX | SHADOW | WITCH

Cast ◆◆ somatic, verbal
Range 30 feet; **Targets** 1 creature
Duration sustained up to 1 minute

You reshape the target's shadow into a deadly form, such as strangling hands, a dangerous weapon, harrying runes, or the like, and command it to attack the target. When you Cast the Spell, and each time you Sustain the Spell, the shadow makes a Strike against the target. The shadow moves along with the foe, always remaining within reach. If you Sustain the Spell multiple times in a round, you gain this effect each time. The shadow uses and contributes to your multiple attack penalty.

The shadow's Strikes are melee spell attacks. Regardless of its shape, the shadow's Strikes deal damage equal to 1d10 plus your spellcasting ability modifier. You choose the type of damage when you Cast the Spell, choosing from bludgeoning, piercing, or slashing damage. The shadow doesn't take up space, grant flanking, or have any other attributes a creature would. The shadow can't make any attacks other than its Strike.

The shadow vanishes if the target moves into an area of complete darkness or enters an area with light from all directions such that the target doesn't cast a shadow. If another effect is controlling the target's shadow when you cast *malicious shadow*, you can attempt to counteract that effect to temporarily take control of the shadow, but the original effect resumes when *malicious shadow* ends.

Heightened (+2) The Strike damage increases by 1d10.

NEEDLE OF VENGEANCE — FOCUS 1

UNCOMMON | ENCHANTMENT | HEX | MENTAL | WITCH

Cast ◆ somatic
Range 30 feet; **Targets** 1 enemy
Saving Throw basic Will; **Duration** sustained up to 1 minute

A long, jagged needle jabs into the target foe's psyche whenever it tries to attack a specifically forbidden creature. Name yourself or one of your allies. The target takes 2 mental damage any time it uses a hostile action against the named creature.

Heightened (+1) Increase the damage by 2.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

NUDGE FATE — CANTRIP 1

UNCOMMON | CANTRIP | DIVINATION | HEX | WITCH

Cast ◆ verbal
Range 30 feet; **Targets** 1 creature
Saving Throw Will; **Duration** sustained up to 1 minute

You read slightly into the future and give fate a tiny push to achieve the result you desire. Once during the duration, when the target fails an attack roll, skill check, or saving throw and a +1 status bonus would turn a critical failure into a failure, or failure into a success, you grant the target a +1 status bonus to the check retroactively, changing the outcome appropriately. The spell then ends, and the target is temporarily immune for 1 minute.

If you cast *nudge fate* while a previous casting of this hex is still in effect, the previous effect ends.

PERSONAL BLIZZARD — FOCUS 3

UNCOMMON | CONJURATION | HEX | WITCH

Cast ◆ somatic
Range 30 feet; **Targets** 1 creature
Saving Throw Fortitude; **Duration** sustained up to 1 minute

You summon an isolated blizzard of obscuring, scouring ice to follow your target. The target attempts a Fortitude save.

Critical Success The target is unaffected.
Success The target takes 1d6 cold damage, and the spell ends.
Failure The target takes 1d6 cold damage and 1d6 persistent cold damage. (The persistent damage automatically ends when the spell ends.) It is concealed to other creatures, and other creatures are concealed to it.
Critical Failure As failure, but both the cold damage and the persistent cold damage increase to 2d6.

Heightened (+1) The cold damage and persistent cold damage increase by 1 (2 on a critical failure).

PHASE FAMILIAR — FOCUS 1

UNCOMMON | ABJURATION | HEX | WITCH

Cast ↻ somatic
Trigger Your familiar would take damage.
Range 60 feet; **Targets** your familiar

You draw upon your patron's power to momentarily shift your familiar from its solid, physical form into an ephemeral version of itself shaped of mist. Your familiar gains resistance 5 to all damage and is immune to precision damage. These apply only against the triggering damage.

Heightened (+1) Increase the resistance by 2.

RESTORATIVE MOMENT — FOCUS 5

UNCOMMON | HEX | NECROMANCY | WITCH

Cast ◆◆ somatic, verbal
Range 30 feet; **Targets** 1 creature

You manipulate the threads of time around the target, giving them some of the benefits of a day's passage. The target decreases the values of any doomed and drained conditions it has by 1 and can immediately attempt one saving throw against each affliction it has with a stage length of 1 day or less. The target is then temporarily immune for 1 day.

SHROUD OF NIGHT — CANTRIP 1

UNCOMMON | CANTRIP | DARKNESS | EVOCATION | HEX | WITCH

Cast ◆ somatic
Range 30 feet; **Targets** 1 creature
Saving Throw Will; **Duration** sustained up to 1 minute

Drawing your hand in a sweeping gesture, you shroud the target in a veil of night. The target's eyes are blanketed in darkness. If you cast this hex on a willing ally (for instance, one with light blindness), the ally can choose which result it gets without rolling. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Success The target is unaffected.
Failure The target is shrouded in murky darkness. Unless the target has darkvision, other creatures are concealed to it.

STOKE THE HEART — CANTRIP 1

UNCOMMON | CANTRIP | EMOTION | ENCHANTMENT | HEX | WITCH

Cast ◆ verbal
Range 30 feet; **Targets** 1 creature
Duration sustained up to 1 minute

Intense fervor fills the target creature, empowering their blows. The target gains a +2 status bonus to damage rolls. Once this spell ends, the target becomes temporarily immune for 1 minute.

Heightened (+2) The status bonus to damage increases by 1.

VEIL OF DREAMS — FOCUS 1

UNCOMMON | ENCHANTMENT | HEX | MENTAL | WITCH

Cast ◆ somatic
Range 30 feet; **Targets** 1 creature
Saving Throw Will; **Duration** sustained up to 1 minute

You draw the target into a drowsy state, causing daydreams and sluggishness. The target must attempt a Will save.

Critical Success The target is unaffected.
Success The target takes a –1 status penalty to Perception, attack rolls, and Will saves. This penalty increases to –2 for Will saves against sleep effects.
Failure As success, and any time the target uses a concentrate action, it must succeed at a DC 5 flat check or the action is disrupted.

WILDING WORD — CANTRIP 1

UNCOMMON | CANTRIP | ENCHANTMENT | HEX | WITCH

Cast ◆ verbal
Range 30 feet; **Targets** 1 animal, fungus, or plant
Saving Throw Will; **Duration** sustained up to 1 minute

With a few words, you convince a wild creature you are a kindred spirit, making it reluctant to harm you. The target must attempt a Will save. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Critical Success The target is unaffected.
Success When the target attempts an attack roll or skill check that would harm you, it takes a –2 status penalty to its roll.
Failure As success, but the target also becomes sickened 1 each time it damages you.
Critical Failure As success, but the target also becomes sickened 2 each time it damages you.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

RITUALS

Rituals take much longer to cast than most spells and can be performed by anyone who is skilled enough, not just spellcasters. The rules for casting rituals appear on page 408 of the Core Rulebook.

TABLE 5-1: RITUALS BY LEVEL

Level	Ritual
Heartbond	2
Reincarnate	3
Unseen custodians	3
Rest eternal	4
Simulacrum	4
Astral projection	5
Heroes' feast	5
Ward domain	6
Teleportation circle	7
Word of recall	7
Create demiplane	8
Clone	9
Fantastic facade	9

ASTRAL PROJECTION — RITUAL 5

UNCOMMON DIVINATION

Cast 1 hour; **Cost** one jacinth worth a total value of the target's level (minimum 1) × 5 gp, for each target; **Secondary Casters** 2

Primary Check Arcana or Occultism (master); **Secondary Checks** Arcana or Occultism (whichever isn't used for the primary check), Survival

Range touch; **Targets** yourself and up to 5 willing creatures

Duration see text

You project the targets' spiritual essences into the Astral Plane, leaving their inanimate physical forms behind. These astral forms can be used to explore the Astral Plane indefinitely, while the targets' bodies remain safely in stasis on the plane where the ritual was cast (where they remain unconscious and can't be awoken normally). The casters must be in physical contact with one another in a circle for the duration of the casting, and all targets must be selected from these casters.

A target's astral form is a duplicate of the target and everything they're carrying; anything that happens to a duplicate item happens to the original as well. For instance, if you use, spend, destroy, lose, or give away an item's duplicate, the original vanishes from your possession. For the duration of the ritual, any of the targets can spend a single action to Dismiss their astral form and immediately return to their physical body. As the primary caster, when you Dismiss your astral form, you can also Dismiss all the other targets' astral forms as part of the same action, returning all targets to their physical forms simultaneously. While in the Astral Plane, the other targets are unable to navigate without you, and if they become separated from you, they must wait for your return or Dismiss their own astral forms. When the ritual ends, the targets' astral forms vanish.

A target's astral form and corresponding physical form are linked by an incorporeal silver cord, which is visible only in the Astral Plane. This nearly unbreakable cord serves as a conduit and safety line; if it is severed, the target's astral and physical forms are both immediately slain. If the ritual is interrupted by an external force, such as *dispel magic* being cast on a target's physical or astral form, the target is immediately and harmlessly returned to their physical body. If a target's astral form is slain, the silver cord immediately rips them back to their physical body; the strain requires them to attempt a Fortitude save with the same DC as the ritual's primary check. On a failure, the creature dies; on a success, they become clumsy 2, drained 2, doomed 2, and enfeebled 2 for 1 week; these conditions can't be removed or reduced by any means until the week has passed. A target's physical body remains in suspended animation for the duration of the ritual, but if it is destroyed, they die and their astral form also vanishes.

This ritual only projects a portion of the targets' consciousnesses onto the Astral Plane. To travel physically to the Astral Plane (to reach the Outer Planes, for example) requires spells such as *plane shift*.

Critical Success All targets are able to navigate independently in the Astral Plane. Each target's silver cord is stronger than usual, providing them a +4 circumstance bonus to their Fortitude save to avoid dying if their astral form dies.

Success You successfully project the targets.

Failure You fail to project the targets.

Critical Failure The process of separating the targets' spirits from their bodies is complicated, and something goes catastrophically wrong. All casters become doomed 1, are immediately reduced to 0 Hit Points, and begin dying.

CLONE — RITUAL 9

RARE NECROMANCY

Cast 7 days; **Cost** rare laboratory supplies and reagents worth the target's level (minimum 1) × 100 gp; **Secondary Casters** 3

Primary Check Crafting (legendary); **Secondary Checks** Arcana, Occultism, Medicine

Range 10 feet; **Targets** 1 living creature up to 20th level

You remove 1 cubic inch of flesh from the target, who must be present throughout the ritual and can be one of the casters. You then use that flesh to grow a duplicate of the target's physical form that will house the target's soul upon death. This duplicate is physically identical to the original creature.

In order to perform the ritual, you need an expanded alchemist's lab (*Core Rulebook* 288) or a superior set of equipment. Once the ritual is successfully completed, the duplicate grows within the laboratory equipment for 2d4 months. While direct involvement isn't required during this period of growth, you must prevent any interference or interruption or the ritual fails. When the duplicate is complete, the original creature's soul enters it as soon as their original body dies, or immediately if the creature died during the

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

intervening months, as long as the soul is free and willing. If Pharasma has decided that the target's time has come or the target's soul is trapped or doesn't wish to return, the duplicate remains empty until the impediment is removed. While unoccupied, the inert duplicate must be preserved in suitable alchemical equipment to prevent it from rotting.

Critical Success The cloning process is successful. When the soul occupies the completed clone, it is clumsy 1, drained 1, doomed 1, and enfeebled 1 for 1 week; these conditions can't be removed or reduced by any means until the week has passed.

Success As critical success, but each condition value is 2.

Failure You fail to form the clone.

Critical Failure The clone appears to be successful, but something went horribly wrong. Once it grows to its full size, it can't hold the target's soul and instead houses a malevolent intelligence or an invasive creature such as an invidiak demon (*Bestiary 2* 65).

CREATE DEMIPLANE — RITUAL 8

RARE | CONJURATION | TELEPORTATION

Cast 9 days; **Cost** precious materials worth a total value of 800 gp; **Secondary Casters** 3

Primary Check Arcana, Nature, Occultism, or Religion (legendary); **Secondary Checks** Arcana, Nature, Occultism, Religion (whichever three aren't used for the primary check)

Few incantations are as renowned as the power to create worlds. To cast this ritual, you must be on the Astral Plane, the Ethereal Plane, or a plane that connects to one of the two.

A demiplane created with this ritual exists on the Astral or Ethereal Plane. It can have the appearance of any mundane environment or structure, such as a glorious cathedral, a clearing in a forest, a comfortably furnished cavern, or anything else one can imagine. All demiplanes have finite, unbreachable boundaries, which might resemble stone, wood, or something more unnatural, such as a wall of mist or unceasing void.

Demiplanes have environmental conditions as appropriate for the Material Plane, though the primary caster can dictate a general climate or light level, as well as whether the demiplane experiences seasons or a day-night cycle. The demiplane has no native plants or animals, but they can be introduced, and plants will grow in a demiplane's light.

When you first cast *create demiplane*, the casters are teleported to the demiplane. The demiplane has no direct access to other worlds, so *plane shift* or similar abilities are necessary to access it. As part of casting the ritual to create a new demiplane, you create a key to the demiplane which serves as a *plane shift* tuning fork for that demiplane. Most resemble ornate keys, but some take the forms of maps, compasses, or dowsing rods.

If you have the original key to an existing demiplane and are on that demiplane, you can instead use this ritual to either expand the demiplane or add special traits or features described on page 242. See pages 136–138 of the *Gamemastery Guide* for more information about these planar features.

- **Alignment** The demiplane gains one alignment trait, such as lawful or good.
- **Bounteous** The demiplane has a functional ecosystem, with plants and animals appropriate to the environment. This ecosystem doesn't require any additional effort on your part to maintain.
- **Elemental** The demiplane gains the air, earth, fire, or water planar essence trait.
- **Gravity** The demiplane gains a gravity trait of your choice.
- **Key** You create an additional key that can be used to access the demiplane with *plane shift* and improve it with *create demiplane*.
- **Portal** You create a permanent gateway between the demiplane and a single other location. You must spend the ritual's casting time constructing the gateway on the external side, which typically resembles an arch or doorway of some sort. The gate is always active, but it can be secured as you would any door.
- **Scope** The demiplane can be unbounded instead of finite, though still with the same size.

Critical Success You create a new demiplane whose area consists of two contiguous squares, each 100 feet on a side. The ceiling is 20 feet high. If modifying an existing demiplane, you can instead either add this area to the demiplane's size or add two special traits or features.

Success As critical success, but the demiplane's area is a single square, 100 feet on a side and a ceiling 20 feet high. If modifying an existing demiplane, you can add one special trait or feature.

Failure The ritual has no effect.

Critical Failure Something goes horribly wrong, and all casters are teleported to an unknown but likely hostile plane.

Heightened (10th) The ritual creates a square area 1,000 feet on a side, with a ceiling 20 feet high (two contiguous areas of this size on a critical success). The cost of the ritual increases to 20,000 gp.

FANTASTIC FACADE — RITUAL 9

RARE | ILLUSION

Cast 1 week; **Cost** mystical paint, elaborate veils, and powdered minerals worth 20,000 gp total; **Secondary Casters** 3

Primary Check Arcana or Occultism (legendary); **Secondary Checks** Society or Survival; Deception; Stealth

Area circle centered on you up to 1 mile in radius; **Targets** 1 settlement and its residents

Duration unlimited

You draw a permanent series of complex illusions over the target settlement, choosing the look, sound, feel, and smell of the structures, terrain, and creatures within at the time the ritual is cast. You can alter the appearance of existing structures and creatures, and you can add illusory structures or creatures. For example, you could cause everything and everyone in the target area to appear green, create an illusory forest with a thick canopy that obscures the settlement from outside view, or make empty ruins seem inhabited and pristine. When you create the facade, you determine which illusory elements remain static (limited to basic natural movement, such as flags blowing in the breeze) and which follow a basic program (for

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

example, a daily parade in the town square, complete with marching band). You're unable to alter the programs after you create the facade.

You can disguise creatures as you please, with the same effects as a 3rd-level *illusory disguise*. If a creature affected by the facade leaves the area, any illusions affecting it fade after 1 day. You decide when casting the ritual whether newcomers are disguised by the illusions, and whether the disguise appears immediately or after a set period, up to 1 week.

A creature that interacts with the target settlement in a way that would suggest or reveal the illusory nature of the facade, such as by trying to paint a building affected by the facade or climbing an illusory structure, can attempt to disbelieve the illusion. The illusions created by the spell are harmless, so an illusory river of lava wouldn't cause damage, nor could thorns on an illusory rose bush prick someone.

Critical Success You create the facade as described, and you can alter the programs within your facade by spending 1 day to reprogram them.

Success You create the facade as described.

Failure Your illusions fail and the ritual has no effect.

Critical Failure Your ritual produces unexpected and uncontrolled illusions different from what you had planned, such as unexpected and slowly shifting colors across the buildings, unpleasant smells, and creatures appearing as skeletons. These effects fade after 1 month.

Heightened (10th) The cost increases to 100,000 gp and the radius can be up to 5 miles.

HEARTBOND — RITUAL 2

UNCOMMON ABJURATION

Cast 1 hour; **Cost** fine wine and a set of matching rings or other tokens worth 40 gp total; **Secondary Casters** 2

Primary Check Nature or Religion (expert); **Secondary Checks** Diplomacy, Society

Range 20 feet

You create a magical bond between two willing creatures, who are secondary casters of the ritual and must share genuine affection for one another. As part of the ritual, both members of the bond receive a ring, amulet, or similar token to symbolize their shared connection. They lose the effects of the ritual when not wearing the token, and the bond is broken if either token is destroyed.

Creatures benefiting from a successful *heartbond* ritual can later participate in a heightened version of the ritual without requiring new checks by spending the required time and paying the difference of the two costs. A creature can be under the effects of multiple *heartbond* rituals at once.

Critical Success Once per day, each bonded creature can use a 2-action activity, which has the concentrate trait, to learn the present state of the other bonded creature. The creature knows the other creature's direction and distance and any conditions affecting them. Both of the participants can cast *message* as a divine innate spell at will, but can only target the other participant.

Success As a critical success, except the bonded creatures can't cast *message* as a divine innate spell.

Failure The ritual has no effect.

Critical Failure Magical backlash creates discordant energy among the participants. For 1 week, each ritual participant is clumsy 2 and stupefied 2 whenever they are within 30 feet of another ritual participant.

Heightened (6th) Increase the cost to a total value of 600 gp. On a success, secondary casters in the ritual permanently gain the effects of a 6th-level *telepathy* spell, but only with each other.

HEROES' FEAST — RITUAL 5

UNCOMMON CONJURATION

Cast 4 hours; **Cost** 25 gp; **Secondary Casters** 1

Primary Check Nature, Religion, or Occultism (expert); **Secondary Checks** Diplomacy or Society

Range 40 feet

You conjure otherworldly beings to serve you and your companions a feast with restorative properties. These mysterious beings may be fey, divine, or other supernatural servitors, as appropriate for the primary check. After the first hour of the ritual, these servants appear and serve a massive feast, complete with an exquisite table and up to 10 place settings. The bounteous spread consists of all manner of dishes, including the guests' childhood comfort foods, modern delicacies, and preferred drinks. The summoned servants spend the next 3 hours waiting on you and the other guests, fetching additional food, pouring drinks, and so forth. During this time, you and the other guests must strive to be as polite and gracious as possible to avoid offending your mysterious hosts. At the feast's end, the ritual is completed and you and the secondary caster attempt your checks as normal. If the feast is interrupted at any point, the servants immediately vanish with their provisions and the ritual is disrupted.

Critical Success The feast is nourishing and revitalizing. The magical food casts *neutralize poison*, *remove disease,* and *remove fear* on each guest for each relevant affliction, using your modifier for the primary skill check as the counteract modifier. Each guest also recovers 100 Hit Points and gains 20 temporary Hit Points for the next 12 hours. Guests also gain a +2 status bonus to saves against disease, fear, and poison effects for the next 12 hours.

Success As critical success, except guests recover only 50 Hit Points, gain only 10 temporary Hit Points, and don't gain the status bonus to saves.

Failure You and the other guests taste ash in your mouths and realize that the feast contained nothing of sustenance.

Critical Failure The otherworldly servants were offended by your behavior or the hubris you demonstrated in summoning them and poisoned the feast. You and your guests become sickened 4 and can't reduce the condition for 12 hours.

Heightened (+1) Increase the Hit Points recovered by 10 and the temporary Hit Points by 2 (or twice each amount on a critical success).

REINCARNATE — RITUAL 3

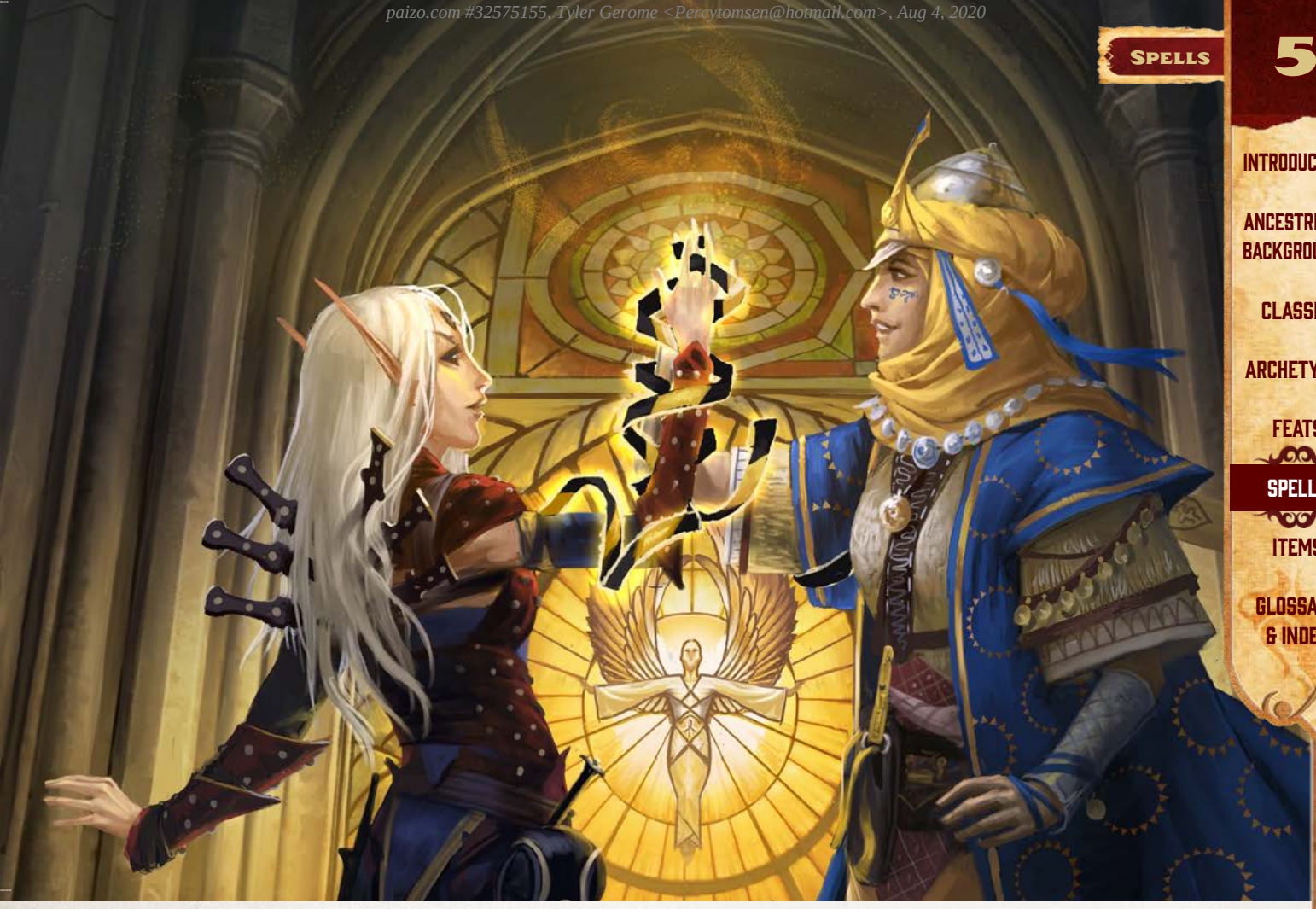
UNCOMMON NECROMANCY

Cast 4 hours; **Cost** rare herbs worth a total value of the target's level (minimum 1) × 25 gp; **Secondary Casters** 2

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX



Primary Check Nature (expert); **Secondary Checks** Occultism, Religion

Range 10 feet; **Targets** 1 dead creature of up to 8th level

You call forth the target's soul and attempt to incarnate it into a brand-new body. As the soul won't be returning to the original body, only a small portion of the creature's remains are required. These remains must have been part of the original body at the time of death, and the target must have died within the past week. If Pharasma has decided that the target's time has come or the target's soul is trapped or doesn't wish to return, this ritual automatically fails, but you discover this after you succeed at the Religion check and can end the ritual without paying the cost.

If the ritual is successful, the target's new body has a random ancestry. First roll 1d20. On a result of 1 through 14, the new body is one of a common ancestry, while on a 15 through 20 they become a member of an uncommon or rare ancestry. The GM chooses possible ancestries based on those found in the region and then rolls randomly between them. For instance, the GM could roll 1d6 to choose a common ancestry from the *Core Rulebook*. The target replaces their ancestry Hit Points, size, Speeds, ability boosts, ability flaws, traits, and special abilities with those of their new ancestry. The target loses their heritage and ancestry feats, selecting replacements from their new ancestry. The target's background, class features, and known languages remain unaltered.

Critical Success You reincarnate the target into a new adult body. This new body has full HP and has the same spells prepared and points in their pools as the original did when it died.

Success As critical success, except the new body has 1 HP and no spells prepared or points in any pools. The soul takes some time to adjust to their new body, leaving them clumsy 2, drained 2, and enfeebled 2 for 1 week; these conditions can't be removed or reduced by any means until the week has passed.

Failure You fail to reincarnate the target.

Critical Failure The target's soul becomes trapped in an unintelligent animal creature of the GM's choosing, with a level no greater than half the target's level. While trapped, the target has an Intelligence score of 1 (–5 modifier) and can't use any of their own abilities.

Heightened (4th) The maximum level of the target increases to 10. The cost is the target's level (minimum 1) × 40 gp.

Heightened (5th) The maximum level of the target increases to 12. The cost is the target's level (minimum 1) × 75 gp.

Heightened (6th) The maximum level of the target increases to 14. The cost is the target's level (minimum 1) × 125 gp. The target must have died within the past month.

Heightened (7th) The maximum level of the target increases to 16. The cost is the target's level (minimum 1) × 200 gp. The target must have died within the past month.

Heightened (8th) The maximum level of the target increases to 18. The cost is the target's level (minimum 1) × 300 gp. The target must have died within the past year.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Heightened (9th) The maximum level of the target increases to 20. The cost is the target's level (minimum 1) × 600 gp. The target must have died within the past decade.

REST ETERNAL — RITUAL 4

UNCOMMON NECROMANCY

Cast 1 day; **Cost** rare oils to anoint the body worth a total value of the target's level (minimum 1) × 25 gp; **Secondary Casters** 2

Primary Check Religion (expert); **Secondary Checks** Occultism, Religion

Range 20 feet; **Targets** 1 dead creature

You call upon gods, spirits, and stranger beings to bar a creature's spirit from ever returning. A spirit that doesn't wish to be so constrained can attempt a Will save to resist this ritual; on a critical success, it fools you into believing the ritual succeeded. This ritual has no effect on a target who is undead or whose soul is otherwise not in the afterlife.

Critical Success You sequester the subject's spirit to the afterlife. Attempts to communicate with the dead creature, return it to life, turn it into an undead, or otherwise disturb its afterlife fail unless the effect's counteract level is at least 2 higher than that of *rest eternal* or originates from an artifact or a deity. Successfully returning the creature to life ends the restrictions placed by *rest eternal*.

Success As critical success, but effects to interact with the spirit fail unless the effect's counteract level is higher than that of *rest eternal* or originates from an artifact or a deity.

Failure The ritual has no effect.

Critical Failure The ritual fails, and the spirits you appealed to are angered by your meddling. All casters become doomed 1 for 1 week.

SIMULACRUM — RITUAL 4

RARE ILLUSION

Cast 1 day; **Cost** a piece of hair, drop of blood, or other part of the creature to be duplicated, plus rare oils, minerals, and pigments with a total value of 300 gp; **Secondary Casters** 3

Primary Check Arcana or Occultism (master, the check has the secret trait); **Secondary Checks** Arcana, Nature, Occultism, Religion, or Society (whichever is required to Recall Knowledge about the creature being duplicated); Crafting; Deception

Targets 1 living creature

You create an illusory duplicate of the target creature by animating ice or snow sculpted in its shape. The simulacrum is a 4th-level creature with no special abilities. If it needs to attempt a roll or use a DC, use the moderate number for a monster (*Gamemastery Guide* 57), except as noted below. It doesn't have any specific memories from the target, but it can use information about the creature gained from any of the casters to Impersonate the target. It looks exactly like the target and has a Deception modifier to Impersonate that creature equal to the modifier of the secondary spellcaster who rolled the Deception check, with a +4 status bonus.

While it doesn't have any of the original's special abilities, like a dragon's breath weapon, the illusions that make up the simulacrum allow it to appear to use those abilities; they just never seem to have an effect. For instance, against a simulacrum dragon's breath weapon, all creatures in the area seem to critically succeed at their saving throws and take no damage. Creatures can attempt to disbelieve the illusion by attempting a Perception check against the Deception DC of the secondary spellcaster who rolled the Deception check.

Critical Success You bring the simulacrum to life. It has the minion trait and is under your absolute control. You gain a direct mental link with the simulacrum and can spend an action to command the simulacrum via this link, even at a distance.

Success As a critical success, but there is no special link between you and the simulacrum. You must spend an action to command it verbally or by some other means.

Failure The ritual fails and has no effect.

Critical Failure The simulacrum awakens, but it isn't your minion and is hostile to all the casters. It does everything it can to destroy them, but if it can't immediately slay them, the simulacrum tries to escape and plots their demise.

TELEPORTATION CIRCLE — RITUAL 7

UNCOMMON CONJURATION TELEPORTATION

Cast 1 day; **Cost** rare incense, precious metals, and purified chalk worth 500 gp; **Secondary Casters** 2

Primary Check Arcana or Occultism (master); **Secondary Checks** Crafting, Survival

Range 20 feet

Duration 1 day

You create a 10-foot-diameter circle on the ground, which acts as a portal to a destination determined at the time of the ritual. You designate the destination of the teleportation as part of the ritual. This destination can't be changed. The destination must be a location within 1,000 miles and be on the same plane as the teleportation circle. You must be able to identify the location precisely both by its position relative to the location where you create the teleportation circle and by the destination's appearance (or other identifying features). The destination must also be a 10-foot-diameter circle that doesn't overlap with any solid structures, but it can be a place that is harmful or dangerous.

A secondary caster attempting a Survival check for this ritual can be located at the exact site of the destination, instead of with you at the point of origin. If the secondary succeeds at their check at the destination and you roll a success, the ritual is a critical success instead.

While the circle is active, any creature that moves to be fully within the circle is instantly teleported to the destination. A creature that is unwilling to be teleported can attempt a Will save to resist the effect. If it remains in the circle, the creature must attempt this save again at the end of each of its turns.

The teleportation circle normally goes only in one direction, though you can double the Cost to make the teleportation work in both directions.

Critical Success You create the teleportation circle, and it's extremely precise, regardless of the distance traveled. Travelers arrive exactly at the designated point.

Success As a critical success, but the destination of the teleportation circle is slightly inaccurate, and is off target

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

by roughly 1 percent of the distance traveled, to a maximum of 10 miles off target.

Failure The teleportation circle doesn't function.

Critical Failure The teleportation circle is wildly inaccurate. It leads to a random destination roughly the same distance from the origin point, and the chances of some other unusual mishap are much greater.

Heightened (9th) The cost increases to 2,000 gp, the duration increases to 1 month, and the destination can be anywhere on the same planet.

Heightened (10th) The cost increases to 10,000 gp, the duration is unlimited, and the destination can be anywhere on the same planet.

UNSEEN CUSTODIANS — RITUAL 3

UNCOMMON CONJURATION

Cast 1 day; **Cost** rare oils, salts, and herbs worth a total value of 15 gp; **Secondary Casters** 2

Primary Check Arcana or Occultism (expert); **Secondary Checks** Arcana or Occultism (whichever isn't used for the primary check), Diplomacy

Area 100 feet × 100 feet, up to 20 feet high

Duration 1 year

You create a site-bound, long-lasting *unseen servant* spell effect, forming entities of pure force to carry out basic tasks at a fixed location.

Critical Success The ritual creates six unseen servants (*Core Rulebook* 380). You don't need to concentrate on them, and they aren't summoned minions. You can spend an action, which has the concentrate trait, to command one to perform a basic task; it continues to perform the task until commanded again.

Success As critical success, but the ritual creates three unseen servants.

Failure The ritual fails to create any servants.

Critical Failure The ritual creates six unseen servants, but these creatures are hostile and capable of making fist Strikes with an attack bonus equal to your skill modifier for the primary skill check, dealing 1d6 force damage. They attack you and your allies and attempt to break objects belonging to you and your allies within the area.

Heightened (6th) If destroyed, the unseen servants reform the next morning. The cost increases to 30 gp.

WARD DOMAIN — RITUAL 6

UNCOMMON ABJURATION

Cast 1 day; **Cost** rare incenses, oils, and powdered silver, worth 150 gp total; **Secondary Casters** 3

Primary Check Arcana, Nature, or Occultism (master); **Secondary Checks** Lore (any), Survival, Thievery

Area 100 feet × 100 feet, up to 50 feet high

Duration 1 week

This ritual has long been used to guard the private sanctums of powerful rulers, spellcasters, and other figures of import. You and the other casters spend the casting time burning incense, anointing doorframes, and drawing lines of powered silver across entryways. The ritual creates the following magical effects within the area; these effects are heightened to the level of *ward domain* and remain throughout the duration.

All gates, doors, windows, and similar apertures in the area (if any) are locked, with the effects of *lock*. In addition, you can obscure up to six doors, doorways, or similar entrances within the area with the effects of *illusory object* to appear as plain walls. Scrying spells can't perceive any stimuli from the area, and *ward domain* attempts to counteract teleportation effects into or out of the area, including attempts to summon creatures into the area, using a modifier equal to the ritual's save DC – 10.

A successful *dispel magic* used on a specific effect removes only that effect (such as the *lock* effect on one window). A successful *disjunction* ends the entire ritual.

Critical Success You create the effects described above, and you protect an area twice as large.

Success You create the effects described above.

Failure The ritual has no effect.

Critical Failure The area becomes trapped and hostile to you and your allies in a way you didn't anticipate.

Heightened (+1) The ward covers an additional area 100 feet × 100 feet, up to 50 feet high, which must be contiguous with the original area.

WORD OF RECALL — RITUAL 7

RARE CONJURATION TELEPORTATION

Cast 7 days; **Cost** rare oils and powdered minerals worth 5,000 gp; **Secondary Casters** 2

Primary Check Arcana or Occultism (expert, the check has the secret trait); **Secondary Checks** Arcana or Occultism (whichever isn't used for the primary check), Society

Range 20 feet; **Targets** Up to seven willing creatures of 14th level or lower

Duration 1 year

You bind yourself and your allies to the specific safe location where you perform the ritual. This allows the participants to return later by simply speaking a word.

Success You form the connection with the designated sanctuary. Any participant in the ritual can spend a single action, which has the concentrate trait, to utter a word of power you choose when you cast the spell. When they do, all the participants can immediately return to the sanctuary from any distance, as long as they are on the same plane as the sanctuary. Each participant arrives in the position in which they were standing during the casting of the ritual. When the word is spoken, all other participants know it, and each can choose whether or not to return to the sanctuary at that time. The ritual then immediately ends.

Failure You fail to form the connection between the participants and the sanctuary and are aware that the ritual has failed.

Critical Failure The ritual inadvertently forms a connection with a location on another plane. The casters are unaware of this misalignment. When the word is invoked, all ritual participants are shifted to this extraplanar location.

Heightened (+1) The cost increases by 5,000 gp, the ritual can target one more creature, and the maximum level of creature it can target increases by 2.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Chapter 6: Items

The investigator's trusty detective kit, a swashbuckler's flashy dueling cape, and a witch's effervescent cauldron are nearly as iconic as the characters who use them. For any hero, the gear and treasure they wield and collect throughout their adventures can play as important a role as any other facet of their character, from weapons steeped in cultural history to fantastic treasures of unparalleled worth!

This chapter presents a variety of brand-new equipment and treasure that expands on and supplements the options provided in Chapter 6: Equipment and Chapter 11: Crafting & Treasure of the *Core Rulebook*. In particular, the gear that follows is especially suitable for the new ancestries and classes presented in this book, but the multitude of new items can enhance and enrich all types of characters.

As it combines material from two chapters of the *Core Rulebook*, this chapter is divided into the following sections.

Weapons and Adventuring Gear

New weapons and adventuring gear begin on page 248. This section includes class kits for the new classes presented in this book, so you can quickly equip a new character with the armor, weapons, and gear they'll need to start adventuring! The full rules for weapons and adventuring gear appear in Chapter 6 of the *Core Rulebook*.

Crafting and Treasure

The second portion of this chapter consists of a catalog of new alchemical items, snares, and both consumable and permanent magic items, including runes. Table 6–4: Treasure by Level, on pages 250–251, presents all the new items appearing in this book. These tables are organized by level and item category (see the Item Categories margin note) to help you find the appropriate gear for your character or adventure.

Alchemical Items

Alchemical items are consumable, non-magical items that rely on the properties of volatile alchemical reagents to produce their effects. Rules for alchemical items, including the rules for bombs, elixirs, and poisons, begin on page 543 of the *Core Rulebook*. The alchemical items in this book are presented by level on Table 6–5: Alchemical Items by Level, as a reference for alchemists and other characters with alchemical abilities.

Snares

Snares are small, simple traps to damage or hamper your foes that you can create and deploy quickly enough to utilize on a battlefield. Snares are non-magical consumable items. The full rules for creating and using snares are on page 589 of the *Core Rulebook*.

Magic Items

The remainder of this chapter contains the descriptions of dozens of new magic items. These items are divided into two subcategories for ease of reference: consumable magic items, including ammunition, oils, potions, and talismans, begin on page 256. Permanent items, beginning on page 260, consist of armor, held items, runes, shields, staves, wands, weapons, and worn items.

Items are organized alphabetically within each section. Rules for activating and investing items, for sustaining and dismissing activations, and for reading an item's stat block begin on page 531 of the *Core Rulebook*.

Item Categories

Items in this chapter are grouped into the following categories.

- **Weapons and Adventuring Gear** (page 248) details new non-magical weapons and equipment suitable for ancestries, classes, and other options presented in this book.
- **Alchemical Items** (page 252) consists of bombs, elixirs (including mutagens), poisons, and alchemical tools.
- **Snares** (page 256) are simple, single-use traps.
- **Consumable Magic Items** (page 256) contains ammunition, oils, potions, talismans, and other single-use magical items.
- **Permanent Magic Items and Runes** (page 260) provide new armor, held items, runes, shields, staves, wands, weapons, and worn items.

Introduction
Ancestries & Backgrounds
Classes
Archetypes
Feats
Spells
Items
Glossary & Index

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

WEAPONS AND ADVENTURING GEAR

The following weapons and adventuring gear are of particular interest to members of ancestries and classes introduced in this book, though any character might find them interesting or useful.

TABLE 6-1: MELEE WEAPONS

Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Sword cane	5 gp	1d6 P	1	1	Sword	Agile, concealable, finesse
Uncommon Martial Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Claw blade	2 gp	1d4 S	L	1	Knife	Agile, catfolk, deadly d8, disarm, finesse, versatile P
Khakkara	2 gp	1d6 B	1	1	Club	Shove, two-hand d10, versatile P
Tengu gale blade	4 gp	1d6 S	L	1	Sword	Agile, disarm, finesse, tengu
Wakizashi	1 gp	1d4 S	L	1	Sword	Agile, deadly d8, finesse, versatile P

TABLE 6-2: RANGED WEAPONS

Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Bola	5 sp	1d6 B	20 ft.	–	L	1	Sling	Nonlethal, ranged trip, thrown
Uncommon Advanced Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Daikyu	8 gp	1d8 P	80 ft.	–	2	1+	Bow	–

TABLE 6-3: ADVENTURING GEAR

Item	Price	Bulk	Hands
Brass ear	1 gp	–	1
Concealed sheath (level 3)	25 gp	–	–
Detective's kit (level 3)	25 gp	1	2
Dueling cape	5 sp	L	1
Net	1 gp	1	2
Parrying scabbard	5 sp	L	1
Periscope (level 2)	25 gp	L	2

NEW WEAPON TRAITS

The weapons in this section use the following new traits, in addition to those found on pages 282–283 of the *Core Rulebook*.

Concealable: This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.

Ranged Trip: The weapon can be used to Trip with the Athletics skill at a distance up to the weapon's first range increment. The skill check takes a –2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. As with using a melee weapon to Trip, a ranged trip weapon doesn't deal any damage when used to Trip. This trait usually appears only on a thrown weapon.

WEAPON DESCRIPTIONS

Bola: This throwing weapon consists of weights tied to the end of long cords, which can be used to bludgeon foes or entangle their legs.

Claw Blade: The three parallel blades of this handheld weapon extend between the fingers to resemble the natural claws of the amurruns who created them, providing a way for those catfolk without suitable natural claws to share the fighting customs of their kin.

Daikyu: This asymmetrical bow, made of laminated bamboo, wood, and leather, stands 6 feet or more in height. Using a daikyu while mounted limits its firing range to your left side.

Khakkara: This staff is topped by a pointed metal circle from which hang several smaller rings that jingle and clang noisily as the staff is moved, allowing you to announce your presence and scare off wild animals as you walk.

Sword Cane: This slender, rapier-like sword is concealed within a wooden or metal cane that serves as a sheath, making it an inconspicuous weapon easy to slip past inspections or into high-society events. A sword cane is typically 4 feet long when sheathed, and its hilt is usually capped with a wooden or metal decoration.

Tengu Gale Blade: This fan-shaped sword, designed by members of the tengu ancestry, has five broad blades that join at its hilt. Tengu sailors also use gale blades as makeshift weather vanes, as the sword spins to show the wind's direction when loosely held aloft.

Wakizashi: This short-bladed, single-edged sword is typically carried as part of a pair alongside a katana.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

GEAR DESCRIPTIONS

Brass Ear: A brass ear is a short, flared tube with one end narrow enough to comfortably fit against the ear canal. When using a brass ear to listen through a door, window, thin wall, or similar barrier, if the barrier would normally increase the DC of your Perception check to hear sounds on the other side, the DC increases by only half as much as normal.

Concealed Sheath: This leather sheath is large enough to hold an item of up to light Bulk and is typically used for daggers, wands, thieves' tools, and similar objects. You can affix it to the inside of a boot, under a bracer or sleeve, or in other inconspicuous locations to gain a +1 item bonus to Stealth checks and DCs to hide or conceal the item within.

Detective's Kit: This leather satchel contains empty vials, a pair of tweezers, a supply of small linen cloths, a set of brass calipers and a knotted string for measuring distances, several pieces of chalk, a pen, and a blank notebook for keeping notes. Every component of a detective's kit is of exceeding quality, and thus a detective's kit adds a +1 item bonus to checks to investigate a crime scene, a clue, or similar details.

Dueling Cape: You can pull a dueling cape you're wearing from your shoulder and wrap it around your arm with an Interact action. While wielding the dueling cape this way, the cape uses that arm and hand, and you can't hold anything else in that hand. While you do so, you can spend an action to hold it in a protective position, giving you a +1 circumstance bonus to AC and to Deception checks to Feint until the start of your next turn.

Net: You can use a net either on its own or attached to a rope. When attached to a rope, you can use the net to Grapple a Medium or smaller creature up to 10 feet away (instead of only adjacent creatures). You can continue to Grapple to keep your hold on the target so long as the target remains within 10 feet and you continue to hold the net. The grabbed creature gains a +2 circumstance bonus to Escape unless you are adjacent to them, and it can attempt a DC 16 Athletics check to Force Open the net entirely. Once the target is no longer grabbed, the net is unwieldy until refolded as a Concentrate action that requires two hands; if used without being refolded, Grapple checks made with the net take a –2 penalty.

When the net is unattached, you can attempt a ranged attack roll against a Medium or smaller creature within 20 feet. On a hit, the target is flat-footed and takes a –10-foot circumstance penalty to its Speeds until it Escapes, and on a critical hit, it's also immobilized until it Escapes. The Escape DC is 16. A creature adjacent to the target can Interact to remove the net.

Parrying Scabbard: You can draw this reinforced sheath during the same Interact action you use to draw the weapon it holds, wielding the weapon in one hand and the scabbard in your other. A parrying scabbard can be used for your defense much like a weapon with the parry trait: you can spend an action to position it defensively, gaining a +1 circumstance bonus to AC until the start of your next turn. Parrying scabbards are available for any sword that can be wielded in one hand.

Periscope: This is a 2-foot-long tube with two angled mirrors, one at each end. When the mirrors are aligned correctly, you can look around obstacles while remaining behind cover. This doesn't provide a sufficient line of effect to target creatures around corners.

Class Kits

If you want to quickly decide how to spend your starting money when playing a class from this book, start with one of these kits. The Armor, Weapons, and Gear entries include the basics, and the Options entries suggest additional items you might purchase with your leftover money to fit your character. Note than an adventurer's pack, which is included in each kit, is 1 Bulk and contains a backpack, a bedroll, 10 pieces of chalk, flint and steel, 50 feet of rope, 2 weeks' rations, soap, 5 torches, and a waterskin.

INVESTIGATOR

Price 9 gp, 2 sp; **Bulk** 3 Bulk, 5 light; **Money Leftover** 5 gp, 8 sp
Armor studded leather armor
Weapons sap, short sword, crossbow with 20 bolts
Gear adventurer's pack, crowbar
Options alchemist's tools (3 gp), simple manacles (3 gp), writing set (1 gp)

SWASHBUCKLER

Price 8 gp, 7 sp; **Bulk** 3 Bulk, 3 light; **Money Leftover** 6 gp, 3 sp
Armor leather armor
Weapons hand crossbow with 20 bolts, rapier
Gear adventurer's pack
Options buckler (1 gp), dueling cape (5 sp; see above), fine clothing (2 gp), grappling hook (1 sp), main-gauche (5 sp)

ORACLE

Price 5 gp, 5 sp, 2 cp; **Bulk** 3 Bulk, 3 light; **Money Leftover** 9 gp, 4 sp, 8 cp
Armor studded leather armor
Weapons mace, sling with 20 sling bullets
Gear adventurer's pack
Options steel shield (2 gp), healer's tools (5 gp)

WITCH

Price 2 gp, 3 sp, 2 cp; **Bulk** 2 Bulk, 6 light; **Money Leftover** 12 gp, 6 sp, 8 cp
Weapons sickle, sling with 20 bullets, staff
Gear adventurer's pack, explorer's clothing, material component pouch
Options cookware (1 gp), healer's tools (5 gp)

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Treasure Table

Table 6–4 lists the items and runes appearing in this chapter. The table includes all the options of a given item level, organized by category and name. Each level has a section for consumables, followed by a section for permanent items. A superscript "U" indicates the item is uncommon, and a superscript "R" indicates it's rare.

TABLE 6–4: TREASURE BY LEVEL

1st-Level Consumables	Category	Price	Page
Blight bomb, lesser	Bomb	3 gp	252
Dread ampoule, lesser	Bomb	3 gp	253
Ghost charge, lesser	Bomb	3 gp	253
Shielding salve	Consumable	4 gp	259
Drakeheart mutagen, lesser	Elixir	4 gp	253
Oil of unlife, minor	Oil	4 gp	258
Gecko potion	Potion	3 gp	257
Potion of expeditious retreat	Potion	3 gp	258
Potion of retaliation, minor	Potion	4 gp	259
Potion of shared memories	Potion	4 gp	259
Ration tonic	Potion	3 gp	259
Forensic dye	Tool	3 gp	254
Ghost ink	Tool	3 gp	255
1st-Level Permanent Items	**Category**	**Price**	**Page**
Predictable silver piece	Held	3 gp	262
Walking cauldron	Held	12 gp	264
2nd-Level Consumables	**Category**	**Price**	**Page**
Antler arrow	Ammunition	7 gp	256
Focus cathartic, lesser	Elixir	5 gp	253
Sinew-shock serum, lesser	Elixir	5 gp	254
Flare snare	Snare	5 gp	256
Bloodhound mask, lesser	Tool	6 gp	254
Origin unguent	Tool	6 gp	255
2nd-Level Permanent Items	**Category**	**Price**	**Page**
Glamorous buckler	Shield	35 gp	261
3rd-Level Consumables	**Category**	**Price**	**Page**
Blight bomb, moderate	Bomb	10 gp	252
Dread ampoule, moderate	Bomb	10 gp	253
Ghost charge, moderate	Bomb	10 gp	253
Drakeheart mutagen, moderate	Elixir	12 gp	253
Olfactory obfuscator	Elixir	9 gp	254
Oil of unlife, lesser	Oil	12 gp	258
Potion of retaliation, lesser	Potion	12 gp	259
3rd-Level Permanent Items	**Category**	**Price**	**Page**
Rope of climbing, lesser	Held	45 gp	262
4th-Level Consumables	**Category**	**Price**	**Page**
Crystal shards, moderate	Bomb	16 gp	252
Focus cathartic, moderate	Elixir	15 gp	253
Sinew-shock serum, moderate	Elixir	15 gp	254
Leadenleg	Poison	15 gp	254
Timeless salts	Tool	14 gp	255
4th-Level Permanent Items	**Category**	**Price**	**Page**
Sleeves of storage	Worn	100 gp	263
5th-Level Consumables	**Category**	**Price**	**Page**
Freezing ammunition	Ammunition	25 gp	257
Oil of revelation	Oil	25 gp	258
Potion of disguise, lesser[U]	Potion	30 gp	258
Universal solvent, moderate	Tool	21 gp	255
5th-Level Permanent Items	**Category**	**Price**	**Page**
Rope of climbing, moderate	Held	125 gp	262
Fearsome	Rune	160 gp	260
Exploding shield	Shield	25 gp	260
Infiltrator's accessory	Weapon	150 gp	261
6th-Level Consumables	**Category**	**Price**	**Page**
Terrifying ammunition	Ammunition	50 gp	259
Oil of unlife, moderate	Oil	50 gp	258
Potion of retaliation, moderate	Potion	50 gp	259
Nauseating snare	Snare	40 gp	256
Bloodhound mask, moderate	Tool	40 gp	254
6th-Level Permanent Items	**Category**	**Price**	**Page**
Ready	Rune	200 gp	262
Staff of impossible visions[U]	Staff	230 gp	263
Staff of providence	Staff	230 gp	264
Wand of hopeless night 2nd	Wand	250 gp	265
7th-Level Consumables	**Category**	**Price**	**Page**
Corrosive ammunition	Ammunition	70 gp	257
Candle of revealing	Consumable	60 gp	257
Ration tonic, greater	Potion	55 gp	259
Skinstitch salve	Tool	55 gp	255
Sovereign glue	Tool	55 gp	255
7th-Level Permanent Items	**Category**	**Price**	**Page**
Rope of climbing, greater	Held	300 gp	262
Wand of the spider 2nd	Wand	360 gp	265
Spellguard blade	Weapon	320 gp	263
8th-Level Consumables	**Category**	**Price**	**Page**
Dust of corpse animation[U]	Consumable	100 gp	257
Oil of object animation[U]	Oil	85 gp	258
Potion of disguise, moderate[U]	Potion	100 gp	258
8th-Level Permanent Items	**Category**	**Price**	**Page**
Wand of crackling lightning 3rd	Wand	500 gp	265
Spiritsight crossbow[U]	Weapon	450 gp	263
Lover's gloves	Worn	500 gp	261
9th-Level Consumables	**Category**	**Price**	**Page**
Basilisk eye	Talisman	150 gp	256
9th-Level Permanent Items	**Category**	**Price**	**Page**
Victory plate[U]	Armor	675 gp	264
Earthsight box[U]	Held	575 gp	260
Urn of ashes	Held	700 gp	264
Wand of overflowing life 3rd	Wand	700 gp	265
Mask of the banshee	Worn	700 gp	261
Sleeves of storage, greater	Worn	600 gp	263
10th-Level Consumables	**Category**	**Price**	**Page**
Olfactory obfuscator, greater	Elixir	225 gp	254
Snagging hook snare	Snare	180 gp	256

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

10th-Level Permanent Items	Category	Price	Page
Staff of nature's vengeance	Staff	900 gp	263
Staff of providence, greater	Staff	900 gp	264
Wand of crackling lightning 4th	Wand	1,000 gp	265
Wand of hopeless night 4th	Wand	1,000 gp	265
Fire-jump ring[U]	Worn	940 gp	260
11th-Level Consumables	**Category**	**Price**	**Page**
Blight bomb, greater	Bomb	250 gp	252
Dread ampoule, greater	Bomb	300 gp	253
Ghost charge, greater	Bomb	250 gp	253
Drakeheart mutagen, greater	Elixir	300 gp	253
Potion of disguise, greater[U]	Potion	300 gp	258
Bloodhound mask, greater	Tool	250 gp	254
11th-Level Permanent Items	**Category**	**Price**	**Page**
Ready, greater	Rune	1,200 gp	262
Wand of overflowing life 4th	Wand	1,400 gp	265
Wand of the spider 4th	Wand	1,400 gp	265
Envisioning mask	Worn	1,200 gp	260
12th-Level Consumables	**Category**	**Price**	**Page**
Crystal shards, greater	Bomb	350 gp	252
Incense of distilled death	Consumable	350 gp	257
Focus cathartic, greater	Elixir	325 gp	254
Sinew-shock serum, greater	Elixir	325 gp	254
Oil of unlife, greater	Oil	400 gp	258
Potion of retaliation, greater	Potion	400 gp	259
Balisse feather	Talisman	400 gp	256
Universal solvent, greater	Tool	325 gp	255
12th-Level Permanent Items	**Category**	**Price**	**Page**
Fearsome, greater	Rune	2,000 gp	260
Staff of impossible visions, greater[U]	Staff	1,800 gp	263
Four-ways dogslicer[U]	Weapon	1,700 gp	261
13th-Level Consumables	**Category**	**Price**	**Page**
Time shield potion	Potion	600 gp	259
13th-Level Permanent Items	**Category**	**Price**	**Page**
Slates of distant letters	Held	2,450 gp	262
Medusa's scream	Shield	3,000 gp	261
Winged	Rune	2,500 gp	265
Wand of overflowing life 5th	Wand	3,000 gp	265
Hellfire boots	Worn	3,000 gp	261
14th-Level Consumables	**Category**	**Price**	**Page**
Engulfing snare	Snare	900 gp	256
14th-Level Permanent Items	**Category**	**Price**	**Page**
Staff of nature's vengeance, greater	Staff	4,000 gp	263
Staff of providence, major	Staff	4,100 gp	264
Wand of crackling lightning 6th	Wand	4,500 gp	265
Wand of the snowfields 5th	Wand	4,500 gp	265
15th-Level Permanent Items	**Category**	**Price**	**Page**
Victory plate, greater[U]	Armor	5,500 gp	264
Wand of overflowing life 6th	Wand	6,500 gp	265
Earthglide cloak	Worn	6,500 gp	260
16th-Level Consumables	**Category**	**Price**	**Page**
Candle of invocation[U]	Consumable	2,000 gp	256
Cerulean scourge	Poison	1,450 gp	254
Dust of corpse animation, greater[U]	Consumable	1,500 gp	257
Oil of object animation, greater[U]	Oil	1,400 gp	258
16th-Level Permanent Items	**Category**	**Price**	**Page**
Medusa's scream, greater	Shield	9,000 gp	262
Staff of impossible visions, major[U]	Staff	10,000 gp	263
17th-Level Consumables	**Category**	**Price**	**Page**
Blight bomb, major	Bomb	2,500 gp	252
Dread ampoule, major	Bomb	3,000 gp	253
Ghost charge, major	Bomb	2,500 gp	253
Drakeheart mutagen, major	Elixir	3,000 gp	253
17th-Level Permanent Items	**Category**	**Price**	**Page**
Wand of overflowing life 7th	Wand	15,000 gp	265
18th-Level Consumables	**Category**	**Price**	**Page**
Crystal shards, major	Bomb	4,000 gp	253
Focus cathartic, major	Elixir	3,250 gp	254
Sinew-shock serum, major	Elixir	3,250 gp	254
Oil of unlife, major	Oil	5,000 gp	258
Potion of retaliation, major	Potion	5,000 gp	259
Universal solvent, major	Tool	3,250 gp	255
18th-Level Permanent Items	**Category**	**Price**	**Page**
Staff of nature's vengeance, major	Staff	24,000 gp	263
Wand of crackling lightning 8th	Wand	24,000 gp	265
Wand of the snowfields 7th	Wand	24,000 gp	265
19th-Level Permanent Items	**Category**	**Price**	**Page**
Winged, greater	Rune	35,000 gp	265
Wand of overflowing life 8th	Wand	40,000 gp	265
Mask of the banshee, greater	Worn	35,000 gp	261
20th-Level Permanent Items	**Category**	**Price**	**Page**
Rod of cancellation[R]	Held	75,000 gp	262
Staff of impossible visions, true[U]	Staff	70,000 gp	263
Staff of providence, true	Staff	64,000 gp	264

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Alchemical Items

Alchemical items aren't magical—instead, they leverage volatile substances in careful combination to produce exceptional results. The full rules for alchemical items begin on page 543 of the *Core Rulebook*. The following table lists alchemical items arranged by level and category, as a reference for characters involved with alchemical crafting.

TABLE 6-5: ALCHEMICAL ITEMS BY LEVEL

Level	Item	Category	Page
1	Blight bomb, lesser	Bomb	252
1	Dread ampoule, lesser	Bomb	253
1	Ghost charge, lesser	Bomb	253
1	Drakeheart mutagen, lesser	Elixir	253
1	Forensic dye	Tools	254
1	Ghost ink	Tools	255
2	Focus cathartic, lesser	Elixir	253
2	Sinew-shock serum, lesser	Elixir	254
2	Bloodhound mask, lesser	Tools	254
2	Origin unguent	Tools	255
3	Blight bomb, moderate	Bomb	252
3	Dread ampoule, moderate	Bomb	253
3	Ghost charge, moderate	Bomb	253
3	Drakeheart mutagen, moderate	Elixir	253
3	Olfactory obfuscator	Elixir	254
4	Crystal shards, moderate	Bomb	252
4	Focus cathartic, moderate	Elixir	253
4	Sinew-shock serum, moderate	Elixir	254
4	Leadenleg	Poison	254
4	Timeless salts	Tools	255
5	Universal solvent, moderate	Tools	255
6	Bloodhound mask, moderate	Tools	254
7	Skinstitch salve	Tools	255
7	Sovereign glue	Tools	255
10	Olfactory obfuscator, greater	Elixir	254
11	Blight bomb, greater	Bomb	252
11	Dread ampoule, greater	Bomb	253
11	Ghost charge, greater	Bomb	253
11	Drakeheart mutagen, greater	Elixir	253
11	Bloodhound mask, greater	Tools	254
12	Crystal shards, greater	Bomb	252
12	Focus cathartic, greater	Elixir	253
12	Sinew-shock serum, greater	Elixir	254
12	Universal solvent, greater	Tools	255
16	Cerulean scourge	Poison	254
17	Blight bomb, major	Bomb	252
17	Dread ampoule, major	Bomb	253
17	Ghost charge, major	Bomb	253
17	Drakeheart mutagen, major	Elixir	253
18	Crystal shards, major	Bomb	253
18	Focus cathartic, major	Elixir	254
18	Sinew-shock serum, major	Elixir	254
18	Universal solvent, major	Tools	255

ALCHEMICAL BOMBS

Alchemical bombs are martial thrown weapons with a range increment of 20 feet. See page 544 of the *Core Rulebook* for the full rules for alchemical bombs.

BLIGHT BOMB — ITEM 1+

ALCHEMICAL | BOMB | CONSUMABLE | POISON | SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

Blight bombs contain volatile toxic chemicals that rot flesh. A blight bomb deals the listed poison damage, persistent poison damage, and splash damage. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 poison damage, 1d4 persistent poison damage, and 1 poison splash damage.

Type moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 poison damage, 2d4 persistent poison damage, and 2 poison splash damage.

Type greater; **Level** 11; **Price** 250 gp

You gain a +2 item bonus to attack rolls. The bomb deals 3d6 poison damage, 3d4 persistent poison damage, and 3 poison splash damage.

Type major; **Level** 17; **Price** 2,500 gp

You gain a +3 item bonus to attack rolls. The bomb deals 4d6 poison damage, 4d4 persistent poison damage, and 4 poison splash damage.

CRYSTAL SHARDS — ITEM 4+

ALCHEMICAL | BOMB | CONSUMABLE | EARTH | SPLASH

Usage held in 1 hand; **Bulk** L

Activate ❖ Strike

This flask holds a pressurized red-brown gas flecked with bits of sublimated crystal. You gain the listed item bonus to attack rolls. When the bomb explodes, it deals the listed piercing damage and piercing splash damage as the mixture suddenly turns into solid crystals flying at high speeds.

Surfaces in the splash area grow brittle, gleaming red crystals that crumble to dust after 1 minute. The crystals on level surfaces are caltrops (*Core Rulebook* 287). The crystals on vertical surfaces can be used briefly as handholds, granting the listed item bonus to the next Athletics check to Climb each space. The crystals in each space crumble after the creature leaves, whether Climbing or moving through the caltrops.

Type moderate; **Level** 4; **Price** 16 gp

The item bonus is +1. The bomb deals 2d4 piercing damage and 4 piercing splash damage.

Type greater; **Level** 12; **Price** 350 gp

The item bonus is +2. The bomb deals 3d4 piercing damage and 5 piercing splash damage.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

Type major; **Level** 18; **Price** 4,000 gp
The item bonus is +3. The bomb deals 4d4 piercing damage and 6 piercing splash damage.

DREAD AMPOULE — ITEM 1+

ALCHEMICAL | BOMB | CONSUMABLE | EMOTION | FEAR | MENTAL | POISON | SPLASH

Usage held in 1 hand; **Bulk** L
Activate ❖ Strike

This flask is filled with a murky purple gas that briefly interferes with normal brain activity. A dread ampoule deals the listed mental damage and mental splash damage. On a hit, the target becomes frightened 1, or frightened 2 on a critical hit. Many types also grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp
The bomb deals 1d6 mental damage and 1 mental splash damage.

Type moderate; **Level** 3; **Price** 10 gp
You gain a +1 item bonus to attack rolls. The bomb deals 2d6 mental damage and 2 mental splash damage.

Type greater; **Level** 11; **Price** 300 gp
You gain a +2 item bonus to attack rolls. The bomb deals 3d6 mental damage and 3 mental splash damage.

Type major; **Level** 17; **Price** 3,000 gp
You gain a +3 item bonus to attack rolls. The bomb deals 4d6 mental damage and 4 mental splash damage.

GHOST CHARGE — ITEM 1+

ALCHEMICAL | BOMB | CONSUMABLE | POSITIVE | SPLASH

Usage held in 1 hand; **Bulk** L
Activate ❖ Strike

These spring-loaded metal canisters contain a mixture of chemicals and salts that drain and disintegrate nearby undead creatures. A ghost charge deals the listed positive damage and splash damage, though as usual for positive damage, this damage harms only undead and creatures with negative healing. Ghost charges are designed to explode even on contact with a spiritual substance, making them ideal for damaging incorporeal undead. A primary target that takes damage from a ghost charge becomes enfeebled until the start of your next turn. Many types grant an item bonus to attack rolls.

Type lesser; **Level** 1; **Price** 3 gp
The bomb deals 1d8 positive damage and 1 positive splash damage, and the target is enfeebled 1 until the start of your next turn.

Type moderate; **Level** 3; **Price** 10 gp
You gain a +1 item bonus to attack rolls. The bomb deals 2d8 positive damage and 2 positive splash damage, and the target is enfeebled 1 until the start of your next turn.

Type greater; **Level** 11; **Price** 250 gp
You gain a +2 item bonus to attack rolls. The bomb deals 3d8 positive damage and 3 positive splash damage, and the target is enfeebled 2 until the start of your next turn.

Type major; **Level** 17; **Price** 2,500 gp
The bomb deals 4d8 positive damage and 4 positive splash damage, and the target is enfeebled 2 until the start of your next turn.

ALCHEMICAL ELIXIRS

The full rules for alchemical elixirs, including mutagens, appear on page 546 of the *Core Rulebook*.

DRAKEHEART MUTAGEN — ITEM 1+

ALCHEMICAL | CONSUMABLE | ELIXIR | MUTAGEN | POLYMORPH

Usage held in 1 hand; **Bulk** L
Activate ❖ Interact

Your skin grows tough scales like a drake, your eyesight become sharp and your pupils slitted, and your limbs grow wiry and quick, but your mind and reflexes become slow.

Benefit You gain the listed bonus to AC, a Dexterity cap of +2 (as usual, use your lowest Dexterity cap if you have more than one), and an item bonus to Perception checks. If you're wearing armor, you still calculate your proficiency bonus to AC based on your proficiency in the armor you're wearing, even if the drakeheart mutagen has a higher item bonus. You also gain the Final Surge action.

Final Surge ❖ You Stride twice. The drakeheart mutagen's duration ends.

Drawback You take a –1 penalty to Will saves, Reflex saves, and all skill checks to Recall Knowledge.

Type lesser; **Level** 1; **Price** 4 gp
The item bonus to AC is +4, the item bonus to Perception is +1, and the duration is 1 minute or until you use Final Surge, whichever comes first.

Type moderate; **Level** 3; **Price** 12 gp
The item bonus to AC is +5, the item bonus to Perception is +2, and the duration is 10 minutes or until you use Final Surge, whichever comes first.

Type greater; **Level** 11; **Price** 300 gp
The item bonus to AC is +6, the item bonus to Perception is +3, and the duration is 1 hour or until you use Final Surge, whichever comes first.

Type major; **Level** 17; **Price** 3,000 gp
The item bonus to AC is +7, the item bonus to Perception is +4, and the duration is 1 hour or until you use Final Surge, whichever comes first.

FOCUS CATHARTIC — ITEM 2+

ALCHEMICAL | CONSUMABLE | ELIXIR | HEALING

Usage held in 1 hand; **Bulk** L
Activate ❖ Interact

Focus briefly calms your neurons, helping ease mental effects. When you drink this elixir, the elixir attempts a counteract check with the listed counteract modifier to remove the confused or stupefied condition from a single source, using the source of that condition to determine the counteract level and DC.

Type lesser; **Level** 2; **Price** 5 gp
The serum has a +6 counteract modifier.

Type moderate; **Level** 4; **Price** 15 gp
The serum has a +8 counteract modifier.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Type greater; **Level** 12; **Price** 325 gp
The serum has a +19 counteract modifier.

Type major; **Level** 18; **Price** 3,250 gp
The serum has a +28 counteract modifier.

OLFACTORY OBFUSCATOR — ITEM 3+

ALCHEMICAL | CONSUMABLE | ELIXIR

Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

This frothing fluid causes the drinker's body to exude trace odor-absorbing oils. For the listed duration after drinking this elixir, your scent is nearly unnoticeable. Creatures with imprecise scent don't detect you with that sense unless they Seek for you, and you are concealed from creatures that perceive you with precise scent. You gain a +4 item bonus against attempts to Seek you by creatures using only scent-based senses; if they use any other senses as well, the bonus doesn't apply.

Type olfactory obfuscator; **Level** 3; **Price** 9 gp
The duration is 10 minutes.

Type greater olfactory obfuscator; **Level** 10; **Price** 225 gp
The duration is 8 hours.

SINEW-SHOCK SERUM — ITEM 2+

ALCHEMICAL | CONSUMABLE | ELIXIR | HEALING

Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

This serum jolts the body to help shake off physical debilitations. When you drink this elixir, it attempts a counteract check with the listed counteract modifier to remove the clumsy or enfeebled condition from a single source, using the source of that condition to determine the counteract level and DC.

Type lesser; **Level** 2; **Price** 5 gp
The serum has a +6 modifier for the roll.

Type moderate; **Level** 4; **Price** 15 gp
The serum has a +8 modifier for the roll.

Type greater; **Level** 12; **Price** 325 gp
The serum has a +19 modifier for the roll.

Type major; **Level** 18; **Price** 3,250 gp
The serum has a +28 modifier for the roll.

ALCHEMICAL POISONS

The full rules for alchemical poisons appear on page 550 of the *Core Rulebook*.

CERULEAN SCOURGE — ITEM 16

ALCHEMICAL | CONSUMABLE | INJURY | POISON

Price 1,450 gp
Usage held in 2 hands; **Bulk** L
Activate ◆◆ Interact

Made from a carefully distilled blend of serpentine hemotoxins, the fast-acting cerulean scourge is infamous for transforming the blood vessels near the original wound, which glow with a bright blue light before painfully bursting.

Saving Throw DC 36 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 9d6 poison damage (1 round); **Stage 2** 12d6 poison damage (1 round); **Stage 3** 15d6 poison damage (1 round)

LEADENLEG — ITEM 4

ALCHEMICAL | CONSUMABLE | INJURY | POISON

Price 15 gp
Usage held in 2 hands; **Bulk** L
Activate ◆◆ Interact

Once injected, this synthetic toxin sinks into the extremities, numbing them nearly to paralysis.

Saving Throw DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and –5-foot status penalty to all Speeds (1 round); **Stage 2** 2d6 poison damage and –10-foot status penalty to all Speeds (1 round); **Stage 3** 2d6 poison damage and –20-foot status penalty to all Speeds (1 round)

ALCHEMICAL TOOLS

The following items are alchemical consumables that aren't ingested.

BLOODHOUND MASK — ITEM 2+

ALCHEMICAL | CONSUMABLE

Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

This wide, single-use mask is designed to be slipped over your mouth and nose and its alchemical filter activated all with one hand. Once activated, the mask sharpens odors, giving you imprecise scent with the listed range. You can't wear other masks while you're wearing a bloodhound mask. When you use Survival to Track a creature by its scent, your proficiency bonus is equal to your level even if you're untrained, and the mask grants you the listed item bonus to your Survival check. The GM sets the Survival DC based on the area's ability to hold scent rather than on visual clues, as normal for using scent.

Type lesser; **Level** 2; **Price** 6 gp
The range is 15 feet, the item bonus is +1, and the duration is 10 minutes.

Type moderate; **Level** 6; **Price** 40 gp
The range is 30 feet, the item bonus is +2, and the duration is 1 hour.

Type greater; **Level** 11; **Price** 250 gp
The range is 60 feet, the item bonus is +3, and the duration is 8 hours.

FORENSIC DYE — ITEM 1

ALCHEMICAL | CONSUMABLE

Price 3 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

Activating this vial of colorless liquid requires inserting a small amount of another chemical or material, such as blood or mud. The vial reacts rapidly, transforming into a murky, reddish-brown substance.

Once activated, the dye remains potent for up to 10 minutes, during which time you can spend 1 minute to brush it onto a single object of up to 1 Bulk or across the ground in a single 5-foot square. Where the dye comes in contact with an

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

exact match for the activating chemical, it takes on a bright blue hue, while staying transparent in areas where there is no activating component present.

GHOST INK — ITEM 1

ALCHEMICAL | CONSUMABLE

Price 3 gp
Usage held in 1 hand; **Bulk** L
Activate 10 minutes (Interact)

This pale-blue ink dries rapidly, becoming fully transparent 1 minute after application. The ink glows red when exposed to heat, such as that from a torch or other open flame. This glow lasts only as long as the ink is exposed to heat, after which the ink becomes invisible again. The crafter of the ghost ink can alter the formula slightly to instead make the ink sensitive to sunlight, starlight, magical light, or heatless light created by an alchemical effect such as a sunrod.

While the text isn't glowing, a creature closely examining a surface marked with ghost ink can detect the presence of the ink with a successful DC 25 Perception check. On a critical success, they can make out the ink well enough to use Society to Decipher Writing. One vial of ghost ink is sufficient to write a page worth of text.

ORIGIN UNGUENT — ITEM 2

ALCHEMICAL | CONSUMABLE

Price 6 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

This shimmering, violet unguent forms mild chemical bonds between objects with a matching composition. You apply the adhesive to two objects, or to an object and a creature. You can check if the two share an origin (such as if they were broken from the same whole, or if a poison sample or body part came from the same creature) by holding them together with the unguent between; if they match, the unguent becomes sticky.

SKINSTITCH SALVE — ITEM 7

ALCHEMICAL | CONSUMABLE | HEALING

Price 55 gp
Usage held in 1 hand; **Bulk** L

This sticky salve stubbornly holds wounds closed and encourages swift natural healing. You can activate the salve in either of the following ways.

Activate ◆ Interact; **Effect** You Administer First Aid without requiring healer's tools. You either gain a +2 item bonus to the Medicine check, or you can use the skinstitch salve's Medicine modifier of +13 instead of your own.

Activate ◆ Interact; **Trigger** You Treat Wounds or use Battle Medicine; **Effect** You gain a +2 item bonus to the triggering Medicine check. If you roll a success on the Medicine check, you get a critical success instead.

SOVEREIGN GLUE — ITEM 7

ALCHEMICAL | CONSUMABLE

Price 55 gp
Usage held in 1 hand; **Bulk** L
Activate 1 minute (Interact)

This peculiar amber glue bonds two surfaces together almost inseparably. A single flask covers an area up to 1 square foot and must be used all at once to form a single bond between two surfaces. If the activation is interrupted, the bond fails and the glue is wasted.

Once two surfaces are joined with sovereign glue, they can be separated only with a successful DC 50 Athletics check. The adhered objects tend to break before the glue does unless they're particularly durable, though a creature determined to separate the objects can break off the parts connected by the sovereign glue and later Repair the objects.

Sovereign glue can affect creatures only if they are willing, and its bond can be harmlessly broken by carefully exfoliating the outermost layer of skin or waiting a short while for the skin to shed.

TIMELESS SALTS — ITEM 4

ALCHEMICAL | CONSUMABLE

Price 14 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

You sprinkle these salts onto a single object up to 10 cubic feet in volume and no more than 40 Bulk to preserve it for 1 week. The object doesn't decay, and effects that require the object to be fresh don't count the time passing during this duration as having elapsed. When sprinkled on a corpse, this extends the period in which a creature can be revived by magic, as well as the wait time required before a corpse can be targeted again with *speak with dead*. The salts prevent ordinary pests from consuming the target (such as maggots for a corpse or moths for a piece of clothing). Any creature can use an Interact action to disperse the salts from an unattended object and end this effect.

UNIVERSAL SOLVENT — ITEM 5+

ALCHEMICAL | CONSUMABLE

Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

Originally formulated as a means of dissolving sovereign glue, this powerful solvent can break almost any adhesive's grip. As universal solvent is particularly effective against sovereign glue, it automatically dissolves sovereign glue. It attempts to counteract any other adhesives, such as tanglefoot bags, with a counteract modifier depending on the type.

Type moderate; **Level** 5; **Price** 21 gp
The serum has a counteract modifier of +9.

Type greater; **Level** 12; **Price** 325 gp
The serum has a counteract modifier of +19.

Type major; **Level** 18; **Price** 3,250 gp
The serum has a counteract modifier of +28.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Snares

Some rangers, as well as characters with the snarecrafter archetype (page 194), quickly set dangerous traps called snares to catch their foes. Making them requires the Snare Crafting feat. Full rules for snares appear on page 589 of the *Core Rulebook*.

ENGULFING SNARE — SNARE 14

CONSUMABLE | MECHANICAL | SNARE | TRAP

Price 900 gp

You arrange a spiky cage of bones, particularly tough vegetation, or other material to spring up when disturbed. The snare deals 9d8 piercing damage to the first creature to enter this square; that creature must attempt a DC 31 Reflex save.

Critical Success The creature is unaffected.

Success The creature is knocked aside by the snare's deployment, taking half damage, and is flat-footed until the end of its next turn.

Failure The creature is captured by the cage, taking full damage and falling prone. It is immobilized while it remains within the cage. It can get free by Escaping (DC 31) or by destroying the cage (Hardness 5, HP 30, object immunities).

Critical Failure As failure, but the creature takes double damage.

FLARE SNARE — SNARE 2

CONSUMABLE | MECHANICAL | SNARE | TRAP | VISUAL

Price 5 gp

Using bioluminescent matter or alchemical reagents, you rig a short-lived flare to a trip wire or pressure plate. When a Small or larger creature enters the square, this flare shoots into the sky. To creatures with a clear view of the sky, this flare is visible from up to 2 miles away on a clear day or up to 5 miles away on a clear night.

NAUSEATING SNARE — SNARE 6

CONSUMABLE | MECHANICAL | POISON | SNARE | TRAP

Price 40 gp

You position particularly foul substances to splash over a creature. The first creature to enter the square must attempt a DC 20 Fortitude saving throw.

Critical Success The creature is unaffected.

Success The creature becomes sickened 1.

Failure The creature becomes sickened 2.

Critical Failure The creature becomes sickened 3.

SNAGGING HOOK SNARE — SNARE 10

CONSUMABLE | MECHANICAL | SNARE | TRAP

Price 180 gp

This snare snags a creature with its wicked metal hooks. The first creature to enter the square takes 5d8 piercing damage and 5d8 slashing damage, with a DC 27 basic Reflex save. On a critical failure, the hooks piercing its flesh make the creature immobilized until it successfully Escapes (DC 27).

Magic Consumables

Though they might last a fleeting moment, these magic items can decide the outcome of an entire battle or quest. You can find these magic consumables organized by level and subcategory on the treasure tables on pages 250–251. The *Core Rulebook* contains full rules for special categories of items, such as talismans, and the page numbers where they appear can be found in the glossary and index, starting on page 266 of this book.

ANTLER ARROW — ITEM 2

CONJURATION | CONSUMABLE | MAGICAL

Price 7 gp

Ammunition arrow

Activate ◆ Interact

Creation of these arrows was inspired by an encounter with a horned archon scout who sought to peacefully restrain their foes. When an activated *antler arrow* hits a target, bone antlers extend to pin it down. The target must succeed at a DC 16 Reflex save or become stuck to the surface, taking the critical specialization effects of a bow (*Core Rulebook* 284).

If the hit with the *antler arrow* is a critical hit and you have access to the bow critical specialization effect, the DC of the Athletics check increases to 15.

BALISSE FEATHER — ITEM 12

CONSUMABLE | DIVINE | EVOCATION | MAGICAL | TALISMAN

Price 400 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ envision; **Trigger** You deal damage using the affixed weapon to a creature you have seen commit an evil act.

This long, fire-red feather seems to catch flame every time the weapon it adorns strikes a purveyor of evil. When you activate the feather, the creature you damaged burns with holy light. The creature must succeed at a DC 29 Will save or take a –2 status penalty to AC and saving throws and reduce its resistances by 5. These effects last until the end of your next turn.

BASILISK EYE — ITEM 9

CONSUMABLE | MAGICAL | TALISMAN | TRANSMUTATION | VISUAL

Price 150 gp

Usage affixed to a shield; **Bulk** –

Activate ◆ envision; **Trigger** You Shield Block a melee attack with the affixed shield.

This slimy green stone glows with a strong light whenever the shield it adorns blocks a melee attack. When the eye is activated, the attacker must succeed at a DC 25 Fortitude save or become slowed 1 for 1 minute as its body slowly stiffens in partial petrification.

CANDLE OF INVOCATION — ITEM 16

UNCOMMON | CONJURATION | CONSUMABLE | DIVINE

Price 2,000 gp

Usage held in 1 hand; **Bulk** –

Activate ◆ Interact

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

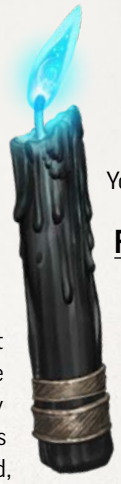
paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

This golden candle bears the symbol of a specific deity emblazoned on its surface, surrounded by the iconography of that deity's faith. Once lit, this candle burns for 1 hour, and it can't be extinguished.

Characters who cast divine spells and worship the deity emblazoned on the candle can perform their daily preparations within 10 feet of the lit candle to gain two additional spell slots for the day, each at half the highest spell level the character can cast (for example, 4th level slots if the caster can cast 8th-level spells). Prepared casters must prepare spells in these spell slots as they do for all their other spell slots.

A caster's additional spell slots from the candle are lost the next time that caster performs their daily preparations. No one can benefit from more than one *candle of invocation* in a day, but multiple characters can benefit from a single candle's effects.



CANDLE OF REVEALING — ITEM 7

CONSUMABLE | DIVINATION | MAGICAL

Price 60 gp
Usage held in 1 hand; **Bulk** –
Activate ◆ Interact

When lit, this black candle's eerie blue flame reveals the presence of invisible creatures. Within a 10-foot radius of the lit candle, creatures don't benefit from the invisible condition. Their bodies are outlined, not fully visible, so they are concealed. Once lit, the candle burns for 1 minute, after which the effect ends. If extinguished, it can't be relit.

CORROSIVE AMMUNITION — ITEM 7

CONSUMABLE | EVOCATION | MAGICAL

Price 70 gp
Ammunition any
Activate ◆ Interact

This peculiar ammunition is coated in yellow dust that leaves a stain on anything it touches. When activated corrosive ammunition hits a target, it dissolves across the target's armor. The armor takes 1d8 persistent acid damage that ignores the armor's Hardness; if the target isn't wearing armor, it takes the acid damage instead. This damage occurs at the end of the target's turns.

The creature can end this effect by spending an Interact action to wipe off the corrosive dust, and otherwise the effect ends once the armor becomes broken.

DUST OF CORPSE ANIMATION — ITEM 8+

UNCOMMON | CONSUMABLE | MAGICAL | NECROMANCY

Usage held in 2 hands; **Bulk** –
Activate ◆◆ Interact

This black pouch contains what appears to be fine bone dust. Pouring the dust in a special pattern over a corpse turns it into an undead creature. The type of undead created depends on the condition of the corpse, resulting in either a skeleton or a zombie (*Bestiary* 298 and 340, respectively). If the undead's level would be greater than 3, the dust fails to animate it. The body must be of an appropriate size and type for the undead you wish to create—for example, you must sprinkle the dust on a horse's skeleton to animate a skeletal horse. If more than one undead in the level range is appropriate, such as skeletal guard or skeletal champion for a Medium humanoid skeleton, you choose.

The animated undead has the minion trait, meaning it can use 2 actions when you Command it. You can issue a Command for the current turn as part of the activation. The undead creature remains animated for 1 minute before collapsing back into its corpse form. As usual, you can have a maximum of four minions under your control.

Type *dust of corpse animation*; **Level** 8; **Price** 100 gp

Type *greater dust of corpse animation*; **Level** 16; **Price** 1,500 gp

You can animate an undead with a level of 11 or lower.

FREEZING AMMUNITION — ITEM 5

COLD | CONSUMABLE | EVOCATION | MAGICAL

Price 25 gp
Ammunition any
Activate ◆ Interact

This chilly ammunition is dark blue and cold to the touch. When activated *freezing ammunition* hits a target, the target must succeed at a DC 19 Fortitude save or be slowed 1 for 1 round by the intense cold (slowed 1 for 1 minute on a critical failure).

GECKO POTION — ITEM 1

CONSUMABLE | MAGICAL | POTION | TRANSMUTATION

Price 3 gp
Usage held in 1 hand; **Bulk** L
Activate ◆ Interact

A gecko potion is a sticky, tawny brown liquid with flecks of sand suspended in it. For 5 minutes after drinking this potion, your fingertips sprout thousands of microscopic, bristled hairs that cling to objects, granting you a +1 item bonus to Climb and Palm an Object, and to your Reflex DC against Disarm attempts.

INCENSE OF DISTILLED DEATH — ITEM 12

CONSUMABLE | MAGICAL | NECROMANCY | NEGATIVE

Price 350 gp
Usage held in 1 hands; **Bulk** –
Activate ◆ Interact

This black incense smells of fresh earth and ash. You activate the incense by lighting it, whereupon it fills a 10-foot emanation with oily smoke and potent negative energy. Undead creatures, including incorporeal undead, gain fast healing 4 while in the area; though this healing comes from negative energy, it doesn't

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

negatively impact living creatures. Once lit, the incense burns for 1 minute, and it can't be extinguished.

OIL OF OBJECT ANIMATION — ITEM 8+

UNCOMMON | CONSUMABLE | MAGICAL | OIL | TRANSMUTATION

Usage held in 2 hands; **Bulk** –

Activate ❖❖ Interact

This fine golden oil comes in a small blue canister. Carefully spreading the oil over an object turns it into an animated object (*Bestiary* 20) of the same type. For example, sprinkling it on a statue makes an animated statue. If the animated object's level would be greater than 3, the oil struggles to animate it and ultimately fails.

This animated object has the minion trait, meaning it can use 2 actions when you Command it. You can issue a Command for the current turn as part of the activation. The object remains animated for 1 minute before falling inert. As usual, you can have a maximum of four minions under your control.

Type *oil of object animation*; **Level** 8; **Price** 85 gp

Type *greater oil of object animation*; **Level** 16; **Price** 1,400 gp

You can animate an object with a level of 11 or lower.

OIL OF REVELATION — ITEM 5

CONSUMABLE | EVOCATION | MAGICAL | OIL

Price 25 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ Interact

This bright oil, first created by humans as a tool to help them fight in darkness, holds flecks of tiny gemstones in suspension and smells like a struck tindertwig.

The first time a weapon coated with this oil damages a creature, the wound glows with light for 1 minute. If the creature is invisible, the light's position means it is merely hidden to creatures that would otherwise be unable to see it, rather than undetected. The light also negates the concealed condition due to lighting conditions. If the coated weapon doesn't damage a creature within 1 hour, the oil sloughs off and loses its power.

OIL OF UNLIFE — ITEM 1+

CONSUMABLE | MAGICAL | NECROMANCY | NEGATIVE | OIL

Usage held in 1 hand; **Bulk** L

Activate ❖ Interact

This thin, black liquid imparts a bone-deep chill while rapidly repairing an undead creature's physical or spiritual form. When you dash *oil of unlife* onto an undead creature, or a living creature with negative healing, the oil absorbs quickly into its body, and the creature regains the listed number of Hit Points. You can pour *oil of unlife* on an incorporeal undead; in this case, the creature absorbs the oil into itself.

Type minor; **Level** 1; **Price** 4 gp

The oil restores 1d8 Hit Points.

Type lesser; **Level** 3; **Price** 12 gp

The oil restores 2d8+5 Hit Points.

Type moderate; **Level** 6; **Price** 50 gp

The oil restores 3d8+10 Hit Points.

Type greater; **Level** 12; **Price** 400 gp

The oil restores 6d8+20 Hit Points.

Type major; **Level** 18; **Price** 5,000 gp

The oil restores 8d8+30 Hit Points.

POTION OF DISGUISE — ITEM 5+

UNCOMMON | CONSUMABLE | MAGICAL | POLYMORPH | POTION | TRANSMUTATION

Usage held in 1 hand; **Bulk** L

Activate ❖ Interact

Upon imbibing this potion, you take on the appearance of a specific type of creature for 2d12 hours. The type of creature is determined when the potion is created. For example, you might have a *potion of elf disguise* or *potion of frog disguise*. Drinking the potion doesn't impart the knowledge of how long the effect lasts; the GM rolls the duration in secret.

The disguise doesn't change your traits or statistics, nor does it give you any of the special abilities of the creature you're imitating. It might affect what items you can hold or wear (for example, your new form might lack opposable thumbs). The potion shrinks you down to a minimum of size Small, or maintains your size if the creature is your size or larger. For example, if you are Medium and drink a *potion of fire giant disguise*, you'll take on the appearance of a fire giant but remain Medium. The creature has to be of a specific kind, such as "leopard" or "lion" rather than just "cat," or "fire giant" or "ogre" rather than just "giant," but the potion can't cause you to mimic a specific individual creature.

The effects of this potion use the same rules as the Impersonate activity of Deception. Onlookers always assume you're the chosen type of creature unless they're actively Seeking. You gain a +4 status bonus to your Deception DC against such Perception checks and add your level even if untrained.

Type lesser; **Level** 5; **Price** 30 gp; **Craft Requirements** Initial raw materials must include a bit of blood, hair, or flesh of the creature the potion will allow the drinker to imitate.

Type moderate; **Level** 8; **Price** 100 gp; **Craft Requirements** Initial raw materials must include a bit of blood, hair, or flesh of the creature the potion will allow the drinker to imitate.

The potion can increase your size if the creature is larger than you, to a maximum of Large, and it can shrink you to a creature of size Tiny. This doesn't change any of your statistics, with the exception of reducing your reach to 0 feet as a Tiny creature.

Type greater; **Level** 11; **Price** 300 gp

While drinking a *greater potion of disguise*, if you picture the specific form you want to transform into, the potion will change you into that form. You can attempt to Impersonate a specific individual, though you still need to roll Deception.

POTION OF EXPEDITIOUS RETREAT — ITEM 1

CONSUMABLE | MAGICAL | POTION | TRANSMUTATION

Price 3 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ Interact

The stopper for a *potion of expeditious retreat* is crafted to

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

easily snap open in dire circumstances. When you drink this potion, you become fleeing for 1 minute, and you gain a +40-foot status bonus to all your Speeds for the duration as long as you are fleeing. You immediately Stride.

POTION OF RETALIATION — ITEM 1+

CONSUMABLE | EVOCATION | MAGICAL | POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ Interact

A *potion of retaliation* is available in four varieties—acid, cold, electricity, and fire—each with a faint shimmer reminiscent of the energy it contains. For 1 minute after drinking a *potion of retaliation*, you glow with a faint aura of that energy, and a creature that touches you (such as by making an unarmed attack or using a spell with a range of touch against you) takes damage of that type. The moderate, greater, and major versions also damage an adjacent creature that hits you with a melee weapon Strike.

Type minor; **Level** 1; **Price** 4 gp
The aura deals 1 damage.

Type lesser; **Level** 3; **Price** 12 gp
The aura deals 1d4 damage.

Type moderate; **Level** 6; **Price** 50 gp
The aura deals 2d4 damage.

Type greater; **Level** 12; **Price** 400 gp
The aura deals 3d6 damage.

Type major; **Level** 18; **Price** 5,000 gp
The aura deals 4d8 damage.

POTION OF SHARED MEMORIES — ITEM 1

CONSUMABLE | DIVINATION | MAGICAL | MENTAL | POTION

Price 4 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ Interact

A *potion of shared memories* can transfer recollections from one creature to another. To place a memory in the potion, you must hold the vial and focus on a particular memory for 1 minute. This memory must be of a single event, location, person, or otherwise encompass a span of about 1 minute. The clear fluid takes on a shimmering hue reminiscent of the stored memory and gains a slightly sweet taste.

Upon consuming the potion, the drinker vividly recalls the memory, and thereafter can remember it as easily as a memory they actually experienced. An unwilling drinker can refuse to absorb the memory.

RATION TONIC — ITEM 1+

CONJURATION | CONSUMABLE | MAGICAL | POTION

Usage held in 1 hand; **Bulk** L

Activate ❖ Interact

This slender vial appears to hold clean, clear water with a faintly fruity scent. Drinking a *ration tonic* magically nourishes you with the equivalent of a day's worth of food and water. The tonic has a subtle, pleasant taste, its particulars chosen when the potion is crafted.

Type *ration tonic*; **Level** 1; **Price** 3 gp

Type *greater ration tonic*; **Level** 7; **Price** 55 gp
A *greater ration tonic* nourishes you for 1 week instead of 1 day, distributing the nourishment in a constant and healthy flow across the week.

SHIELDING SALVE — ITEM 1

ABJURATION | CONSUMABLE | MAGICAL | OIL

Price 4 gp

Usage held in 2 hands; **Bulk** L

Activate ❖ Interact

This shimmering paste has many properties of a *shield* spell. When you slather it onto a creature or object, the target gains a +1 circumstance bonus to AC for 1 round. The first time a physical attack or a *magic missile* hits the target during that round, the oil prevents 5 damage from that attack or spell, and then the oil's effect ends.

TERRIFYING AMMUNITION — ITEM 6

CONSUMABLE | EMOTION | ENCHANTMENT | FEAR | MAGICAL | MENTAL

Price 50 gp

Ammunition any

Activate ❖ Interact

This black-and-gray ammunition is etched with occult symbols and tiny, grinning skulls. When activated *terrifying ammunition* damages a creature, it fills the creature's mind with visions of their own failures, tragedies, and eventually, their own death. The creature must attempt a DC 20 Will save.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 1 and can't reduce its frightened value below 1 until it spends an action, which has the concentrate trait, to calm itself down.

Critical Failure As failure, but the creature is frightened 2.

TIME SHIELD POTION — ITEM 13

CONSUMABLE | MAGICAL | POTION | TRANSMUTATION

Price 600 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ Interact

This purple potion has a bitter taste and seems to blur with motion. When you drink a *time shield potion,* you are frozen in time for 2d4 rounds. You can't act or be targeted, you become immune to all effects, and you vanish from your space; as far as the universe is concerned, you simply don't exist as long as the potion lasts. The durations of any effects targeting you when you drink the potion are suspended until it wears off.

Once the potion's duration expires, you return to the normal flow of time and your former space; if that space is now occupied, you get shunted to the nearest unoccupied space. Effects with durations immediately resume affecting you, elapsing as though no time has passed. If you are within the area of an effect created while you were outside of time, you immediately take those effects upon returning. The GM might determine that other changes that occurred while you were outside of time (such as the ground beneath you crumbling) also affect you upon your return.

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Permanent Magic Items and Runes

These peculiar or awe-inspiring magic items might be the spoils of bold adventures or the creations of diligent research and toil in a crafter's workshop. As permanent items, they can be used repeatedly over an adventurer's career. You can find these permanent items organized by level and subcategory on the treasure tables on pages 250–251.

Full rules for special types of items, such as staves and wands, are in the *Core Rulebook*, and the page numbers where they appear can be found in the glossary and index, starting on page 266 of this book.

EARTHGLIDE CLOAK — ITEM 15

EARTH | INVESTED | MAGICAL | TRANSMUTATION

Price 6,500 gp

Usage worn cloak; **Bulk** –

This brown-and-gold robe covers you from head to toe. Its weighty fabric doesn't move with the wind, instead hanging still as if carved of stone.

Activate ❖ Interact; **Frequency** once per hour; **Effect** You Burrow through dirt and stone up to your land Speed, leaving no tunnels or signs of your passing. If you end your movement inside solid stone, you are forcibly expelled into the nearest open area, taking 1d6 bludgeoning damage for every 5 feet between the end of your movement and the open area.

EARTHSIGHT BOX — ITEM 9

UNCOMMON | DIVINATION | MAGICAL | SCRYING

Price 575 gp

Usage held in 1 hand; **Bulk** L

This fine wooden box is inlaid with Dwarven runes, with hinges and a clasp of forged iron. The box contains a few handfuls of fine sand.

Activate 1 minute (envision, Interact); **Frequency** once per day; **Effect** You hold the box closed and, while envisioning the earth around you, turn the box clockwise three times and then give it three slow shakes. When you open the box, the sand has arranged itself to replicate, in miniature, the stone terrain surrounding you, to a range of 60 feet. This shows details of paths; hills; embankments; boulders; and even artificial structures like walls, ditches, and tunnels, as long as they're made of stone and earth. If you're underground, it reveals tunnels and voids in the earth within 60 feet at your current depth. The sand maintains its shape until you close the box.

ENVISIONING MASK — ITEM 11

DIVINATION | INVESTED | MAGICAL | MENTAL

Price 1,200 gp

Usage worn mask; **Bulk** –

These strange masks consist of a thin stone hood and a shimmering purple veil reminiscent of the pleroma aeon who first gifted them to mortals in the hope that sharing the means of aeon communication would reduce the misunderstandings and conflicts among mortal civilizations. An *envisioning mask* covers your entire face, though it doesn't hinder your vision or other senses.

Activate ❖ Interact; **Frequency** once per day; **Effect** You lose the ability to produce language and instead communicate wordlessly through a series of psychic projections. This acts as telepathy with a range of 100 feet, but it is understandable to all creatures regardless of whether they have a language. When communicating with non-aeons, however, your meaning is often vague and mysterious. This effect lasts for 10 minutes.

EXPLODING SHIELD — ITEM 5

EVOCATION | MAGICAL

Price 25 gp

Usage held in 1 hand; **Bulk** 1

The magic within this wooden shield (Hardness 3, HP 12, BT 6) lashes out at your foes as the shield is destroyed.

Activate ❖ Interact; **Trigger** The *exploding shield* is destroyed; **Effect** The shield explodes outward, dealing 4d6 piercing damage to each creature in a 15-foot cone (DC 19 basic Reflex save).

FEARSOME — RUNE 5+

EMOTION | ENCHANTMENT | FEAR | MAGICAL | MENTAL

Usage etched onto a weapon

When you critically hit with this weapon, the target becomes frightened 1.

Type *fearsome*; **Level** 5; **Price** 160 gp

Type *greater fearsome*; **Level** 12; **Price** 2,000 gp

When you critically hit with this weapon, the target becomes frightened 2.

FIRE-JUMP RING — ITEM 10

UNCOMMON | CONJURATION | FIRE | INVESTED | MAGICAL | TELEPORTATION

Price 940 gp

Usage worn; **Bulk** –

This dark-red ring is engraved with ashen symbols and smells faintly of smoke.

Activate ❖❖ envision, Interact; **Frequency** once per day; **Effect** You Stride (or Burrow or Fly, if you have the corresponding Speed) into any fire large enough to contain you, including magical fires. You vanish into the fire and take no damage from it. You can sense all sufficiently large fires within 100 feet of where you vanish, and you reemerge from any of those fires, either within the fire or adjacent to it. If you end your movement in the fire, it affects you as normal.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

FOUR-WAYS DOGSLICER — ITEM 12

UNCOMMON | COLD | ELECTRICITY | EVOCATION | FIRE | MAGICAL

Price 1,700 gp

Usage held in 1 hand; **Bulk** L

This *+2 striking dogslicer* is obviously the work of a brilliant but scrappy artisan who valued versatility over safety. Four toothy gems line the blade's cutting edge, three of which glow—one with fiery red light, one with a chill blue, and one that gives off sparks—while the last is a glistening black. Each of these gems embodies a weapon property rune, but only one rune can be active at a time.

Activate ◆ Interact; **Effect** You twist the gem along the blade corresponding with the desired weapon rune: red for *flaming*, blue for *frost*, or yellow for *shock*. You take 1d6 damage of the type the chosen rune deals. You can instead twist the black gem to disable the active property rune, taking no damage.

GLAMOROUS BUCKLER — ITEM 2

ILLUSION | MAGICAL

Price 35 gp

Usage held in 1 hand; **Bulk** L

A *glamorous buckler* (Hardness 3, HP 6, BT 3) is lavishly decorated with gilding and inset gemstones that glitter in the light. While you have it raised, the *glamorous buckler* grants you a +1 item bonus to Deception checks to Feint.

Activate ◆ envision; **Frequency** once per day; **Trigger** You Feint; **Requirements** You have the *glamorous buckler* raised; **Effect** As you Feint, the *glamorous buckler* sparkles mightily. On a successful Feint, the target is dazzled for 1 round.

HELLFIRE BOOTS — ITEM 13

EVOCATION | FIRE | INVESTED | MAGICAL

Price 3,000 gp

Usage worn; **Bulk** 1

These heavy boots are made of blackened metal and always feel warm to the touch, with streams of glowing embers cascading off their heels. While wearing *hellfire boots*, you gain resistance 10 to fire damage.

Activate ◆◆ Interact; **Frequency** once per minute; **Effect** Stride. Each square you move through during your Stride is scorched with hellish flames, becoming hazardous terrain for 1 minute. A creature that moves through one of these spaces takes 3d6 fire damage.

INFILTRATOR'S ACCESSORY — ITEM 5

ILLUSION | MAGICAL

Price 150 gp

Usage held in 1 hand; **Bulk** 1

This elegant *+1 striking sword cane* serves equally well as a fashionable accessory and hidden weapon suitable for high-society events where weapons aren't typically permitted.

Activate ◆ Interact; **Effect** You twist the sword cane's hilt, magically merging the blade into the cane. While the blade is merged, it can't be drawn and gains the benefits of a 3rd-level *magic aura* spell to appear non-magical. Passive observers can't attempt a check to notice the cane is anything more than a mundane, if superb, fashion accessory. Those carefully examining it can discern the cane is more than it appears, but doing so is extremely difficult (DC 30 Perception). Activating the sword cane again releases the blade, allowing it to be drawn normally.

LOVER'S GLOVES — ITEM 8

EMOTION | ENCHANTMENT | INVESTED | MAGICAL | MENTAL

Price 500 gp

Usage worn gloves; **Bulk** –

These white silk gloves are adorned in red hearts that glow faintly whenever you are adjacent to someone you feel particularly strongly toward. They buoy your spirit, giving you a +1 item bonus to Diplomacy checks.

Activate ◆ Interact; **Frequency** once per day; **Effect** You grasp the hands of a willing creature you have strong positive feelings about, regardless of the nature of those feelings. The creature gains a +1 status bonus to saving throws and 10 temporary Hit Points for 10 minutes. If the creature shares your feelings, you gain the same benefits, and for the duration, when you both roll a success on a saving throw against an emotion effect that causes negative emotions, you both get a critical success instead.

MASK OF THE BANSHEE — ITEM 9+

AUDITORY | INVESTED | MAGICAL | NECROMANCY | NEGATIVE

Usage worn mask; **Bulk** –

This ice-blue half-mask is adorned with a wicked silver grin that covers the wearer's mouth, leaving the rest of the face uncovered. You gain a +2 item bonus to Intimidation checks.

Activate ◆◆ envision, Interact; **Frequency** once per day; **Effect** The mask emits a soul-chilling scream that deals 6d10 negative damage to each living creature in a 20-foot emanation (DC 25 basic Fortitude save).

Type *mask of the banshee*; **Level** 9; **Price** 700 gp

Type *greater mask of the banshee*; **Level** 19; **Price** 35,000

The item bonus to Intimidation is +3. Activating a *greater mask of the banshee* casts a 9th-level *wail of the banshee* (DC 41) affecting all living creatures in the area.

Craft Requirements Supply a casting of *wail of the banshee*.

MEDUSA'S SCREAM — ITEM 13+

MAGICAL | TRANSMUTATION

Usage held in 1 hand; **Bulk** 1

The ghastly visage of a slain medusa's head stares out from this steel shield (Hardness 13, HP 52, BT 26). The shield comes with a thick leather cover to conceal the head.

Activate ◆◆ Interact (visual); **Frequency** once per day;

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Effect You reveal the medusa's face, focusing its gaze on one creature within 30 feet. The shield casts *flesh to stone* with a range of 30 feet.

Type *medusa's scream*; **Level** 13; **Price** 3,000 gp

Type *greater medusa's scream*; **Level** 16; **Price** 9,000 gp

A *greater medusa's scream* (Hardness 15, HP 60, BT 30) has a frequency of once per hour for its activation instead of once per day, and the DC is 35.

Craft Requirements The initial raw materials must include the head of a medusa.

PREDICTABLE SILVER PIECE — ITEM 1

DIVINATION MAGICAL

Price 3 gp

Usage held in 1 hand; **Bulk** –

This seemingly unremarkable, weathered silver coin bears the bust of an unnamed monarch on the face and a majestic bird on the tail. You can toss the coin without activating it, in which case it follows the normal laws of probability.

Activate ◆ Interact; **Effect** You rub your thumb on one side of the coin with the intent of slightly tweaking the strands of fate, then flip the coin into the air in a coin toss. No matter how the toss is resolved—letting the coin fall to the ground, slapping it down on the back of your hand, or catching it on your open palm—it always lands with the side you rubbed face up.

READY — RUNE 6+

EVOCATION MAGICAL

Usage etched onto armor

A *ready* rune draws component pieces of a suit of armor toward one another, making it easier and faster to get into. You can don light armor with this rune as a 3-action activity or medium or heavy armor with this rune in 1 minute.

Type *ready*; **Level** 6; **Price** 200 gp

Type *greater ready*; **Level** 11; **Price** 1,200 gp

You can don light armor with a *greater ready* rune as a single action, or medium or heavy armor with a *greater ready* rune as a 3-action activity.

ROD OF CANCELLATION — ITEM 20

RARE ABJURATION MAGICAL

Price 75,000 gp

Usage held in 1 hand; **Bulk** 1

This powerful magic rod is inimical to all magic.

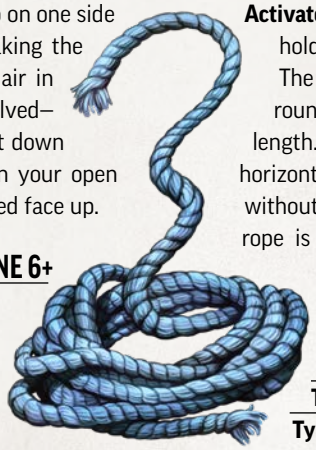
Activate ◆◆ Interact; **Effect** You touch the rod to a magical effect or magic item and attempt to counteract the effect or item. Regardless of the result, the *rod of cancellation* can't be activated again for 2d6 hours. On a success, the effect or item is deactivated for the same amount of time, and its duration, if any, continues to expire during that time. If you choose, you can instead completely drain the *rod of cancellation*'s magic on a success in order to completely drain the magic from the effect or item. If you do, both become completely non-magical and their magic can't be recovered, even by the *remake* spell.

The *rod of cancellation* automatically fails to counteract most artifacts and similarly powerful items, but it reacts explosively when activated against a *sphere of annihilation* without a counteract check (*Gamemastery Guide* 113).

ROPE OF CLIMBING — ITEM 3+

MAGICAL TRANSMUTATION

Usage held in 1 hand; **Bulk** L



This silk rope measures 50 feet long and is capable of holding up to 3,000 pounds. If the rope is ever cut, only the longest remaining portion retains its magic.

Activate ◆ Interact; **Frequency** once per day; **Effect** You hold one end of the rope and point to a destination. The rope animates for 1 minute, moving 10 feet per round until it reaches the destination or runs out of length. The rope can move across any non-damaging horizontal or vertical surface, but it can't extend upward without a surface to support it. At any point while the rope is animated, you can use an Interact action to wiggle the rope, giving it one of the following commands: stop in place, fasten securely to the nearest available object, detach from an object, or knot or unknot itself.

Type *lesser rope of climbing*; **Level** 3; **Price** 45 gp

Type *moderate rope of climbing*; **Level** 5; **Price** 125 gp

You can activate the *moderate rope of climbing* once per hour instead of once per day.

Type *greater rope of climbing*; **Level** 7; **Price** 300 gp

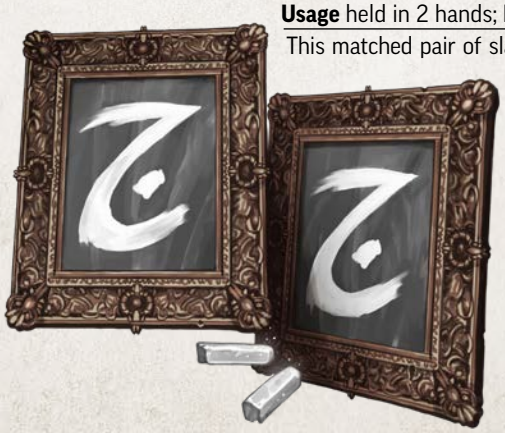
You can activate the *greater rope of climbing* without any frequency limit.

SLATES OF DISTANT LETTERS — ITEM 13

DIVINATION MAGICAL

Price 2,450 gp

Usage held in 2 hands; **Bulk** L



This matched pair of slates, roughly one handspan wide and tall, have identical ornate frames. Slates are crafted in pairs, and each works with only the other of its pair. If one slate of a pair is ever broken, the other shatters into non-magical shards. The listed price is for a pair of slates.

Activate ◆◆ Interact; **Frequency** once per hour; **Effect** You use a piece of chalk to write up to 25

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

words on a slate. As you write, the writing also appears on the other slate in its matched pair, no matter how far away it is, as long as it is on the same plane. Wiping one slate clean erases the writing from both slates. Each slate can be activated once per hour.

SLEEVES OF STORAGE — ITEM 4+

CONJURATION | EXTRADIMENSIONAL | INVESTED | MAGICAL

Usage worn garment; **Bulk** L

This loose robe has wide, voluminous sleeves that each contain an extradimensional space. These spaces each function as a *bag of holding* that can hold up to 5 Bulk of items (for a total of 10 Bulk), though no individual item can be of more than 1 Bulk; the sleeves grow slightly heavy as you reach maximum capacity. You can add or remove an item from a sleeve with a single hand free as an Interact action.

If a sleeve is completely empty, you can place your own familiar into that extradimensional space. It can survive comfortably in your sleeve for up to 1 hour, after which it begins to suffocate. While in your sleeve, it can't be affected or targeted by any effects, but you don't benefit from any master abilities. A familiar can exit the sleeve of its own volition with a single action that has the manipulate and move traits. You can't place any other creature into your sleeves, nor can you place your familiar in a sleeve if it's larger than Tiny. If your familiar is in your sleeve, you can't place any items in the sleeve.

Type *sleeves of storage;* **Level** 4; **Price** 100 gp

Type *greater sleeves of storage;* **Level** 9; **Price** 600 gp

Each sleeve can hold up to 20 Bulk of items, and a familiar can survive within a sleeve for up to 4 hours.

SPELLGUARD BLADE — ITEM 7

ABJURATION | MAGICAL

Price 320 gp

Usage held in 1 hand; **Bulk** L

The guard of this *+1 striking main-gauche* is inscribed with eldritch glyphs that guard against magic. When you are benefiting from the +1 circumstance bonus to AC from this weapon's parry trait, you also apply that circumstance bonus to your saving throws against spells that target you.

SPIRITSIGHT CROSSBOW — ITEM 8

UNCOMMON | CONJURATION | MAGICAL | TELEPORTATION

Price 450 gp

Usage held in 2 hands; **Bulk** 2

This *+1 striking ghost touch crossbow* has an array of crystalline lenses and silver fittings along the stock and feels strangely light.

Activate ❖ envision; **Frequency** once per minute; **Effect** You aim through the crossbow's crystalline lenses, gaining imprecise vision onto the Ethereal Plane with a range of 60 feet in addition to your normal senses for the rest of your turn. While this effect lasts, your next Strike with the *spiritsight crossbow* can also affect targets on the Ethereal Plane during the first 60 feet of its flight.

STAFF OF IMPOSSIBLE VISIONS — ITEM 6+

UNCOMMON | ILLUSION | MAGICAL | STAFF

Usage held in 1 hand; **Bulk** 1

This bizarre staff is made from oak, capped with a cluster of eye-shaped gemstones that seem to move and undulate at the corner of your vision. While wielding the staff, you can peer through the eyes, using your normal visual senses (including any benefits of spells affecting your vision, like *see invisibility*). You can maneuver the staff to see things around corners, at higher elevations, or in places where the staff can fit but your head can't. This doesn't provide sufficient line of effect to target creatures around corners. The eyes are as vulnerable as your eyes and can be affected by anything that alters your vision, such as a blinding flash of light.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of impossible visions*; **Level** 6; **Price** 230 gp
- **Cantrip** *daze*
- **1st** *fear, phantom pain*
- **2nd** *augury, paranoia*

Type *greater staff of impossible visions*; **Level** 12; **Price** 1,800 gp
- **3rd** *hypnotic pattern, paralyze*
- **4th** *countless eyes* (page 217), *phantasmal killer*
- **5th** *strange geometry* (page 226)

Type *major staff of impossible visions*; **Level** 16; **Price** 10,000 gp
- **6th** *blinding fury* (page 216), *phantasmal calamity*
- **7th** *visions of danger, warp mind*

Type *true staff of impossible visions*; **Level** 20; **Price** 70,000 gp
- **8th** *spirit song, uncontrollable dance*
- **9th** *unfathomable song, weird*

Craft Requirements Supply one casting of all listed levels of all listed spells.

STAFF OF NATURE'S VENGEANCE — ITEM 10+

EVOCATION | MAGICAL | STAFF

Usage held in 1 hand; **Bulk** 1

This stout staff is made from gnarled hawthorn. When used as a weapon, a *staff of nature's vengeance* permanently has the effects of *shillelagh*.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of nature's vengeance*; **Level** 10; **Price** 900 gp
- **Cantrip** *tanglefoot*
- **1st** *shocking grasp, spider sting*
- **2nd** *flaming sphere, vomit swarm* (page 227)
- **3rd** *earthbind, wall of thorns*
- **4th** *bestial curse* (page 215), *spike stones* (page 225)

Type *greater staff of nature's vengeance*; **Level** 14; **Price** 4,000 gp
- **5th** *cloudkill, control water*
- **6th** *purple worm sting, tangling creepers*

Type *major staff of nature's vengeance*; **Level** 18; **Price** 24,000 gp
- **7th** *sunburst, volcanic eruption*
- **8th** *earthquake, punishing winds*

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Craft Requirements Supply one casting of all listed levels of all listed spells, plus one casting of *shillelagh*.

STAFF OF PROVIDENCE — ITEM 6+

DIVINATION | MAGICAL | STAFF

Usage held in 1 hand; **Bulk** 1

A large, stylized symbol of an eye adorns the top of this wooden staff, representing the watchful eye of the divine powers. The bearer of the staff can guide and protect, seeing bounties and tragedies that could befall them in the future. When wielding this staff, you gain a +1 item bonus on Survival checks to Sense Direction or Subsist, and to Religion checks to Recall Knowledge.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type *staff of providence*; **Level** 6; **Price** 230 gp
- **Cantrip** *guidance, light*
- **1st** *bless, create water*
- **2nd** *augury, create food, see invisibility, status*

Type *greater staff of providence*; **Level** 10; **Price** 900 gp
- **3rd** *safe passage* (page 224), *wanderer's guide*
- **4th** *remove curse, spell immunity, status*

Type *major staff of providence*; **Level** 14; **Price** 4,100 gp
- **5th** *prying eye, see invisibility, spell immunity*
- **6rd** *spell immunity, scintillating safeguard* (page 224), *true seeing*

Type *true staff of providence*; **Level** 20; **Price** 64,000 gp
- **7th** *energy aegis, spell immunity*
- **8rd** *divine inspiration, spell immunity*
- **9th** *foresight, overwhelming presence, spell immunity*

Craft Requirements Supply one casting of all listed levels of all listed spells.

URN OF ASHES — ITEM 9

MAGICAL | NECROMANCY | NEGATIVE

Price 700 gp

Usage held in 1 hand; **Bulk** –

This sealed pewter urn contains the ashes of a benevolent ancestor, with a sliver of lingering spirit that strives to protect you.

Activate ↻ envision; **Trigger** You would become doomed or your doomed value would increase; **Requirements** The ashes aren't doomed; **Effect** The ashes in the urn intervene, taking the doomed condition in your place, and you don't gain or increase the value of your own doomed condition. Each night when you get a full night's rest, you can reduce your own doomed condition or that of the urn, but not both.

Activate ◆ envision, Interact (attack); **Frequency** once per round; **Effect** The urn shoots a bolt of negative energy at a foe within 30 feet. Attempt a spell attack roll against the target's AC, using a modifier of +15 or your own spell attack roll modifier, whichever is higher. On a success, the bolt deals 4d4 negative damage (doubled on a critical success).

VICTORY PLATE — ITEM 9+

UNCOMMON | ABJURATION | INVESTED | MAGICAL

Usage worn armor; **Bulk** 4

The metal plates of this *+1 resilient full plate* are covered by a bright tabard featuring a distinctive coat of arms divided into four fields. This insignia magically records your recent victories, displaying one triumph in each field of the coat of arms, allowing you to call upon those victories for aid in future battles.

Activate ◆ envision; **Trigger** You kill or destroy a creature of a level equal to or greater than your *victory plate* (adjusted as usual if you add fundamental runes to *victory plate*). This creature must have one of the traits listed in the second activation; **Effect** You direct the armor to commemorate your victory. The coat of arms on the armor's tabard shifts to incorporate heraldry related to the slain creature, and the victory is recorded within the tabard. If you have already recorded four victories, choose one to replace with the new victory.

Activate ◆◆ envision, Interact; **Frequency** once per hour; **Effect** You touch one of the tabard's four fields representing one of your victories and recall your triumph over that creature. That creature vanishes from the tabard, and for 1 minute, you gain resistance 5 to a damage type based on the creature's trait (you gain resistance to only one type, even if the creature has more than one trait that could apply):
- **Aberration or Fey** mental
- **Celestial** good
- **Construct** poison
- **Dragon or Elemental** one energy type that matches one of the dragon's or elemental's traits
- **Fiend** evil
- **Ooze** precision, and the resistance is 10
- **Undead** negative

Type *victory plate*; **Level** 9; **Price** 675 gp

Type *greater victory plate*; **Level** 15; **Price** 5,500 gp

The armor is a *+2 greater resilient full plate*. You can use the second activation once per minute instead of once per hour, and the resistance it grants is 10, or 20 for the ooze's resistance against precision damage.

WALKING CAULDRON — ITEM 1

INVESTED | MAGICAL | TRANSMUTATION

Price 12 gp

Bulk 4

This iron cauldron stands upon sturdy iron crow's feet. A walking cauldron has a land Speed of 25 feet and can be used as a suitable tool to Craft potions, oils, or other liquids.

As a single action, which has the auditory

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

INTRODUCTION
ANCESTRIES & BACKGROUNDS
CLASSES
ARCHETYPES
FEATS
SPELLS
ITEMS
GLOSSARY & INDEX

and concentrate traits, you can command the cauldron to either follow you or to stand in place. When following you, the cauldron does its best to remain within 30 feet of you, but its ungainly movements are too imprecise to predictably direct in a combat encounter or other situation where seconds and precise locations count. It can carry up to 2 Bulk of ingredients for potions or other liquids inside of itself while following you, but if overloaded or if you put anything else inside it, it stands in place and refuses to move until 10 minutes after you remove the excess.

WAND OF CRACKLING LIGHTNING — ITEM 8+

ELECTRICITY | EVOCATION | MAGICAL | WAND

Usage held in 1 hand; **Bulk** L

This wand is made of two copper plates separated by a ceramic center.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *lightning bolt*, but the spell's area is twice as wide (two adjacent and parallel 120-foot lines) and creatures that fail their save are flat-footed for 1 round.

Type 3rd-level spell; **Level** 8; **Price** 500 gp

Type 4th-level spell; **Level** 10; **Price** 1,000 gp

Type 6th-level spell; **Level** 14; **Price** 4,500 gp

Type 8th-level spell; **Level** 18; **Price** 24,000 gp

Crafting Requirements Supply a casting of *lightning bolt* of the appropriate level.

WAND OF HOPELESS NIGHT — ITEM 6+

DARKNESS | EVOCATION | MAGICAL | WAND

Usage held in 1 hand; **Bulk** L

This wand is a length of wrought black iron.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *darkness*. Each creature that ends its turn within the spell's area must succeed at a DC 20 Will save or become frightened 1 (frightened 2 on a critical failure).

Type 2nd-level spell; **Level** 6; **Price** 250 gp

Type 4th-level spell; **Level** 10; **Price** 1,000 gp

Craft Requirements Supply a casting of *darkness* of the appropriate level.

WAND OF OVERFLOWING LIFE — ITEM 9+

HEALING | MAGICAL | NECROMANCY | POSITIVE | WAND

Usage held in 1 hand; **Bulk** L

This alabaster wand has a clear crystal at the tip.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *heal* at the indicated level. After you cast the spell, at the start of your next turn, excess healing magic wells up from the wand and heals you, as though you cast the 1-action version of *heal* on yourself at the same spell level. You gain this benefit only once, even if you cast multiple *heal* spells from *wands of overflowing life* in the same turn.

Type 3rd-level spell; **Level** 9; **Price** 700 gp

Type 4th-level spell; **Level** 11; **Price** 1,400 gp

Type 5th-level spell; **Level** 13; **Price** 3,000 gp

Type 6th-level spell; **Level** 15; **Price** 6,500 gp

Type 7th-level spell; **Level** 17; **Price** 15,000 gp

Type 8th-level spell; **Level** 19; **Price** 40,000 gp

Crafting Requirements Supply a casting of *heal* of the appropriate level.

WAND OF THE SNOWFIELDS — ITEM 14+

COLD | EVOCATION | MAGICAL | WAND

Usage held in 1 hand; **Bulk** L

This wand is a slender length of ice-blue glass.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *cone of cold*. The ground within the spell's area is swathed in deep snow, becoming difficult terrain for 1 minute.

Type 5th-level spell; **Level** 14; **Price** 4,500 gp

Type 7th-level spell; **Level** 18; **Price** 24,000 gp

Craft Requirements Supply a casting of *cone of cold* of the appropriate level.

WAND OF THE SPIDER — ITEM 7+

CONJURATION | MAGICAL | POISON | WAND

Usage held in 1 hand; **Bulk** L

The handle of this wand is a 5-inch-long piece of rosewood, but most of its length is a pair of twisted spider legs covered in gossamer webbing.

Activate Cast a Spell; **Frequency** once per day, plus overcharge; **Effect** You cast *web*, but the strands of webbing are envenomed. Any creature that fails their Athletics check or Reflex save to navigate the web takes 1d6 poison damage.

Type 2nd-level spell; **Level** 7; **Price** 360 gp

Type 4th-level spell; **Level** 11; **Price** 1,400 gp

The strands deal 2d6 poison damage plus 1d6 persistent poison damage.

Craft Requirements Supply a casting of *web* of the appropriate level.

WINGED — RUNE 13+

MAGICAL | TRANSMUTATION

Usage etched onto armor

This rune is a swirling glyph on the front of the armor. A large pair of transparent, ephemeral wings floats out from the back of the armor.

Activate ◆◆◆ command, Interact; **Frequency** once per hour; **Effect** You trace the rune on the front of the breastplate and the armor's ephemeral wings grow tangible, granting you a fly Speed of 25 feet or your land Speed, whichever is slower. This effect lasts for 5 minutes or until you Dismiss it. Once the effect ends, the wings disappear completely, reappearing in their ephemeral form 1 hour later.

Type *winged*; **Level** 13; **Price** 2,500 gp

Type *greater winged*; **Level** 19; **Price** 35,000 gp

Once activated, the wings remain tangible indefinitely. You can Dismiss the activation if you choose, and you don't have to wait an hour to activate the rune again.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

GLOSSARY & INDEX

This appendix contains page references for key terms appearing in this book, partial definitions for many rules and concepts, and full definitions for the traits appearing in this book. Many entries refer to the *Core Rulebook* using the abbreviation "CR."

aasimar (trait) A creature with this trait has the aasimar versatile heritage. Aasimars are planar scions descended from celestial beings. An ability with this trait can be used or selected only by aasimars. 34–36
aberration (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.
abjuration (trait) Effects and magic items with this trait are associated with the abjuration school of magic, typically involving protection or wards.
access You can select an uncommon rules element if you meet the criteria listed in its access entry. 4
Activate an Item (activity) You provide specified components to activate an alchemical or magical item. The number of actions this takes varies by item. CR 532–533
adamantine (material) CR 578
additive (trait) Feats with the additive trait allow you to spend actions to add special substances to bombs or elixirs. You can add only one additive to a single alchemical item, and attempting to add another spoils the item. You can typically use actions with the additive trait only when you're creating an infused alchemical item, and some can be used only with the Quick Alchemy action. The additive trait is always followed by a level, such as "additive 2". An additive adds its level to the level of the alchemical item you're modifying; the result is the new level of the mixture. The mixture's item level must be no higher than your advanced alchemy level. CR 75
affliction An affliction can affect a creature for a long time, over several different stages. The most common kinds are curses, diseases, and poisons. CR 457–458
agile (weapon trait) The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.
air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a magical connection to that element.
alchemical (trait) Alchemical items are powered by reactions of alchemical reagents. Alchemical items aren't magical and don't radiate a magical aura. 252–255, CR 543–554
alchemist (class) 106–107, CR 70–81
alchemical items 252–255, CR 543–554
alchemist (trait) This indicates abilities from the alchemist class.
alignment (damage type) An umbrella category of damage including chaotic, evil, good, and lawful damage. CR 452
ammunition (magic item) 256–259, CR 559–561
ancestry 6–47, CR 32–59
animal companion 144–145, CR 214–217
arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. CR 299
arcane spell list 212, CR 307–309
archetype 148–199, CR 219–231
archetype (trait) This feat belongs to an archetype.
armor (magic item) 260–264, CR 274–276
runes 262, 265, CR 580–583
attack (trait) An ability with this trait involves an attack. For each attack you make beyond the first on your turn, you take a multiple attack penalty. CR 446–447
auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.
background 48–51, CR 60–64
barbarian (class) 108–111, CR 82–93
barbarian (trait) This indicates abilities from the barbarian class.
bard (class) 112–115, CR 94–103
composition spells 228, CR 386–387
occult spell list 212–213, CR 311–314
bard (trait) This indicates abilities from the bard class.
basic alchemy benefits Some archetypes that give you the ability to use alchemy in a manner similar to an alchemist grant these benefits. 150
basic spellcasting benefits These benefits are granted by spellcasting archetypes. 149–150
bomb (trait) An alchemical bomb combines volatile alchemical components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage, though some produce other effects. 252–253, CR 544–546
cantrip (trait) A spell you can cast at will that is automatically heightened to half your level rounded up. CR 300
catfolk (trait) A creature with this trait is a member of the catfolk ancestry. Catfolk are humanoids with feline features. An ability with this trait can be used or selected only by catfolk. An item with this trait is created and used by catfolk. 8–11
celestial (trait) Creatures that hail from or have a strong connection to the good-aligned planes are called celestials. Celestials can survive the basic environmental effects of planes in the Outer Sphere.
champion (class) 116–121, CR 104–115
devotion spells 228–229, CR 387–388
champion (trait) This indicates abilities from the champion class.
changeling (trait) A creature with this trait has the changeling versatile heritage. Changelings are the children of hags and members of other humanoid ancestries. An ability with this trait can be used or selected only by changelings. 30–31
chaotic (trait) Chaotic effects often manipulate energy from chaos-aligned Outer Planes and are anathema to lawful divine servants or divine servants of lawful deities. A creature with this trait is chaotic in alignment. An ability with this trait can be selected or used only by chaotic creatures.
class 52–143, CR 67–68
class DC A class DC sets the difficulty for some abilities granted by your character's class. Class DC = 10 + proficiency bonus + key ability modifier. CR 29
cleric (class) 122–123, CR 116–127
divine spell list 212, CR 309–311
cleric (trait) This indicates abilities from the cleric class.
cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.
cold iron (material) CR 578
common (trait) Anything that doesn't list another rarity trait (uncommon, rare, or unique) automatically has the common trait. This rarity indicates that an ability, item, or spell is available to all players who meet the prerequisites for it. CR 13
composition (trait) To cast a composition cantrip or focus spell, you usually use a type of Performance. If the spell includes a verbal component, you must use an auditory performance, and if it includes a somatic component, you must use a visual one. The spell gains all the traits of the performance you used. You can cast only one composition spell each turn, and you can have only one active at a time. If you cast a new composition spell, any ongoing effects from your previous composition spell end immediately. CR 386–387
concealable (weapon trait) This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait. 248
concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.
conjuration (trait) Effects and magic items with this trait are associated with the conjuration school of magic, typically involving summoning, creation, teleportation, or moving things from place to place.
construct (trait) A construct is an artificial creature empowered by a force other than necromancy. Constructs are often mindless; immune to disease, the paralyzed condition, and poison; and may have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.
consumable (trait) An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include alchemical items and magical consumables such as scrolls and talismans. When a character creates consumable items, they can make them in batches of four. 252–259, CR 559–571
counteract The process used when one effect tries to negate another. CR 458–459
curse (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

cursebound (trait) Spells with this trait increase the severity of your oracular curse when cast. Usually only revelation spells have this trait. You can't cast a cursebound spell if you don't have an oracular curse. 77
darkness (trait) Darkness effects extinguish non-magical light in the area and can counteract less powerful magical light. You must usually target light magic with your darkness magic directly to counteract it, but some darkness spells automatically attempt to counteract light.
deadly (weapon trait) On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune.
death (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP. CR 461
debilitation Debilitations apply conditions and other negative effects to a creature. When the creature is affected by a new debilitation, any previous one it was affected by ends. CR 181
dedication (trait) You must select a feat with this trait to apply an archetype to your character. CR 219
detection (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.
devil (trait) A family of fiends from Hell, most devils are irredeemably lawful evil. They typically have greater darkvision, immunity to fire, and telepathy.
dhampir (trait) A creature with this trait has the dhampir versatile heritage. These humanoids are the immortal offspring of vampires and members of other ancestries. 32–33
disarm (weapon trait) You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.
disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. CR 457–458
Dismiss ❖ (action) End a spell or magic item effect that can be dismissed. CR 305, 534
divination (trait) The divination school of magic typically involves obtaining or transferring information, or predicting events.
divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical. CR 299
divine spell list 212, CR 309–311
domain CR 441
downtime (trait) An activity with this trait takes a day or more, and can be used only during downtime. CR 481
dragon (trait) Dragons are reptilian creatures, often winged or with the power of flight. Most are able to use a breath weapon and are immune to sleep and paralysis.
druid (class) 124–125, CR 128–139
order spells CR 399–401
primal spell list 213, CR 314–315
druid (trait) This indicates abilities from the druid class.
duskwalker (trait) A creature with this trait has the duskwalker versatile heritage. Duskwalkers are planar scions infused with the supernatural energy of psychopomps. An ability with this trait can be used or selected only by duskwalkers. 37–38
dwarf (trait) A creature with this trait is a member of the dwarf ancestry. Dwarves are stout folk who often live underground and typically have darkvision. An ability with this trait can be used or selected only by dwarves. An item with this trait is created and used by dwarves. 42, CR 34–37
earth (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a magical connection to that element.
electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a magical connection to electricity.
elemental (trait) Elementals are creatures directly tied to an element and native to the Elemental Planes. Elementals don't need to breathe.
elf (trait) A creature with this trait is a member of the elf ancestry. Elves are mysterious people with rich traditions of magic and scholarship who typically have low-light vision. An ability with this trait can be used or selected only by elves. A weapon with this trait is created and used by elves. 43, CR 38–41
elixir (trait) Elixirs are alchemical liquids that are used by drinking them. 253–254, CR 546–550
emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.
enchantment (trait) Effects and magic items with this trait are associated with the enchantment school of magic, typically involving mind control, emotion alteration, and other mental effects.
energy (damage type) An umbrella category including acid, cold, electricity, fire, force, negative, positive, and sonic damage. CR 452
evil (trait) Evil effects often manipulate energy from evil-aligned Outer Planes and are antithetical to good divine servants or divine servants of good deities. A creature with this trait is evil in alignment. An ability with this trait can be selected or used only by evil creatures.
evocation (trait) Effects and magic items with this trait are associated with the evocation school of magic, typically involving energy and elemental forces.
expert spellcasting benefits These benefits are granted by spellcasting archetypes. 150
exploration (trait) An activity with this trait takes more than a turn to use, and can usually be used only during exploration mode. CR 234
extradimensional (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it is removed.
familiar A Tiny creature mystically bonded to you. 146–147, CR 217–218
fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.
feat An ability you gain or select for your character due to their ancestry, background, class, general training, or skill training. Some feats grant special actions.
general feat 201–209
skill feat (general feat that improves skills) 201–209
fey (trait) Creatures of the First World are called the fey.
fiend (trait) Creatures that hail from or have a strong connection to the evil-aligned planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.
fighter (class) 126–127, CR 140–153
fighter (trait) This indicates abilities from the fighter class.
finesse (weapon trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.
finisher (trait) Finishers are spectacular finishing moves that use your panache. You can use a finisher only if you have panache, and you lose your panache immediately after performing a finisher. Once you use a finisher, you can't use any actions that have the attack trait for the rest of your turn.
Some actions that have the finisher trait also grant an effect on a failure. Effects added on a failure don't apply on a critical failure. If your finisher action succeeds, you can still choose to apply the failure effect instead. For example, you might do this when an attack deals no damage due to resistance. 87
fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a magical connection to that element.
flourish (trait) Flourish actions are actions that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.
Focus Point If you can cast focus spells, you have a pool of Focus Points you can use to cast them. You regain a Focus Point using the Refocus activity. CR 300
focus spell A type of spell, specific to a class, that can be cast using Focus Points and is automatically heightened to half your level rounded up. Focus spells always have a descriptive term such as "revelation spell" or "warden spell." 228–239, CR 300–302
force (trait) Effects with this trait deal force damage or create objects made of pure magical force.
formula A recipe or instructions required to Craft an item. CR 293–294
fortune (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. CR 449
gear 248–49, CR 270–295
general (trait) A type of feat that any character can select, regardless of ancestry and class, as long as they meet the prerequisites. You can select a feat with this trait when your class grants a general feat. CR 255
gnome (trait) A creature with this trait is a member of the gnome ancestry. Gnomes are small people skilled at magic who seek out new

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

experiences and usually have low-light vision. An ability with this trait can be used or selected only by gnomes. A weapon with this trait is created and used by gnomes. 44, CR 42–45

goblin (trait) A creature with this trait can be one of several kinds of creature, including goblins, hobgoblins, and bugbears. Goblins tend to have darkvision. An ability with this trait can be used or chosen only by goblins. A weapon with this trait is created and used by goblins. 45, CR 46–49

good (trait) Good effects often manipulate energy from good-aligned Outer Planes and are antithetical to evil divine servants or divine servants of evil deities. A creature with this trait is good in alignment. An ability with this trait can be selected or used only by good creatures.

half-elf (trait) A creature with this trait is part human and part elf. An ability with this trait can be used or selected only by half-elves. CR 55–56

halfling (trait) A creature with this trait is a member of the halfling ancestry. These small people are friendly wanderers considered to be lucky. An ability with this trait can be used or selected only by halflings. A weapon with this trait is created and used by halflings. 46, CR 50–53

half-orc (trait) A creature with this trait is part human and part orc. An ability with this trait can be used or selected only by half-orcs. CR 55–56

haunt (trait) A hazard with this trait is a spiritual echo, often of someone with a tragic death. Putting a haunt to rest often involves resolving the haunt's unfinished business. A haunt that hasn't been properly put to rest always returns after a time.

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

held item (magic item) 260–265, CR 572–576

heritage A choice made to further define your ancestry. CR 33
versatile heritage 28–29

hex (trait) A hex is a short-term effect generated on the fly from your patron's magic, requiring your familiar to draw from your patron. As such, you can cast only one spell with the hex trait each turn; attempts to cast a second hex spell on the same turn fail, and the spellcasting actions are lost. 101

hostile action A hostile action is one that can harm or damage another creature, whether directly or indirectly, but not one that a creature is unaware could cause harm.

human (trait) A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability. An ability with this trait can be used or selected only by humans. 47, CR 54–59

humanoid (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

illusion (trait) Effects and magic items with this trait are associated with the illusion school of magic, typically involving false sensory stimuli. CR 298

immunity An immunity causes a creature to ignore all damage, effects, or conditions of a certain type. CR 451–453
temporary immunity CR 453

incapacitation (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's level treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

incorporeal (trait) An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it is slowed 1. Corporeal creatures can pass through an incorporeal creature, but they can't end their movement in its space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects. Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage.

infused (trait) You created an alchemical item with the infused trait using your infused reagents, and it has a limited time before it becomes inert. Any nonpermanent effects from your infused alchemical items, with the exception of afflictions such as slow-acting poisons, end when you make your daily preparations again. CR 72, 75

injury (trait) This poison is delivered by damaging the recipient. CR 550

Invest an Item (activity) You invest your energy in an item as you don it. CR 531

invested (trait) A character can wear only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head). CR 531

investigator (class) 54–65
multiclass archetype 151

investigator (trait) This trait indicates abilities from the investigator class.

item An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks. 246–265
adventuring gear 248–249, CR 287–292
alchemical items 252–255, CR 543–554
magic items 256–265, CR 531–535
snares 256, CR 589–591
treasure tables 250–251, CR 536–542
weapons 248, CR 278–286

kobold (trait) A creature with this trait is a member of the kobold ancestry. Kobolds are reptilian humanoids who are usually Small and typically have darkvision. An ability with this trait can be used or selected only by kobolds. 12–15

lawful (trait) Lawful effects often manipulate energy from law-aligned Outer Planes and are antithetical to chaotic divine servants or divine servants of chaotic deities. A creature with this trait is lawful in alignment. An ability with this trait can be selected or used by lawful creatures only.

light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.

lineage (trait) A feat with this trait indicates a character's descendance from a particular type of creature. You can have only one lineage feat. You can select a lineage feat only at 1st level, and you can't retrain into or out of these feats. 28

linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.

litany (trait) Litanies are special devotion spells, typically used by champions and requiring a single action, that usually give temporary immunity to further litanies.

magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. A magical item radiates a magic aura infused with its dominant school of magic.

Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical. CR 535

manipulate (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.

master spellcasting benefits These benefits are granted by spellcasting archetypes. 150

mechanical (trait) A hazard with this trait is a constructed physical object. CR 521

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.

metamagic (trait) Actions with the metamagic trait, usually from metamagic feats, tweak the properties of your spells. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

minion (trait) Minions are creatures that directly serve another creature. A creature with this trait can use only 2 actions per turn and can't use reactions. Your minion acts on your turn in combat, once per turn, when you spend an action to issue it commands. For an animal companion, you Command an Animal; for a minion that's a spell or magic item effect, like a summoned minion, you Sustain a Spell or Sustain an Activation; if not otherwise specified, you issue a verbal command as a single action with the auditory and concentrate traits.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

If given no commands, minions use no actions except to defend themselves or to escape obvious harm. If left unattended for long enough, typically 1 minute, mindless minions usually don't act, animals follow their instincts, and sapient minions act how they please.

misfortune (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worse and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. CR 449

monk (class) 128–131, CR 154–165
ki spells 229, CR 401–402

monk (trait) Abilities with this trait are from the monk class. A weapon with this trait is primarily used by monks.

morph (trait) Effects that slightly alter a creature's form have the morph trait. Any Strikes specifically granted by a morph effect are magical. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the second morph effect attempts to counteract the first (in the same manner as two polymorph effects, described in that trait).

Your morph effects might also end if you are polymorphed and the polymorph effect invalidates or overrides your morph effect. The GM determines which morph effects can be used together and which can't.

mount An animal companion with this special ability supports its rider. CR 214

mounted combat CR 478

move (trait) An action with this trait involves moving from one space to another. CR 473–475

multiclass (trait) Archetypes with the multiclass trait represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are a member of the class of the same name. 149–154, CR 219

mutagen (trait) An elixir with the mutagen trait temporarily transmogrifies the subject's body and alters its mind. A mutagen always conveys one or more beneficial effects paired with one or more detrimental effects. Mutagens are polymorph effects, meaning you can benefit from only one at a time. 253, CR 546

necromancy (trait) Effects and magic items with this trait are associated with the necromancy school of magic, typically involving forces of life and death.

negative (trait) Effects with this trait heal undead creatures with negative energy, deal negative damage to living creatures, or manipulate negative energy.

negative healing (trait) A creature with negative healing draws life from negative energy rather than positive energy. It is damaged by positive damage and is not healed by positive healing effects. It does not take negative damage, and it is healed by negative effects that heal undead.

nonlethal (trait) An effect with this trait is nonlethal. Damage from a nonlethal effect knocks a creature out rather than killing it. CR 453

nonlethal (weapon trait) Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

oath (trait) Oaths add an additional tenet to your code. You can usually have only one feat with this trait. CR 109

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical. CR 299

occult spell list 212–213, CR 311–314

oil (trait) Oils are magical gels, ointments, pastes, or salves that are typically applied to an object and are used up in the process. 258, CR 561–562

ooze (trait) Oozes are creatures with simple anatomies. They tend to have low mental ability scores and immunity to mental effects and precision damage.

open (trait) These maneuvers work only as the first salvo on your turn. You can use an open only if you haven't used an action with the attack or open trait yet this turn.

oracle (class) 66–81
multiclass archetype 152
revelation spells 229–234

oracle (trait) This trait indicates abilities from the oracle class.

orc (trait) A creature with this trait is a member of the orc ancestry. These green-skinned people tend to have darkvision. An ability with this trait can be used or selected only by orcs. An item with this trait is created and used by orcs. 16–19

orichalcum (material) CR 579

parry (weapon trait) This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend an Interact action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn. CR 283

physical (damage type) A grouping of bludgeoning, piercing, and slashing damage. CR 452

planar scion These versatile heritages represent people descended from a distant planar ancestor or tied strongly to another plane. 34–41

plant (trait) Vegetable creatures have the plant trait. They are distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.

poison (trait) An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction. 254, CR 457–458, 550–554

polymorph (trait) These effects transform the target into a new form. A target can't be under the effect of more than one polymorph effect at a time. If it comes under the effect of a second polymorph effect, the second polymorph effect attempts to counteract the first. If it succeeds, it takes effect, and if it fails, the spell has no effect on that target. Any Strikes specifically granted by a polymorph effect are magical. Unless otherwise stated, polymorph spells don't allow the target to take on the appearance of a specific individual creature, but rather just a generic creature of a type or ancestry.

If you take on a battle form with a polymorph spell, the special statistics can be adjusted only by circumstance bonuses, status bonuses, and penalties. Unless otherwise noted, the battle form prevents you from casting spells, speaking, and using most manipulate actions that require hands. (If there's doubt about whether you can use an action, the GM decides.) Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate any items.

positive (trait) Effects with this trait heal living creatures with positive energy, deal positive energy damage to undead, or manipulate positive energy.

potion (trait) A potion is a magical liquid activated when you drink it. 257–259, CR 562–564

prediction (trait) Effects with this trait determine what is likely to happen in the near future. Most predictions are divinations.

press (trait) Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you are currently affected by a multiple attack penalty. Some actions with the press trait also grant an effect on a failure. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds, you can choose to apply the failure effect instead. (For example, you may wish to do this when an attack deals no damage due to resistance.) Because a press action requires a multiple attack penalty, you can't use one when it's not your turn, even if you use the Ready activity.

primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. CR 299

primal spell list 213, CR 314–315
initial proficiencies CR 68

rage (trait) You must be raging to use abilities with the rage trait, and they end automatically when you stop raging. CR 87

ranged trip (weapon trait) This weapon can be used to Trip with the Athletics skill at a distance up to the weapon's first range increment. The skill check takes a –2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. As with using a melee weapon to trip, a ranged trip doesn't deal any damage when used to Trip. This trait usually appears only on a thrown weapon. 248

ranger (class) 132–133, CR 166–177
warden spells 234–235

ranger (trait) This indicates abilities from the ranger class.

rare (trait) This rarity indicates that a rules element is very difficult to find in the game world. A rare feat, spell, item or the like is available to players only if the GM decides to include it in the game, typically through discovery during play. CR 13

ratfolk (trait) A creature with this trait is a member of the ratfolk ancestry. Ratfolk are humanoids who resemble rats. An ability with this trait can be used or selected only by ratfolk. 20–23

Refocus (activity) Regain 1 Focus Point. CR 300

resistance Reduces damage you take of a certain type. CR 453

revelation (trait) Effects with this trait see things as they truly are.

revelation spell Revelation spells are focus spells cast by oracles. Revelation spells have the cursebound trait, which means they progress the severity of your oracular curse when cast, and you can't cast them if you don't have an oracular curse. 69–70, 229–234

rogue (class) 134–137, CR 178–189

rogue (trait) This indicates abilities from the rogue class.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

rune (magic item) 260–265, CR 580–585
scrying (trait) A scrying effect lets you see, hear, or otherwise get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.
secret (trait) The GM rolls the check for this ability in secret. CR 450
shadow (trait) This magic involves shadows or the energy of the Shadow Plane.
shield (magic item) 260–262, CR 586–588
shove (weapon trait) You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.
silver (material) CR 579
skill (trait) A general feat with the skill trait improves your skills and their actions or gives you new actions for a skill. A feat with this trait can be selected when a class grants a skill feat or general feat. Archetype feats with the skill trait can be selected in place of a skill feat if you have that archetype's dedication feat.
snare (trait) Traps typically made by rangers, snares follow special rules that allow them to be constructed quickly and used on the battlefield. 256, CR 589–591
social (trait) Actions and abilities with the social trait can be used only while a vigilante is in their social identity. 196
sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.
sorcerer (class) 138–141, CR 190–201
bloodline spells 235–237, CR 402–406
spell lists 212–213, CR 307–315
sorcerer (trait) This indicates abilities from the sorcerer class.
spell A magical effect created by performing mystical incantations and gestures known only to those with special training or inborn abilities. CR 297–306
focus spells (bloodline spells, composition spells, devotion spells, hex spells, ki spells, order spells, revelation spells, warden spells) 228–239, CR 300–302
spell descriptions 214–227, CR 316–385
spell lists 212–213, CR 307–315
spell attack roll You attempt a spell attack roll when targeting a creature with aimed magic. Your multiple attack penalty applies. Spell attack roll modifier = spellcasting ability modifier + proficiency bonus + other bonuses + penalties. CR 447–448
spell DC Your spell DC measures how hard it is to resist your spells with saving throws or to counteract them. Spell DC = 10 + spellcasting ability modifier + proficiency bonus + other bonuses + penalties. CR 448
spirit (trait) Spirits are ephemeral creatures defined by their spiritual self and often lacking a physical form.
splash (trait) When you use a thrown weapon with the splash trait, you don't add your Strength modifier to the damage roll. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a failure (but not a critical failure), the target of the attack still takes the splash damage. Add splash damage together with the initial damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit. CR 544
staff (trait) This magic item holds spells of a particular theme and allows a spellcaster to cast additional spells by preparing the staff. 263–264, CR 592
stance (trait) A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.
staves (magic item) 263–264, CR 592–595
structure (trait) An item with the structure trait creates a magical building or other structure when activated. The item must be activated on a plot of land free of other structures. The structure adapts to the natural terrain, adopting the structural requirements for being built there. The structure adjusts around small features such as ponds or spires of rock, but it can't be created on water or other nonsolid surfaces. If activated on snow, sand dunes, or other soft surfaces with a solid surface underneath, the structure's foundation (if any) reaches the solid ground. If an item with this trait is activated on a solid but unstable surface, such as a swamp or an area plagued by tremors, roll a DC 3 flat check each day; on a failure, the structure begins to sink or collapse.
The structure doesn't harm creatures within the area when it appears, and it can't be created within a crowd or in a densely populated area. Any creature inadvertently caught inside the structure when the item is activated ends up unharmed inside the complete structure and always has a clear path of escape. A creature inside the structure when the activation ends isn't harmed, and it lands harmlessly on the ground if it was on an upper level of the structure.
summoned (trait) A creature called by a conjuration spell or effect gains the summoned trait. A summoned creature can't summon other creatures, create things of value, or cast spells that require a cost. It has the minion trait. If it tries to Cast a Spell of equal or higher level than the spell that summoned it, it overpowers the summoning magic, causing its own spell to fail and the summon spell to end. Otherwise, the summoned creature uses the standard abilities for a creature of its kind. It generally attacks your enemies to the best of its abilities. If you can communicate with it, you can attempt to command it, but the GM determines the degree to which it follows your commands. Immediately when you finish Casting the Spell, the summoned creature uses its 2 actions for that turn. A summoned creature can't control any spawn or other creatures generated from it, and such creatures return to their unaltered state (usually a corpse in the case of spawn) once the summoned creature is gone. If it's unclear what this state would be, the GM decides. Summoned creatures can be banished by various spells and effects. They are automatically banished if reduced to 0 Hit Points or if the spell that called them ends.
Sustain an Activation ❖ (action) Extend a magic item activation with a sustained duration to the end of your next turn. CR 534
Sustain a Spell ❖ (action) Extend a spell with a sustained duration. CR 304
sustained A spell with this duration can be extended with Sustain a Spell. CR 304
swashbuckler (class) 82–93
multiclass archetype 153
swashbuckler (trait) This trait indicates abilities from the swashbuckler class.
talisman (trait) A talisman is a small object affixed to armor, a shield, or a weapon (called the affixed item). You must be wielding or wearing an item to activate a talisman attached to it. Once activated, a talisman burns out permanently. 256, CR 565–570
teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.
temporary immunity An effect that makes a creature temporarily immune lets that creature avoid new effects of the same name, but it doesn't end anything caused by the effect that gave the temporary immunity. CR 453
temporary items Some archetypes allow you to prepare temporary items. These temporary items last only a short time before becoming useless. 150
tengu (trait) A creature with this trait is a member of the tengu ancestry. Tengus are humanoids who resemble birds. An ability with this trait can be used or selected only by tengus. An item with this trait is created and used by tengus. 24–27
thrown (weapon trait) You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.
tiefling (trait) A creature with this trait has the tiefling versatile heritage. Tieflings are planar scions descended from fiends. An ability with this trait can be used or selected only by tieflings. 39–41
transmutation (trait) Effects and magic items with this trait are associated with the transmutation school of magic, typically changing something's form.
trap (trait) A hazard or item with this trait is constructed to hinder interlopers. CR 520
trigger A specified event when you can use a reaction or free action. CR 462
two-hand (weapon trait) This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value. This change applies to all the weapon's damage dice, such as those from *striking* runes.
unarmed attack Any attack with the unarmed trait, typically those made using a part of your body rather than a weapon or spell. CR 283
uncommon (trait) Something of uncommon rarity requires special training or comes from a particular culture or part of the world. Some character

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

choices give access to uncommon options, and the GM can choose to allow access for anyone. CR 13
undead (trait) Once living, these creatures were infused after death with negative energy and soul-corrupting evil magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by positive energy and are healed by negative energy, and don't benefit from healing effects.
unique (trait) A rules element with this trait is one-of-a-kind. CR 13
until the next time you make your daily preparations A spell with this duration lasts until you next prepare, and you can extend it by leaving its spell slot open. CR 305
versatile (weapon trait) A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.
versatile heritage Versatile heritages can be selected by characters of nearly any ancestry in place of a heritage specific to a single ancestry. 28–29
vigilante (trait) Using actions and abilities with the vigilante trait while in your social identity risks exposing you as a vigilante. 196–197
visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.
wand (trait) A wand contains a single spell which you can cast once per day. 265, CR 597–598
water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a magical connection to the element.
weakness Increases damage you take of a certain type. CR 453
weapon 248, CR 278–286
magical weapons 261–265, CR 599–602
runes 260, CR 580–585
witch (class) 94–105
hex spells 237–239
multiclass archetype 154
witch (trait) This trait indicates abilities from the witch class.
wizard (class) 142–143, CR 202–213
arcane spell list 212, CR 307–309
wizard (trait) This indicates abilities from the wizard class.
worn item (magic item) 260–264, CR 603–617

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Genie, Marid from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Advanced Player's Guide © 2020, Paizo Inc.; Authors: Amirali Attar Olyaee, Alexander Augunas, Kate Baker, Brian Bauman, Logan Bonner, Carlos Cabrera, James Case, Jessica Catalan, John Compton, Paris Crenshaw, Jesse Decker, Fabby Garza Marroquin, Steven Hammond, Sasha Laranoa Harving, Joan Hong, Nicolas Hornyak, Vanessa Hoskins, James Jacobs, Erik Keith, Lyz Liddell, Luis Loza, Ron Lundeen, Patchen Mortimer, Dennis Muldoon, Stephen Radney-MacFarland, Jessica Redekop, Mikhail Rekun, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Kendra Leigh Speedling, Jason Tondro, Clark Valentine, and Andrew White.

PAIZO INC.

Creative Directors • James Jacobs and Robert G. McCreary
Director of Game Design • Jason Bulmahn
Director of Visual Design • Sarah E. Robinson
Managing Developers • Adam Daigle and Amanda Hamon
Organized Play Lead Developer • Linda Zayas-Palmer
Developers • James Case, Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Patrick Renie, Michael Sayre, and Jason Tondro
Starfinder Lead Designer • Joe Pasini
Starfinder Senior Developer • John Compton
Starfinder Society Developer • Thurston Hillman
Design Manager • Mark Seifter
Pathfinder Lead Designer • Logan Bonner
Designer • Lyz Liddell
Managing Editor • Judy Bauer
Senior Editor • Leo Glass
Editors • Patrick Hurley, Avi Kool, Kieran Newton, and Lu Pellazar
Managing Art Director • Sonja Morris
Art Directors • Kent Hamilton and Adam Vick
Senior Graphic Designer • Emily Crowell
Graphic Designer • Tony Barnett
Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens
Chief Creative Officer • Erik Mona
Chief Financial Officer • John Parrish
Chief Operations Officer • Jeffrey Alvarez
Chief Technical Officer • Vic Wertz

Director of Project Management • Glenn Elliott
Project Coordinator • Michael Nzazi
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Vice President of Marketing & Licensing • Jim Butler
Director of Licensing • John Feil
Public Relations Manager • Aaron Shanks
Social Media Producer • Payton Smith
Customer Service & Community Manager • Sara Marie
Operations Manager • Will Chase
Organized Play Manager • Tonya Woldridge
Organized Play Associate • Alex Speidel
Accountant • William Jorenby
Accounting & AP Specialist • Eric Powell
Finance Operations Specialist • B. Scott Keim
Human Resources Generalist • Devinne Caples

Director of Technology • Raimi Kong
Web Content Manager • Maryssa Lagervall
Senior Software Developer • Gary Teter
Webstore Coordinator • Katina Davis

Customer Service Team • Joan Hong, Virginia Jordan, Samantha Phelan, and Diego Valdez
Warehouse Team • Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity, the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Advanced Player's Guide © 2020, Paizo Inc. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Cards, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.

Printed in China.

paizo.com #32575155, Tyler Gerome <Percytomsen@hotmail.com>, Aug 4, 2020

Paizo.com #3225155, Nur Gerdan, <[illegible]@gmail.com>, Aug 4, 2021

SECOND EDITION

PATHFINDER

LOST OMENS

GODS & MAGIC

TEST YOUR CONVICTIONS

LOST OMENS GODS & MAGIC OFFERS DETAILS ON MAJOR GODS FOUND IN THE INNER SEA REGION, INCLUDING WHAT FORMS THEIR PLEASURE OR WRATH MIGHT TAKE. IT ALSO PRESENTS RULES FOR OVER A HUNDRED OTHER DEITIES AND PHILOSOPHIES SO YOU CAN FIND THE CAUSE THAT BEST FITS YOUR CONVICTIONS AND TAKE UP WEAPONS AND MAGIC IN ITS SERVICE!

HARDCOVER $34.99

paizo

© 2020, Paizo Inc. Paizo, the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Adventure Path, Pathfinder Roleplaying Game, and Pathfinder Lost Omens are trademarks of Paizo Inc.

paizo.com/pathfinder

Paizo.com #3225155, Nur Gerdan, <[illegible]@gmail.com>, Aug 4, 2021

Rulebook

Beyond the Basics!

Expand the limits of what's possible with this collection of exciting new options for your Pathfinder character. Choose from 10 brand-new ancestries and four new classes: the shrewd investigator, the mysterious oracle, the daring swashbuckler, and the hex-slinging witch! Plus, over 40 new archetypes, more options for every ancestry and class in the *Pathfinder Core Rulebook*, and new backgrounds, feats, spells, and items provide more opportunities for customization than ever before.

Pathfinder

paizo

paizo.com/pathfinder

US $49.99
ISBN 978-1-64078-257-0
54999>
9 781640 782570

Printed in China.